

# My Time AT PORTIA

## Jumpchain-Compliant CYOA

Welcome to the post-post-apocalypse. You'll be spending 10 years at the titular town of Portia, a lovely little burg surrounded by hostile wildlife, ruins with angry robots, and a few mutated humans here and there. Despite this, most days go by pleasantly, with only the occasional crisis that needs dealing with. I'm sure nothing bad will happen during your stay ... right? Have 1000 CP to help you on your way.

### Background

**Tourist (Drop In):** Well now, this is interesting. You appear on a boat heading for Portia harbor. Your captain is slightly startled, but he's seen weirder things than this.

**Builder:** You are one of the Builders, the people who keep society running by, appropriately enough, building and repairing pretty much everything needed. You'll have an established workshop to ply your trade in.

**Townfolk:** A regular resident of Portia, you've been living here for at least 10 years and you've put down roots. You have an apartment and a regular job.

**Civil Corps:** Ah, you have a taste for adventure, do you? Congratulations, you're one of the fine members of the Civil Corps, dedicated to making sure that the dangers of this world don't threaten the rest of the residents of Portia. You'll spend most of your time patrolling and fending off any of the threats that roam to near to town.

# Perks

Perks from your origin are half off. The 100 level perk for your origin is free.

## Tourist

**Calendar (100):** You always know what the local date and time are, and what the local calendar looks like. In addition, any local events that are relevant to you will be listed, and anyone in the local area that you are on good terms with will have their birthday listed. You'll also receive mental alerts in the morning of any important events that day, as well as an hour before they happen. If you are asleep, you'll receive them as soon as you wake up.

If you have this and Quest Log, you'll also know how long you have to complete any tasks tracked and receive mental alerts the last day they can be completed successfully.

**Quest Log (200):** You obtain a mental checklist of tasks you've taken on from other people, with a summary of what exactly they've asked for. Oftentimes, you'll be able to obtain hints on how to go about fulfilling the request if you pay attention. If you have both this and Maps, you'll be able to see a marker for a couple of tasks that you've selected.

**Maps (400):** You have a mental map of the surrounding area, out to 10 meters. This shows the presence of both allies and enemies. You'll be able to recognize allies that you are on good terms with. By focusing on it, it will show a larger view. Outside, you'll be able to see as much as a local county sized area, with the ability to zoom to show an area about a kilometer square. Inside, it will show a map of the current floor of the building you are in.

**You are what you eat (600):** For you, food is more than just the fuel that keeps your body going. Common, everyday food will heal you, give you energy to keep going, make you tougher or hit harder for a short while. Sufficiently rare food may even give you a permanent increase in ability, though food you can buy or make yourself never has this effect. It must be won or received unprompted from others.

## Builder

**Trustworthy (100):** When it comes to tasks, people think of you first. You'll be offered commissions and tasks before others in the same profession, even if you are new in town.

**Commerce Hot Shot (200):** When taking on work, your payment is 20% more than what you would have made otherwise, and when selling items you are able to get a slightly higher price for them.

**Inventory (400):** You have the ability to carry far more than you should be able to. You effectively have a pocket dimension to store building materials, completed items, tools, and pretty much anything else. The only restriction is you can't use this on something that is owned by someone else, and you have a limit on how many different types of items that can be placed within.

You start out with 24 slots of space, and by spending money, you can unlock sets of 8 slots at a time. It starts fairly modest, about the cost of a fancy meal, but increases each time a you purchase a new set of 8. The 15th, and final set of 8 costs the same as a good sized plot of land.

**Can you build it? (600):** Yes, you can. Given schematics or a recipe, and the appropriate tools, you are capable of assembling any device, chemical concoction, food item, or other item from raw materials flawlessly. This does not give you any ability to design new items.

## Townfolk

**Smooth (100):** Just chatting with people will constantly raise their opinion of you over weeks. Giving items that the receiver will like are always accepted, and improve their opinion of you. You have a sixth sense about what even the most casual acquaintances would like.

**Socially Aware (200):** You have an absolutely amazing memory for people. You could have not seen someone for years, and remember everything about them flawlessly. You also have a sixth sense for people. After spending a bit of time getting to know them, you'll find yourself deducing quite a bit about them, even if they don't explicitly share the information, such as where they're from. This applies even to information that they'd actively hide from you.

**Are you free at... (400):** When arranging any kind of pre-planned event, with a person you are on reasonably good terms, and you suggest a date and time, they will always be available, no matter how improbable it might seem. This can be used at most once per week per person.

**Social Net (600):** Developing relationships grant small, but cumulative, bonuses based on the depth of the relationship and who the person is. Befriend a fighter and you may find dodging easier, or your blows landing harder. Befriend the owner of a store, and you may find sales popping up on whatever you happen to be shopping for. When you meet someone, you'll gain a sense of what bonuses you might be able to acquire should you befriend them.

## Civil Corps

**Awareness (100):** When delving into a ruin infested with mutant snails, land based piranhas with poisoned jaws, and devolved things, the unwary are not long for this world. Fortunately, you've learned to always keep your surroundings in mind, and are almost impossible to surprise.

**Intensive Training (200):** When training or practicing, you gain 25% more progress than normal.

**Dangerous (400):** You know how to handle yourself. You are familiar with all of the various weapons that are in common use, and you can quickly pick up the basics of any new weapon you come across. Even barehanded, you are sufficiently skilled to give a good fight to the common denizens of the Hazardous Ruins.

**Looter (600):** You are skilled at quickly scanning an area for anything of value, as well as quickly stripping anything useful from a fallen foe. Moreover, you tend to find more than the average person, sometimes seeing double what another person might find. If you have Inventory, any items around you that you could claim appear in it if you have room.

# Items

Items from your origin are half off. The 100 level item for your origin is free.

## Tourist

**Gols (100):** You receive 5000 gols, the local currency. For tourists, the first purchase is free, and each additional purchase is normal price.

**Jetpack and Scanner (200):** You have the jetpack and scanner. The jetpack is capable of short bursts of flight and insulates you from landing badly, while the scanner can detect valuable items nearby, both at the cost of being very obvious and ridiculous looking.

**Contract Box (400):** This is merely a well made box next to a table with a book and cashbox. At least, until you flip through the book and choose one of the resource packages, and deposit the associated fee in the cashbox. The money will vanish never to be seen again, and each morning a trove of resources will appear in the box for the next month. The resources will be a collection of random raw resources, mostly commonly available, with some rare items mixed in. For instance, assorted ores with possibly some gems mixed in if you choose a mining package, or a variety of woods, both soft and hard if you choose a logging package, with a chance for rarer woods mixed in. This does update to include packages from new jumps, but the price scales with how potentially powerful the items you might get are.

You can also, pay more to increase the amount of resources you get each morning.

## Builder

**Workbench and Assembly Station (100):** These two items are the foundation of a builders craft. They include a workbench that includes enough basic tools to start building items, and an assembly area that's suitable for constructing larger projects before transporting them to be installed. Strangely enough, no matter how many tools you add to the workbench, there's always room for more, and the tool you need next is always right at hand.

**House (200):** This rundown house is yours, free and clear. It will need some fixing up, but with some wood and gols, this will grow into a place you can be proud to call home. At the start of each jump, you can choose to have it appear in world in a location of your choosing, or attached to your warehouse.

**Abandoned Ruin (400):** This elevator shaft appears in your warehouse. When entered, it takes you to a room with indestructible walls, fill with stone riddled with rich ore veins. More amazingly there are relics scattered throughout. These relics are devices and gizmos that are either useful for building projects, or items valuable to the right buyer if you find the right buyer. As you excavate, you'll also find data discs, which when deciphered hold blueprints for new devices. It will take more than a simple builder to unravel their secrets, unfortunately.

Next to the elevator, there's a control panel that allows you to reset the contents of the room, restoring what is available. You can also use it to change what ores may spawn within, for an appropriate fee.

## Townfolk

**Wardrobe (100):** This collection of clothing is always in fashion and always flatters you, with enough variety that you could wear a new outfit every day for a month. Items will respawn if destroyed, but if sold or given away, will only respawn at the start of a new year.

**Introduction (200):** This envelope includes an introduction which morphs to be appropriate to whomever you intend to give it to. This will give you a head start in your relationship with your target by giving you a background with an appropriate, far off person. Do be careful though - if you are seeking an in with a group of bandits, you may well be taking on criminal connections to do so. You'll get a sense of what kind of connection will be created for you if you contemplate who you intend to use this on while holding it.

If used, a new Introduction will be created each year.

**The Perfect Gift (400):** This gift wrapped box can be given to anyone, and will contain whatever item will create the best impression on the receiver. Until given, the item does not exist, and if you manage to take whatever it turns out to be back, it will vanish, and any goodwill will be undone. As with the introduction, be careful who you give this to - finding out you just gave the big bad the McGuffin is less than ideal. Also as with the Introduction, you can get a sense of what kind of gift it will contain if you think of the person while holding it.

If used, a new Gift will be created each year.

## Civil Service

**Uniform (100):** This sturdy suit of clothing is appropriate wear, weather delving into robot infested ruins or chasing down a pair of bandits. It provides enough protection to lessen the force of attacks, and as an added bonus looks darn snappy. You can also import an existing suit of protective wear as this, giving it an alt form as clothing.

**Nova Sword (200):** A finely crafted weapon that both looks beautiful and deals significant damage. You can import an existing melee weapon here, granting it a significant boost to it's damage and likelihood of striking a critical area.

**Hazardous Ruin (400):** This elevator shaft appears in your warehouse. When you enter, you'll face a gauntlet of foes, traps, and treasures. Enemies within will drop items useful in constructing items, and the chests will as well. This can be upgraded the include enemies and loot from new jumps, for an appropriate fee.

## Companions

**Import:** For 50 CP per companion or 200 CP for 8, you may import existing companions into this jump. Each companion receives a background and 600 CP to spend.

**Townfolk (100):** During your stay here, you'll have to opportunity to invite up to 4 Portians to go with you when you leave. I'd build a strong relationship with them before asking, as most will have no interest in leaving their town. Each will count as an individual companion.

## Drawbacks

**The New Builder (-0):** You replace the New Builder.

**You Must Smell Tasty (-100):** The creatures around that normally would let you pass without attacking don't, and will follow you much further before giving up. Just getting across the field outside of town will become a challenge.

**Time Crunch (-100):** You always either seem to be pressed for time, or the processes you use end up taking forever. Either way, you'll always be short on time to complete any tasks you take on.

**Clutz (-200):** You're all thumbs. Expect to make costly mistakes if you try to build anything, and even in other jobs you'll cause problems that should be easily avoided.

**AI Beacon (-300):** Something about you draws the attention of the various robots in the ruins. Even if you stay safely above ground, expect that you will have a hostile AI seek you out at least once a year, usually at the worst possible time. If you do end up delving into any of the ruins expect to see more than your fair share of hostile robots, even in the supposedly Abandoned Ruins.

**Devout (-300):** For the duration of your stay, you will be a devout follower of the Church of the Light. You will refuse to use any technology more advanced than middle-aged, firmly believing them to be the root of all evil. Any out of jump powers that you possess are likewise forbidden.

**Not So Post-Post Apocalypse (-400):** This sends you back to 20 years before Professor Peach cleared the skies and enabled humanity to start rebuilding civilization. Life is cheap, and everyone scrabbles just to survive in the meager safety of what shelter they can find.

**No, Jumper, you are the AI (-600):** Oh, dear. Are you sure you want to be one of the various hostile robots who's programming forces them to attack anyone nearby? For the duration of the jump, if you sense anything living within 100 meters, you will be compelled to attack whatever it is, doing your best to destroy it, using your most powerful attacks. Your starting location is changed to a hazerious ruin, the door of your chamber to be opened in 30 seconds by a curious delver. If you do manage to go the full 10 years without killing any people, you may keep your new robotic body as an alt-form. It does come equipped with a powerful cutting laser and several clawed manipulators suitable for tearing apart your fleshy prey.

## Ending

Well, it looks like you've survived Your Time at Portia. There's one last choice to be had.

**Go Home:** Craving a world that doesn't have mutated, walking, venomous piranhas? Very well, back to Earth with you!

**Stay:** This world suits you, eh? Very well, you can settle down here.

**Move On:** The road does go ever on, doesn't it? Choose a new jump to move to.

# Notes