Totally Spies/Martin Mystery CYOA (Jumpchain-Compliant!)

Ah, this world. This is a world much like your own. Of course, there are some key differences. One is that conspiracies and evil plots lurk just beneath the surface, advanced technology swirls throughout the world, secret organizations work to protect mankind from secret villains, and even the paranormal may roam somewhere in the ether. You'll be spending ten years in this universe of spies and mysteries, so for this mission, you'll need:

+1000 CP

With that in mind, good luck, and have fun! At least, while you can...

Section 1: Location

Roll 1d8 to find your starting location or pay 50 CP to choose for yourself.

1 – Madrid, Spain – A major city in Spain and a major tourist destination – it seems a lot of secret parties are interested in this place...

2 – Moscow, Russia – Oddly, not a lot of spy action happening here. That hasn't stopped some villains at trying their hand at, say, forming some sort of evil global Neo-KGB or something.

3 – New York City, New York, USA – The largest, most famous city in the United States,

4 – Beverly Hills, California, USA – A residence for the rich and glitzy (or so it's reputed), it is also, unbeknownst to most, the home of three young special operatives.

5 – WOOHP North America HQ – The headquarters of the North American branch of the World Organization Of Human Protection, located in Los Angeles, California. Unless you're an operative, you'll be asked how you managed to get past security, WOOHP Operatives may choose this location for free.

6 – Center HQ – The secret base of The Center, an organization based on investigating and containing the paranormal. Center Operatives may choose this for free.

7 – Paris, France – The capital of France and a popular shopping spot for rich tourists.

8 – Free Pick – You may choose anywhere on Earth for free. Lucky you!

Section 2: Background

Roll 1d8+15 for age, or pay 50 CP to choose both your age and your gender.

Drop-In [Free] – You appear as you are, with no connections to help you up or tie you down.

WOOHP Field Operative [50 CP] – As a member of the World Organization Of Human Protection, you embark on regular missions to thwart the various villainous individuals and organizations interspersed throughout the world. You're still a rookie, though, so you don't have the hang of *everything* yet.

Center Agent [50 CP] – As a member of The Center, you know of and protect the world from the paranormal threats that emerge on a near-daily basis. You're relatively new to the job, but you've picked up quickly.

R&D [100 CP] – *Somebody*'s got to actually *make* the gadgets all of these secret agents are going around using! Looks like that's you! Of course, there's also a lucrative black market you could sell to, but if you get caught...

Section 3: Skills and Abilities

[Discount X] means that the ability is half-price for X Background.

I Am Going To Punch You [100 CP, free Drop-In] – Sometimes, some WEIRD stuff happens in this world what turns people into creatures they aren't supposed to be. You appear to be immune to that. This doesn't protect your mind, though – just your body. This will also make it easier to resist such unwanted shifts in the future.

Espionage [100 CP, free WOOHP Field Operative] – You have a basic understanding of how to locate targets, extract information, and make your way in and out of areas unnoticed.

Paranormal Literacy [100 CP, free Center Agent] – You have a general knowledge of paranormal creatures, as well as their strengths and weaknesses.

No, You Point That End At The Door [100 CP, free R&D] – Never again will you have a problem teaching someone how to use a device. They might never learn how to make it, but with you guiding them, even a chimpanzee can figure out which button to push on the jetpack.

Cyborg [300 CP, discount Drop-In] – You now have cybernetic augmentations throughout your body, making you faster than an Olympic sprinter, stronger than a champion weightlifter, and capable of either shutting down or heightening your emotions at will.

Bring It On [300 CP, discount WOOHP Field Operative] – Whether cheerleading, basketball, or even synchronized swimming, you can make a legitimate fighting style out of just about any sport you know how to play.

Print Sleuth [300 CP, discount Center Agent] – When it comes to tracking monsters and madmen, you're pretty good – good enough to figure out if the monster footprints are fake or not at a glance. Don't expect to be fooled by that whole “the prints are backwards” trick, either.

And This Bolt Goes Here [300 CP, discount R&D] – It doesn't matter how specialized or unique the technology is – somehow you can always find replacement parts if it breaks. It may take a while, but

you'll find it.

Do You Mind? [600 CP, discount Drop-In] – Your mind is a fortress – good luck to anyone who tries and take it over, because they've got a one in ten shot at most.

Master Of Disguise [600 CP, discount WOOHP Field Operative] – It doesn't take much to hide your identity – you could probably convince someone that you *are* them if you wore their clothes. This also makes you better at convincing just about anyone of just about anything – including getting them to ignore anything out of the ordinary they may be witnessing.

Good Cryptid [600 CP, discount Center Agent] – At least you have less trouble with the nonsapient monsters and cryptids out there – in fact, only the angriest or hungriest of them will attack you now, and some of the weaker ones might be willing to take orders from you.

Gadgeteer [600 CP, discount R&D] – Not only do you have the knowledge and resources to produce all of WOOHP and the Center's gadgets quickly and efficiently, but you'll never run out of ideas for new gadgets, and you'll be able to incorporate any other technologies you know seamlessly.

Totally Sidekicks Much? [200 CP] – You may import a companion you already have or gain a new one – in either case, they have a Background and 300 CP to spend.

Section 4: Items

Cash [50 CP, one free Drop-In] – It's about $50,000 USD or its foreign equivalents. This should last you a while.

Catsuit [Free] – A nearly skintight catsuit in a color of your choice.

Basic Gadget Pack [100 CP, free WOOHP Field Operative] – This set of gadgets consists of:
M-Ray Contact Lenses – A set of contact lenses that can see through any physical object.
Laser Nail File – A nail file that shoots a laser capable of cutting prison bars and ropes discreetly.
Jetpack Backpack – A backpack of a simple shape that can hold other gadgets and seems to never permanently break, but can be jarred into temporary uselessness by heavy physical strikes.
Compowder – A compact mirror that functions as a computer with a linkup to local internet.
Ultra Sensitive Hearing Microphone – A long-range ear-mounted communication device. Also comes in a banana-shaped variant.
Expandable Cable Bungee Belt – A belt containing a magnetic belt buckle that allows nearly any surface to be scaled, thanks to the long, strong cable within the belt.

U-Watch [100 CP, free Center Agent] – A watch containing a number of high-tech gadgets, including a set of small tracking devices, a grappling hook, a force field that can cover a room and provide air underwater for a minute, and the Legendex, a compendium of every creature, curse, and event that the Center has ever encountered.

Mysterious Code [100 CP, free R&D] – This code appears to be twofold: it can enter and analyze the software of just about any electronic device, and in acting like a virus, it can bridge the gap between

machine memory and the human mind. Be careful with this...

Specialist Gadget Pack [300 CP, discount WOOHP Field Operative] – Thanks to these new gadgets, you now have more preparedness for special missions. You can purchase one of each type:

Demolition – Boomerang Buzzsaw Barette (what it says on the tin), Cat Fight Gloves (gloves with retractable steel claws), Press On Fingernail Dart (fake fingernails that fire like bullets and can cut through a blimp's outer shell), Wind Tunnel 3000 Tornado Blast Hair Dryer (fires powerful gusts of wind and/or blasts of heat at foes), Butterfly Barette Bomb (surface-adhesive timebomb)

Information – Bubble Blaster Invisibility Shield (a three-person field of sensor-scrambling), Cyber Jacker Sunglasses (shades that can hack near any computer system), Genetic Scanner Hairbrush (scan tiny DNA sample, search for person with WOOHP's or Center's computer systems), 5 Karat Data Processor Pendant (Acts as both a processor and a direct link to WOOHP or Center's computer systems – which means a large amount of data storage), Smudge Scanner 20/10 (can extrapolate an object's shape from the impressions, prints, or smudges it leaves on another object), Anti-Glare Anti-Hypnosis Contact Lenses (you can guess what these do)

Mobilization – Go-go Boot Figure Skates (deployable skates for ice travel), Immobilizing Stun Tan Lotion (paralyzes enemies on application), All Weather Umbrella (projects a weatherproof force field around the user), Mini Ski Aerobic Sneaker (deployable skis and/or waterskis), Underwater Power Walking Apparatus That's Inconspicuous (a durable suit for submarine travel with large air tanks and an engine to propel the user through the water)

X-Watch [300 CP, discount Center Agent] – A set of upgrades to the U-Watch that bring a host of new

features, including (but not limited to):

- A short-range portal generator
- The Ultra Legendex, containing information of every cryptid, creature, and legend in the world and capable of analyzing new ones
- An ultra-concentrated sunbeam
- A hologram projector
- An upgraded X-Rod that can shoot lasers as well as nets
- A Center SUV (that appears when called)

Prototype Schematics [300 CP, discount R&D] – Well, now. It appears you have access to the plans a few prototype gadgets (including a full-body-covering, improved Brute Suit), but what's really interesting is the research into safely and reliably integrating cybernetic enhancements into operatives. They're not as good as the Cyborg perk YET, but maybe, just maybe...

Section 5: Drawbacks

You may take up to +600 CP from Drawbacks – any further complications are just for fun.

Totally Valley Girl Much? [+100 CP] – You're stuck talking like a stereotypical Valley Girl at all times – even at the worst possible times. You also *cannot stop thinking about fashion, for the love of whatever gods you worship.*

Beauty Queen [+100 CP] – You are obsessed with your own appearance, even in combat. This could be bad.

Queen Bee [+100 CP] – You will be followed throughout your stay by a typical "queen bee-" that is, a wealthy, popular young girl at the head of a social clique who will invariably see you as her inferior. Your charisma is worthless on her, and you can't even just kill her and be done with it – she'll just come *back* somehow.

WOOHP'd [+200 CP] – Your missions will come suddenly and without warning, and your means of transport to your briefing will be a series of vacuum tubes. No, you will not get used to this.

Wait, I Thought This Was For Kids [+200 CP] – Well, it was (despite what managed to get past the radar), but now the villains are actually competent. Have fun.

Zits [+200 CP] – Welp. You've got acne, and you've got it bad. Don't expect to be taken seriously by anyone under the age of thirty.

Tornado Alley [+300 CP] – The villainess known as The Walking Tornado will constantly hunt you throughout your stay here, and don't expect any support from your organization (or lack thereof) against her.

Cursed [+300 CP] – Remember how there's paranormal stuff in this world, too? Well, now you're cursed. Your movements are slow, your skin is a sickly pale green, you have a strange and powerful (but resistible) craving for flesh, and anyone you bite is turned into a mindless zombie. Yes, even your

fellow travellers.

Don't Look At The Spiral [+300 CP] – You were warned, weren't you? Well, too late now. While you won't lose for losing your mind, you'll find yourself brainwashed every couple of weeks, and it'll be annoying as all get out. Plus, there's what might happen if whoever's controlling you finds out what you can do...

Plot-Bound [+600 CP] – Your powers and Warehouse are locked, your starting location is set to Beverly Hills, and regardless of your actual skills, you'll be going on missions with Samantha, Clover and Alexandra. Of course, given the things they get themselves into, you should expect to take the worst of it – and with no plot armor, who knows what'll end up sticking?