

Order Of The Stick CYOA (Jumpchain-Compliant!)

Long ago, in an age forgotten, the four pantheons shaped the world. However, in their petty squabbling, they created the Snarl – a being of pure chaos that slew the Eastern Gods and devoured all of Creation in 28 minutes. The three remaining pantheons (North, South, and West) created a new world as a seal around the Snarl, a prison it could neither perceive nor escape – at first. Aeons passed, however, and tears began to open in the fabric of reality, creating five rifts in the world. A party of brave adventurers went on a grand quest to seal these rifts, and thus were the five great Gates forged. Since the fateful day the first Gate fell, a powerful Sorcerer and his goblin accomplice have searched for the remaining Gates, that they may enact a powerful ritual to seize control of the rifts in reality kept in check behind them. However, that doesn't really matter much right now, because the people whose adventures you're following aren't really aware of all of that yet. In three years' time, you'll find yourself somewhere around the adventures of The Order Of The Stick.

To help you out here, you'll need...

+1000 CP

Have fun, and good luck!

Section 1: Background

Just who are you, anyway? Roll 1d8+20 for age and keep your current gender, or pay 50 CP to choose all of that for yourself.

Drop – In [Free] – You appear in this world with no new memories or obligations, but without any new friends. Too bad, huh?

NPC [50 CP] – While no hero yourself, you do at least know the ways of this world, and perhaps ply a useful trade.

Adventurer [100 CP] – Traveling the land, seeing the sights, and slaying the monsters, that's the life for you! You've gotten your hands on a pretty sweet deal here! Too bad everyone's looking to you to save the world.

Rival [100 CP] – As it turns out, you just so happen to not be a very good person. Well, at least not right now. You might be able to change, or you might not be, but what matters is that you're currently on Team Evil in some way, shape, or form.

Section 2: Race

Just what are you, anyway? You can choose one race to start with.

Human [Free] – The most common of all Medium races, this widespread group of bonus-feat-earning alignment-gamut-running nutcases can be just about anyone anywhere.

Half-Elf [Free] – The product of union between a Human and an Elf, you have some of the better traits of both – or so they say.

Elf [Free] – Lithe, nimble, and long-lived, the Elf does not require sleep, instead trancing for about four hours a day. Furthermore, you have pointy ears.

Dwarf [Free] – Stout and stocky with an ale-soaked beard, the Dwarf is a hardy, traditional sort, preferring the mines of the mountains to the open wilds and adept with the hammer and axe. Your rations are bland, but filling.

Halfling [Free] – A child's height, with hairy feet and jolly disposition, the Halfling is a homebody of great culinary skill and deeply curious nature – well, most of them are, anyway. Some are a rather touchy case.

Half-Orc [Free] – The spawn of human and orc union, the Half-Orc is something to be feared. Great strength and great ferocity make these folk a force to be reckoned with.

Drow [Free] – A darker, cursed variant of the Elves, with many of the same immunities, these folk have a curious number of scimitar-wielding defectors in their ranks. Wonder why that could be...

Goblin [+100 CP] – Your people are downtrodden, created by the gods as mere experience point fodder for their servants. Your god, the Dark One, could soon change this, and his high priest may seek to recruit you to his cause – but this will put you on the side of the greatest evil the world currently knows, and attempting to make it anywhere else will earn you mistrust and scorn from those races favored by the three great pantheons. It'll be difficult not to nurse any enmity towards them.

Gnome [Free] – A Small race of tinkerers and artificers, the Gnomes make their home on the Northern Continent, near the lands of the Dwarves.

Kobold [+100 CP, +200 if named Yikyik or some variation] – A Small race of reptilian humanoids, the Kobolds are generally worshippers of Tiamat. Notably, they are despised by a certain non-jolly Halfling, and are generally considered weak.

Succubus [300 CP] – Hailing from the Lower Planes, the Succubus is a mistress of seduction, trickery, and the occasional scathing taunt. If you're actually male, assume yourself to be an incubus, which in this world would be much the same. In your case, however, you have a weakness others of your kind do not – anything that would banish you back to your home plane for more than 24 hours will instead kill you. If you're arriving as a male, this option can either come with a free gender swap or make you an incubus instead.

Sylph [300 CP] – A being from the Elemental Plane of Air, the Sylph is a creature gifted in flight and the production of lightning bolts from its fingers. If bodily destroyed, they normally simply merge back into their plane of origin. You, however, would be sent back home.

Section 3: Class

Just what do you do, anyway? You receive one free Base Class. Multiclassing costs a flat 400 each time – however, some Prestige Classes are discounted for specific Base Classes, and NPC's have a discount on the Aristocrat, Adept, Expert, Warrior, Ninja, and Artificer classes.

Base Classes

Fighter – the Fighter is a frontline melee combatant, wielding tactical skill and cold steel to defend the party's squishier members from harm.

Cleric – the Cleric is a servant of one of the many gods of the three pantheons, channeling divine power to lay waste to their enemies and heal their allies.

Wizard – the Wizard is a studied, intelligent arcane spellcaster with extensive knowledge of ancient lore and many options for further study.

Rogue – the Rogue is a thief and a scoundrel, adept at the arts of stealth and deception.

Bard – the Bard is a performer and supporter, bolstering his or her allies' morale and dishing out healing on the side.

Ranger – the Ranger is a warden of the wilds, working side by side with an animal companion and bringing the hunt to a favored type of enemy.

Monk – the Monk is a trained unarmed fighter who performs feats of strength, speed, agility, and skill by pouring their own *ki* into everything they do.

Barbarian – the Barbarian is a crude, rage-fueled warrior of strong body and stronger great weapon.

Druid – the Druid is a servant of the balance of nature, capable of changing shape and

Sorcerer – the Sorcerer is a descendant of dragons, gifted with innate – rather than learned – magic, which they use to enforce their will on the world for good or ill.

Paladin – the Paladin is a stalwart defender of law, goodness, truth, justice, and hope, fearless and equipped with the means to smite the wicked and defend the innocent.

Psion – the Psion wields the power of the mind in battle, producing a number of spell-like abilities that can devastate opponents.

Artificer – the Artificer is a craftsman of superior skill and artistry, gifted with magical blood. This innate magic goes into the Artificer's creations, allowing them to forge wondrous magical items for just about any situation.

Warlock – the Warlock is a caster who gains his or her powers by means of forming a contract with otherworldly beings – demons, fae, or perhaps even abominations from beyond the Outer Planes.

Aristocrat – the Aristocrat is a charismatic and possibly scheming noble with wealth aplenty and a talent for the command of minions.

Ninja – the Ninja is a stealthy assassin, who cannot even be seen without the proper Spot check. Even if standing still in front of the opponent in a lit room.

Commoner [Free] – the Commoner is a dabbler in the arts of agriculture, husbandry, and minor feats of craftsmanship, all of which do not even prepare them to battle a simple housecat.

Adept – the Adept, while not as strong as a Wizard, has some magical aptitude.

Warrior – the Warrior, though no Fighter, is the class that tends to compose the common soldiers of the world's many kingdoms.

Expert – the Expert is, while no better in a fight than a Commoner and nonmagical, a master of one of the many crafts or trades throughout the world.

Prestige Classes

Mystic Theurge [Discount Wizard, Cleric] – Equipped with the capacity for both arcane and divine magic, the Mystic Theurge is arguably the most flexible sort of mage out there.

Dashing Swordsman [Discount Bard] – The Dashing Swordsman wields his great charisma as both a weapon and a tool of persuasion, as with his clever wordplay, he can use Charisma where he would

normally use Strength in a fight.

Shadowdancer – The Shadowdancer is capable of manipulating the very shade around them, whether as a weapon or as a means of escape. This only works, however, when shadows are nearby.

Assassin [Discount Rogue] – The Assassin, cloaked and daggered, is an expert in the art of silent death. Poisons, concealed weapons, and making deaths look like accidents are their bread and butter.

Arcane Archer [Discount Ranger] – The Arcane Archer weaves mystic power into every arrow fired and every shot made, at times even causing arrows to seek their targets! *Just a note from your old friend – I'll work around the race restriction to Elves and Half-Elves for you, because forget that.*

On the subject of classes not mentioned here, unless the official 3.5 edition D&D class is exclusive to a single campaign setting, you may also take it as if it were a class from this table. No homebrew classes – them's the breaks.

Section 4: Skills and Abilities

A skill discounted for a certain Background is 50% off for the Background in question.

He's Got Tha X's [Absolutely Free] – You can now tell a person's physical state by their eyes – the dead will have X's for eyes, and the hypnotized will have swirls. Special cases may exist – someone controlled by a heterochromiac, for instance, will adopt their eye colorations.

Commentators [Absolutely Free] – A small group of demonic roaches will accompany you on your travels, mostly to laze around and feed on your scraps. They will also, however, make snarky comments about whatever it is you happen to be doing at the moment. They can't be modified in any way or anything like that, but you get used to having them around eventually.

We Talk About +5 Swords All The Time [100 CP, free Drop-In] – You have an uncanny familiarity with the game-like jargon of this universe. Not only will you never misunderstand a D&D book again, but it's now much easier for you to learn idioms and euphemisms in other languages, rather than just the literal definitions of each word you'd say.

Exposition [100 CP, free NPC] – Whenever spilling the beans or passing information to another, you can do it in a means they can't possibly fail to understand – by narrating a series of crayon scribbles that illustrate your story! Even the blind can see these scribbles.

A Predilection by the Intelligentsia to Engage in the Manifestation of Prolix Exposition Through a Buzzword Disposition Form of Communication Notwithstanding the Availability of More Comprehensible, Punctiliously Applicable, Diminutive Alternatives [100 CP, free Adventurer] – You can, at will, transition your speech into the most obtuse, loquacious, ridiculously verbose possible

version of whatever it was you meant to say.

That Sweet Evil Reverb [100 CP, free Rival] – You can now, at will, toggle your voice to sound like several people speaking at once. Anyone who can see speech balloons will see this as a black speech bubble with white text. It's pretty cool, though.

Reading Speech Balloons [300 CP, discount Drop-In] – As it turns out, you have a knack for telling who's what just by their speech patterns – that is, their words appear as colored speech balloons to you, should they be something other than human. Humans have regular speech bubbles, as well. Their physical condition can also be revealed in this way – someone heavily injured will have faint, wobbly speech balloons, regardless of how loudly they speak. Finally, those with negligible intelligence will have bold-font, un-capitalized speech balloons – so you can tell who's dumb pretty much right away.

Let Me Show You Something I Learned While Fishing [300 CP, discount NPC] – You are far more apt at teaching those techniques of yours that do not require an innate ability, but rather practice alone – however, they are usually best taught during or after a peaceful activity, such as fishing or a picnic, and those who share your blood gain a stronger benefit from this than anyone else.

Random Encounters [300 CP, discount Adventurer] - Sometimes you have a skill you'd like to practice, but nobody to practice it with or against! With this, however, that won't be a problem – you can stumble across roaming monsters or NPC's with ease no matter where you go, and this can be toggled on and off at will. These encounters are always challenging, but not overwhelming.

Dangerously Genre Savvy [300 CP, discount Rival] – It seems like you understand the genre conventions of this world (and any others you enter) just well enough for that knowledge alone to make

you a threat to its heroes. On arrival, you just sort of “know” what sort of mistakes your enemies are likely to make due to the nature of their world – but it probably won't tell you how to exploit those mistakes, and whatever gods you worship have mercy if you get cocky.

Dun Dun DUNH! [600 CP, discount Drop-In] – You seem to have a very extended precognition for dramatic events – in fact, perhaps even a year in advance, you may find yourself unconsciously foreshadowing the next world-shaping event at which you will be present. When merely a month remains, you will let out an involuntary “Dun Dun DUNH!” after being shown a vision of a concurrent event leading to the foretold scenario – otherwise known as a cutaway panel.

Oath Spirits [600 CP, discount NPC] – Those who swear to serve you are bound by their word – even in death. Upon the deceasement of a mortal comrade (though not one who can respawn), you may, your contract providing, bind them to a single building or item in your possession. Should they accept this, their spirits, now composed of either positive or negative energy (depending on your alignment) will remain on the mortal plane, aware of anything in the proximity of the item or building they are bound to, until such time as said item or building is destroyed.

That Is How I Use My Intelligence Score In Combat! [600 CP, discount Adventurer] – When it comes to a straight-up brawl, you fight smarter, not harder. The more you use your environment, your wits, and your resources to defeat your enemy rather than brute force, the more quickly they will lose morale and the more openings they'll leave for you. Obviously, the more intelligent or cunning you are, or the more in-tune with your environment you are, the easier it will be to do this.

Dramatic Foil [600 CP, discount Rival] - Well, you've got to keep up with the heroes somehow. You may designate one single hated foe in the world as your “rival,” provided that they are roughly equal to

you in power, and for so long as you seek their demise, you grow slightly in power any time they get stronger, allowing you to remain a threat to them. Their training, however, cannot be brought about by your hand – they must seek strength on their own for you to gain. In addition, you must clash with them regularly, or in a suitably dramatic encounter.

Never Split The Party [300 CP] – As it turns out, this world is suitable for a party of four to six members, and that's why up to five of your existing partners in crime can now gain a free Background here, as well as 600 CP to spend on Race, Perks, and Items of their choosing. They cannot take Drawbacks, however, and cannot purchase this option.

Section 5: Items and Gear

Discounted items are 50% off for the specified Background.

100 GP [50 CP] – It's a hundred gold coins. Do with these as ye will. It's actually quite a bit of money.

Clown Puppet [50 CP] – It's a hand puppet of a clown holding a comedic implement (save for a banjo or a paddle, those are already taken).

Sourcebooks [100 CP, free Drop-In] – A complete set of D&D 3.5 rulebooks, monster manuals, and supplementary books.

Starmetal [100 CP, free NPC] – This palm-sized chunk of starmetal could easily improve even the finest steel blade and give it extra effectiveness against undead! Lucky for you, you also get a new one every week.

Bag of Tricks [100 CP, free Adventurer] - This small gray pouch contains an assortment of small animals, such as bats, rats, and weasels, which will serve you any way they know how for ten minutes or until slain. Ten of these can be spawned in a week.

Lead Sheet [100 CP, free Rival] – This thin sheet of pure lead will allow you to protect yourself from those who seek to sense your alignment.

Loaded Dice [200 CP, discount Drop-In] – A set of d4's, d6's, d8's, d10's, d12's, d20's, and d100's loaded to land on a result of half their maximum or higher (but only if you're the one rolling). These don't do anything magical to improve your luck, but they're indestructible and it's pretty easy to gamble

with these.

Gnomish Schematics [200 CP, discount NPC] – From the Gnomes, you have obtained the blueprints for a sort of experimental lightning gun. It does need to be mounted on a rather large cart, and the rate of fire is a bit slow, but the results are akin to a Lightning Bolt that can be cast as many times as you want.

Heirloom Weapon [200 CP, discount Adventurer] – This martial weapon has been passed down through your family from at least the time of your grandparents – as such, you are instinctively familiar with it, and it is difficult for anyone but you to use. Any knowledge of such a weapon that you have improves when holding this specific blade – such that even an amateur swordsman is competent with the family steel.

Weight-Shifting Dagger [200 CP, discount Rival] – This psionically imbued dagger has a strange property. It feels as light as a feather to swing until the moment of impact, at which point the end striking the opponent gains several kilograms of weight behind it – no more than a kukri, mind you, but it's practically weightless when not in combat.

Paperbacks [400 CP, discount Drop-In] – This set of comic books, drawn in the OOTS style, recounts your various adventures in such a way that you might even pick up something you missed the last time while reading it. Unfortunately, they take a while to release – you'll need to wait ten months between each paperback, each of which covers ten years of your life. Luckily, your enemies can't read them unless you want them to.

Golem Crafting Notes [400 CP, discount NPC] – Whether flesh, bone, or stone, you now have the research and knowledge necessary to create golems out of various remains and materials. These golems

are rather strong, but cripplingly dumb.

Summoning Pendant [400 CP, discount Adventurer] – Whether Earth, Fire, or Air, this pendant is linked to an inhabitant of an elemental plane. By zapping it with a slight amount of energy related to that element, you may summon the aforementioned elemental to assist you on a journey. Whether they are romantically involved with you or not is up to you.

Ioun Stones [400 CP, discount Rival] – These small stones orbiting your head will subtly but appreciably improve your psionic or spellcasting abilities – so long as any shiny-loving birds don't steal them.

GM Screen [400 CP, restricted to Drop-In] – This mystical screen for hiding dice rolls from prying eyes also carries with it a unique ability – your enemies will wish you didn't have it. While none of the random encounters you can make your enemies slog through while holding this (about ten a day) will be strong enough to even inflict moderate wounds on them, you can bet they'll soak up time, energy, and ammunition while you continue to prepare and fortify against an attack.

Guardian Virus Instructions [400 CP, restricted to NPC] – Years ago, the Elven Druid Lirian presided over one of the five Gates that sealed the rifts torn in reality by the Snarl. To defend her glade and her Gate, she employed the power of nature – including some of its smallest inhabitants. With a combination of druidic magic and biological know-how, she engineered a virus designed to defend the Gate from anyone who could usurp it – that, of course, being casters. Those infected by this Guardian Virus lose all ability to cast spells, unless protected by a higher power (we're talking a magical artifact made by a god) or having no biology to be infected. You seem to have stumbled across the instructions for making said virus, and it seems this strain might work on similar abilities as well – Psions, for

instance.

Mass Mark of Justice Instructions [400 CP, restricted to Adventurer] – The Greater Mark of Justice is a potent spell indeed – simply place it upon the target, then forbid them from ending a life (or performing some other criminal act) within the confines of an urban area lest they suffer horrible nausea, delirium, pain, and a drastic penalty to all rolls. This, however, may not always alleviate the problem, as some villains prefer to act by proxy. The solution one Cleric and one Paladin devised long ago was to design a large-mass version – one that could be administered via a magic item, thus allowing even non-caster magistrates to wield it with enough skill ranks. Though the effort, which boasted the ability to place up to 100 Marks at a time, was ultimately forgotten, you seem to have stumbled upon the plans for the device and a list of the feats necessary to make it – as well as a few shortcuts to earning them.

Astral Plane Fortress [400 CP, restricted to Rival] – With a simple scroll of Plane Shift, you can retreat to your heavily-fortified base of operations in the Astral Plane. It has numerous guards (mostly undead), about a hundred traps, and is perfect for storing that one *really important thing* that you don't want anyone going anywhere near. You do have to be able to *get* to the Astral Plane, though – luckily, leaving this universe won't affect your ability to do so.

Section 6: Drawbacks and Ending

You may take up to +600 CP in points from Drawbacks – any further ones are for flavor.

It Figures [+0 CP] – It's like you're actually in the comic! Everyone is stick figures now! Everything feels vaguely flat as a result.

Explosive Runes Coffee [+100 CP] – Some wizard or another has it out for you, because it seems like they cast Explosive Runes on any disposable object you try to use. The damage will be mostly cosmetic, but *very* annoying. You just wanted a cup of coffee, after all.

Meddling Attorneys [+100 CP] – Well, now! Whenever you come up against legal or copyright issues, you'll find yourself accosted by a pair of bumbling (but slightly amusing) lawyers with a track record of making everything worse. There's no real threat here, but dealing with them is *always* a pain.

bold text [+100 CP] – Wow, not very smart, are you? Your cognitive and problem-solving abilities have taken a disastrous turn downward. This isn't so bad if all you want to do is hit things really hard, but good luck doing much else.

Arborophobia [+100 CP] – Like the dwarves, you are, in fact, utterly terrified of trees. Unless you're in the desert of the Western Continent, there's trees and forests almost everywhere. Good luck.

Dragon Magazine [+200 CP] – What's this? It looks like the Fourth Edition version of your party has come to town! They'll take on you and any Companions you have with the closest 4e equivalents of your class abilities, and they seem desperate to kill you and take your place. If you well and truly trounce them, they *might* listen to reason, though.

Schedule Slip [+200 CP] – Why does everything feel so slow? It might only take you a week to make one journey or another, but it'll feel like a year for some reason. Maybe whomever is recounting your tale keeps forgetting to update?

Cryptic Prophecy [+200 CP] – You don't remember *how* you got to the Sunken Valley, but at some point, you did – and the Oracle fed you a really vague prophecy about your impending death. Something about “if you don't ride the cart, you'll ride the table.” You've got five years to figure out what this means before something *really* bad happens.

Lawful Stupid [+200 CP] – There's justice, there's autocracy, and then there's *you*. While you are, nominally, Lawful Good, you are more than willing to slash someone apart for committing the slightest violation of your rigid moral and legal code. In situations where this sort of frontier justice is barred from you, you will find yourself growing a bit stir-crazy. Expect to shout at people and call them heretics or blasphemers a lot, too.

The Springshackle League [+300 CP] – These are not close equivalents to you and your partners, but rather your evil (or good?) equals and opposites, mirroring your capabilities in insidious (or just?) ways, and they cannot be bought off or talked away. At every turn they will oppose you, and at any opportunity they will descend upon you, overwhelm you, and should the battle go their way, leave none alive. Luckily, their leader has a fatal flaw arising from their upbringing as your evil (or good?) twin. Ah, yes, right – you and their leader are actual identical twins by blood. You will be framed for their crimes (or noble deeds?) at least once, but only in an area where this would get you in trouble.

It's Spelled With An X [+300 CP] – There are powers in this world one should not take lightly – the

lich Sorcerer Xykon is among these powers. You haven't just gotten in his way, though – you've made him personally angry. He hates you in a way that even his greatest foes have never inspired in him. Nothing will be held back when he comes for you. If you are not up to the test, you will die. You will burn. And no-one will be left to mourn you. If you *are* up to it, well then. Good for you.

Start of Darkness [+300 CP] – You said the right four words to the right beings at the right time for all the wrong reasons, and now it's come back to haunt you. Three capital-E Evil souls, one Lawful, one Neutral, and one Chaotic, have taken up residence in your very soul. While they lend you a measure of their power, it is barely an appreciable boost – and no means you possess can shackle them or extract more of their might. They also hold a very strong sway over your thoughts and acts – or, more accurately, their presence allows and spurs you to mistake your own darkest desires for theirs. It will be an uphill struggle, fighting the temptation to claim the world for your own.

WORDSWORDSWORDS [+600 CP] – Oh, dear. Your communicative abilities seem to have taken a nosedive. Any and all forms of communication now take the form of speech bubbles, which you must read – but can only read and understand at ten words per minute. Not only this, but everyone – and I mean *everyone* – will be as obtuse and verbose as possible. Yes, even Thog. Have fun.

Regardless of what Drawbacks you have taken, they are revoked at the end of the ten years – but this time, you have four options.

Go Home – You've had enough dimension-hopping for one eternity. You return to the safety of your home world with all that you own, never to Jump again. This is one of two options open to you, should you die here.

Stay Here – This doesn't seem like such a bad place after all. You elect to stay here and settle down all that you own, never to Jump again.

Move On – You've come this far, and you won't stop now. You and all you own are moving on to the next world, and you're hitting the ground running.

Let Me Rest – This is the other option open to you, should you die here. Rather than returning home, you may allow your soul to pass into whichever afterlife your Alignment would dictate. At long last, you may finally, truly rest.