

Gotham City is a pit of crime and corruption; criminals control the streets, and the cops- the few good ones on the force, that is- can't keep up. And in the coming months new superhuman threats will be created, whether from deliberate, malicious action or as a result of tragic circumstance.

One man will rise above the violence and pain that haunts him to become a hero, in the hopes of saving Gotham City from itself.

He is Vengeance.

He is the Night.

He is Batman.

Will you work to save Gotham from the madness that plagues it? Or will you try to spread chaos, or instead act to further your own goals?

You have 1000 CP to spend.

You may pick any location in Gotham to start at, and can freely choose your age and switch genders as well.

Origins

Drop In- No new history or memories to help or hinder you; you're a total unknown, a fresh slate with no biases for or against you.

Bat-family/Vigilante- You're one of the few vigilantes who have popped up in Gotham, standing among the likes of Batman. Speaking of Batman, you can choose to become a member of his family. No, not a Wayne; a member of the Bat-family. Whether you started out as a sidekick, an imitator, or something else you've become one of the few people that Batman can call an ally.

Scientist- You've pursued the goal of obtaining scientific knowledge, graduating with honors from a prestigious university. Despite some of the technology in Gotham looking rather retro, there are several companies or individuals who might be interested in hiring you to work on a variety of highly advanced projects, depending on your areas of expertise.

Criminal- Maybe you work one of the gangs or mobs in Gotham, or maybe you lead your own small crew- or work alone. When people think of you, they tend to see someone who's on the wrong side of the law more often than not.

Perks and Skills

Timm Design- Chiseled jaws, muscular physiques, and amazing curves… a lot of people here are ridiculously attractive! And if you're going to spend ten years here, you might as well look the part, right? Your body is now 'super' good looking, as if it was drawn by Bruce Timm himself. (Free)

Gimmick - Vigilantes dressed as bats, criminals dressed up like clowns… well, might as well join the fun, right? You're able to pull off pretty much any gimmick or theme that you choose to have, in such a way that it gives the effect that you want. If you're a crook and dress like a clown, people will be terrified because they know it's you; a hero dressed in scary black armor might have people cheer them on for the same reason. (100 CP, free Drop In)

Madman- When you're surrounded by crazies, it might be a good idea to fit in, right? You have a deep understanding of psychology, but more importantly you're capable of giving off the impression that you're as mad as a hatter, and can fool even the best psychologists while doing so- appearing, for all intents and purposes, like you're insane. Of course, you can do the reverse as well, but what's the fun in

that? Your maniacal laughter is truly something to behold, and could give even the Joker a run for his money. (100 CP, free Drop In)

Secret Identity- Oddly enough, it seems that people have trouble putting two and two together when it comes to your "civilian" and your "costumed" identities. Even if you're the only person who fits the physical profile in the entire city, you can conceal your identity by playing dumb, wearing glasses, or even just slouching a little. This won't help if they have irrefutable proof of your double-life, but otherwise they'll just think it's a funny coincidence. (100 CP, free Bat-family/Vigilante)

Friend of the Police- Vigilantism, even in a city menaced by super criminals, is still technically illegal; luckily, the police and other law enforcement seem to look the other way when it comes to you, so long as you're not committing serious crimes while crime fighting. In addition, if you capture a wanted criminal or find evidence of a crime, the police will be able to use your work without laws getting in the way. (100 CP, free Bat-Family/Vigilante)

Researcher- Part of being a skilled scientist is doing your homework, so to speak; luckily you're much more efficient at it than most. Finding the right information is never hard (though more obscure knowledge might require more digging), and you're an expert at clear and precise note taking. You learn new things much faster than the average person. (100 CP, free Scientist)

Specialist- You have considerable experience in one scientific field, such as cryogenics or botany, and could be considered an expert in that field. Your knowledge may even allow you to become a decent hero or villain, if you had the time and resource. Or, you know, just a regular scientist. More esoteric fields of study, such as time manipulation, cannot be chosen. (100 CP, free Scientist)

Street Fighter- Living in Gotham, you've got to be tough; luckily that fits you to a T. Now, you're not going to be doing anything crazy like the Bat, but you're tougher than most average Joes, and can take and give a good beating. You're extremely good at fighting dirty. (100 CP, free Criminal)

Henchman- Not that working for criminals is the most illustrious of positions, but you're pretty good at it; you can easily worm your way into the good graces of crime lords and other villains. You're good at getting into the heads of your superiors, too; you won't accidentally misunderstand their orders, and you'll definitely know when you've done or are about to do something that will piss them off. (100 CP, free Criminal)

Servant- You're well-versed in all the duties required of a good butler; you're extremely skilled at doing housework, cooking, and the repair or upkeep of a home. You can make a fantastic cup of tea, and your dry witticisms and snark ensure that anyone who hires you gets their penny's worth. (100 CP)

Nightmare- Knowledge of you- specifically the parts that would scare the pants off of the average Joe- seems to spread like wildfire. Play your cards right, and you'll quickly gain a reputation as someone who shouldn't be trifled with… of course, while many are superstitious or cowardly, actually being able to back up your reputation doesn't hurt. You can toggle this on and off, though it won't remove information that's already out there. (200 CP, discount Drop In)

Multiple-Choice Backstory- See, you're from this place called - no, wait, you took a chemical bath- no, you've been empowered by- actually, it's all technology- uh, you get the idea. It seems people will accept pretty much any explanation for why you have your abilities and equipment, and if you don't tell them they'll find their own explanations. More importantly, it's exceedingly unlikely that they'll uncover the truth on their own, no matter what methods they use. (200 CP, discount Drop In)

The Flying Jumper- Well, you might as well be flying; you're extremely acrobatic, and can somehow swing from building to building with a grappling hook without breaking your arm or tearing it out of its socket. You're also more than capable of using your dexterity in a fight, almost dancing between the blows of your less skilled opponents. Maybe you learned this by watching Batman's sidekick? (200 CP, discount Bat-Family/Vigilante)

Disappearing Act- You're extremely good at staying unheard and unseen when you want to be, almost seeming to merge into the shadows and letting you get the drop on almost anyone. Your knowledge of stealth also allows you to pull off an unusual trick of Batman's; with almost preternatural skill, you're capable of finding a hiding spot or rushing silently out of sight in the span of a few seconds; enough time that a person could be looking at you, turn away, and look back and not find a single trace of where you went. (200 CP, discount Bat-Family/Vigilante)

Accidental Breakthrough- Accidents are bound to happen in the lab- if not by your fault, then because of others. Luckily, for you these accidents don't tend to cause as much damage as they used to; in fact, often times they'll result in a new breakthrough in your research, or some other interesting discovery. An accident in your lab will never directly result in your death. (200 CP, discount Scientist)

Brought To You By Jumper Enterprises- Being able to fund your research can be difficult, especially when all you have are theories. You have it pretty easy, though, as it seems that sponsorships and job offers just fall into your lap, ensuring that you'll have no shortage of money or supplies for your research. Of course, they won't necessarily support ALL of your projects, but there's no reason you can't "repurpose" what they've given you, right? (200 CP, discount Scientist)

Cat Burglar- Heists, burglaries, break ins and another assorted acts of larceny; you're the cat's meow when it comes to thievery, capable of robbing the average Gotham socialite blind, dancing around their laser tripwires, cracking even the most complicated of locks, and then slinking away with your prize unseen by guard and security camera alike. (200 CP, discount Criminal)

Death Trap- How do you catch a bat? Build a bat trap. How do you catch a Batman? Build a better one! Pitfalls, explosives, tanks full of ravenous animals, even just hitting someone with a big rock to the head, you're a master trapsmith. Creating traps, keeping them hidden, and of course baiting your quarry is child's play. (200 CP, discount Criminal)

Riddle Me This- You're the principal of puzzles, the master of mysteries, the ruler of riddles! Not only that, but you're extremely good at seeing how all the pieces fit together, finding the answers and seeing the bigger picture, and then realizing that you need to flip that picture upside-down to get the real answer. Your razor wit is a match for Edward Nygma himself, and you'd be hard pressed to find a riddle that you can't solve. (200 CP)

I... AM... JUMPER!- You're ironclad; body, mind, and soul. The type of person who never gives up, even in the face of their worst fears. You can power through any pain, and stand against any foe without fear, and can even resist mind altering drugs and other effects with force of will alone. (300 CP)

Mad Love- Why would someone follow the Joker? Rather, why would they follow him willingly? Is it his smile? His personality? His voice? Maybe. But in addition to being smarter than he looks, he's also pretty good at manipulating people. Sure, he can just threaten people into doing what he wants, but sometimes a subtler touch is needed. Take Harley Quinn for example; a respectable psychologist turned into a demented jester, all because she listened to the Joker. Now you can do that, too; you're disturbingly good at getting people to like you- even making them fall in love with- to the point where their devotion flies in the face of common rationality. Though you should be careful; even if they're madly in love with you, you can only push someone so far. (400 CP, discount Drop In)

One Bad Day- All it takes is one bad day to turn a sane man into a monster; everyone teeters on the precipice to insanity, and you've found that all it takes is a little... push. You're mastery of the mind makes you capable of torturing others into madness, turning them into shells of their former selves. You could try and do the opposite, too- curing others of their psychosis, turning them into functioning members of society- but where's the fun in that? (400 CP, discount Drop In)

Martial Discipline- You've received training in many martial arts, from the ancient disciplines of Asia to more modern styles of combat. Training with so many masters and the refinement of your technique has elevated you to a level most martial artists never reach. You've mastered practically every martial art known to man, including armed and unarmed styles, and are also fairly skilled at using firearms- even though you may loathe using them. (400 CP, discount Bat-family/Vigilante)

"Peak Human"- You've trained your body to the peak of human potential, and maybe a little bit beyond that; you're capable of leaping nearly 10 feet vertically, can open an elevator door with your bare hands, keep up with a run-away-bus, and can replicate and maybe even outmatch any Olympic feat an athlete has done. You also have incredible control over your body's functions and are as flexible as humanly possible. Needless to say, you have really good genes. (400 CP, discount Bat-family/Vigilante)

Brilliant Engineer- Theories are one thing, but actually applying your knowledge is another; luckily, you can be good at both. You're a very good engineer, and with enough time and resources you are capable of creating battle suits that greatly enhance the strength of the wearer, invisibility suits (driving the wearer crazy is optional), vehicles on par with the Batmobile and even lifelike automatons. Your creations could be a powerful tool for both good… and evil. (400 CP, discount Scientist)

Silicon Surgeon- The age of analog is over; it's time to go digital! You're capable of constructing rudimentary AI, and with time can construct machines that think and feel like a human does; what's more, you're also capable of creating machines and programs that interface with the mind, such as virtual realities. You're also skilled enough to ensure that these machines won't harm those who use them… or that they do. (400 CP, discount Scientist)

…And The Jumper Got Away!- The revolving doors of Arkham have nothing on you; no prison can hold you for long. At most, they'll keep you under lock and key for a few months, maybe even a year if they're lucky. But, inevitably, you'll find

some way to escape, or some random twist of fate will win you your freedom. (400 CP, discount Criminal)

Eye On The Prize- Isn't it odd how people keep bringing valuable things like rare plants or cat-themed artifacts to Gotham, when there are criminals whose modus operandi are basically stealing similar things? For some reason, things that pertain to your interests have a habit of just wandering across your path- while actually acquiring them won't necessarily be easy, you'll never want for something new or interesting to get your hands on. (400 CP, discount Criminal)

Joker Immunity- Just like the Joker, you seem to survive pretty much everything and anything that happens to you- it would take deliberate action for your life to be ended, and even then your would-be-killer had better confirm his kill and not just drop you in a vat of chemicals. Maybe you're just too popular to kill off? (600 CP, discount Drop In)

Insanity Defense- For some reason, people have a hard time killing you- not that you're any tougher or anything like that, it's just that they can't bring themselves to pull the trigger- even when you've threatened or even killed thousands of people. Sure, this won't work on those who are ruthless or villainous, but the good guys or the courts? It'd take you doing something really awful, like killing millions of people in one go or something of a similar nature before they'd decide that you need to be put down. This won't stop them from putting you in prison, or breaking nearly every bone in your body while putting you there, but you'll still be alive. (600 CP, discount Drop In)

World's Greatest Mind- You possess a brilliantly powerful, intelligent mind. Your memory is both perfect and photographic, and you have perfect recollection; you could recite, perfectly, a book from memory after reading it once. You're good at thinking fast on your feet, and with time to prepare and think you could plan your way out of nearly anything. Additionally, you have fantastic aim and precision, capable of making difficult shots and using the exact amount of force necessary against someone to not cause permanent damage. (600 CP, discount Bat-family/Vigilante)

All-Star Training- Good training is the difference between you and everyone else. Not only are you trained in nearly every form of martial arts, you learn and master new skills absurdly quick. Watching someone demonstrate a skill will make you a novice; a few hours of practice will make you adept, and a week will make you a master. You're also capable of sharing some of your capability to learn with others, training others to a point near your level in only a few months. (600 CP, discount Bat-family/Vigilante)

Hybridization- You're a master biologist, but you know much more than that; you're capable of creating hybrids between two different creatures, and can even create mutagens that allow people to turn into half-human, half-animal hybrids. In the case of transformations, you can choose how animalistic the mutagen makes someone, both in terms of appearance and in how their mind is altered; the more animalistic, the more powerful. You're also capable of making such transformations permanent, if you wish. (600 CP, discount Scientist)

Crazed Chemistry- You've learned how to make some of the chemicals used by the villains of Gotham; namely Venom, the super-steroid used by Bane, the fear toxin used by Scarecrow, the Joker's laughing gas, and Renuyu, a "skin revitalizing cream", which is actually a powerful and extremely addictive drug that allows for temporary shapeshifting by loosening skin cells, allowing the user to shape their features; when Matt Hagen, AKA Clayface, was forcefully overdosed on Renuyu he gained his superhuman abilities- however it came at the cost of his sanity, his body, and eventually his life as his cells break down, melting his body. In addition, your mastery of chemistry allows you to create chemicals and formulas with similar effects. (600 CP, discount Scientist)

Legitimate Businessman- You are extremely skilled at running businesses, yes, but your greatest talent is at appearing affable even in spite of your… past activities. People tend to take a more sympathetic stance when it comes to your past crimes, so long as you put on a veneer of civility, while at the same time you lose none of your reputation that you might have in the criminal underworld. And getting the best of both worlds is easy as well; you could easily take on both roles without losing out on much on either side, and you know how far to push either appearance before they start to interfere with each other. Finally, you're excellent at getting rid of the evidence of your crimes, as well as in making it look like any ill-gotten gains (or anything you don't have an explanation for having) were legitimately obtained. (600 CP, discount Criminal)

Lord of the Shadows- You're a cut above the common rabble of the streets; their empires are but pale shadows of your own. You have the skill to run an entire organization in the shadows, unknown to all but the most knowledgeable or skilled of detectives- and even then, they'll only know if you let them, or if they're especially persistent in trying to uncover your conspiracy. You're incredibly charismatic, as well as an amazing manipulator and liar. (600 CP, discount Criminal)

Powers and Gimmicks

...

Whoops, sorry, wrong Jump.



A Jumpchain CYOA

There we go.

Bee Movie Jumpchain CYOA

According to all known laws of aviation, there is no way that a Jumper should be able to fly.

Its powers are too small to get its fat little body off the ground.

The Jumper, of course, flies anyway.

Because Jumpers don't care what humans think is impossible.

Welcome to the world of the Bee Movie. Bees in this world inexplicably have miniature technology, can speak English, and have little civilizations in their hives, with cars, homes, jobs, and even small crops. These facts are unknown to the world at large, and bees don't talk to humans beecause that would bee against bee law. One bee is voiced by Jerry Seinfeld; his name is Barry. You start out the day Barry graduates from bee college.

You start in New York City.

Here's +1000 BP. (Bee Points)

Origins: You can switch your gender for free. Pick whatever age you like; Bees don't need to worry about dying of old age.

Drop In- I'm going to be honest; this is the origin based off of all the memes. No memories, no history, you know the drill. You can bee a bee if you want to bee.

Human- You're a human, who does human stuff. As a human, you have lots of human responsibilities; you have a human job, a human apartment, and a human car.

Bee- You beetter beelieve it, beecause you're a bee! Bees are capabeele of defying the law of aviation, possess great strength and fortitude for their size and can speak to each other with their antennas.

Bloodsucker- Bees? Who cares about yellow and black, when you have GREEN? You're a human, wear a suit, and work for the corporations that exploit innocent bees, stealing their honey so you can make money.

Drop In Perks:

According to all Known Laws of Aviation…- If you have wings- no matter how small or useless they should bee- you can use them to fly. (100 BP, free Drop In)

Bee Movie Script- You can replace the written text of anything within sight with the entirety of the Bee Movie Script. You can reverse the change. (200 BP, discount Drop In)

Bee Movie Compilations- You can replace the sight and hearing of one person with Bee Movie compilations and videos, forcing them to experience such gems like "The entire bee movie but every time they say bee it gets faster". You must concentrate to maintain the effect. (400 CP, discount Drop In)

Jumpchain, But Every Time They Say Jumper It Goes Faster- Whenever someone says "jumper", you get a 1% speed boost for one minute; this only works once per person per minute. (600 BP, discount Drop In)

Human Perks:

Career- You have a profession, and are reasonably skilled at it. (100 BP, free Human)

Bee-stiality- Why let a little detail like size get in the way of love? Despite differences in size- or any other minor issues- you're capable of making any relationship work. (200 BP, discount Human)

Beeautiful- You're attractive, to the point where you could potentially attract members of another species with looks alone. (400 BP, discount Human)

Bloom- You have the miraculous ability to revive and restore dead environments over large areas, bringing plants back from the dead and undoing any harmful damage to the earth, just by spreading around pollen. (600 BP, discount Human)

Bee Perks:

Jumper Larry King- You can change your voice to that of one famous celebrity and back again. (100 BP, free Bee)

Ya Like Jazz?- You are a master of the pickup line; not only that, but you're as suave and confident as beemanly possibly. (200 BP, discount Bee)

Bee Technology- You're capable of making miniature versions of regular technology, small enough that a bee could use it. This isn't true miniaturization- a small version of a weapon that could destroy a city would instead destroy a hive and a good chunk of the branch it hangs from for example- but otherwise no functionality is lost. (400 BP, discount Bee)

God-Emperor of Beekind- You are the Beesiah, the second coming of Bejesus, returned to lead bee-kind in the 21st century. You are capable of communicating with bees and all species that share the name bee on a global level. All Bees love you so much that they are almost guaranteed to obeey you. (600 BP, discount Bee)

Bloodsucker Perks:

Copyright Holder- Your name(s) and likeness(es), as well as any inventions or creations are now copyrighted to you by default, wherever you go, giving you exclusive rights to their use and distribution. Well, legally, at least. (100 BP, free Bloodsucker)

Court Drama- You're a splendid actor, capable of hamming it up at the drop of a hat and acting convincingly. (200 BP, discount Bloodsucker)

Disorder In The Court- For some reason, you're able to have completely nonsensical courtroom cases and arguments taken seriously. You could, for example, attempt to sue an entire race (and have any result legally enforced, to the full extent of the law), and use blatant logical fallacies in your speech and still be taken at face value. (400 BP, discount Bloodsucker)

He's Denouncing Bees!- You have an infuriating way of taunting others that makes them want to attack

you, no holds barred, even if it means their death. This inexplicably works on things that normally can't be taunted, such as non-sapient robots. (600 BP, discount Bloodsucker)

Items:

Jump Movie Scripts- You have scripts of all your Jumps exactly as you and your Companions experienced them, and get another one for a Jump after your stay is over. (100 CP)

Bee Movies- You have Bee Movie versions of a few of your more notable adventures, and receive more as time goes on. All actors are famous bee celebrities. As a bonus, you also get all seasons- dubs and subs- of Bee Test Shrek in the House. (100 BP, free Drop In)

Apartment- You have an apartment; it's pretty big, and you don't have to pay for rent or utilities or

anything like that. It becomes a Warehouse attachment post-Jump. (100 BP, free Human)

Honey- An infinite supply of honey and honey based products produced by bees, such as honey based mouthwash, soap, and deodorant. (100 BP, free Bee)

Briefcase Full of Bees- This briefcase is full of vicious trained bees that will gladly swarm and sting your enemies. Dead bees replenish after an hour. (100 BP, free Bloodsucker)

Store- You have your own store, such as a bakery, flower shop, or even a café or pawn shop. Your store follows you. (200 BP, discount Human)

Hive Theme- This makes your Warehouse themed after this world's beehives, including any attachments (if you want), while also putting in a roller coaster so you can get to each part speedily. Also includes a bee sized model of your Warehouse populated by bees that will make a respectable amount of honey each day. (200 BP, discount Bees)

Honey Camp- Staffed by the finest of loyal evil henchmen- er, bee keepers- this apiary is capable of outputting tons of honey, all with the help of fuzzy little bees, also known as honey slaves. The camp follows you. (200 BP, discount Bloodsucker)

Companions:

Companion Import/Creation- You can import or create up to eight companions for free, giving them an origin and their 100 BP perk and item. You can also gift BP to a companion at a 1:1 ratio.

Canon Companion- Wait, really? Okay, I guess. You can pick one character per purchase from the movie to bring with you. (100 BP)

Dr. Bees- Dr. Miles Manners, an average wasp-themed superhero by day, will join you on your adventure. But by night, he becomes DR. BEES, a masked vigilante with a load of bees dedicated to saving mankind! (200 BP, discount Drop In)

Drawbacks: +600 BP Drawback Limit

Bee Puns- You can only talk if you can incorporate a bee pun into what you want to say. (+100 BP)

Bee Allergy- You are now seriously allergic to bee venom, and their stingers are capable of bypassing your protections. While you won't die unless you anger a whole swarm, the stings will be very painful. (+100 BP)

BeeTube- Before the Jump begins, you have to watch the entirety of the Bee movie. Every time someone says "Bee" the Bee movie plays in it's entirely before the first movie resumes. All perks, etc. are disabled during this time; you will be kept awake throughout, and will not get tired or require sustenance. The same thing happens every time you hear someone say the word "bee" in Jump; this time doesn't count towards your ten year stay. (+200 BP)

Not The Bees!- All bees hate you, and while they won't go out of their way to attack you they will swarm you on sight. If taken with World War Bee,

the bees will make alliances with all other insects, as well as spiders, in an attempt to kill you. (+200 BP)

World War Bee- All bees have declared war on you, and will gun for you personally. At first, only a few, then entire hives, until all the bees of the world unite in one massive swarm. Keep in mind that enough bees covering the underside of a plane were able to maneuver it around with ease, and that they are capable of creating technology and can fly in spite of their fat little bodies. (+300 BP)

That Bee Is Living My Life!- Barry B. Benson gets all the stuff you got from being a Jumper, including your companions (who won't notice the difference). While he won't necessarily act antagonistically towards you, he'll definitely abuse your powers to his own ends. (+300 BP)

Endings:

Continue Stay Here Go Home

Notes:

-YJ_Anon

-The BeeTube drawback, when activated in Jump, basically causes you to freeze in place until it's over. Others can still interact with you though, and time spent in that state doesn't count towards completing the Jump. Recordings of people saying "bee" do not trigger the drawback.

-God Emperor of Bee Kind doesn't work on wasps, hornets, yellow jackets, etc. It only works on bees; it does include sapient ones however.