

Jumpchain CYOA

By RavenloftAnon

“There are pretenders among us.
Geniuses with the ability to become anyone they want to be.
In 1963 a corporation known as the Center isolated a young Pretender named Jarod and exploited his genius for their research.
Then one day their Pretender ran away…”

Excuse me, just playing the intro there… Welcome to the world of the Pretender. This world is very similar to the one you came from originally. However there are a few key differences. For one thing there are very special talented people called Pretenders. These people like it said in the intro can become anyone they want to be, with a few days of study they can be anything from a Doctor to a Pilot. They are also mental chameleons who because of their gifts can blend in anywhere.

A Corporation by the name of the Center stole one such Pretender from his parents when he was a boy and kept him captive, exploiting the results of his research and selling them to people who used them to hurt a lot of people. Jarod found out about this and ran away.

Now he is out to find his own past that was stolen from him as well as helping the weak and abused do to the guilt he bears over what was done with his research.

The Center however seeks to recapture Jerod and to do so they have sent out 3 agents of their own to do so; the fiery Miss Parker who is the daughter of the head of the center. She also shares a past with Jarod having grown up in the Center.

Sydney the Psychiatrist who supervised the simulations with Jarod and was his mentor He is the closest thing Jarod has to a father figure and the emotional bond that keeps Jarod tied to the center.

Lastly there isBroots; A technical genius who has managed to keep the trio just one step behind Jarod which is an accomplishment.

These are some of the people you may meet in this world.

The world contains many mysteries and secrets should you go looking for them you’re sure to stumble over them. Whatever you choose to do for the next 10 years this world will be your home.

To survive in this world you are going to need a little help. **Here are 1000 Choice points.** You may use them to purchase skills and items to make your time here much more survivable.

As for your gender you can stay what you are now or change it for free with no charge. Your age is 1d8 + 30 or you may pay 50cp to choose

Your starting location is Blue Cove Delaware and the year is 1996. You start shortly after Jarod escapes from the center.

Background

You're going to need select a back ground choose from one of the ones below.

Drop In (+ 100): You are an enigma, no friends, no families you start in a small sparsely decorated apartment with whatever you purchased here nearby and your legal identification. Strangely you start with a job offer with some corporation out of blue cove.

Center Operative (0): You work for the center, maybe you are new there or maybe your family has been involved in it for a long time and you possibly have memories of growing up with Miss Parker and maybe even Jerod. Whatever the case you may be you have a front row seat for the secrets and lies that permeate the place.

Pretender (200): You are a pretender, a genius who can become everyone like the opening says. You used to be at the Center. A guinea pig running their sims and experiments until you escaped with Jarod and a couple of other pretenders.

Perks

General Perks

Divided Loyalty (100) Loyalty is a funny thing and sometimes you can find yourself in a situation where you are loyal to two conflicting parties. Your duty may be to one side you're your sympathies and heart lie with another. Well now you don't have to worry about your superiors removing you do to your obvious conflict in loyalties. So long as you are not outright betraying them they will leave you alone about it. More than that however you can even help the other side slightly; As long as your aid is not too large the worst you will get is a verbal reprimand from your superiors.

Drop In Perks

I know a guy (100, Free Drop In) It's easy to overlook the common man, those in lower level positions in an organization. You however don't. You will find it very easy to make friends with these people though they may be a little off. They will also tend to have a wealth of inside information about the goings on of an organization.

Vanish (100, Discount Drop In) you're a slippery one. Your stealth skills have increased greatly. What you truly excel at is slipping away or leaving a conversation unnoticed. To them one moment your there; they may look a way for just a second and the next your gone. Just like batman.

Overlooked (200, Discount Drop In) An underappreciated skill in a setting like this is the skill to slip beneath the notice of those who might be dangerous. Unless given reason to believe otherwise you appear to be just a normal person to most people, not really worthy of a second glance.

Cowardly Lion(200, Discount Drop in) You may be an excitable sort, however when the chips are down and people need you; you know how to fight through the fear. You will still feel it, and will likely complain about it but you will get done what needs to be done and fear will not detract in the least from your performance.

Computer Genius (400, Discount Drop In) Just as it says on the tin. You are a genius with computers. If it's able to be hacked you can do it, if it's able to be traced or found your able to. Your technological prowess is enough to keep a team hunting Jerod only one step behind him. Which is actually quite an accomplishment.

Season Finale Survival Insurance (400, Discount Drop In) Because you are too important to die in some explosion. People of importance at the Center have a knack for surviving large explosions that they really shouldn't which is good because they happen with surprising regularity. You are one such person, as long as you know where the explosion is coming or going to come from and start running your survival is guaranteed

Center Operative

Jerk with a heart of gold (100, Free Center Operative) Getting ahead in the center requires you to not worry about little things like the feelings of others. You can be quite abrasive, abrupt and rude. However unless you intentionally are trying to personally insult someone they will not take offense to it. Also your ability to make snarky comments is improved.

Dancer's Legs (100, Discount Center Operative) You are exceptionally attractive, you can turn heads with ease and are very popular with members of your preferred sex. One part of you in particular stands out as exceptional. It could be legs that look like they belong to a dancer, a beautiful smile or whatever else you want.

Explosive Personality (200, Discount Center Operative) you're a fiery one. You have a forceful personality that helps you to get what you want. You can easily intimidate those with weaker wills in to doing what you want and you're not too bad at getting what you want from other people as well. As a result your skills in intimidation have increased as well.

He may be an idiot but he's my idiot. I am the only one allowed to terrorize him (200, Discount Center Operative) You may not be the easiest person to work with but you are protective of those you do and those you call friends. You will make those who mess with them pay. When acting in defense of a friend or ally your skills and competence see a sharp increase.

Inner Sense (400, Discount Center Operative) You hear voices. Normally people who do are called crazy but you're not crazy. It's not clear where they are coming from, they might be the voices of the dead. What is clear is that they can give you hints about what is going on as well as warnings of upcoming dangers. They will be weak to start and you will have to concentrate to hear them but as you learn they will become easier to understand. One thing that should be noted however is that even if you are warned about upcoming danger it may not be enough to save your life. Such as what happened to Catherine Parker.

Cleaner Training (400, Discount, Center Operative) You have training in both being a sweeper: the centers private and personal police force, trained to seek out, capture and or destroy any target designated by the center; and as cleaner the people who "Clean up" when the sweepers have failed removing all evidence of their involvement. Like making bodies and people disappear. As such you are skilled at many things like cleaning up evidence, fighting both armed and unarmed you are a skilled marksman.

Pretender Perks

Something's not right here (100, Free Pretender) Many odd things happen in the world. Accidents are common but you have a knack for figuring out when there Is more to a story than first apparent. You can spot where something is being concealed. You can spot when a suicide or an accident is really a murder just by reading about it in the newspaper.

I got a little bored after the first 3000 pages (100, Discount Pretender) Sometimes to get what you want done. It takes perseverance. However sometimes the greatest obstacle in your path isn't the difficulty of the task; but the monotony of it. Well this is no longer a problem for you. You have an insane resistance to boredom brought on by monotonous tasks. You can power through monotony to do seemingly impossible tasks. As an added bonus you will do such tasks in much less time than one would expect.

Alternative Learning (200, Discount Pretender) Even if you can learn anything it's sometimes not feasible to learn under exact work conditions so you can learn skills while working with substitutes. Can't learn driving to drive a real race car, spend your time learning on a arcade machine instead. Need to train to work in outer space, spend some time at the pool in the YMCA you'll be fine.

Open Up (200, Discount Pretender) You are exceptionally good with people. Maybe it's your innocent demeanor or just natural charisma but you seem to be able to befriend even the most closed off and cantankerous people. It's not immediate and will take some time but if you keep at it even the most closed off people seem to open up to you. You can even convince those who are at least partially responsible for a crime but who feel guilty about it to admit it when confronted with evidence. This only works though on people with a conscience

He defends the weak and abused (400, Discount Pretender) For you your greatest weapon is without a doubt your mind. You are a master planner, thinking many steps ahead of everyone else. You can manipulate situations to cause very unlikely things to happen. For instance could put someone who committed a crime in the same circumstance that their victims suffered so that you can get a confession from them.

Pretender (600, Free Pretender) You are a Pretender; a genius who can become anything they want to be. Not only do you have a genius intellect but your learning rate is absurd. You can master a skill or profession in a matter of days to a week. You could read a book on surgery in the morning and flawlessly preform it in the evening. More than that you have the ability with props and time to preform simulations. The ability to simulate the recreation of an event and even understanding what the individual people involved are feeling during the event. Lastly for your time here if you take this perk and you are of the Pretender or Drop In Backgrounds, you must take the hunted by the Center drawback. However you do gain the points. If you are from the Center Operative background you must take the indebted to the center drawback you do however receive the points.

Equipment

This world is fraught with many mysteries and dangers. It can be a difficult place to survive in. Here are some items that you may wish to purchase to make your time in this world a bit easier.

General Items

DSA Player (free) You have a DSA(Digital Simulation Archive) player, Basically a Laptop in a metal briefcase that allows you to play DSAs Fat little CD's the Center uses to keep record their simulations and surveillance. Since much information you may wish to find will be on these fat little disks this might turn out more useful than you would think. In a pinch it can also be used to hit people with. It won't damage it at all… seriously these things are built incredibly sturdy.

Blu Ray Set of the Pretender series and movies (50) Just as it says on the tin you receive a blue ray set of all 4 seasons of the series, as well as both movies, a blu ray player to play them on. If these are ever lost, damaged or stolen they reappear in your warehouse within a day good as new.

Pickle Jar dug up from the writer's back yard (300) The writers used to joke that they had the plot for the series written down and buried in a pickle jar in their back yard. Well it seems it wasn't entirely a joke as within this pickle jar is a series of notes containing secrets that were never revealed during the run of the series including how they intended it to end. In other worlds you will find new notes revealing one great secret of the "plot" of the world.

Drop In Items

Infinite Cracker Jacks (50, Free Drop In) You have a crate of boxes of Crackerjacks that is ever full in your warehouse. Each box contains a prize, A real prize like a toy car, a decoder ring, none of those cheap stickers or digital codes they give out now a days. No you get the good stuff.

Bicycle (100, Free Drop In) Well it's not fancy but this bike is durable and will get you around town without any problems. The tires never go flat and the bike is pretty well indestructible.

Center Operative Items

Gun (50, Free Center Operative) You receive a handgun of a type of your choice as part of your job. If it's lost or destroyed a new one will appear in your warehouse the next day. In addition You receive a case of ammo for your gun in your warehouse that completely restocks each day.

Bullet Proof Vest (100, Free Center Operative) This light Kevlar vest fits comfortably under your clothes and is sturdy enough to stop small arms fire, though it will likely still hurt. It won't kill you. If it is ever damaged or lost it will reappear within your warehouse within a day good as new.

Sweeper Team (200, Discount Center Operative) You have a pair of sweepers (the Center's private police force/muscle) that you can call on to help you. They are completely loyal to you, and while they do fallow you from world to world they are not considered companions unless you import them (They are imported together as a single slot), should they day they respawn in a week unless they are true companions in which case they respawn in the normal amount of time.

Cleaner (300, Discount Center Operative) You have acquired the services of a Center Cleaner. These are the people called in after sweeper's have failed to do their job. They are experts at making people, problems and messes go away and removing any trace of their existence in the first place. Whether it be cleaning up a crime scene and disposing of bodies or disposing of witnesses. Your Cleaner will be whatever gender and general appearance you wish and will be a thorough professional about their job.

While they do fallow you from world to world they are not considered a companion unless you import them. If they die however they will respawn within a week (unless they become a full-fledged companion in which case they respawn normally.) The cleaner comes with their own support staff to handle bigger messes.

Research Notes (300, Discount Center Operative) You're not supposed to have these but ok. Fully detailed within these notes is the entirety of the pretender program. How to find a potential pretender, how to train them to bring it out. There are even notes on the process that Mr. Raines used to create Angelo. Though it failed to create a artificial pretender perhaps with time and the proper amount of genius you might actually be able to create an artificial pretender. However it would take more than 10 years and likely would require a large amount of test subjects… if you're ok with that sort of thing.

<u>Pretender Items</u>

Infinite Pez (50, Free Pretender) Congratulations you are now the proud owner of every conceivable pez dispenser ever made. Little plastic containers with the heads of famous characters that will dispense little candies called pez when the head is lifted. All of these dispensers are always full no matter how much you use them. Perfect for when you need just a little bit of a sugar rush to keep going. If one is damaged or lost it will be replaced the very next day.

Black Leather Jacket (100, Free Pretender) this black leather jacket is exceptional quality, it never seems to get stained or torn, any holes it gets quickly mends, if It is destroyed or misplaced a new one will appear in your warehouse within a day.

Private DSA collection (100, Discount Pretender) You have a collection of DSAs documenting nearly every important moment of your past (minus private moments). They are in black and white but you can zoom in on them and watch them from different camera angles. Your collection however goes far beyond just this world it includes all of your previous jumps. More than that at the end of each jump you will receive more DSA's documenting the important moments of your jump.

Companions

In a world so filled with secrets and twists, it can be hard to navigate them alone. It's always good to have friends by your side to help you through it.

Co-Workers(50 Each, 200 for 8) Got some companions that you wish to give a history in this world. You may import up to 8 companions giving them each 400 to spend on backgrounds, perks and equipment.

Canon Companions (100 each) There are many interesting characters in the world of the Pretender, perhaps one of them caught your eye. Maybe you wish to free the fiery Miss Parker from the Center once and for all or perhaps you wish to take Jarod far beyond the Center's reach where he will never have to be on the run again. Whatever the case all you have to do is get them to agree to come with you and they can be a companion.

Drawbacks

1000 CP not enough for you, well perhaps you would like a bit more in exchange for making things a bit more interesting for you during your stay. You may take a maximum of 600 cp in drawbacks.

Flighty (+ 100) You are a nervous sort, easily shocked and startled. You are especially vulnerable to intimidation and are very likely to be pushed around by those with a strong will.

One thumb (+ 100) Early during your stay here circumstances will happen that will cost you the thumb on your dominant hand. This will be a constant annoyance and should you find some way to replace it, the replacement will only be temporary with more circumstances culminating in you losing the replacement.

Parker (+ 100) While you are not necessarily Miss Parker's Sibling there is someone in a position of authority whom you feel a strong bond with. Sadly they aren't the sort you probably should feel that way about because they will use every opportunity to use and manipulate you to get what they want. While they will not ask you to do anything suicidal they will make you do things that are distasteful and that you will regret.

Notebooks (+ 100) Requires Hunted by the Center drawback. Even as you are chased by the operatives the Center has sent after you, you feel compelled to leave notebooks behind detailing what you have been doing, and giving hints as to where you are going, this will always keep them just a couple of steps behind you at minimum as you try and avoid capture.

Hunted by the center (+ 200) Incompatible with indebted to the center. The Center is after you. They are hunting you just like they are hunting Jerod. Expect a team of operatives dedicated to your capture as well as the occasional rogue operative trying to capture you. Should you be captured and your 10^{th} year end with your captivity you will be sent home as if you failed the jump.

Indebted to the Center (+ 200) You work for the Center and it's not a place where you just leave. You have been too deep and know too many secrets to be allowed to live should you choose to leave. You will be expected to do as the higher ups ask and if you don't or don't do so to their satisfaction you may be killed.

Missing Person (+ 200) This drawback operates differently based upon your background. If you are a non-drop in; You spent the vast majority of your childhood confined at the center. You don't even

remember what your parents look like. You are filled with a burning need to find them and find out who you really are.

If you are a drop in the case is slightly different. The memories of your first childhood are gone. The ones from your world of origin. Thankfully clues and people like your parents and other family members are scattered throughout the world that will help you find them. You are filled with a burning need to do so.

How many people died because of what I dreamed up (+ 200) You have done something or in the case of drop in's will do something that will be perverted by the Center and used to hurt a lot of people. You will be filled with a great amount of guilt and shame because of this.

Emphysema (+300) You are a sick person (maybe in more ways than one) You require an oxygen tank to live. You may be able to survive for a few minutes without it but you will be forced to wheel around and oxygen tank where ever you go. Also your illness will greatly impact your physical capabilities beyond just the oxygen tank. Don't expect to be moving very fast or doing much physical while you are here.

Gemini (+ 300) The Center took something very important from you 12 or so years ago. They stole your genetic information and from it they have grown a perfect clone. You will find out about this a couple of years in to your Jump. Your clone has been raised to believe that you killed their parents. They have all the genetic based abilities as you do.

If things are allowed to continue as they are the Center will exploit them using them as a tool and weapon. Also the Clone will likely eventually come after you since it believes you killed it's parents.

However should you be able to free your clone and somehow befriend it you may take your clone as a companion for free

There is no Timmy (+ 600) Something terrible has happened. Your mind has been scrambled and your personality has been muted to a point where most people think you don't have one. This has left you somewhat empathic as you pick up traits from other people to try and fill the void in your mind.

After 10 years…

Congratulations you survived 10 years in the world of Pretender. Now you have an important choice to make. Regardless of your choice, all drawbacks are revoked and you get to keep any perks, gear, companions you acquired.

It's Where you come from… Maybe all these mysteries about the past and people trying to find and reconnect with their families has made you a little home sick. Maybe it's time for you to reconnect with the family you left behind.

Welcome Home... Maybe you found you like it here, maybe you got in to helping others and wish to see how things turn out or maybe you came to like the people here. For whatever reason you are choosing to make this world your new home. Your journey ends here, Time unfreezes in all the other worlds and your Benefactor will take care of settling your affairs.

Escape… This is not the end of your journey but merely one more step in it. Friends you have made will stay behind but you might see them again someday.

Notes

*Do to crossovers this is also the world where the series The Profiler takes place. If you deal with the FBI at some point you may bump in to them. While this isn't a profiler jump should you wish to go hunt down the Serial killer Jack of all trades or just interact with the Profiler and her friends feel free.

*I would like to thank the Anons who helped me with new ideas and suggestions for the jump. It turned out much better than it could have with just me working on my own.