Gargoyles CYOA ver. 1.4.1

One thousand years ago, superstition and the sword ruled.
It was a time of darkness. It was a world of fear. It was the age of gargoyles.
Stone by day, warriors by night. We were betrayed by the humans we had sworn to protect, frozen in stone by a magic spell for a thousand years.
Now, here in Manhattan...the spell is broken. And we live again!
We are defenders of the night.
We are GARGOYLES!

The world of Gargoyles is mostly just like your own. Mostly. Scattered around the globe are a few clans of winged humanoids called gargoyles, technology is significantly more advanced for those who can afford it, and the Children of Oberon occasionally meddle with human affairs. Magic and aliens are real, but rare enough that most people don't know they exist yet. The year is 1994 and the Manhattan Clan have just woken from their millennium long slumber.

+1000 CP

Origins:

Your age if human is1d8+20. If gargoyle roll 1d8: if 1-4 you were hatched in 1958, if 5-8 you were hatched in 1938. You can pay 100 CP to choose your age and gender.

Drop-In – You wake up in your chosen location with whatever you happened to have on you during the end of your last jump. No memories or loyalties to help out or get in the way.

Free

Warrior – You've spent your whole life fighting one thing or another. Whether it was hunting Gargoyles, fighting Vikings, or even just training for anything, your a skilled and able-bodied soldier ready to protect your life or end someone else's.

100 CP

Super Snooper – You're a cop, private investigator, or just highly inquisitive. Either way you have just tracked down your local gargoyle clan, and aren't they surprised to see you. Better get to explaining yourself.

100 CP

Big Business – You've made your way in this world through hard work and a cunning mind. Big dreams and a copy of “The Prince” book-on-tape are all you need to wrap the world around your finger. “Pay a man enough and he'll walk barefoot through hell”, right Jumper?

100 CP

Races:

Humans – The most populous race, humans are exactly as you remember them from your earth. Very capable with science and technology, humans do their best to run the world, and most everyone else is content to let them, for the time being. When confronted with things they don't understand, they tend to panic.

Free

Gargoyles – Winged humanoids of great strength and durability, they are fiercely loyal to their clan and allies. Naturally territorial, they watch over their territory during the night, dealing with invaders and criminals alike. Gargoyles come in a wide variety of forms, mostly resembling demons and occasionally animals, though they loathe the comparisons. Gargoyles turn to stone during the day, rendering them vulnerable to malicious humans, but healing them of most injuries and poisons. They don't age while sleeping.

50 CP

Locations: Roll 1d8 or pay 100 CP to choose for yourself

1. Manhattan Island, New York – The city in the United States with the highest population and the new territory of the Manhattan Clan. New York has a thriving business sector with Xanatos Industries and Cyberbiotics both calling it home. Spacious sewers and the rooftops of skyscrapers await you.

2. Knight's Spur, England – Within arm's reach of London, this is the secret estate of the London Clan. Gargoyles with animal motifs live here, with apperances ranging from lions and pigs to unicorns and gryphons. The relatively small space forces them to keep their numbers low. They also run a magic shop in Soho.

3. Ishimura, Japan – Home to the Ishimura Clan of gargoyles, it's not much more than a small town and temple. The humans and gargoyles have great respect for one another, with the clan having served alongside the local samurai centuries ago. The gargoyles here still practice Bushido, and will happily teach you.

4. Chaclxchel, Gautamala – Location of an ancient pyramid and what remains of the Mayan Clan. Only 4 members remain of the once thriving clan, having been away while their brethren were smashed. Their Sun Amulet was stolen, but they still have the pendants that keep them active during the day. 40 or so eggs still remain in their rookery and will hatch in 1998. Prepare for a green aesop.

5. Avalon – Only reachable through magic, this is the land of Oberon and his children. The Fair Folk have long since vacated the land, spending time amongst mortals to cool their tempers. It has been taken over by Princess Katharine and the now grown eggs of the Wyvern Clan. No human magical artifacts may enter and every hour that passes here is a day on the outside.

6. Castle Wyvern, Scotland – It's the year 992 and the castle is the safest place around. The sheer cliffs and high position make Castle Wyvern amongst the safest places to be. There is also the added protection of the gargoyles and the Magus to be considered. Tensions are mounting between the human population and the gargoyles, but that probably won't be much of a problem. If your race is gargoyle, subtract 1000 years from your hatching date. Any years spent in magically induced stone sleep don't count toward your jump.

7. Queen Florence Island – March 21, 2198: The Space-Spawn attack. The leaders of humans, gargoyles, and New Olympus are abducted, along with the current batch of gargoyle eggs. Simultaneously, the Master Matrix environmental control computer will be taken. The next day Earth will surrender. Will you join the resistance or just try to survive on occupied earth? If your race is gargoyle, add 200 years to your hatching date.

8. Jumper's Choice – You lucky devil. Where do you want to go?

Skills and Perks:

Discounts are 50% off.

Well Read – You have an extensive knowledge of literature and philosophy, especially the works of Shakespeare. Sartre, Nietzsche, Dostoyevsky are all as easy to recall as what you had for lunch today. Why is this a perk? Just trust me.

50 CP

Tech-Adapting – By spending a few moments examining a machine, you can figure out how it's most basic functions work. Driving vehicles you've never encountered and operating strange computers is never outside your ability. Longer times spent studying a device increases your understanding, obviously.(free: human)

100 CP

Durable – Catch a sword with your hands, take a laser to the gut, whatever your masochistic heart desires. Your skin is now tough as good hard leather armor, with the feel of suede. (free:gargoyle)

100 CP

Clan-Brother – Through strange circumstances you've found yourself allied with a clan of Gargoyles. You can count on them when you need them, and they'll have your number as well. In future jumps, this translates to increased luck in finding and working with non-humans of any sort. (discount:drop-in)

100 CP

Lucky Badge – Whether it's a police badge, an old pocketwatch, or a book, it may as well be a guardian angel when you put it in your jacket pocket. Small objects like bullets, darts, or even throwing knives will usually hit this instead of you. Not 100% effective, but it happens often enough that you'll thank your stars and garters you remembered to carry your lucky wad of receipts that day. (free:Super Snooper)

100 CP

Warrior's Instincts – Whether it's through year's of experience or just a gut feeling, you can tell when you're being led-on by your enemies. You'll never again have to worry about overextending your reach and accidentally getting caught with your pants down. Now that will only happen on purpose. (free: Warrior)

100 CP

Pragmatism – You have an accurate idea of when someone will be useful in the future, as well as when it's time to cut your losses. Know when to hold 'em, when to fold 'em, and when to run. You'll also never show more of your hand than necessary for a plot to succeed. (free:big business)

100 CP

Machinist – You are an expert mechanic. You can rebuild and improve a helicopter in 12 hours or create a functional motorcycle from spare parts. If honed, this ability will let you make nearly anything from incredibly advanced robots to nanite swarms in only a few months time. (discount:human)

200 CP

Unstoppable Guardian – When something you care about is threatened, nothing can stand in your way. You gain a major boost in willpower when your eyes start to glow. You can easily intimidate most regular human or animal opponents. (discount:gargoyle)

200 CP

Detective – When it comes time to actually figure things out, your deductive reasoning is amongst the best. A few tiny clues could lead to major breaks in any case you're working on. You can even figure out who stole the cookies from the cookie jar, if you try. (discount:super snooper)

200 CP

Q**uick Thinking –** Things have a tendency to go wrong, so you've learned to think on your feet. Whenever a sudden event puts your goals or something you care about in danger, a solution just comes to you. It may not be optimal, but it will work in the short term to keep events spinning. (discount:Super snooper)

200 CP

Weaponsmaster – You're proficient in the use of most common and many uncommon weapons. Using a sword, spear, gun, flamethrower, or even tentacles you've somehow sprouted to defeat your foes are well within your grasp. Don't expect miracles, however. (discount:warrior)

200 CP

Maneuverability - Outmaneuver and outfly your opponent and you can get them just where you want them. You can stop on a dime or get multiple opponents to crash into each other. Good for pushing people off cliff edges as well or catching them if you do so accidentally. (discount:warrior)

200 CP

CEO – You own a company and it practically runs itself. However, that doesn't mean you don't know how this company works. Business acumen is your forte and any steps you make to advance a company pay off three-fold. Expect to receive bonuses often. This applies to any business you can gain control over, or even just create, provided you aren't intentionally crashing it. (discount:big business)

200 CP

Gargoyle Strength – Most Gargoyles are already strong, but you're a cut above the rest. Bend steel bars and crush solid stone in your hands, if you strain yourself you can even throw a car a few yards. (discount:gargoyle)

300 CP

Cyborg – You now have robot parts installed in your body, letting you extrude metal tentacles out to 15 feet. Any piece of technology you buy can be internalized with only a visit to Xanatos Industries or a similarly advanced machine shop. If human, you can take one perk a gargoyle would get for free or at a discount as if you were getting a discount on it. If gargoyle, you can take the gargoyle strength perk for free. (discount:drop-in)

300 CP

Suspicions – You know when someone is lying to you or being manipulative. Even if it's your most trusted friend or partner, you'll recognize the tell-tale signs that someone isn't being forthright with you. Works even if that creature isn't human or sentient. (discount:Super Snooper)

300 CP

Undercover – You've become an expert at the art of going undercover. A change of clothes and a dye-job and suddenly you can walk amongst the worst criminals without any problem. Your disguises are all simple, but majorly effective at making you unrecognizable as a snoop. (discount:Super Snooper)

300 CP

Teamwork – When working with your teammates things just seem to go exactly right. You're both in exactly the right place to pull off your team attacks or distract while the other person goes for the purse. Tricking opponents, getting out of the way of big attacks, and surprising your enemies is almost too easy. You don't even have to arrange it beforehand. (discount:Warrior)

300 CP

One Man Army – You excel when facing multiple opponents. Whether it's 5 Gargoyles or an army of Quarrymen, you can handle as many people as the world wants to throw at you. You'll never be too distracted to dodge a blow from behind and you'll notice when someone disappears during combat. Basically, fending off a small room of people is only slightly harder than facing an individual. (discount:warrior)

300 CP

Technosorcery – Combining magic and technology is a no brainer for you. You can handily blend the two to create amazing effects like broadcasting spells over telephone lines or melding creatures together through sorcerous surgery. Very little in the field of technomagic is beyond your reach with this skill. (discount: human)

400 CP

Advanced Gliding – Your gliding skills make eagles look like penguins. You can detect every updraft and downdraft as second nature, and your aerial acrobatics are amongst the most impressive of your kind. Frankly, you may as well be flying. Even if you're in a form that doesn't have wings, anytime you find yourself piloting a flying machine, it seemingly defies physics. (discount:gargoyle)

400 CP

Illuminated – You were on to something big, and then they approached you. They're impressed by your skills and tenacity. The Illuminati are offering you a chance to join, if you agree to keep what you find out to yourself. You took them up on the offer and are now ranked 36 in the Illuminati. Even in later jumps, any group calling itself the Illuminati will recognize you as a member. Don't question it. (discount:Super Snooper)

400 CP

Masterful Tactician – You are a natural leader and a firm believer that there's a way out of every situation. Now you can figure that out in the middle of heated combats. You inherently know how to use all your perks and natural abilities to get out of the current situation, no matter what that is. Works for everything from encounters with the Loch Ness monster to trapped hotels. (discount:warrior)

400 CP

Doing Machiavelli Proud – Sometimes people need a little push to join in on your plans. You can calculate just what you have to do or say to get people right where you want them. Friends and enemies alike will fall for your schemes and won't know what hit them until after you're long gone. And those public opinion polls? Don't worry about them, you're doing just fine. (discount:big business)

400 CP

Mutate – You've been modified by Anton Sevarius in some way. You gain the ability to stun people with short bursts of electricity, wings, and look like a jungle cat. Furthermore, if you're a human you gain a discount on any skill a gargoyle would gain a discount on or get for free. (discount:drop-in)

500 CP

Mad Biologist – You know how to make DNA dance like a Las Vegas Showgirl. Whether you want to clone someone, modify a living person's biology, or some combination of the two, it's all in your grasp now. You just need to find the right samples, the right equipment, and it all works out. (discount:human)

600 CP

Lucky Sleeper – For some reason, few will target you when you're unawares. Maybe you're just too darn cute. Enemies have second and third thoughts about taking you out while you're sleeping or just doing more important things. A truly determined foe will power through it, but they're more likely to just wait for you to wake up to try and kill you. Now you no longer have to worry about assassins while conducting open heart surgery or someone smashing you when you turn to stone. (discount:gargoyle)

600 CP

Brothers in Blue – No one messes with a fellow... whatever type of investigator you were. Even the worst criminals or just people you're opposed to won't come after you personally and will treat you more like a business rival, unless you do something that really pisses them off. In the rare event you are attacked by someone, it will never be in your home or in any way made personal. Expect allies to go the extra mile for avenging a defeat as well. (discount:super snooper)

600 CP

My Home Is A Castle – You can always find the most defensible position or safest hideaway in an area. You set up patrols that are perfectly timed and every trap you lay pans out. Even supernatural methods of infiltration and assault won't escape your notice, and can be defended against with the right amount of time and preparation. Hiding from the Illuminati or defending against invading armies is something you're used to and well practiced in. (discount:warrior)

600 CP

Xanatos Gambit – You are a master of plans. Dovetailing, back-up plans, and even a bit of off the cuff villainy are as natural to you as breathing. You have plans within plans within plans and no matter what happens, you always seem to come out ahead. (discount:big business)

600 CP

Immortality Bound – You've made a deal with some witches for immortality. Pick a willing individual in this jump, they can be canon or an import: now you both maintain eternal youth so long as both of you are in a jump and at least one of you is still alive. One of you must kill the other, or you both must simultaneously be in a state that would normally cause that individual to die. Pain is transferred between the two of you, but actual damage is not. In the event of catastrophic bodily damage, the individual will regenerate over the course of about 6 hours, and the undamaged bonded individual will spend the time in immense pain. Canon bonded individuals can become a companion, I guess. (discount: pick someone who is actively trying to and capable of killing you, why did you companion this guy!?)

600 CP

Fae-blooded – One of your recent ancestors was actually one of Oberon's Children in disguise. The benefits of this include an average lifespan of around 250 years and that by using rhyming words as a focus, you can cast magical spells to handle any number of things. Your magic will never be strong enough to convert everyone in Manhattan to Gargoyles (with just this perk on it's own), but with a few dozen years practice you can get close. (discount:drop-in)

800 CP

Equipment:

Loadsamoney – 200,000 American dollars or the local equivalent. You could probably use this to survive for a couple years. Or you could get a job. (free twice to big business)

50 CP

Viking Sword – A sword recovered from an ancient battlefield. It's still sharp. (free: Warrior)

50 CP

Handgun – A 9mm Glock 19. Standard for New York Police Department. (free: Super Snooper)

Laser Gun – A laser rifle capable of high and low energy blasts. One shot will kill most people but only severely injure main characters. Never runs out of power. (discount:big business)

100 CP

Stun Gun – An electric weapon designed to incapacitate rather than kill.

100 CP

Jetpack – A metal contraption you can strap to your back to fly using powerful jets. Makes getting around a breeze, but will explode if hit hard enough. (discount:big business)

200 CP

Top-Floor Apartment – A penthouse or large apartment in Manhattan, it's good for late night meetings. For some reason, rent is paid up for the next ten years. (discount:super snooper)

200 CP

Sun Amulet Medallion – Created by ancient Mayan sorcerers, when worn by a gargoyle this medallion stops them from turning to stone during the day, with no drawbacks. It is connected to the recently stolen Sun Amulet, and if that amulet is destroyed then the medallion is nothing more than a pretty rock on a string. (discount: Chaclxchel starting location)

300 CP

Phoenix Gate – A medal about the size of a human hand. When the correct incantation is recited aloud, it will form a bubble about 3 yards across and take anyone inside to any point in time and space the incanter wants to go. ***Can only create stable time loops, and since you arrived in a version of that reality unchanged by your actions, you can't actually change anything from before you arrived***.

300 CP

Power Armor – A suit of power armor. Comes with a jetpack, strength enhancers, and internal weaponry. Can be upgraded with autopilot and autotargeting for 50 CP or an AI based on you for 100

CP. (discount: Big Business)

400 CP

Grimorum Arcanorum – An unmarred copy of a book of human magic, it contains almost every spell a human mage has ever created and the energy to cast it. Mind control and turning everyone who hears and sees you to stone are as easy as mispronouncing Latin. Furthermore, every spell has a counter-spell and a condition for breaking it. Tastes delicious, if you can store the energy.

500 CP

Eye of Odin – The crystal eye of a powerful member of the Third Race, this brings out and enhances a person's true nature; a two-faced and dangerous person became a werewolf, a guardian grew strong and kept his daughter and girlfriend trapped in a cave while he fought the original owner.

600 CP

Scroll of Thoth – A scroll of mystical writings that can be used to become an Avatar of any living being with one of the Third Race. You retain your own mind but gain the power of that member of the Third Race. 1200 CP

Import Companions – Bring in up to eight of your companions and give them a race, an origin from this Jump, and 400 CP to spend in this jump. The companions receive discounts appropriate to their origin and race. You can also use this option to create custom companions, so long as it's used for no more than 8 companions total. (discount:drop-in)

400 CP

Gargbeast – You have a dog! Sure, it has leathery skin that's as tough as chain mail and looks like a dragon banged a bulldog, but otherwise it's just like a regular dog. You choose the gender and general temperament. (discount: gargoyle) 200 CP

Personal Assistant – Stone-faced and serious, your loyal assistant is there whenever you need him or her. Need to organize a meeting with a clan of monsters? Assistant can handle it. Need to practice your Kung Fu? Assistant can handle it. Need someone to test your latest immortality potion on? Assistant can handle it. May or may not secretly be a member of the Third Race. (discount:big business)

200 CP

Gray Goo – A nanite swarm has decided to learn what it means to be human from you, and not eat the planet for now. Depending on what it learns, it may change it's mind. Can be contacted in the Dreamtime, if you can figure out how. Forms whatever armor you or it can concoct and connects to your nervous system for ease of control.

800 CP

Drawbacks:

Take up to 3 drawbacks, worth up to 600 CP. More can be taken, but won't grant any points.

Humility Spell Failure – In ancient Rome the Magus of the time cast a spell so that anything a gargoyle was holding that they considered theirs would turn to and from stone with them, rather than be torn apart by stone shrapnel. Unfortunately, you aren't descended from any gargoyle. Anything your holding or wearing when you turn back to flesh is damaged by the stone shell exploding and possibly destroyed.

Must be gargoyle, +100 CP

Crash Artist - You can't seem to hold onto a vehicle to save your life. Within a day of building or acquiring a car, motorcycle, helicopter, or whatever, it goes up in flames. Doesn't apply to vehicles you've bought with CP.

+100 CP

The Jumper Chronicles – Everything seems slightly off. Things that would normally be too stupid to even consider are now coming out of the woodwork and even the way things move seems slightly off. It's not going to bring anything to a halt, but it also just isn't as interesting or well-written as usual.

+100 CP

Trickster – You no longer have to worry about making your jump interesting for Jump-chan. This handy Child of Oberon will do it's best to keep things from getting boring. Wishes taken literally and subverted, lessons taught the hard way, and a constant eye over your shoulder are guaranteed to keep you busy! Not affected by the Scroll of Thoth.

+200 CP

Cycle of Revenge – What profit is there in revenge? You're about to find out. Whenever someone crosses you, you'll go out of your way to pay them back in kind tenfold. Someone steals your wallet? You take their car. They kill your companion? You kill their family. It's only fair, right?

+200 CP

Friendly Enemies – That guy who pulled a gun on you last week joined forces with the neighbor kid that keeps sneaking into your yard. Any enemies you make will be more willing to work together to make sure you're taken down. Even if they were at each other's throats last week, their hatred of you can unite them.

+200 CP

Pissed off the Illuminati – Making an enemy of one Illuminati member is easy. Pissing off the whole group is damn near impossible. Whatever you did, they're coming after you with mercenaries, magic, lasers, and treachery of the highest caliber. Good luck, and remember: If you die you just get sent home, so don't worry too hard.

+300 CP

Oberon – A veritable demigod of magic has decided that you're in his way. His word is law amongst the Third Race, so they may come after you as well. Keep iron close and don't make any new friends. Oberon won't be affected by the Scroll of Thoth

+300 CP

My Own Clone! - A mad scientist has created a clone of you. It has all of your biological abilities, a powerful and megalomaniacal mind, connections with both the Illuminati and a certain rogue mad scientist, and a bad habit of cloning your companions to serve as their personal slaves. Oh, and if you don't stop their plans, I'm giving them your place in the Jumpchain and you get sent home.

+600 CP

Now what?

All your drawbacks are revoked at the end of your ten years here.

Stay

You've built a life here. You will have mysteriously disappeared in your home world, and I'll set your affairs in order. Live well, Jumper.

Go Home

The road has been long and hard, and you're finally ready to head home with everything you've acquired in tow.

Take another Jump

You and any imported companions can now change into and out of any new forms you've acquired at will.

Thanks to the Lovecraft Anon, Red, Captain Brutus, Mir and the anons that helped me.