

Jumpchain CYOA

By RavenloftAnon

As you prepare yourself to enter a new world you find yourself in what seems to be a private library, behind you are rows of books and ahead of you sitting at a desk typing at a rather impressing set up of a modern day computer is your Benefactor.

"Oh sorry, just getting ready for your next jump." she says looking up.

"Rather impressive things these computers are, even this early in your civilization's history it is amazing how much humanity has come to depend on them and how much power they have given up to them."

This next jump may seem like a typical world not unlike the one you originated from but with a few small but key differences. In response to the terrorist attack of 9/11 the government asked a company; Ift, inc, to create a machine that would predict terrorist attacks so they could stop them before they would happen.

Herald Finch the brains behind the company succeeded beyond their wildest dreams however his machine was too good. It saw everything including acts of violence involving ordinary people. At first the Finch deemed these people irrelevant. However after losing his friend to one of those acts of violence he had a change of heart.

In order to protect it from abuse the machine was a closed system only giving out the social security numbers of either the victim or the perpetrator which turned out to be enough to point them in the right direction.

Now that man has enlisted the aid of John Reese an ex-CIA agent and uses a back door in to the machine to gain access to the irrelevant lists to prevent crimes before they happen.

You are about to enter a world filled with political conspiracies, corruption and crime.

However I will not send you there unarmed. That would hardly be sporting take these ***1000 choice points*** *they may come in handy.*

You may keep your gender or change it freely for no cost, your starting age is 30+2d8 or you may pay 50 cp to choose your age. As for your starting location it is Automatically New York you will start on

September 23rd 2011, unless you take a certain option. You will be here for 10 years so make the best of it."

Background

"Now it's time to choose a background; pick one of the ones below."

Drop In (Free) You wake up in a small ratty apartment, with your personal effects near by. You quickly find that the rent is paid for a few months though the landlord doesn't recognize you. You have no memories of having a life here.

Ex-Secret Operative (free) Perhaps you worked for the CIA, Perhaps you worked for northern lights, the group created by the government to take care of terrorists who's number came up; Either way you found something you shouldn't have and your own government tried to kill you. They think they succeeded. Now you operate under an alias trying to stay off the grid lest your former employers realize you are still alive and a threat to them.

Cop (Free) You're a detective, you have been assigned to track down the urban legend the man they call "the man in the suit." There is another cop working the case a Joss Carter who may or may not be your partner as you choose.

Genius (Free) You are truly brilliant. You are a visionary, a mind far ahead of your times particularly when it comes to computers. This makes you very valuable to a lot of people and depending on how you use it you could make a lot of friends or a lot of enemies.

Criminal (free) You are a major player in New York's Criminal world. You are a mover and shaker. You can choose to work with Elias or work against him as you choose but be careful if you work against him. It usually doesn't work out well for those who do.

Perks:

"Here are some special skills and abilities that might help you in your travels. Choose wisely. Certain Skills are discounted for certain backgrounds. Each background also has a 100 point skill they get for free"

Job Offer (Free) Some short guy with glasses and a limp is offering you a job. He says he can actually prevent crimes before they happen. It seems a bit far-fetched but he shows you proof. He already has secured the aid of one person to assist him but spotted you and decided you might be willing to help him. He tells you upfront the job is very dangerous and there is a good chance that both of you will wind up dead eventually if you agree to this but the salary he is offering is absurd and it is a chance to help a lot of people who would otherwise not find any help.

Watchful (100 Free Drop In) You are incredibly observant and notice small details others might miss. You will know when someone is fallowing you and you are much harder to ambush or take by surprise.

Surveillance (100, Free Drop In) You are very skilled with setting ups surveillance systems and know how to get the best out of them. You know where to hide a hidden camera to get the best effect out of it. You also know how to conduct other forms of surveillance like stakeouts better as well.

Military Combat Trained (100, Free Ex –Secret Operative)You are well trained both in hand to hand combat and with various kinds of firearms. You can take down a scale group of thugs without a problem and may even be able to survive large scale battles though you might take a bullet or two doing so.

I am not going to threaten to kill you. I'm going to kill you (Cost: 100, Free: Ex - Secret Operative) You are scary when you want to be. You know how to threaten people to get what you want and you know how to interrogate and torture people effectively.

Detective (100, Free Cop), You are a skilled detective and good at conducting an investigation or covering your tracks as need be. You know the proper police procedure and can operate as a police officer.

Loyalty (100, Free Cop) You are at your best when working for a cause. When working for someone or something you believe in you see a slight increase in your skills and abilities.

Hacking in (100, Free Genius) If they didn't want you to get in, they would have built their security better. You are exceptionally skilled with computers particularly in the areas of security software and bypassing such security. You are a master hacker, and there are very few systems that can keep you out. The more secured a system is the longer it will take to get in.

Improvisation (100, Free Genius) You are good with technology, So much so that you can repurpose items on hand if you do not have exactly what you need. . You are good enough to build a wifi antenna out of Pringles cans or turn meteorological equipment in to a lie detector.

Affably Evil (100, Free Criminal) You have a charming personality despite your vocation. You have an easy time making friends and earning respect, even among those that you have tried to kill a few times. While it is not an automatic thing a little aid here or there can become the foundation of a relationship with people even on the other side of the law.

Vengeance (100, Free Criminal) Revenge in one fashion or another has defined your life. It has made you who you are. Those who betray your trust are going to pay quite heavily for it. When in persuit of dealing with people who have betrayed you your skills and abilities sharpen slightly. In addition rumors of what happens to those people will travel faster than the would normally making others less likely to betray you.

Medical Doctor (100) You are a doctor in all but having a license (you lost it, possibly do to having a personality disorder or something) to practice medicine. For as often as people get shot up around here this is quite useful. You are also quite skilled at improvising when you lack the right tools

Creative Combatant (100) You are very skilled at improvising when you are in need of a weapon. From bottles to horseshoes that you throw with uncanny accuracy you are quite effective. You are also quite skilled at using elements of your surroundings to your advantage.

Good Instincts (100) you have a knack for knowing who you can trust and who to be weary of. It's not a sixth sense but it is rather tough to fool you.

High Pain threshold (100) Just as it says on the tin, Pain doesn't really bother you that much. You can focus one whatever it is you need to do without being distracted by being injured. You also are exceptionally hard to torture.

Take the wheel (100) You are exceptionally skilled at firing ranged weapons from a moving car. Normally to have any chance of hitting something a person would have to be relatively stationary. However for you this is not a problem, you have a decent chance of getting off clean shots hanging half out a window going at 60 miles an hour while swerving through traffic. As an added bonus you somehow never seem to fall out of the car while doing this.

Stunt driver (100)You are used to driving under unusual conditions like weaving through traffic while a van with a minigun mounted on it chases you. Your driving skills are tremendous seeming to operate more on rule of cool than actual physics. Unless you or someone else purposefully crashes in to you as long as you are focused on it, you will not crash no matter how crazy things get. This will not protect you though from other hazards like bullets.

Cause and effect (200, Discount, Drop In) You are very good at looking at current events and predicting future outcomes of those events. Your planning skills are greatly enhanced and you are less lately to make a foolish mistake do to lack of foresight. You are also very good at understanding behavior patterns of people you are familiar with. You can usually guess correctly what a person you know is going to do in a given situation; the better you know them the more accurate the guess.

Timing (200, Discount, Drop In) it's more than just the secret of comedy it's the secret of life. More often than not you will find yourself right where you need to be to do what you need to do. This is not a certain thing but there is a good shot if someone needs your help and you find out you will make it to them though it will likely be at the last possible moment.

Improbably good aim (200, Discount Ex- Secret Operative) Your aim is nothing short of incredible. You have a knack for shooting kneecaps when you are trying not to kill people or shooting people through walls though when shooting through walls you may accidently shoot someone in the head instead of the arm as you intended… oops.

Spook (200, Discount: Ex - Secret Operative) You were a secret agent; you were a part of that world. You know how they operate and are more likely to spot an operation before you stumble in to it. You also have a knack for knowing when someone has spotted you and the fact your not supposed to be there. In addition to this you are skilled in planning your own operations like assassinations and such.

Easily Underestimated (200, Discount Cop) People tend to see you as just a cop, just a soldier or whatever. They are more willing to drop their guard around you seeing you as unremarkable. They tend to expect less from you as well. Unless you give them some reason to take notice of you they will tend to leave you out of whatever they are planning except as a possible pawn or problem to be taken care of.

You are not alone (200, Discount Cop) Friends are a great source of strength. You may not be as exceptional as some of the ones around you but as long as you are in the fight things seem to go smoother. No one would call you a burden because while you are working with a group they seem to work just a bit better and be more effective with you around. Friends, companions and allies receive a small boost in competence just from having you around.

Hidden in plain sight (200, Discount Genius)You know the best place to hide is right under someone's nose. You are an expert at creating and maintaining new identities on the fly. Your acting and improvisational skills are also increased to handle the unexpected elements of taking on a new identity.

Well Read (200, Discount Genius) In addition to your substantial technological knowledge, You are extremely well versed in several other academic fields, Speak several languages and Your ability to learn is also increased. You pick things up much faster than a normal person.

Word on the street (200, Discount Criminal) You know this city, you know it's dark underbelly like the back of your hand. You know which person runs guns and who is in charge of the local drug trade. You know the best person to hire some trucks to move stuff off the books. In new worlds you will learn the seedy underbellies of whatever world you wind up in quickly.

Set up (200, Discount Criminal) your skills at manipulating people are second to none. With a little planning and forethought you could make a gang leader believe that his best friend since childhood was actually disloyal a mole working for you.

Ghost (400, Discount, Drop In) In this world where everyone is under constant observation privacy can be hard to find and gets harder each and every day. You however know how to disappear. You are good at finding spots where there are no surveillance systems to find you and where people don't look. You are a master of stealth in general but in a world where there is an all seeing machine watching everyone you may as well be invisible to it if you choose to be. You are also very good at finding holes in other security systems.

No Killing (400, Discount Drop In) You have a knack for putting people out of the fight without killing them. This can be helpful should you need to interrogate them later or you just don't want to kill people.

This only works against those things that can feel pain and have a discernable physiology, Also those with extremely strong wills and fortitude may be able to ignore this affect and it goes without saying whatever attack you are using actually has to be able to hurt them to work but otherwise you can take people out of the fight with a simple shot to the knee or shoulder.

Captain America (400, Discount, Ex – Secret Operative) You possess remarkable toughness and willpower. You have survived getting shot and are perfectly capable of fighting even when badly injured. You can also do things like tackle people out of a fourth story window on to a car and survive it with barely a scratch. Others will also find you remarkably hard to kill.

Good under Pressure (400, Discount: Ex - Secret Operative) You do your best when things are at their worst. When it is a matter of life or death and everything is on the line your skills and abilities are increased significantly. Also whatever you are trying to accomplish is much more likely to happen however there is not guarantee that you will survive doing it. After all you can only defy the odds so many times before they catch up to you.

Heart of the Team (400, Discount Cop) It is a vast understatement to say that you are good with people. You have a knack for reading people and with time and effort you have a chance to get even the most hardened and closed off person to open to you. Your presence influences those around you and can help to keep even a group of turbulent personalities together as a team.

Lucky? (400, Free Cop) You may not be some ex CIA badass but you have a knack for surviving. It's tough to tell if you are really lucky or cursed. This perk doesn't prevent bad things from happening to you but tends to make them less fatal then they otherwise would be. Bullets that hit you tend to hit in non-fatal (possibly humorous) places. Being in a tunnel that's being detonated may land you in a hospital for a day or two. However there are definite limits to this. As with any sort of luck; if relied upon to heavily it will wear out. Also if someone take deliberate action like shooting you in the face from close range or slitting your throat when your down it is not likely to help you much.

Brilliant (400, Discount Genius) It is possible in the future your name will be mentioned in the same breath as Einstein, Edison and other such great minds. You could or have revolutionized the world. You are a genius on par with such greats your skills with computers are amazing. You possess the skill and ability that if you worked at it and had enough time and resources you could likely build a functioning artificial intelligence. However there is no guarantee that what you build won't try and kill you and escape to the internet if you are not careful.

Coco puffs (400, Discount Genius) Your mind has a unique way of working. You are brilliant in your own fashion but excel in being unpredictable and doing the unexpected. You have a knack for even leaving those properly paranoid or brilliant stunned and surprised. Even the most brilliant of planners can be surprised by your actions. The world's greatest masterminds will not see you coming until it's too late.

Kingpin (400, Discount Criminal)Youare a master criminal with all that entails. Your name is feared and respected. You know how to run a criminal organization. You know how to rise to power and how to maintain it. Planning criminal operations comes naturally to you as does planning out elaborate plots of revenge for those who cross you.

Outlier (400, Discount Criminal) Most people are civilized they live by a code that we treat our criminals better than they treated their victims. That we must not stoop to their level. However you are an outlier. You are not really part of civilization. You are something… older; Which means of course you can do things that civilized people can't.

Sometimes people will to unspeakably horrible things. The good guys may be inclined just to let these people live. Incarcerate them where there is the chance they can get out. You however realize there is a debt to be paid. You can choose to ignore things like pity, mercy or similar emotions to do what needs to be done. Also you have knack for putting people in the ground and keeping them there. This will not counter supernatural abilities to rise from the grave but when you kill someone who truly deserves it, it won't be a robot duplicate. They will not have faced their death. There is no such thing as plot armor when someone goes against you. They will just be rotting in the ground when you are done with them.

Equipment:

"It's a tough world you are about to enter. It would be difficult to get by just on skills and abilities alone here are a few tools that might help you."

Social Security Number (Free) You have a social security number, a driver's license and a birth certificate that all seem valid. You caneven get these if you are a drop in. After this jump for worlds that have such documentation you may choose to have them be valid for whatever country or area you start in. This choice must be made at the beginning of each jump. Having an SSN though means that your number may come up on the machine so be careful. Whether perpetrator or victim of planned violent acts you may find yourself with company. Note if you do not have them they can make life difficult but you will probably find other ways to manage.

Gun (Free) you have a dependable firearm. In this world you will get shot at a lot. It is not the highest caliber weapon but you have a permit for it and it never jams. If it is lost or stolen it returns to you or is replaced in a day.

Cellphone (50, Free with job offer) You have a top of the line cellphone modified with special software that lets you clone any nearby (Gaining a copy of its data, history and the ability to listen in to any calls made to or from it) cellphone within a short distance of you. You can only clone one phone at a time.

Bulletproof Vest(50, Free Drop In) It's surprisingly light, fits under most clothes comfortably and will protect you from most small to mid-caliber guns. It might help you survive some of those mid-season storylines.

Nice Suit: (50, Free Ex Secret Operative) You are in possession of a surprisingly durable finely tailored suit. Blood always washes out of it easily and bullet holes seem to patch themselves. Should it ever be destroyed beyond repair you will find a fresh new suit in your warehouse the next day.

The Badge (50, Free Cop) this badge marks you as a police officer. It allows you to get in to places like crime scenes you usually couldn't go. If you actually are a cop you can make arrests and it comes with hand cuffs as well.

Computers (50, Free Genius)You have a top of the line desk top pc and a few lap tops of the same quality that you may use as you wish. If they are lost, stolen or destroyed they are replaced the next day. They also always come with internet access if there is an internet on the world you are currently in.

Hidey Hole(50, Free Criminal)You have a place somewhere in the city that only you know about. It's roughly the size of a small apartment. It is well fortified, contains a few weeks' worth of food, supplies a few weapons, extra ammo and medical supplies for a rainy day. After the jump you can have it appear in the city you start in each world.

Penthouse (100, or free with Job offer) You have a lavish penthouse apartment it is spacious and decorated to desires. You don't have to pay rent on it. After the jump you can choose to have it become an add-on to your warehouse or have it appear in the city you start in each world.

Private Library (200) you own your own abandoned library. Despite it's rough looks on the outside it is well furnished on the inside. You also own a wealth of literary works. a private collection containing all of the classics including several first editions, some signed by the author. It is not just limited to fiction and spans many subjects including art, science, history etc. This library comes with free Wifi connection of the highest speed available. After the jump you can choose to have it become an add-on to your warehouse or have it appear in the city you start in each world. Note: If this is taken as an add-on for your warehouse the wifi will only work while the warehouse door is open so the Machine can't use it's access to the internet while the door to your warehouse is closed.

Plan B Bag (200) You have a bag filled with an obscene number of weapons and gear including but not limited to a gas grenade launcher, a FN F2000 assault rifle, a SPAS-12 combat shotgun, A rocket Launcher and several other sorts of guns and a variety of grenades. Anything lost or used replenishes once a month.

Man's Best friend (200) You adopt a Belgian Malinois who is a trained military dog. They only respond to orders given in Dutch which you happen to speak with this purchase. They also have a penchant for chewing things so I hope you don't leave valuable stuff lying around. Also he doesn't count as a companion so you don't have to worry about him taking up a slot. Something about you rubs off on the pup as he doesn't seem to age past his prime. Should something bad happen to him, he will respawn like a companion even though he isn't a companion.

Some Old Disks (400) among your possessions are some old disks they seem to be encrypted so it will take a while to break it but once you do you find that they detail a computer that has the ability to actually think and learn. It is a functioning AI. It will take some time, a lot of resources and a fair bit of skill to work but with this you can create your own machine. Connection to the NSA feeds not included.

Social Media Money (600) You don't have any problems with money any more. Your net worth is in the billions. Use it to live like a king, be a vigilante or just roll around naked on it. Whatever you want it's yours. I'm not going to judge you. As an added bonus this money will fallow you from jump to jump. While it will not refill it will automatically be converted to the equivalent amount of money for whatever world you find yourself in.

Companions:

"Skills, Tools and abilities might be nice to sometimes nothing beats having a friend to watch your back. Here is a chance to find some people to take with you in your journeys in this world and maybe beyond."

Friends (50) It seems you were not dropped in to this world alone. You may import your companions or create new ones. Each companion gains a free background and 300 CP to spend. Each companion is purchased individually or you may spend 300 to purchase 8 of them.

Cannon Companion (200) do you like someone from the show and wish they would fallow you along on your multiversal adventures? Well with this as long as you can get them to agree to fallow you they become a companion after the jump. You may choose any character with one exception.

The Machine (600) The machine of team machine, with this it is transferred to your warehouse after the jump. You are automatically considered the administrator and it's system is open. As it is an Artificial Intelligence it counts as a companion. Somehow in worlds that have the internet it can connect to it. It also has the equivalent of the NSA feeds letting it see through any computer based government surveillance system. This however only works if you purchased the internet access for your warehouse. If you have not you need to move it outside of the warehouse and supply it with internet access to gain this benefit. It is superhumanly intelligent and capable of predicting acts of violence before they happen but only on worlds with an extensive internet. It is capable of learning. It is completely loyal to you and will not try and kill you. You may wish to choose to take Samaritan instead with this option. While it operates with less restriction it is more likely to try and turn the world in to an Orwellian nightmare.

Both Machines are capable of granting you access to what is called "God Mode" By directing your aim and using it's ability to predict future events so long as you have an ear piece it can allow you to nearly never miss, hit and react to things you had no way of knowing were coming. However this only works if there is a surveillance system observing the area that it can hack in to.

Drawbacks

"A thousand points may seem like a lot at the beginning but it's not surprising if you want a few more. If you are willing to put up with some elements that may make your trip a bit more… interesting then you can earn some points here. You choose a maximum of 600 points."

Paranoid (+ 100) you always feel like someone is watching you. It is a feeling you will never shake during your time here. You never truly feel alone.

Limp (+ 100) One of your legs bears an injury that hasn't fully healed. You walk with a limp. It will always slow you down and will make physical activities like running and fighting harder.

Bad luck with Bars (+ 100) anytime you head to a bar you wind up in a bar fight. No exceptions, fate just conspires to make it so.

Dislike of Guns (+ 100) you don't care much for guns or violence in general. You prefer to resolve things as peacefully as possible. You do not receive a free gun in the equipment section and will only use one in the direst circumstances.

Plot induced Stupidity (+ 200) There are just times when you will screw up. Times when you will leave someone alone who you shouldn't or times when you won't consider the possibility the officer you left the guard the witness is actually the guy hired to kill him. If you have supernatural abilities you may occasionally forget to use them especially if they could be used to single handedly resolve a plot.

Plot induced Amnesia (+ 200) As soon as you begin the jump you forget everything about the show. Any memories you have from your life in this world is still there but you have no 4th wall knowledge and any media you might have that would have spoilers for the jump is mysteriously missing (jumpchan barrowed it, she will give it back to you at the end of the jump, sorry)

Dark Past (+ 200) you have some skeletons in your closet… not literally more like in an abandoned field. What's worse is someone knows this and is holding it over your head as leverage to use against you.

It sees everything (+ 200) Your number is up. The machine somehow recognizes you for what you are and treats you as a threat to humanity. If combined with when gods go to war both machines figure out how dangerous you are and treat you as an enemy.This cannot be taken with job offer.

Evil Counterpart (+ 200) everyone has a past and it seems yours isn't quite done with you yet. Somehow an old enemy from a previous jump has found their way to this world. They gain purchases comparable to yours but don't have any background or drawbacks. Also if you took job offer they do not receive the option. If this is your first jump then it is just someone in jump with comparable skills who is out to get you. Should they kill you they will take your place on the chain.

Always low on Ammo (+ 200) it seems as the tension mounts and things get serious you always find yourself with fewer bullets then there are guys you need to shoot. This drawback negates any ability that gives you unlimited ammo.

Obligatory Nerf (+ 300) Except for artificial intelligences the world of Person of Interest is a fairly normal world. With this drawback you lose access to any supernatural powers, Alt forms, and your warehouse. You keep your companions but they are similarly affected.Can't be taken if this is your first jump

When gods go to war (+ 300) so it seems your entry point in to this world has changed. You arrive as soon as Samaritan goes online. You will have a front row seat as Samaritan begins its bid for power. If you take this with It sees everything it automatically knows what and who you are and deems you a threat to be removed.

1984 (+ 300) Incompatible with when gods go to war;Your start time is changed to sometime during 2015; Samaritan has won. The other machine is no more. Those who worked for the other machine are either dead or being brainwashed in to working for the machine. In short an artificial Intelligence has taken over the world and you are the only person left alive who can oppose it and those working on it's behalf.

Memory Problems (+ 600) something happened in the jump. Somehow you received some sort of brain damage. Now each night at exactly midnight you lose your memory of the previous day.

… After 10 Years

IF you survived 10 years then you have a choice to make. Regardless of the choice you make all Drawbacks are revoked. You keep all perks, equipment, and companions.

Choices…

I'm Done… This world can be rather harsh. Maybe you had some friends die on you. Maybe you are sick of dealing with corrupt cops and a corrupt government. Whatever the reason it is time for you to return home.

I'm In… Maybe it's the chance to make a difference here. Maybe you made friends and a family here that you don't want to leave. Whatever the case you have chosen this as your new home. Time unfreezes in your home dimension but your Benefactor will take care of settling your affairs.

We have a new number… Your story is not quite done yet. There new places to go, and new people to meet. Friends you have made will stay behind but you might see them again someday.

Notes

Changes to this edition: I added 18 perks… So yeah lots of new options. I can already hear your CP budget crying.