

CYOA

By SomeFaggit

Welcome to the Court. This is a place where magic and science collide. Split by a great ravine spanned only by one always lit bridge sit two sides, the Court and the Forest. Mediums act as the go between for the two but tensions are always high, and the plots of each side are many. The Court focuses on technology and teaching their students, though some practitioners of magic study there and a great many oddities such as the Minotaur reside in its walls. The Forest follows the god Coyote and his mad designs, not all of them malevolent. Both of these sides manipulate the ether, which is an omnipresent force that humans return to when they die, and it is the source of their wonders. Be warned, the strange is a regular occurrence here and some here find they have two shadows.

You have **1000 Choice Points** to spend in this jump

Location- roll 1d8

1-4: The Court- Big place, really big, basically a city. Well a city that grew from a seed, they have some very odd science here.



5-7: The Forest- Probably larger than the Court, but it's mostly trees. There are a few ancient ruins here and it's advisable to stay away from some of Coyotes more… volatile creations.



8: Free Choice- Your choice between the forest and the court.

Buy Your Location 100CP

If you absolutely hate your Rolled location you may pay to have it be one of your choice. Yes you may go somewhere other than the Court/Forest but this place is like Hogwarts with Robots, you do not come to this world to try the sushi.

Origins

Pick one of the following five options that determine your background in the jump.

Tech Student 100CP

+You would probably be top in your national class in any normal school
-You are a human going to a school of fairies, robots, and magicians; your ego might hurt sometimes

Age: 1d8+10

Magic Student 100CP

+Can do some cool tricks
-It will probably take longer for you to see benefits than others, magic isn't exactly an easily studied skill

Age: 1d8+10

Child of the Forest 100CP

+Can look really cool
-Probably have your thinking changed in subtle ways you wont notice

Age: 2d8+15

Child of the Court 100CP

+You a Robot
+You Metal and stuff
-You eat electricity
-No boost to logical thinking

Age: 2d8-2

Drop in 0CP

You appear in your location just as you left the previous jump
+No obligations
+/-no new memories
-Everyone gonna try and manipulate you

Age: 1d8+10

Biological Sex

You stay the biological sex you came in as.

Age and Sex Repurchase 100P

You may Choose both your Biological Sex and your Age with one purchase of 100CP.



Perks

Discounts are 50% off, Free perks are Free

Construct a Robotic Walking Device — 100CP

You are good at following the logical path to solving a problem. Skip that whole fumbling about business while you try and figure out what to do, you are a getting the stuff you need while the other dudes are still trying to figure out what to do.

Free: Tech Student

Go Getter Gal — 100CP

Nothing keeps you down (emotionally) for long, bounce back quickly from terrible events and keep that pep in your step.

Free: Magic Student

Debts Repaid — 100CP

You can fix any wrongs against yourself/your comrades by forcing people into a minor Geass to fix it. It is relatively easy to break if someone has a strong will or is focused, but it can easily sway someone calmed down or weak willed

Free: Child of the Forest

Emotion Conveyance — 100CP

You know how to let people know what you are feeling when you want them to know. Gain a bonus to hiding your feelings as well.

Free: Child of the Court

Guardian instincts — 200CP

You may designate people around you as your wards, you have an unnatural ability to tell when danger is approaching them and act in time to protect them.

Discount: Drop In

Omnilearner	200CP

You have a natural proclivity for learning all the different kinds of science. This manifests itself as a talent that improves upon what you already have and makes it easier to learn more, though it is limited by your own capabilities.

Discount: Tech Student

minor ENCHANTMENT	200CP

Make boots that will always fit or makeups that change to your whims. These magical tricks have a very wide range of applications but will generally not be on a very grand scale; though the utility from walking on walls is not to be denied.

Discount: Magic Student

Beauty is in the Faces We Wear	200CP

You take on a naturally pleasing aesthetic. Your colors in your appearance, whether a part of your body or not, always seem to complement each other. This is always based around the goal of your appearance, if you desire to scare the shit out of someone, then your appearance is naturally freaky. This is not so much changing you so much as shifting standards to make them fit you.

Discount: Child of the Forest

To Sleep is to Die	200CP

You no longer sleep or dream if you so desire. You stay aware of the world around you even if you do choose to do so, so no waking up to a knife in the back.

Discount: Child of the Court



Not My Kind of Fight — 400CP

Your situational awareness and understanding of you and your opponent's capabilities is pretty trustworthy and overall useful in keeping your head in a fight and other scenarios. You know when you are in a bad fight and are very good at using items and implements without mistiming them or over/underestimating them. How this shows up is up to you, though an master of the dead whose form is an abomination of flesh and chitin might look just like a dude in a Halloween costume to you if he can do nothing too you. In the same vein though a generic little schoolteacher might freak you out if she can hurt you enough.

Discount: Drop In

Sufficiently Advanced EtherScience — 400CP

I can't believe it's not magic! Wave your hands and there is a door! Make shields with a gesture! It is all totally within (etheric) Science! In more pragmatic terms this lets you use technology when you are not near it.

Discount: Tech Student

Medium Candidate — 400CP

Project your body ethereally and see the world beyond the physical, see effects that normally have no true form. Invisible ailments take on shapes that your mind interprets quickly, see gravity, tell when a field is being pulled up, or even what someone's fears are. This does help at telling illusions from reality but a skilled illusionist who knows how this power works can still fool it.

Discount: Magic Student

Monstrous Biology — 400CP

You appear to have some blatantly magical portions of your biology, perhaps you are some kind of half-bull half-man half-tree or have a body that appears to be made of shadow or are just way tougher than you should be. Whatever it is you can claim some unique benefits such as flight or durability or strength or being way lighter than you have any right to be, though the more benefits you claim the weaker each one is.

Discount: Child of the Forest

Hardcore Parkour — 400CP

You are THE most agile tin can, unless you aren't tin but then you are still agile. Run across rooftops and breakdance on the side of your enemies with this perk. Your sense of balance is insane and your control over your body is crazy.

Discount: Child of the Court

Shhhh, Very Hush Hush You Know — 800CP

You always seem to find the secret hidden areas you are not supposed to be in and get people to tell you the juicy bits they have been bottling up. People can still keep secrets from you but it requires much more coordination on their part and it will fall apart faster if they get lax.

Discount: Drop In

200 CP — Things YOU Were Not Meant to Know.

+Secrets have a habit of falling into your lap, the stuff no one wants people to know and the little tricks of the trade for certain tasks comes to you easily. This applies to all secrets, even ones you are not actively trying to find. This has the benefit of you always having what you need to learn the right way. Planned traps for you to be easy to see coming, though spontaneous events can still catch you off guard. If your brain daydreams or thinks about something you do not know, the first thing it goes to tends to be right.

-These are the secrets that people kill others over, and you have no idea how to stop it. Many of them are likely also dangerous to your own sanity to know. I hope you have some good acting skills because it's going to be hard to keep a straight face when you know a schoolteacher is a reformed pedophile or that a god is abusing the memories of their followers. Simply put, you have enemies no matter where you go. Also, likely worst of all, you will likely never have a pleasant surprise planned for you that you do not know about.

Requires: Shhh, Very Hush Hush You Know

An Order to Things — 800CP

You can understand how things fit together in abstract or practical ways. Understand how somebody lives (and where they would hide things) by how they set the items around their dwelling, deduce feelings from handwriting, grow a robot, decipher languages too complex for normal humans. Though things that you seek to make happen, rather than deduce where or how it happened, are much harder to pull off. You can see how someone else grew a robot but doing it yourself would take experimenting and progress, though these things move much faster than you.

Discount: Tech Student

200 CP | Angel of Logic

+Your thinking and multitasking just… accelerate when you want them to. Your brain seems to multiply its ability to problem solve and follow trains of logic to their conclusion. Shoot pistols with insane accuracy, preform an experiment without recording anything and you will have accurate data of what you actually found, not what you thought you found. Your understanding of magic, technology, biology and basically anything will skyrocket in ways that make them seem interchangeable and easily mixed.

-There seems to be a kind of disconnect here. As you rely more on this power your ability to make intuitive leaps decreases. With your abstract thinking ability and emotions seeming to fade away the more you amplify your mental capabilities. The truly dangerous part is that as you use the power, the most logical step seems to be to use it more. But if you stop having wants of your own, are you even alive?

Requires: An Order to Things

Your Own Little World | 800CP

Draw yourself into a world where you set the standards, maybe you want everything to be made of brick with spiders everywhere, maybe you want it to be filled to the brim with swords. You do not control the world itself in terms of geography or shape, but it is made to your standards and time may pass there even when you personally are not there. You may draw people into this world by projecting it but they are let loose once you stop projecting it.

Discount: Child of the Court

200 CP | King in Your Head

+Gain control over the world and who comes or goes, You may trap people there or even project your world outward onto reality, letting you control geography or make bended paths you may walk straight through. Make object and living constructs that serve your wants here.

-lose control over when you project the world and how, you can regain a degree of control by being near one object type of your choice and certain types of people(generally empathetic individuals). Being near naturally made locations will also help you, though no place will keep this effect for long. This loss of control manifests as a bizarre scale of sanity that makes it hard for you to keep track of who you are, if you fully lose control, it is very possible for you to kill yourself by forgetting who you are.

Requires: Your Own Little World

Shapeshifter | 800CP

You can manipulate your body to different physical forms within up to ten times smaller or larger. The actual shape within these confines is up to you, and you can simply change your arms into wings or turn into a very large wolf form. Physics does not affect this form as normal and you will not be crushed by your own weight if it would not crush you in your base form. You will however have an obvious marker that designates that it is you, whether it is a color scheme or a notable symbol or any similar setup, it is obvious when it is you.

Discount: Child of the Forest

200 CP | You Do Not Exist

+You can now take on the form of things not strictly living or even normally mobile. Become a living pillar of fire or a flying shadow, will yourself into a form and it is so. You can gain great benefits in power from these forms by submitting to them and letting them change who you are within them, embodying destruction, life or other similar concepts at a cost of it being harder to act against your form.

-You take on these forms by believing you are them, and this has the minor effect of altering your thinking slightly. Rocklike forms become more stubborn, forms based on fire seek to feed and grow by destroying the landscape. At base this is easily resisted, a minor want to be brushed aside. However time and people's

perception can change this, as you stay in a form or if all who know you see you as a form then that form's influence on you will grow, not a great deal but enough for you to not notice. It is also somewhat over easy to change forms, with what you need right at your fingertips it is easily possible to give in on accident and change more than you intended. If you become more something else than yourself mentally, your chain shall cease as you are no longer you.

Requires: Shapeshifter

It Was Worth It — 800CP

You may amass a following of people with your sick speaking skills yo. People will give themselves to your cause and eat up your every word. Even if your control over them is based on their admiration of someone else, you are the one that holds their reins.

Discount: Child of the Court

200CP — Tall Tales That Grew True

+Your lies… can be less based on reality and more based on taking things to an absurd level. The simplest way to say it is that not only are you convincing, nobody thinks what you say is false. Possibly misinformed, but never a deception. This makes it easier to convince people in the first place and once convinced, it becomes something they would swear their soul on.

-You are affected by this as well. You cannot remember ever telling a lie, for everything you have told people is true. However there is an odd side effect, those that try and learn the false lessons of others after hearing your words have a hard time keeping track of what they believe. They will flip between beliefs and become more inconsistent over time, hardly able to live a normal life.

Requires: It Was Worth It



Items

Discounts are 50% off

Uniform	Free

Either a student uniform or appropriate attire that you are not naked all the time.

Room	Free

Some place to sleep, also has a bathroom with a short stock up of supplies.

Coyote Tooth Gift	600CP

I wouldn't go swinging this transforming tooth around. No really, when transformed into a sword this thing is sharp enough to cut a shadow from the floor and you get to hear some pleasant coyote laughter coming from the edge. When not in use this just looks like a tooth, but whenever you wish it takes on a knife shape.

Discount: Drop In

Hover Bike	200CP

Fly around on this stylish bike that never runs out of fuel. You might want to keep it hidden because the court likes confiscating these things.

Discount: Tech Student

Blinker Stone	200CP

Lets you channel ether through it to achieve cool effects. Think of it like a focus to help you use magic. You can always recall it to your hand by thinking about it.

Discount: Magic Student

Changing Tree	200CP

This tree, though little right now, seems to do what you say. Though it lacks any mind of its own it responds to your commands clearly and is capable of doing complex actions with only a few words, as though it knows how you think.

Companions

Classmate	200CP

A student of the court, with 400CP to spend on perks. Has either the tech student or magic student background.

Discount: Magic Student & Tech Student

Best Worst Friend	400CP

You hate them, well I think you do, why can't you stop hanging out with them? They either have quite a bit of magic to help you out or are a robot.

Discount: Child of the Forest & Child of the Court



Drawbacks

Maximum of 600CP from drawbacks
Additional drawbacks may be taken past this point but grant no CP

+100CP Jackel

You cannot stop laughing at the slightest things. You may not actually be enjoying the situation but this will cause you to burst into laughter as the first response.

+100CP Devoted

You are utterly focused on some character, this is triggered some time in your first year and after it you start to lose control of yourself the farther away from them you are or the less time you spend with them. There are techniques to calm this but their death/long term separation form you will do a number on your psyche.

+200CP I Know What I'm Doing!

You seem unable to accept help from people you do not consider close friends.

+200CP Weirdo

People avoid talking to you and making any allies is going to be a hassle, something about you just grates on people.

+300CP Coyote Collar

Don't tell anyone where you are from/let them find out other than Coyote or you will lose your head. Being immune to beheading does not stop this from killing you.

+300CP Don't get Psychopomped

The Psychopomps think and treat you as a dead person. This means they will try to guide you to the afterlife. Needless to say if this happens your chain is over. At first they do not like working together but they will get over this with time till eventually they have complex schemes set up to make you accept your "death."

After Your 10 Years

You may choose one of the following paths:

Go Home- Return to earth , with all your companions and abilities, right at the moment you left.

Keep Jumping- Pick another jump and keep going, entertaining your benefactor some more.

Stay Here- Stay in this world and make a life here, or take it over, lots of possibilities.

Notes

-Every single one of the 200CP additions to the 800CP perks can end your chain through various means, and since their drawbacks are you misusing the perk, they do not lose their deadly factor after the jump.

- Things YOU Were Not Meant to Know: can easily piss off someone more powerful than yourself who wants what you know kept quiet.
- Angel of Logic: If you stop having your own wants, or lack of wants if you were an apathetic person before, you stop being you and the chain ends.
- King in Your Head: The stress of being you get to be too much? Yeah, you might rewrite yourself on accident, watch out while sleeping.
- You Do not Exist: Again, stop being yourself at some point? Chain over.
- Tall Tales Grew True: Believe to many of your own lies and you stop being able to function, and may as well be dead.

-You may take the 800CP perks without the additions though.

-all other drawbacks and perk negatives may go away if you do not want them after your ten years