Johnny Test CYOA (Jumpchain-Compliant!)

You're not sure why your benefactor put you here, really. The animation is cheap and choppy, and you're pretty sure you don't actually *like* anyone here. That said, a world is a world, and with any luck, you can make an impact on this one. Of course, don't be surprised if some of your plans go a bit haywire. That's just another day in the life of a boy named Johnny Test. If you want to get anything out of this trip, you'll need these.

+1000 CP

Good luck, and have fun in Porkbelly! Or, at least try to. See, there's two last little provisions here. Should Johnny Test or any of his enemies or family members be slain, by your hand or any other, you will fail. This includes being trapped in permanent stasis or being permanently banished/barred from the “real world” of this dimension. There is, however, a certain limit to this – Bumper is fair game. Bling-Bling Boy, on the other hand, is not. The second? You know that time machine? Traveller! You can't do that! The future will be changed! You'll create a time paradox!

Section 1: Background

Roll 1d8+11 to determine your age and keep your current gender, or pay 50 CP to choose your age (within the rollable range) and gender for yourself.

Drop-In [Free] – You don't have any new memories or new quirks here – but nobody here knows you, and at least some of them can tell there's something off about you...

Guinea Pig [50 CP] – You've got a genius sibling or two who experiments on you on a regular basis. This has resulted in at least some of their changes sticking, and nobody will question your crazy adventures – you've had plenty here, too. Of course, there's the part where all sense of maturity is lost to you...

Genius [50 CP] – You've been in college since you were ten years old – the Mega Institute of Technology, even! Your grades are great, and your inventions even more so! Of course, as some of your neighbors might warn you, you have no sense of right or wrong. That's fine, since most of your technology is sufficiently advanced to be indistinguishable from wizardry.

Super Secret Spy Guy [50 CP] – Your age is now 1d8+23. Your mission? To advance the goals of the military and the government and keep all of the crazy super-science out of the public eye. You don't have any charisma, really, but your authority tends to suffice.

Section 2: Skills and Abilities

Discounted skills are 50% off for the specified Background.

Time To Freak Out Now! [Rated Free: For Everyone] – When you fear for your life, the world will KNOW it. If you so desire, whenever you feel terror, alarms audible half a planet away will sound, and everything in line of sight for anyone within that radius will begin to shake violently.

NO! [100 CP, free Drop-In] – You've had it up to here, and you're sick and tired of it, and people KNOW. When you want to be left out of some stupid scheme? People leave you out of it.

Ruuun! [100 CP, free Guinea Pig] – When things go wrong, you always have a backup plan – to run as far away as possible, as quickly as possible. You could run for 24 hours straight without tiring.

Science Fair [100 CP, free Genius] – Existing scientific disciplines are no issue for you – why, you just so happen to be a master of all the current fields!

Nothing to See Here [100 CP, free Super Secret Spy Guy] – Simply show any civilians a symbol of authority, and you can be sure they'll ignore whatever weird thing just happened.

This Is Stupid! [200 CP, Discount Drop-In] – You're a lot better at getting a warning across to anyone with half a shred of sanity in them – especially when they're about to do something stupid. It's now at least a 50-50 shot that they'll listen. Of course, you have to know what you're doing for this to work, but hey.

Woooah, Didn't See That Coming [200 CP, discount Guinea Pig] – Unless you overuse a skill or power

(using it more than ten times a day, for instance), any enemies you make will be taken utterly by surprise when you employ it against them.

DNA Experiments [200 CP, discount Genius] – You're a master of bio-technology – whether it be modifying an existing body or creating an entirely new one. This even extends to reanimating the dead and controlling the living.

Super Secret Tapes [200 CP, discount Super Secret Spy Guy] – You can always somehow find secret information on someone. Always.

You Can't Do That! [400 CP, discount Drop-In] – You seem to be... resistant to the abilities granted to others via super-science. Mutant powers and atomic rearrangements just sort of bounce off of you, and even temporary mind control powers just don't hook into you. It won't shrug off everything, but a flaming power poot won't insta-crisp you, that's for sure.

Walking Disaster [400 CP, discount Guinea Pig] – May your name be feared through the ages, for no mortal, no matter how strong, can hope to come out of an encounter with you unscathed... or fully sane. Plans involving you go haywire. Failsafes against you fail. Your very presence in an area is a sign to those who would oppose you – or simply be in the area – that something is about to go horribly wrong. Though you cannot control what madness comes of your arrival, you can be sure that it will leave you mostly intact.

Atomic Experiments [400 CP, discount Genius] – It looks like you've got a grasp of molecular physics – including making atoms and molecules do things they're not usually supposed to. From changing base metals into gold to bending light in ways it just doesn't bend, your inventions defy all known

particle physics.

Military Requisition [400 CP, discount Super Secret Spy Guy] – Just flash your badge and you can get access to almost any installation – seriously, people respect your authority (where you have any) and let you borrow their stuff a *lot* more than they should.

Get Real! [600 CP, discount Drop-In] – The laws of physics are called LAWS for a reason. You can't just break them! Same with biology! Luckily for you, you're a pretty good enforcer. For just ten minutes out of every 24 hours (which ten are up to you, but you can only use it at 24-hour intervals), any item or action you directly observe that breaks the laws of physics just... stops BEING. You have to be looking right at it or performing it, but it enforces the laws of physics and biology as they are in the real world. The laws of narrative causality, on the other hand, can sod off. Plot Armor doesn't *exist* in real life! Note: this power does not kill gods, especially not ones that SET the laws of their realities. Just so you don't get any Warped ideas...

Super Mutant Powers [600 CP, discount Guinea Pig] – You've been beneficially mutated! Your new abilities are varied and powerful. Shape-shifting into any real animal, projecting cones of hurricane-force winds from your hands, firing off dynamite-level explosive gouts of flame via flatulence, enough strength to dead-lift an 18-wheeler full of steel girdles, a short-range teleport, and even dangersense, all of these are yours, and these won't wear off after a day.

Newton Is Rolling In His Grave [600 CP, discount Genius] – Your works are the stuff of legend. Science fiction isn't fiction anymore in your hands – from game controllers that control the movements of those they're pointed at to a machine that can mass-produce robotic duplicates of the person placed inside of it, to entirely new lifeforms – what can't you do? Well, you're still not allowed to cause time

paradoxes, but still. Do keep an eye on your materials, too – that kind of science takes some expensive components.

It's A Matter Of National Security [600 CP, discount Super Secret Spy Guy] – This doesn't just give you access to all the government's secret files (including a foot in the door in secret societies), but makes it so that wherever you go, so long as you work nominally towards a group's interests, they'll gladly hand you one or two of their best prototypes to play with, as well as some funding...

Section 3: Items and Gear

Discounts work the same as they do with skills.

Red Gush [50 CP] – An infinite supply of Red Gush – it's something of a cross between Mountain Dew and Gatorade, I guess?

Hyperkinetic Tanning Spray [50 CP] – This tanning spray causes one's skin to change color depending on their mood.

Actual Money [100 CP, free Drop-In] – It's a briefcase containing about $50,000 US. Can be bought multiple times.

Hairdo Ray [100 CP, free Guinea Pig] – This handy device lets you restyle your hair instantly.

Electro Chromatic Blanket [100 CP, free Genius] – This blanket allows you to become utterly invisible while wearing it.

Molecular Firecracker [100 CP, free Super Secret Spy Guy] – This tiny explosive disintegrates all inorganic matter within a beach ball-sized radius.

Microbe Mobile [300 CP, discount Drop-In] – This self-shrinking submarine is great for all your journeys to the center of the body! It also has anti-viral and anti-bacterial weapons that work well against other targets at larger sizes.

Super Strength Milkshake [300 CP, discount Guinea Pig] – Simply drinking one of these ten

milkshakes (that replenish weekly) can increase your muscle mass by about 800%.

Alchemist 5000 [300 CP, discount Genius] – This microwave-sized device allows you to turn anything that can fit inside of it into 24 karat gold. We're not joking.

Super Secret Spy Car [300 CP, discount Super Secret Spy Guy] – This car has a number of gadgets – cloaking device, oil slick, and even missiles. So, you know, average spy car.

Super Smarty Pants [500 CP] – This pair of jeans raises your intelligence to absurd levels! However, it can also have... obsessive tendencies. Luckily, if you don't form close attachments with it, this obsession won't be enough for it to try taking over your mind.

Static Animator [800 CP] – This bedroom-size device allows you to animate any inanimate object placed under it, granting it a personality based on its properties and on anything it may be a representation of. It doesn't grant powers to superhero toys, though – not fully.

Section 4: Drawbacks and Ending

You can get up to +600 CP from Drawbacks, unless stated otherwise in the Drawback itself.

Whipping Intensifies [+0 CP, mandatory for all non-Drop-Ins] – That's strange. It's like there's a whipcrack sound made every time you move a body part any faster than a crawl. Just... there. In the background. Every. Single. Time. Also, said movement looks... strange. As if you were being sloppily animated in Flash.

Ahhh... Gil... [+100 CP] – It's official. You've got it bad for somebody from this place, and they will not return your advances. Your hopeless attempts to impress them will only grow more drastic as time goes on.

Did You Say Steak? [+100 CP] – There's a specific food, your favorite, that folks always seem to have on them when they want you to do something for them, and you can't seem to say no...

Ha-ha! Now! You Will Be Defeated! [+200 CP] – It looks like Blast Ketchup, the protagonist of Tinymon, wants to trap you in his world forever. Also, any Pokemon you have with you will be depressed and listless the whole time they're here just from learning about this spoof.

Pleasepleasepleasepleaseplease! [+200 CP] – You can't help but take pity on these poor souls, though perhaps you're a bit too generous with money and resources... especially when they beg you.

You Must Be This Tall To Ride [+300 CP] – Wow, you're short. Not only are you terrible at most physical exploits due to this, but any ways around it will backfire horribly, and you're not going to get much respect from anyone over 4'8”.

Jumper-Stopping Evil Force Five [+300 CP] – Oh, joy – it looks like all of Johnny's super-powered nemeses are out to get you now, and between the mole-people attacks, giant swarms of bees, freeze rays, armies of angry cats, and insane murderous toys, you won't get a moment's rest.

Grounded For Life [+700 CP] – Remember when I said you're only in Porkbelly for ten years? Well, now you're here for 75 years. Don't worry, all your stuff is safe... in your Warehouse. Including your Warehouse Key. Your portals don't seem to work either, nor do any other powers. Don't worry, you're guaranteed to survive, but anything and everything you hate about this world and its people is tripled in magnitude. Oh, and every Halloween, I.M. Meen, Mr. Bones, and a moose appear to taunt you about your imprisonment, and nobody but you can perceive them in any way, shape, or form.

Luckily, at the end of your journey here, you have one last choice to make, while all Drawbacks are revoked:

Go Home – You're sick of this. You've had **enough**. It's time to take your winnings and go home.
Stay Here – You want to bring all your other stuff and stay in Porkbelly? Sure, fine, I guess.
Move On – Finally! Finally free to take your winnings and move on to the next world!