Generic Spy Thriller

Jumpchain CYOA

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Version 1.1

Introduction

Earth, the 20th century. A time of technological innovation, societal changes, upheaval vast and pervasive enough to see maps redrawn… and three wars enveloping the whole world.

That's right, three. Two hot, and one Cold. And it's the third one that concerns you here. You're going to the world of Spy Thriller novels, jumper. Not any specific work or even any specific author's works, but a generic world comprised of elements from all of them, or maybe one where they're *all* taking place at the same time.

The default time and place are Cold War era Earth, but there's no real restriction on when or where this jump takes you. If you think you can have an interesting Spy Thriller adventure in Ancient Egypt or Coruscant or wherever, it's all up to you.

Wherever you go, whatever you do, it's best to have these **1000 CP** with you.

Origins

Drop-in

A rarity in this place, someone about whom no one knows anything and whose origins no one can dig up. Expect people to be interested, Jumper.

The Agent

Not a rookie and not a veteran, you're a middle-of-the-pack, experienced agent in a 'legitimate' intelligence organization. People tend to be happy with your work… but seemed to be awfully lacking on the actual 'giving you work' bits of the whole thing. Unless you want them to, of course.

The Enemy

The dark shadow of the above. You'd be surprised at how much of the work seems to be identical, but the reasons and results are a lot different, and that's what counts.

The Puppet Master

Or maybe you're beyond all that now. Maybe you're a billionaire looking to 'knock over' a country, or maybe people call you Minister, Chairman or Director… or maybe something altogether darker. You likely have interests and reach on both sides of the board to some extent, but at the very least you have significant influence on one side of things.

Perks

Each origin receives its 100 CP perk for free, and a 50% discount on the rest.

Fourth Wall Climber - 200 CP

Well, not exactly. It's more that you can interact with the world around you in ways… 'deeper' than others. Looking beyond the skeins of reality, you glimpse the 'plot' of the world, having an innate sense for the tropes in play, the various roles and designations characters around you have, and so forth.

More than being able to see it, you tend to know just how to step in to shape it, here and there. While this isn't a magical power to enforce or deny tropes, you always have an idea as to what you need to do to send the story down a certain lane.

More Deadpool than She-Hulk, in other words.

A Crucial Talent - 400 CP

And it is, too. While spies in general are supposed to be above… or perhaps it should be *below* the ebb and flow of statecraft and politics, that's not really how it ends up shaking out, is it? Good thing you have this.

When it comes to politics, the building of alliances or spoiling enemy alliances, the buying, selling and exchanging of favors, building public opinion or imposing dread… you're a master at all of it, a peerless, brilliant genius the likes of which the world has rarely seen before.

From managing public opinions in a democracy to make any decision of yours look good and re-electable, to negotiating the treacherous, snake-pit like interplay of factions in a brutal

fascist dictatorship or even the blindly dogmatic and hopelessly corrupt politics of a communist state, you can not just survive under any and all political systems you end up facing, you outright *thrive* in them.

No matter how, when or where, you would find it incredibly easy to climb to the top… were that your inclination.

Drop-in

Just a Job - 100 CP

… really? There's no accounting for taste, I suppose. You have an entirely innocent, civilian job that nonetheless pays very well. Maybe a Stockbroker, maybe a specialist Surgeon, or something else. It keeps you comfortably off, and you find that for whatever reason, the plots and plans abounding in this world tend to skip over you in their calculations.

This perk also serves to keep the various 'storylines' around you on-track, barring direct interference by you to step in at some point.

Analysis Ace - 200 CP

Running around with a gun and seducing villains is all very nice, but you'd be surprised how often spycraft comes down to just taking a look at rough data and drawing remotely useful conclusions out of it.

Something that you're particularly good at, now. You have a mind like a professional intelligence analyst, being able to parse useful information out of incredibly jumbled, sparse data, and can even parlay that into useful, actionable intelligence of at least *some* use.

How good your conclusions are naturally depends on the quality of the data, but you have the skills to ensure that no matter how bad the raw stuff, the meanings you draw are always at least *accurate*, and more often than not have at least one or two incredibly useful nuggets in them, too.

Quick Study - 400 CP

There is a certain… panache, one must possess to truly shine in worlds such as this. While being a world of books, it has considerably less 'Action Movie' considerations than… well, Movies, there is call nonetheless for people who are just… more.

You are one such person. Everything about you is raised to levels just this sort of extraordinary. Your body, your strength, speed and reflexes all outmatch the greatest Olympic Athletes ever to

live, while your mind is peer to the likes of Einstein and Hawking. You can do Triathlons for fun without getting winded, while solving quantum theory in your head.

This isn't limited, you prove just as good in every field of effort. Your memory is flawless and perfect, and you can learn in mere weeks what others take years to grasp, you find yourself growing in skill practically in real time, be it the fields of combat, surgery or philosophy.

You might have started as an unknown man all alone in the world, but you won't leave this world as such.

The Agent

The Basics - 100 CP

What it says above. With this perk, you have all the skills, abilities and talents needed to be a top-level, supremely capable spy in this world. While involving considerably less skill in shooting and driving than hollywood would suggest, this makes you one of the smoothest operators in 'real' tradecrafts alive.

You know the right way to set up and service dead drops, how to craft and live 'legends', how to convince others to sell secrets to you and how to keep things secret. You have immense talents at hacking, not in the hollywood sense but in the actual, involving a lot more wheedling and convincing and a lot less fast-typing.

These things, and all the rest that are needed to be a superb spy for a legitimate government agency are all yours now.

The Professional's Professional - 200 CP

A lot of people make it a point of pride to make the best possible plans. But in the real world, it can be much, much more important to be able to implement even a flawless plan effectively, than to come up with brilliant plans that never materialize.

Not a problem you will have, thankfully. You find that once set on a course, there is very little that can bar your way. Not to mean that you have some kind of… Path to Victory or something, no. Rather, once started on a mission you're entirely immune to distractions, divergences or any other 'real' concerns that would hinder your efforts in any way.

While this perk doesn't make the world act any differently to help your plan along, it causes *you* to be perfect in its execution. No matter what, when or where, you always give your 100% in everything you try. You don't get tired, bored, distracted, horny or otherwise impaired until long after the job is done and over with. Your willpower is iron, your determination absolute.

Unconventional Growth - 400 CP

There's a lot to be said about the by-the-book approach. The reason something makes it into any given 'book' is that it worked, y'know. But it doesn't *always* work, and that's where this comes in.

You find that, so long as you remain loyal to your people and remain a net positive for them, your growth cannot be checked by any means other than something that affects the whole organization. It doesn't matter if you used other terrorists as information sources or if you killed someone without a trial or whatever. So long as you stopped the plan, no one can lay a finger on you, and no one tends to try.

At a minimum this makes you entirely beyond the petty office politics that can come to dominate large organizations. Somehow you're seen untouchable by all the usual suspects of such games, being left alone to do your work in peace. And the better you do at such work, the more untouchable you get. In an organizational sense this serves to keep you on the track to success and growth indefinitely so long as you keep delivering results.

On a personal level, the effects are much simpler. You simply have no limits to your growth. Be it your skill or physical abilities or some other, more esoteric talents, you find that so long as you keep working, you keep improving. It might take years of work and specially designed weights to get that far, but you could come to bench press a car one day, and even that wouldn't be the limit.

The Enemy

Agent Provocateur - 100 CP

It's not easy being a villain in a world where, grittiness aside, heroes usually win. It takes skills, talents beyond what most men can dream of. But not you, thankfully. Forget dreaming of them, you have all the skills and talents needed to be one of the most dangerous men alive.

Not only can you kill a man in eleven different ways with a toothpick, you also have all the skills and talents required for being a magnificent terrorist, guerrilla fighter and criminal mastermind rolled in one. You know how to set up and insert sleeper cells, how to inspire cult-like loyalty even among the criminal and violently insane, and just how to blackmail or otherwise compromise people into funding your efforts.

In short, you have all the skills and abilities needed to be a terribly successful criminal and terrorist, whom the world's combined forces would struggle at keeping up with.

Reality Ensues - 200 CP

Remember that bit about how grittiness aside, heroes mostly win? Yeah, that's bullshit. Epic bullshit. You can plan and scheme, meticulously line up things one after the other, only for someone to make it all go awry at the last minute?

Not if you have this. Put simply, things that you would understand on a meta level as 'Plot Armor' and 'Tropes enforced' simply don't work when you're involved. There's no last minute cavalry, bomb counters actually keep going down even when the camera is not on them, and there's no sudden but inevitable last minute changes of heart among your forces.

This is not an 'I Win' ticket, by any means. Your plans still have to be good enough to work, and your enemies won't always just die. But when it makes sense for you to win, you will.

Greatness in Infamy - 400 CP

It's a strange kind of infamy, the aura of being hated and hunted by the majority of the world. While the downsides are eminent and obvious, there's a strange mystique attached to the cult leaders and masterminds of the world, the hypothetical 'bond villains'. If only such things had a use…

Except they do, with you. You find that the more your infamy grows, the more rumors and legends that spread about you, the easier it is to match up to them. It trails behind significantly, of course, but still. If a rumor that says you killed fifty men single-handedly becomes widespread, you become capable of taking down a dozen men alone.

If it's said that your organization is behind every corner, secretly pulling the strings behind every atrocity, you find recruits flocking to you in droves, and your resources and reach both growing, almost like a live thing trying to touch the scale and scope depicted in the stories.

The Puppet Master

Orchestrator - 100 CP

It's hard being a mastermind if you can't actually plan worth anything, isn't it? Thankfully that's not a question you'll ever be faced with. You're a scintillating genius at manipulation, a master of the human mind and its vagaries. You have an innate grasp over how people think, both individuals and masses, and tend to find it trivial to shape opinions and ideas to fit your will, through means big and small.

It generally tends to take either huge amounts of time or effort or even both, but your planning and manipulation abilities are extraordinary in their scale and depth, and there is hardly anything in the world you can't factor into your plans.

Op-Sec - 200 CP

Three men can keep a secret if two of them are dead. Or if you're one of them and have this perk. Put simply, this is a very simple, very direct effect on the world around you. So long as you don't allow it or do it yourself, things about you don't reach the wider masses. Leaking to an intelligence agency or two is one thing. While this perk makes even that monumentally, epically unlikely, it's still possible.

But things leaking out in the open? It just won't happen if you're involved in any way, shape or form. People just don't talk, and if they do evidence sent to the press is destroyed en-route, leaked details just happen to be entirely wrong on a scale so as to thoroughly discredit the parties presenting them… it can take many and varied forms. But the worst you're looking at is rogues working alone, against the world to try and take you down, with no hope of their stories ever being believed.

Virtuous Cycle - 400 CP

It's a lot easier to build on successes than to have to clear away failures, and nothing embodies the idea quite as much as this perk. You find that any and all of your successful efforts have a snowball effect, always building on themselves to achieve greater and greater results in all future plans.

Someone you put in a position as part of a plan just happens to be vital in future ones, and grateful and obedient to you for your previous works, technology you just had swiped as a matter of course proves to be the lynchpin to multiple arms races… it builds on itself, really.

And it builds within you. You yourself are boosted by these effects, and quite directly. The bigger your success using a skill or ability, the more those abilities grow. Snipe someone from a mile away and now you can do it always, and you get even better until you can do it from *two* miles away, at which point you can always do *that.*

This is only so far as you keep building on victories, though. If you fail in one of your efforts, it resets the effects and sends you back to the baseline, though the previously mentioned, more indirect effects tend to remain in some form or another.

Items

Each origin receives its 100 CP item for free, and a 50% discount on the rest.

Wherever relevant, you may import an existing item at no additional cost.

The Jumper Series - Free

A book series written in the style of your favorite author, detailing your adventures and exploits. You can choose which ones to document, and can give out free subscriptions to anyone you feel like.

Drop-in

Where the Heart is - 100 CP

A home of your own, to duck out and just get a few calm breaths in. This is an insanely large, luxurious home located somewhere out of the way, so obscure that you can rely on it to keep your troubles away.

Unless you start using it as a base, you can be assured no one will follow you to it, nor will anyone detect you while here.

Ratty old Laptop - 200 CP

Well, that's what this looks like, at least. Looking like an old, outdated laptop that will give up the ghost any day now, this is nonetheless one of the most advanced pieces of computing power on the planet. This computer has unlimited battery power and memory, and a data connection that cannot be disrupted by anything in this world or any other.

More than these, the computer also possessed unassailable data links to just about every database around the planet, while being impossible to hack or compromise in any way from the other side. It can also never be tracked by any technological means, and no one other than you or those you permit can use it.

You can buy this a second time to get a smartphone with the same features.

Transition Protection - 400 CP

This is less of an item and more of an effect that follows you, but if you like it can take material form in some way. What it does is to preserve and protect your… things across your many travels and travails. Be it your status as a senior spy, job holder or social or political leader, it carries over flawlessly across factions and organizations, getting you the equivalents to whatever position you were last at in your new place.

In the same way this protects and preserves your possessions and assets too. While this doesn't affect mundane possessions, everything in your possession that is already CP-backed automatically upgrades and improves to match the nearest local equivalents in all future worlds.

The Agent

Badge and Gun - 100 CP

The proof of your status as a senior spy. This is less the physical item and more of a position you can claim, a membership of the most elite team of a top-notch spy agency. More than that, it carries all the rights and privileges of such a position, somehow without any of the responsibilities. You have the absolute highest clearances and access, but surprisingly few instructions as to what to do with it.

In future jumps too, you retain this position, and also the duty-free nature of it.

Red October - 200 CP

And without even having to hunt for it. You're now the proud new owner of a brand-spanking new nuclear submarine, with quite a few nice knicknacks around in it. First of all it is, of course, nuclear powered. But beyond that, it has an extensive armament of nuclear missiles, all ready to be aimed wherever you like, within several hundred miles.

But this is only the lesser capability it has. There is a more important aspect to the submarine, which is that there is no power, in this or any other, that can detect this sub if you don't want them to. Here that's limited to sonar, heat detectors and such, but even in future worlds there would be no magic, no far-viewing powers, nothing capable of gleaning the location of this sub unless you allow it.

The Odessa File - 400 CP

Well, this isn't *quite* a list of Nazis living secretly in germany and beyond, but it's close. Simply put, this is dirt, blackmail material on some of the richest, most powerful people around in several nations. This file is pure *power*, given form in ink and paper.
You find that everyone on this is genuinely guilty of these crimes, and all of them are all too scared of the information coming out. If you wish you can just use it to have the criminals sentenced, which would right immense wrong in the process. Or you can use it to make the men and women dance to your tune. Up to you.

The Enemy

Rainy Day Stock - 100 CP

And what a stock it is. This is a full-sized shipping container, filled to the brim with all kinds of weapons. AK-47s feature prominently, but there are rocket launchers, plastique, grenades and much, much more.

This is enough to drown a city in blood, metaphorically speaking. And you get as much more of the stuff every week.

The Base - 200 CP

It's hard being a villain without one of these, especially when people are hunting. This is a proper, full-fledged secret base of your own. All but undetectable, this is a nice, large space with room and training facilities for a few hundred soldiers, global communication facilities, multiple ways in and out, and a whole lot more.

More than these, the security setup on the place is so extensive as to be utterly absurd. Guards are armed with the most advanced in weaponry, automated systems equipped with the most sophisticated pseudo-AI possible, and a whole lot more.

Most importantly, the security scales with your own capabilities. If you're capable of designing and building it, the base develops it on its own. Except, that is, the size.

Boots on the Ground - 400 CP

Because sometimes you just have to make the ground shake from massed artillery. This is the infamous Red Army, as of the soviet offensive you might know as Red Storm rising. You can summon out of nowhere, at will, about 3.5 million people, between the infantry, armored and other divisions, all of them with the absolute best training and equipment money can buy, far beyond what you might be familiar with from the historical version of this force.

A significant portion of them are also fully trained Spetsnaz commandos, again at your command. This force comes with all the needed supplies, equipment and support structures needed to maintain it for sustained, and any losses regenerate over the course of a month. They fade away into some kind of hidden world when not needed, reappearing conveniently when called upon. In future jumps too, you gain an army of a similar size, and they gain the local equivalents of whatever equipment and training they leave the previous jump with on top of whatever they already had.

The Puppet Master

Power and Position - 100 CP

The kind that's needed to get things done around here. You have some *real* power now, power that can be felt across nations, were you to desire so. A Cabinet level position in a major nation, you have a massive amount of clout and influence, enough to make or break careers and missions.

If you'd rather not be in government this can instead be wealth in the many, many billions of dollars, maybe even a Megacorp to make the influence more tangible. Either way, you're a Mover and Shaker now.

Organization - 200 CP

In this world of conspiracies and schemes, it can be tough if you don't have some people in your own corner. This is a conspiracy of your own, a secret organization dedicated to various myriad goals, that nonetheless happen to line up pretty much perfectly with your own interests.

The reach this organization has is vast and all-pervasive, being able to more or less control several huge organizations like the FBI at every level, or proportionately that many more institutions in a much more amorphous manner. You can further grow to improve and increase its power and reach, and it retains such improvements across jumps.

Private Nation - 400 CP

Sometimes, though, it's time to well and truly go beyond the conspiracy game, and make an example. This isn't a huge country the size of America or China or something. No, a small nation located somewhere out of the way, this is nonetheless a land immensely rich, with extensive reserves of just about every precious mineral, especially oil.

The people are well educated and modernized, but utterly loyal to you in some way or another. While this country's position on the international stage is relatively small, its extraordinarily well placed to take a more prominent role and even be a major force in economic and diplomatic matters, if it just has the right kind of leadership. Yours, for instance.

Companions

Import/Create - 50 CP

You know the drill. Bring in an existing companion, or create a new one. They recieve and origin and 600 CP for stuff. You can bring in 8 for 300 CP as a special offer.

Canon Companion - 100 CP

Want to take someone along from here? Why not?

Drawbacks

Bad Case of Nerves +100

You have it. At the first sign of violence your hands shake, your knees turn to jelly and you start sweating like a fountain. You'd make a *terrible* spy.

Prima Donna +100

This is really a jump about Spy Thriller novels, not about 007. Unfortunately, no one told you. You behave like a collection of the worst stereotypes of action movie spies.

Hunted +200

Pick one of the sides of the struggle. Either the communists, or the nazis, or the terrorists are after you and will make it their first priority to kill you as quickly and/or painfully as possible. You receive an additional 100 CP if it's the CIA and the US Govt instead.

Published +200

Oops. Someone seems to have published all your adventures out for the world to read. Each and every power and ability you have has been made public, as have your character details, habits, likes, dislikes… the whole nine yards.

How much of a problem this causes you depends on many things, but expect it to cause you regular inconveniences anyway.

First Day +400

The powerloss drawback. Your powers, warehouse et al are all gone till the end of the jump, leaving you to face the world solely with what you get here.

Bad Hollywood Movies +400

And it does mean *bad* ones. People make decisions with no rhyme or reasons, death is not just cheap, it's gratuitous, people tend to be so fucking treacherous it's a wonder they don't backstab *themselves*… you know how it goes, I'm sure.

Notes

Items like the Red October or the Red Army don't have to be their fluff versions, you can have generic equivalents or even stuff from other factions so long as the important details stay unchanged.

For any issues, contact me at SB.

If you're writing a story about this jump, you have permission to change… whatever you want to, on one condition. Find me at SB and give me a link.

I reserve the right to randomly alter sections of the document in fits of pique, to win internet arguments, or to make things easier on me if I'm building for this jump.

More later.

Upcoming:

Companions

Colonel Mike Martin, Jack Ryan, George Smiley

Evan Kendrick

Maxim Rudin

The Jackal