

Steven Universe

By Negative-Tangerine

Many thanks to “Wakfu-Anon” and “Brows” for the Steven Universe CYOA v 2.0 (Jumpchain-Compliant!) document as it provided much inspiration and ideas for my version of the jump.

Any perks, items, and ideas in this document that match theirs were probably lifted from theirs.

Origins

Drop-In [FREE] – You have no history or allies in this universe. You may be a simple human living in this world unaware and uninvolved in the war between immortal gem aliens, or a recent accident that gained sapience and awareness? Whatever the case no-one knows you and won't until you do something to reveal yourself.

Crystal Gems [FREE]– You have memories of working and possibly living with the crystal gems. Maybe you are a survivor of the war, a recent defector from Homeworld, or maybe you are a human that works with and aids the crystal gems on a day to day basis? Whatever the case you have allies and friends here.

Homeworld [FREE]– The Diamonds and Homeworld are clearly the good guys, and their authority is absolute. Anyone that dares to question them is clearly defective and in need of correction or elimination. You start on either Homeworld or on a ship heading to earth on a task for the diamonds.

Races

Human [FREE]– You are a plain old human, any powers you have will need an explanation, maybe you are bright pink like lion?

Your height can be anywhere within the standard range for humans in the “Steven Universe” universe.

Half-Gem [100 CP] – Well aren't you special, there is only one of your kind in existence at the moment, you are a fusion of a fleshy form and hard light enhancements.

Select your Gem from the below Section at half cost and you start with half the power of a pure gem, though you have the ability to grow in strength over time as you train your natural abilities.

For Half-Gems the height listed for their gem half only represents their fully grown height as they will still need to grow up physically. Unless you choose to take your final height from the human parent. If you are a Half-Gem then either you are the product of a gem or even a fifth diamond if you select that as your mothers gem having a kid like Pink or you could be a secret project of pink or another in creating a hybrid gem or diamond, it is up to you to create the backstory you want.

Gem [200 CP] – Will you look at the shiny gemstone. You are a sentient mineral deposit that can produce a body using hard light holograms to emulate a form. You are immortal as long as your central gem is intact. **Select your Gem and caste from the below section.**

Gem Selection

Worker/Soldier Gems [FREE]– Gems of your class are more physically oriented and generally physically stronger than noble gems but with no real unique or outstanding powers.

[You gain no exceptional ability beyond what every other gem gains by being a gem.]

These gems are around 4 feet tall, roll 2d8 in inches and add that to the 4 foot base height to see how tall you are. For Half-Gems this only represents their fully grown height as they will still need to grow up physically.

Noble Gems [100 CP] – Nobles generally are more gifted in intellect and have some form of more exotic powers than the worker and soldier classes depending on their gem type, meaning you will have something special about you.

[You have a single powerful ability that is dependent on what gem you selected to be born from. If your gem is shown in the show to have a certain power, then the gem specific power needs to match the ability that is shown in the show. A Sapphire has the ability to see the future, a Lapis is capable of hydrokinesis and tasked with terraforming planets, etc.]

These gems are around 4 feet tall, roll 2d8 in inches and add that to the 4 foot base height to see how tall you are. For Half-Gems this only represents their fully grown height as they will still need to grow up physically.

Quartz Gems [200 CP] – Unlike the worker grunts that are mass produced to fill the ranks the Quartz gems are specially grown to be used as generals and enhanced super soldiers. These are the top of the hierarchy as you can get without being a diamond. They are powerful in both mind and body representing the best of what the normal Soldier and Noble Gems are capable of.

[They will not only be about 50% larger than the Worker and Noble Gems but will have a single stronger and more versatile power to go with their enhanced physique.]

Gems with this perk are now around 6 feet tall, roll 2d8 in inches and add that to the 6 foot base height to see how tall you are. For Half-Gems or humans this only represents their fully grown height as they will still need to grow up physically.

Diamond Authority [400 CP] - You are a diamond or the descendant of one, as such you are the peak of gem existence and probably one of the rulers of your kind. **You are also MASSIVE, towering over all other singular gems.** Maybe you are as old as the rest of the diamonds but have been in hibernation or away traveling the cosmos since before the rebellion and Pinks death, maybe you were grown to fill the void left from Pink Diamonds death, or maybe pink tried to secretly grow a companion and left you behind like Spinel as you were either not finished growing or she thought you needed to be hidden from the other diamonds sights? Whatever the case you potentially wield tremendous power over the homeworld gems.

[You gain a single massively powerful ability in its range and versatility.]

These gems are massive standing around a towering 90 feet in height. Thankfully they have the ability to alter their height down to a much smaller 6 or 7 feet in size easily. As a diamond you can choose your full height to be something comparable to the other diamonds and do the same for your smaller size. **THIS ENHANCES ALL GEM PERKS – ENHANCING THEIR POWER AND VERSATILITY**

Exotic [400] – You are not a standard gem, maybe you were an accident from a malfunctioning kindergarten, or maybe you were the personal project of a diamond. Whatever the case you were formed around a unique gem or mineral not found within this universe.

[You gain a single core power based on the gem you use along with adaptations of whatever the gem normally does.]

Select a Gem or Mineral that you have to be the basis of your new body, the gem weapon and unique power that you receive should be in line with your selected gem. Your height here is completely up to you as you are a one or a kind experiment and thus have no comparison existing.

Perks

General

Crystal-Clear Sound [FREE] - Grants you a clear and beautiful singing voice, with the ability to break into song at a moment's notice and carry a tune with the best.

Instrumental Talent [100] - You can choose one form of music and instrument to be exceptionally skilled at whether it is flute, guitar, or piano.

Fighting Prowess [100] – You are a master of a single form of combat of your choosing.

Omnibreeder [200 CP] – You can breed with anything creating horrible abominations and hybrids like Steven Universe that take perks and powers from both parents and mesh them into a new yet viable whole. **Lay your way to victory and success.**

Gem Tech [400 CP] – Gem technology is scattered across the earth as relics of battles won, lost, and survived. You now have an in-depth knowledge base to build upon of homeworld technology. You can create, alter, and enhance homeworld technology and use this as a starting point to create great works of your own. **This includes a basis in starships, warp pad creation and linking, weapon systems, kindergarten technology, and more.**

Human

Optimism [100 CP] – You are a never ending font of enthusiasm and optimism. You have no trouble bringing up the spirits of those around you and outside attempts to manipulate your emotions will have trouble getting through this wall of sheer good feelings.

Cool Cat [200 CP] – Those around you will tend to look up to you and be willing to trust what you say.

Keep Beach City Weird [400 CP] – You have the ability to notice things that others do not, clues will practically leap out at you and outside forces that try to guide away or trick your senses will fail to find purchase. This will also increase the likelihood that you will stumble upon odd and out there situations.

Primitive Technology Adaptation [600 CP] - You are able to learn to use unfamiliar alien technology from scratch just by tinkering with it for the first time, while also using primitive technology to interface, replicate, and enhance more advanced alien technology.

Half-Gem

Accepting Physiology [100 CP - FREE for Half-Gem origins] - Much like abomination of form that is your current physiology, all of your past, current, and future forms can accept any and all biological, cybernetic, and magical additions without issues while reducing all negative repercussions and eliminating any and all forms of rejections, so you no longer have to worry about contradicting biology or form additions again. An example of this would be like how your current biological body allows you to sustain the powers and malleability of form that the synthetic race of gems are known for without a

body constructed from projected hard-light and holograms, while allowing the elimination of weaknesses like shattering, or disruption.

Biological Shifting [100 CP - FREE for Half-Gem origins] - As a half human and thus half biological entity you can control and shift your physical form as you wish not only rearranging the existing biological matter but augmenting it to be able to grow slightly larger even with practice to be able to manipulate your physical age on a biological level.

Emotional Empowerment [200 CP] – Whenever you feel a specific emotion strongly you can funnel that into your powers to strengthen and alter them to a degree while that emotion is sustained. Strongly felt anger may allow you to increase the amount of energy you can channel into your energy beam attack to enhance its damage, or it could alter your conjured weapon to be far more vicious by turning a once smooth whip into a razor covered tendril. Exceptionally strong feeling of love and the desire to protect could enhance a normally single person sized shield into a dome that covers multiple people and allows them to survive a normally overwhelming attack, or enhance a healing ability to go beyond what it can normally heal going from healing a wound to re-growing a limb. This empowerment can only happen while the strong emotion is maintained which cannot be done indefinitely as the focus required is mentally exhausting.

Biological and Inorganic Fusing [400 CP] - You can fuse with a compatible being regardless of whether their biology is organic or inorganic to form a more powerful whole that will stay fused until you decide to either separate or your desires and emotions run counter to each other for long enough.

Friendship Overwhelming [600 CP] –You can make friends with anything. No matter what others say about the logic of trying to befriend an unknowable eldritch abomination, to you that is just Fred and he is an okay guy. Unless you directly provoke them most beings can be calming down and befriending with effort on your part, beings directly opposed to you will be harder to turn to your side but nothing is completely impossible even if you occasionally have to make concessions of your own. You are even adept at calming down and befriending normally mindless or feral creatures. If you have your own healing abilities then you can even turn them to curing those who have been corrupted and twisted from their original form whether it is mentally or physically.

Gem

Form Shifting [100 CP – FREE for Gem origins] - As a gem your physical form is not so much made of physical matter the way a humans is but is instead a projection formed from your gem using light and energy. As such it can be altered at will or when you go through a truly life or mind altering event. As such you can not only change your form but this allows you to alter your height slightly at will but cannot be maintained indefinitely unless you have a Gem Power related to shape-shifting like Amethyst.

[DIAMOND ENHANCEMENT] Form Resizing – You can resize your form between it's full height, which for a diamond can be up to around 80 feet and the height range of a human at will.

Armament Creation [100 CP – FREE for Gem origins] - You have a weapon that you can store and recall from your gem that is influenced by your form and abilities. This will grow with you and adapt to any and all alt-form you possess.

[DIAMOND ENHANCEMENT] Digital Armory – You store a weapon within your gem the same way your true Gem Weapon can and summon an exact duplicate creation that can be used and dismissed at will, as long as the original is still within your gem, meaning that your summoned gun will create its own ammo, and your sword, if broken or thrown away, will simply be dismissed and recreated. Only one melee and ranged weapon can be stored at once besides your Gem Weapon.

Fusion [100 CP – FREE for Gem origins] - You can fuse with one or more compatible gems to form a more powerful whole that will stay fused until you decide to either separate or your desires and emotions run counter to each other for long enough.

Bubbling [200 CP] You can encase objects and beings smaller than yourself in a sphere of energy. This bubble can be teleported to your home base in your current world or to your warehouse at will, with any form of regeneration and reconstruction being suppressed while in the bubble meaning things like gems will not reform their bodies while encased. Living and conscious beings will find it easy to break the bubble from inside once it is out of your line of sight and conscious control.

[DIAMOND ENHANCEMENT] Bubble Teleportation – You can teleport anything you have the power to contain to any location you are familiar with or own, this includes yourself. This ability is exceptionally taxing to use initially.

Gem Powers [400 CP] - This provides you with a powerful and versatile ability or affinity based on your gem and personality similar to Sapphire's precognition, or Lapis' Hydrokinesis, or Amethyst's shape-shifting.

[DIAMOND ENHANCEMENT] Power Amplification – The gem powers designed here can be extended in scope and strength with nothing more than a flex of will and a bit of energy, turning a power to manipulate water into a world drowning tsunami or into a desert quenching rain with nothing more than a flex of your will.

Gem Creation [600 CP] – You can create life from the lifeless. This works especially well with gems, though maybe you can figure out other substances that it will work to imbed the energy and life code into. You will be imbuing the base object with your own energies and the mental coding and concepts needed to promote the growth of sapience and life over a number of sessions or a period of time depending on your available energy source and mental strength. Once it hits a critical saturation point it will explode fully grown with its base object embedding somewhere on its form. Since you are doing this by hand with your own power and will, you are able to create a far more customized and unique existence than you would otherwise be able to do using the more industrial and automated gem technology like the kindergarten machines. While these allow for the creation of large groups at once in an automated way from templates, they rely on those templates to form their creations and drain the planet and surrounding land for their energy. **As you are providing the instructions and power yourself this will be a draining and mentally taxing experience that will prevent you from mass creation initially, though what you can do with practice and time is up to you to find out.**

[DIAMOND ENHANCEMENT] Life form Enhancement - You can imbue part of yourself into another, providing a fraction of your skill and perks onto them while enhancing their physicality and longevity. This alters the beings physical makeup to be partly gemlike which not only extends their biological life but restores them to peaks physically. Doing this allows you to provide them with one or two of your

own perks or powers to form the basis of their new existence, these abilities will start out weak and grow with them through practice and utilization.

Items

Items are 50% off for their respective Origins with the 100 CP item free. All items will restore in your warehouse within 24 hours of destruction and any item can be imported into any purchase.

Human

Musical Instrument [100 CP] - You have an indestructible instrument of your choice, I suggest the versatile and travel-sized ukulele.

Unlimited Donuts [200 CP] – You have a box of a dozen donuts that will refill every time it is opened with whatever donuts you desire when opening it. Fanwank your donuts responsibly, but if it is an absurd donut like a mana refilling donut or immortality granting ambrosia donut then you must first have made or eaten one for it to be a valid option, so no wishing for magic donuts unless you have eaten or made one first.

Van [400 CP] - You have a two seater van with a large storage area. It is large enough for you to comfortably live in. Is able to connect to cooking and other devices in order to power them. It is surprisingly durable and if it were to be destroyed, you can find it parked near you after a day has passed. **Unlimited fuel and nearly indestructible.**

Business [600 CP] - You own a business of your choice that will stay successful and provide an annual income of at least 1 million annually.

Half-Gem

Food Theme Bag [100 CP] – You gain an indestructible bag themed off of your favorite food with an unsettling amount of space within. It has at least twice the room it looks to have from the outside and is always nearby when you turn to look for it. This can be a Taco Purse, as Hamburger Backpack, or a Taquito Fanny-pack, as long as it is food themed and a wearable bag then it is a valid purchase.

Unlimited and Themed Ice-Cream Sandwiches [200 CP] - You can summon ice cream sandwiches of your desired theme with a naught but a thought. Whether Cookie Cat or something of your own design

Beach House [400 CP] - You have your very own beach house with included beach.

Temple Room Door [600 CP] – You have a temple room that will customize itself to you when you enter it. Entrance will be granted using your gem if you have one or through a gemlike key if you do not. Only you will have access to the room unless you allow someone else to enter when you are inside. Once in the room you conjure anything or anyone you wish but nothing conjured can leave the room without dissipating on the threshold. Trying to conjure too much at once or something too complex is not within the room capabilities and any being conjured within will be only a facsimile of the desired person. This room will never go beyond its capabilities and thus will not have issues with going out of control. This door will appear within the Crystal Gems Temple by default but can be placed in a different location upon your arrival in jump and cannot be moved from there after being placed. **When the jump is over, the door will appear in your Warehouse and can be summoned outside the warehouse by utilizing your gem to conjure the doorframe itself.**

Gem

Gem Destabilizer [100 CP] - You gain a weapon capable of destabilizing and disabling a gem's projected forms. This does not work fully on Half-Gems only providing momentary pain and disability. This has no special effect on non-gems. **You can import a melee weapon and grant it this effect.**

Gem Resetting Weapon [200] - You gain a weapon capable of resetting a gem destroyed by it to factory settings wiping all of its accumulated memories back to when it was first created. This does not work fully on Half-Gems only setting back their abilities to their base level and eliminating their utilizing of higher learned gem powers though they can be re-learned and utilized with effort as they have the knowledge of them but need to re-teach their gem to perform them. This has no special effect on non-gems. **You can import a melee weapon and grant it this effect.**

Kindergarten Machine [400 CP] - This hulking, virus-like machine is one of the very same kind you can find in the Earth's Kindergarten, and it functions like any other- It drills into the ground, plants a gemstone "seed" that you provide, which then sucks out the minerals in the ground and turns them into a fully-fledged Gem, with all the powers and weaknesses that entails. Of course, their personality, abilities and caste are determined by the gem you put in the ground- All Rubies are the same, so on and so forth.

Normally, this process takes hundreds (if not thousands) of years, but this particular machine seems to be able to shorten that to just a year. It should be noted that more powerful gems take more resources out of the earth, and were you to put a unique kind of gem in the ground, then it would be on an even power level with someone like Rose Quartz. Using Diamonds will yield a similar result- It seems this machine cannot create Diamond-Caste gems. Additionally, the accelerated growth of gems planted by this machine appears to be a unique quality of this particular one. Attempting to reverse engineer it will provide machines that serve the same purpose, but they'll take the intended amount of time (ie: longer than you have).

Temple and Warp Grid [600 CP] – You gain a small temple building of your own that contains a warp pad connecting to your very own private warp grid. Every property you own will now have its own warp pad connected to the new grid with one being located in the warehouse as well. If you have the knowledge and skill you can create a new warp pad manually and connect them into your grid or into a new separate one. The warp pad limits are only constrained by how many people can safely fit on the pad so theoretically if a larger warp pad was used more could be sent over them, the standard size only fits four to five standard sized people. **No one can access your warp grid without your approval as it will verify the users based on biology and if possible gems, this means that you will need to key users into the grid manually or create some kind of generic warp key gems for others to use as access passes.**

Homeworld Colony [600 CP] - You gain a colony of homeworld that is populated with gems of all castes. The planet is roughly the size of earth. **Look of planet and distribution of gem classes is up to you.**

Companions

*Any companion or follower can be imported into any companion option from the Magic Animal to a canon Human or Gem. They cannot be imported into one of the Diamonds.

Import/Create Custom Companion [50/200 CP] You can import or create a single companion for 50 CP or a full eight for 200 CP. Each companion gains 800 CP to spend on perks and items.

Canon Human [100 CP] - You can recruit any single human.

Canon Gem [200 CP] - You can recruit any single canon gem, including any single Crystal Gem. No Diamonds though.

The Crystal Gems [400 CP] - You get all four Crystal Gems, we will even include the weird meatbag Steven if you want him.

The Diamonds [800 CP] - You get to take all the Diamonds with you, for this cost you even get to have a restored Pink Diamond to complete your collection. Don't ask how she was brought back without affecting Steven as no one knows, The ways of the jumpchain are mysterious and not for you to know.

Magic Animal [200 CP] - You have a magic animal of your choice. It has the ability to generate and transverse portals of its own creation. Its fur, feathers or other bodily feature can be used as a gateway into a small self-contained pocket dimension that has thriving grasslands with a small central hill containing a single tree. Changes made to this pocket dimension or items left within it will persist. You can enter this pocket dimension if you yourself have portal or dimensional traveling capabilities. **If you have any special trees of your own you can use this tree as the central tree of the dimension.**

Drawbacks

Self-Insert [+0 CP] - Pick a non-diamond character matching your origin and you can be inserted in their place.

Fanfic Toggle [+0 CP] - Instead of going to the main television universe you can instead go to any fan fiction universe you desire.

Short-stack [+100 CP – All Origins] - You were clearly in the ground too long, you are short , like half the size of comparable beings.

Coming up Short [+200 CP – Gem Only] - Not only are you physically short but due to the scrimping and cost saving measures employed in your creation, your gem abilities are half as effective as a comparable gem from previous generations.

Cat Fingers [+200 CP] – Any and all of your perks and abilities related to shapeshifting and transformation do not work correctly causing you to undergo horrifying transformations when you try and use them. Hope you like being in one form for the entire decade, and I hope nothing forces you to involuntarily change your shape if you're a gem.

Corrupted [+300 CP – Gem or Half-Gem Only] - Shortly after you awaken or arrive in this world you were struck by a blow that damaged your gem and are now slowly being corrupted mentally and physically. If you do not use any gem abilities the corruption can be slowed until your ten years are up, but the more you use your gem given abilities the quicker you will change and lose your mind. Being fully corrupted means that you will have to spend the rest of your stay bubbled in the temple.

Spinel [+400 CP] Spinel thinks you are to blame for Pink Diamonds death and is hunting for you. She will not be stopped by logic or reason and unless defeated will destroy you.

The Diamonds [+600 CP] The Diamonds have learned of your existence and believe that you are a threat to their people and will stop at nothing to see you destroyed, this will start out small with drone, and small monsters, but will escalate for your entire time in jump, leading to you having a facedown with all of them during your stay.

End Choices

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