

ULTIMATE WAR: FRUITS VS. VEGETABLES JumpChain CYOA

by Sonic0704 with help from SJ-Chan and Discordites

Welcome Jumper, to the world where eternal war is being fought. Fruits on one side, Vegetables on the other one, fighting for the dominance of... nobody exactly knows what, to be honest, but it did not matter. War is happening and it is up to you to pick a side in it. Do you want to side with sweet Fruits or healthy Vegetables? Or maybe you want to be more neutral, with filling Grains or unexpected Nuts?

Whatever your decision, here is 1000 CP for you. Your stay in this world will last for 10 years, so... good luck!



AGE & GENDER

Age & gender do not really matter here, so pick whatever makes the most sense to you.

FACTION

Pick one of the factions to ally with.

Fruits - Sweet, colourful and tasty, everybody likes to eat fruits... but beware of the forbidden fruit or you might end up regretting eating it. Apple can still be poisonous, after all.

Vegetables - Healthy and good for you, or so they say. You doubt it, broccoli and Brussels sprouts are part of this group, after all.

Grains - Rice, corn... flour... bread, pasta. This group claims to be neutral and goes well with all other groups, but it makes you wonder what kind of secrets are they hiding.

Nuts - Often forgotten and ignored group, nuts are the oddballs. Great as snacks or to produce oils, but can be just as deadly as any of the others.

PERKS

Fruits Perks

Just Peachy (-100 CP, free for Fruits) - From now on, everything is just okay for you. You do not have to worry anymore about things such as depression, PTSD or other mental issues, as this perk provides you with a list of those you have and the option to remove any ones you want to remove. This can be done anew at the beginning of each new jump.

The Traitorous Tomato (-200 CP, discount for Fruits) - Like a cool cucumber, tangy tomato, and piping hot pepper, you can easily pass as a member of another faction and have all the skills needed to accomplish this, becoming an expert at undercover work and lying.

Alexander the Grape? Atilla the Plum? (-400 CP, discount for Fruits) - Conqueror without compare, master strategist and army leader, and excellent orator, ... You now have all the skills needed to conquer the world and defeat your enemies. Now all you need is an army...

One Apple A Day To Keep The Death Away (-600 CP, discount for Fruits) - Well, no need to actually eat any apples if you do not want to, but this perk does provide you with limited protection against death... specifically, it allows you to once per jump return to life from being dead. Doing so will also transport you to the nearest safe position and fully heal you.

Vegetables Perks

The Root of the Matter (-100 CP, free for Vegetables) - Arguments, issues and problems... they all stem from somewhere, they all have a root somewhere. You become a master at rooting them out, getting to the bottom of them and then figuring out solutions to deal with them. Nothing can escape your digging, it matters not whether you're on a case and searching for a serial killer or if you are a therapist trying to help your patient, you will root out these issues.

Leaf Me Alone (-200 CP, discount for Vegetables) - Sometimes you just want to be left alone. With this perk you can now easily accomplish that by just blending in with your surroundings. Stand among trees and you get hidden by their leaves or hide among other vegetables and eyes easily slip over you, failing to pick you out... You are now a master of disguise and hiding. If all that fails and you still get accosted by somebody you want to avoid, then all you need to do is say "Leaf Me Alone!" and they will. Strong-willed individuals might be capable of ignoring that effect.

The Celery Stalks at Midnight (-400 CP, discount for Vegetables) - You are the nightmare incarnate, the stalker that everyone fears will be coming after them next. You are now a master assassin, with all skills that come with it.

I've Got Layers (-600 CP, discount for Vegetables) - Like an onion, you've got layers upon layers within you. Whenever you take damage, you can choose to slough off your outer layer to look completely fine (although a little smaller). Sloughed-off layers wither into paper-thin and dried-out husks rapidly, and you'll recover a layer in a month. You are not impaired (except from a leverage standpoint) by being smaller due to layer loss. Your blood now acts as a form of tear gas. Also, on a mental level, you can stack thoughts into any of a dozen thought layers. You can have a maximum of 13 layers, and you automatically start with 8 layers at the beginning of each jump, with a new one generated in a month. Be careful, though, because if you run out of layers you can still die.

Grains Perks

A Rye Sense of Humor (-100 CP, free for Grains) - You are the funny guy of the bunch. Quips, jokes, puns, it all comes effortlessly to you. Just a look and sound are enough to make somebody laugh and like you for it.

Wheat For It (-200 CP, discount for Grains) - Like grains of wheat tickling down to be ground into flour, so can minutes tickle away for you without you getting bored or losing your patience. It basically provides you with infinite patience. It comes with a fast-forward function and can be toggled on and off as desired.

Rice Is A Comfort Food (-400 CP, discount for Grains) - Your presence exudes a calming aura that can soothe even the most troubled souls. People find comfort and solace in your company, and you have a natural talent for resolving conflicts and bringing harmony to chaotic situations.

It's Barley a Flesh Wound (-600 CP, discount for Grains) - You possess remarkable resilience, able to withstand injuries that would incapacitate others. Your body rapidly regenerates, and you can recover from grievous wounds with time.

Nuts Perks

I'm Inside You (-100 CP, free for Nuts) - You can seamlessly merge your consciousness with others, easily understanding their thoughts and emotions. This allows you to form deep connections with others and ensures effective communication with those you bond with.

Can't Get Enough (-200 CP, discount for Nuts) - Your presence is irresistibly captivating, drawing people towards you like a magnet. Those who spend time with you become somewhat infatuated with you and turn eager to please you, as you seem to be as addictive as a bag of pistachios, once it is opened and the first one eaten there is no stopping. This actually gives you all the skills needed to keep somebody interested in you once you catch their attention, including natural charisma that makes you the centre of attention in any social gathering.

Shell Shock (-400 CP, discount for Nuts) - You gain mastery over defensive techniques and fortifications. This lets you use your existing capabilities and surroundings to their fullest when creating impenetrable barriers and shields that should protect you and others from harm. Your strategic acumen in defensive warfare is similarly upgraded.

Johnny Cashew (-600 CP, discount for Nuts) - You become a master of manipulation and deception, capable of weaving intricate schemes and plots. Your actions and words carry an air of mystique, making it nearly impossible for others to discern your true intentions.

General Perks

Good Morning Sunshine (Free for all) - You can now process sunlight or other complex light into energy as if you had chlorophyll in your skin. Actually getting chlorophyll in your cells and turning green is entirely optional for this.

Heirloom Form (-50 CP) - You gain a primal form, more powerful and durable than your normal fruit or vegetable self, but with a more feral appearance as well. You may assume this form at will, and can transform more quickly at night. In future jumps, your other alt-forms can also undergo a similar transformation.

No Artificial Ingredients (-50 CP) - All the food you eat will now be 100% natural, even if it was loaded with weird chemicals right before you opened the package. The moment you see, smell, or taste it for the first time, all the artificial preservatives and chemicals will be replaced with all-natural versions that can only improve the flavour and nutritive value... unless, you know, you like the taste of that chemical.

Yams vs. Sweet Potatoes (-50 CP) - Your knowledge of the yam vs. sweet potato debate is unmatched. You can engage in passionate discussions about this topic and other topics, and

your opinion on the matters discussed is going to be treated with great respect by others. It should be enough to get those listening to you to consider your words and possibly even change their opinions.

I Yam What I Yam (-200 CP) - You remain true to yourself, unaffected by external influences that might alter your personality or convictions. Your sense of self remains steadfast, allowing you to resist manipulation and retain your individuality.



ITEMS

Fruit Items

Endless Basket of Fruits (-50 CP, free for Fruits) - An endless basket of fruits. You just need to reach in and pull them out, though it is completely random which kind of fruit you will get. Nothing that you couldn't eat for whatever reason, so no need to worry.

Fruit Juice (-100 CP, discount for Fruits) - A jug of fruit juice. Completely random each time you pour it, so it could end up being apple juice, lemonade, grape juice, orange juice... Nothing that you couldn't drink for whatever reason, so no need to worry.

Orchard (-200 CP, discount for Fruits) - A small orchard filled with a random assortment of fruit trees. The initial purchase gives you an orchard area of 1000 square meters with 20 different types of fruit trees, but with each additional purchase you can double that amount... and each of these purchases is discounted based on the price you originally paid for this (so double discount for Fruits). You can choose whether this comes as a Warehouse add-on or is placed into the jump-world and can even shift its location later on as desired.

Vegetables Items

Endless Basket of Vegetables (-50 CP, free for Vegetables) - An endless basket of vegetables. You just need to reach in and pull them out, though it is completely random which kind of vegetable you will get. Nothing that you couldn't eat for whatever reason, so no need to worry.

Vegetable Stew (-100 CP, discount for Vegetables) - A hearty pot of vegetable stew that never runs out, but is completely random about its ingredients whenever you pour it. Regardless of that, this stew is rich, nutritious and always warm. It will also always be something that you can actually eat.

Vegetable Garden (-200 CP, discount for Vegetables) - A small vegetable garden, filled with an assortment of cultivated patches on which a variety of random vegetables grow. The initial purchase of this gives you an area of 1000 square meters divided into 20 patches, but with each additional purchase you can double that amount... each of these purchases is discounted based on the price you originally paid for this (so double discount for Vegetables). You can choose whether this comes as a Warehouse add-on or is placed into the jump-world and can even shift its location later on as desired.

Seeds and Seedlings (-50 CP, free with Vegetable Garden) - A random assortment of seeds and seedlings you can plant in your Vegetable Garden. They are a diverse enough assortment that you get enough to plant a different type of vegetable in each of your patches. More seeds and seedlings are automatically provided when you harvest them.

Grains Items

Endless Bag of Grains and Flour (-50 CP, free for Grains) - An endless bag filled with various sorts of grains and flours. You just need to reach in and pull them out, though it is completely random what you will actually get. They come in temporary packaging, so no worries about that and they will also always be something that you can actually eat.

Pantry of Bread (-100 CP, discount for Grains) - An enchanted pantry filled with an assortment of freshly baked bread and other similar baked products. Whenever you open it you get a random assortment of them, from fluffy baguettes to hearty whole-grain loaves. They are perfectly flavourful and just the texture you enjoy, always something that you can actually eat (yes, it can even be gluten-free) and a perfect companion for any meal. You will not get cheap stuff that could barely qualify to be called bread. It will also always be fresh, if you desire so it can still be warm, as if it is freshly made.

Alternatively, you can use this purchase (or buy it twice) to gain a **Keg of “Liquid Bread”**... in other words, a jug of beer.

Field of Grains (-200 CP, discount for Grains) - A plot of fertile land that grows a supply of various grains, ensuring you have a consistent source of sustenance. The initial purchase of this gives you a field of 1000 square meters of field, divided into 20 sub-fields, but with each additional purchase you can double that amount... each of these purchases is discounted based on the price you originally paid for this (so double discount for Grains). You can choose whether this comes as a Warehouse add-on or is placed into the jump-world and can even shift its location later on as desired.

Seeds (-50 CP, free with Fields of Grain) - A random assortment of seeds you can plant on your Fields of Grain. They are a diverse enough assortment that you can plant a different type of grain in each of your sub-fields. More seeds are automatically provided when you harvest them.

Nuts Items

Endless Bag of Nuts (-50 CP, free for Nuts) - An endless bag filled with various types of nuts, such as almonds, walnuts, pistachios, and more. You just need to reach in and pull them out, though it is completely random what you will actually get. They come in temporary packaging, so no worries related to that. They will also always be something that you can actually eat and in a form that is edible, so some can be in their natural variant, while others might be roasted and so on.

Bottles of Oil (-100 CP, discount for Nuts) - A set of magical bottles containing different types of nut oils. Each bottle provides a completely random type of oil and to find out which one exactly it will give you requires you to open it. It will be oil that you can actually use, but it does not necessarily have to be a type of oil to use for cooking, as some of these oils have other uses.

Small Forest (-200 CP, discount for Nuts) - A small forest filled with a random assortment of trees that produce nuts. The initial purchase of this gives you a forested area of 1000 square meters with 20 different types of trees, but with each additional purchase you can double that amount... and each of these purchases is discounted based on the price you originally paid for this (so double discount for Nuts). You can choose whether this comes as a Warehouse add-on or is placed into the jump-world and can even shift its location later on as desired.

General Items

Cookbooks (-50 CP) - A collection of cookbooks containing recipes that thematically fit the faction that you picked. Additional purchases of this provide cookbooks thematically fitting other factions.

Banana-Scale (-50 CP) - A banana, with a set of engravings on it that make it perfect for using it to measure the length and size of things. If eaten by somebody they gain the ability to accurately identify the length of items up to 500 meters. A new one will appear within 24 hours.

Poisoned “Apple” (-50 CP) - Modeled after a poisoned apple from fairytales, this is a consumable item (can be fruit or vegetable or bread) that will put whoever consumes it into an eternal sleep, from which they can be awakened only by true love’s kiss.

“Apple” Comics (-100 CP) - Your own brand of comics, which publishes a bunch of superhero-themed comics along with comics based on your own Jumpchain adventures. Anything more will require you to put in some effort, but this can be a nice source of income. It is named after the type of plant you represent.

“Apple” Isle (-300 CP) - Tasmania is often called Apple Island. You get your own island of comparable size, nicknamed after the type of plant you represent. It can be inserted into jumps or maintained as a pocket dimension connected to your Warehouse. It comes with its own wildlife, but is otherwise completely uninhabited. You can use it however you want to.

“Apple” Inc. (-300 CP) - A company comparable to that of Apple Inc. It is named after the type of plant you represent, and you are its sole owner as well as director. You can decide in what kind of things they specialize in.



COMPANIONS

Import/Create (-50 CP/-200 CP/-400 CP) - For 50 CP you can import or create one Companion, for 200 CP you can import or create up to 8 Companions. For 400 CP you can import all of your Companions and even create up to 8 new ones. Companions pick their own fraction and receive 600 CP to spend on purchases from this jumpchain doc. They can take drawbacks that will affect only them.

Annoying Orange (+50 CP) - Where did this come from? This is an orange. A talking orange. Terribly annoying, with an extremely grating voice and an even worse laugh. Yeah, it is so annoying that you actually get CP for taking it with you.

Verdant Botanist (-50 CP/-100 CP/-200 CP) - What is a human doing in this world? Well, no matter, this is a knowledgeable human botanist who is deeply passionate about the world of plants. They have an encyclopaedic understanding of plants, making them an invaluable resource for identifying and utilizing plant life. For 50 CP they are completely average human, for 100 CP they can be somebody like Neville Longbottom or for 200 CP they can be somebody like Pamela Isley.

A Hive of Bees (-50 CP) - Unexpected allies, this is a full hive of bees allied with your fraction and specifically with you. They provide your fraction with additional warriors and through their actions can also help propagate your numbers in other ways. For future jumps they count as followers, but their Queen can be imported as a Companion.

Jack O'Lantern (-100 CP) - An undead pumpkin spirit with a flaming appearance and actual fire-manipulation abilities. A bit unfortunate that sometimes it accidentally burns itself when dealing with enemies...

SUPPLEMENT MODE

You can combine this jump with any jump you want to. CP budget of each jump is kept separate.



DRAWBACKS

Pests (+100 CP) - You and your belongings attract pests wherever you are, from bothersome insects to mischievous rodents. They seem inexplicably drawn to you and create inconveniences such as damaging your supplies and causing disturbances.

Fermentation (+100 CP) - Your biological processes have somehow been altered in such a way that you are now always in the process of self-fermentation, making you perpetually drunk. While you remain fully functional, it will affect your coordination and judgement.

Crop Instincts (+100 CP) - Your actions and decisions are influenced by instinctual behaviours memetically associated with your chosen faction. While this can sometimes be advantageous, it can also lead to issues and problems, so be careful.

Fruit Salad Memory (+100 CP) - Your memory becomes a jumbled mix of disconnected events, resembling a fruit salad of thoughts. This makes it difficult to recall specific details accurately, often leading to misunderstandings and confusion.

Now You're in a Pickle (+100 CP/+200 CP) - You find yourself frequently caught in comically absurd situations, oftentimes actually involving pickles. Whether it is slipping on a banana peel or accidentally stepping into a barrel of pickles, chaos seems to follow you. None of these situations will be particularly life-threatening, but you can remove that safety measure for some additional CP.

Terminator Genes (+100 CP/+200 CP) - You have been genetically modified to resist most conventional methods of attack. Due to the misunderstandings surrounding genetic modifications people fear and misunderstand you, leading to isolation and plenty of mistrust. Even if you try to hide it, eventually the truth will come out. At the higher tier, for 200 CP, modifications also caused a change visibly apparent in your appearance, making it impossible to hide the truth about your genes.

The GMO Foe (+100/+200 CP/+300 CP) - You are vehemently against genetic modification. For 100 CP that is mostly just an annoyance to your allies, as you do stuff like organize rallies and protests, publish articles and such. For 200 CP that is much worse, as you actively target any genetically-modified individuals. For 300 CP you actively try to find as many and eliminate them, not caring about making any mistakes along the way.

Rot (+100 CP/+200 CP/+300 CP) - Your form is plagued by an accelerated rate of decay. Despite your efforts you will find yourself slowly withering and rotting more quickly than you would like, requiring a constant effort to keep yourself fresh and rot-free. For 100 CP this is merely an annoyance, but for 200 CP it actually endangers your health, while for 300 CP you could, if you are not careful about preventing it, even die.

Into The Maize (+200 CP) - You are convinced of the existence of a grand Corn Conspiracy and that it is driving the ongoing war. While this conviction might provide some interesting insights, it will also lead you to paranoia, which at best will strain your relationships with others and at worst...

Nut Allergy (variable) - You develop an intense allergy to one of the four origin groups, which triggers severe allergic reactions upon contact or consumption. Taking this once gives you 100 CP, but each additional only provides only 50 CP per group. Taking it for your origin group gives you 200 CP. If you take it for all four origin groups you receive 500 CP instead. If you take it only for one or two groups you can for 50 CP roll d4 to have a random chance to determine which ones they are.

Bitter Rival (+100 CP/+300 CP) - You develop an intense rivalry with an individual from the opposing faction. Your interactions with this rival are often fraught with tension, and you are driven to outperform or defeat them at every opportunity. At higher tier this rivalry is so deep that they outright want to kill you and so do you them as well.

Total Annihilation (+600 CP) - This is now an actual war in which four factions outright want to annihilate the other three and forevermore establish domination. Good luck, Jumper!

END

Go Home

Remain In This World

Continue Jumping



Notes

This is not a joke jump. Treat it as a generic jump, so details of the setting are up to you. Set it in a virtual game world, present it as a popular game, a fantasy setting with anthropomorphic plants... be creative.

It was inspired by the Ultimate War jump that Ursine created.

A lot of suggestions and ideas in this jump came from SJ-Chan. May she rest in peace.

Some clarifications:

Orchard, Vegetable Garden, Field of Grains and Small Forest came in relatively small sizes, considering their price, but in turn they are guaranteed several things - perfect protection against pests, weeds and other invaders (unless you introduce them into it); protection for plants against diseases; maximally possible production (things like biggest possible grains and fruits, in highest possible numbers, etc.). Furthermore, if you manually apply additional effects to them via stuff from other jumps (such as time-accelerated wards), they will seamlessly integrate in such a way as to avoid any kind of issues. Future purchases of similar item options (gardens, fields, farms, orchards, forests, etc.) can be added to these, in such cases these effects will extend to them as well. That does not work if you attempt to combine them with other types of land.

If you want Pantry of Bread to start producing specific examples of bread, then you only need to introduce the pantry with that sample and afterwards it will start including it in its offerings. As long as at least part of what it produces is random it is alright. Similarly, a Keg of "Liquid Bread" can be set to produce specific types of beer if you provide it with a sample. Bottles of Oil, Fruit Juice and Vegetable Stew can be similarly influenced.