Steven Universe CYOA v 2.0 (Jumpchain-Compliant!)

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Welcome to Beach City, Delamarva! This calm little coastal town is home to a number of normal people just like you or I, living in a world much like your own. There's plenty to do here – play a rhythm game or two at Funland Arcade, snag some donuts at the Big Donut, or just relax in the shade of the nearby mountain. Wait, what do you mean, “what's that on the mountain?” Oh, don't worry, that's normal here – the Crystal Gems live there – Garnet, Amethyst, and Pearl, along with their young charge, one Steven Quartz Universe. They tend to deal with a lot of the weird things going on around town that nobody really pays attention to anymore because they've got it under control. It looks like you'll be spending ten years here, starting a week before the first episode of the series, so you're probably going to need this!

+1000 CP

Good luck, and remember – if every porkchop were perfect, we wouldn't have hot dogs!

Section 1 - Identity

Your age roll based on your Origin. You keep your current gender, or you can pay 50 CP to choose both your gender and your age (within the rollable range for your age). Regardless of Origin, your starting location is in Beach City, Delmarva.

Drop-In [Free] -- Nothing to see here! You've rolled in to Beach City with no new memories or experiences to guide you, but no new obligations or loyalties to hold you back. Your age is 1d8+15 years.

Half-Gem [200 CP] -- You are one of only two of the strangest phenomenon known to mankind - a hybrid of human and the shape-shifting mineral-based extraterrestrials known as Gems. As such, your body is a strange, strange thing. You're slightly stronger, more durable, and more agile than a regular human, but there's a lot of weird stuff about how your body functions- Your two halves might not necessarily get along too well. If you've just rolled into town thinking someone can help you learn how your hybrid physiology works, good luck, since the only other person with your condition is 13 going on 14 when this starts, and he barely knows how all of this works. His guardians may know even less, to top that off, and one false move could lead to you being seen as a threat. You can choose any real-life gemstone to serve as your Gem – the source of your powers. Half-gems have access to all Gem-exclusive perks, and can determine their Gem based on their mother's Caste (including Experiment!) for half the price of that Caste. Notably, this will not be as effective as if you were a full Gem – and you will not receive discounts for your late mother's would-be-Caste-discounted perks. Your age is 1d8+10 years.

Gem [300 CP] -- So this is you - a polymorphic sentient rock. Your kind do not originate from Earth, but from a planet far across the cosmos. Nearly 6,000 years ago (roll 6,000+3d8 – centuries, decades,

and years respectively – for your age, since you were likely alive before this all went down), your kind encountered a little planet called Earth, and from there things spiraled out, resulting in the formation of two factions.

Crystal Gems - Whether you believed, like Rose Quartz, that the Earth's native organic life was something worth preserving, you were a foundling that emerged late from one of the Kindergartens, or you had your own, less obvious reasons for turning against the Homeworld, you chose rebellion in those fateful days. Though this rebellion was sucessful in preventing the completion of the intended Gem colony on Earth, you've had to deal with the corrupted monsters that stalk the planet even to this day, and very few of your allies remain.

Homeworld - Whether out of a disdain for Rose Quartz and her allies, simple unflinching loyalty to the Diamonds, or some other, less obvious reason, you remained loyal to the Gem Homeworld in those fateful days long ago. Though the Homeworld's forces were eventually repulsed, you're still here - perhaps you've a mission to carry out, or perhaps you're stranded here and just want to be left alone. You might be able to request assistance if you can contact Homeworld again... somehow.

Gem Caste

Servant [0 CP] -- You're not very high up on the totem pole, to be honest. A member of a lowly servant caste, you're among the ranks of those like Pearls or Peridots. Compared to other gems, you don't have much (if any) combat ability, even if you're still much stronger than a normal human. You do, however, have skill in a technical or practical aspect of life, such as machinery or gardening.
Servants are 4 feet + 2d8 inches tall.

Soldier [0 CP] -- You may just be one gem, but there's more than enough of you to go around. Disposable grunts, Soldier-caste gems like Rubies are only marginally stronger than Servant-caste gems in combat, but generally make up for their lack of individual strength in numbers. Of course, you don't have that advantage, but that doesn't mean you're unskilled in the ways of combat.

Soldiers are 4 feet + 1d8 inches tall.

Noble [200 CP] -- You're a special, rare kind of gem with special powers, like a Sapphire or Lapis Lazuli. Maybe they're not strictly applicable to combat, but their powers are extremely potent nonetheless and should not be underestimated.

Nobles are 4 feet + 3d8 inches tall.

Quartz [200 CP] -- Made-to-order Gem supersoldiers, Quartzes are about as high up the food chain as you can get before you get to the top. Powerful both physically and mentally, Quartzes are the generals and leaders of the Gem race.

Quartzes are 6 feet + 2d8 inches tall.

Experiment [300 CP] -- What's this? You don't seem to fit into the caste system at all. In fact, you're not even any kind of normal Gem - You're something entirely unique. You may choose any gemstone in your possession (Yes, it must be a gemstone, not any old rock), and that will be used as your Gem core. Your powers and abilities will be based off of that, and you'll be generally as powerful as Rose Quartz was.

Experiments are as tall as they were before becoming a gem.

In either case, as a Gem, you have a certain suite of abilities and stipulations. For one thing, your physical body is merely a projection created by your gem core – you require neither sleep nor food nor air. This form is much more physically powerful than a human could ever be on top of that. In addition, you are capable of an extended degree of shapeshifting - simply alter what your core projects and you can look like just about anything. This doesn't seem to be able to change your color scheme, though,

and it's a highly draining ability to use for extended periods of time. You can also fuse with other Gems Furthermore, should your body be destroyed, you simply retreat to your gem core and go dormant until you have enough energy to manifest again.

That is not to say that there are no downsides to this form. If your gem core (which is only as durable as the gemstone it comes from) is destroyed, you will instantly die. Furthermore, you are completely helpless while dormant within your core, and your gem cracking will cause your physical form to destabilize. A bad enough fracture may even corrupt you into a ravenous monster, no longer sane or sapient. That would be, needless to say, a fail condition under normal circumstances. The good news? Any children you have, once the Jump is completed, will also bear your Gem and the associated powers, as if they had taken the Half-Gem origin.

Section 2 -- Skills and Abilities

Discounted skills are 50% off for the specified Origin.

Now Your Voice Is Crystal-Clear! [It's Absolutely Free!] -- And now that you can sing, you'll sing with so much glee! You'll always sound nice when folks listen to you, whether pop or metal's flowing through you!

Hybrid Physiology [Free for Half-Gems] -- Your unique biological makeup, impossible as it is, just sort of works. This benefit, surprisingly enough, also extends to any other strange additions you may have in your biology - never be bothered by contradicting biology again!

The Long Perspective [Free for Gems] -- Being as ancient as you are, you've seen many, many things, and learned a lot about the nature of life and the universe. Generally speaking, it's difficult to shock or surprise you now.

Arcade Training [100 CP, restricted to Drop-In] -- You've spent a lot of time on the games at Funland Arcade, and you've learned quite a bit from them, even if they don't quite work the same way real life does. Road Killers has improved your driving skills, Punch Buddy has taught you the rudiments of boxing, Meat Beat Mania has increased your sense of rhythm, and you've got better timing now thanks to Whacker Man!

He Was Incredible! [100 CP, free Drop-In] -- Rather than being terrified for the well-being of those you love who happen to be heroes, you often find yourself cheering them on in their endeavors, improving both their morale and your own.

Cool Kid [100 CP, discount Drop-In] -- People don't just want to be around you – they want to be you. Generally, you'll find anyone in about the same age group as you willing to do a lot to impress you.

Really? [100 CP, discount Drop-In] -- You find that you have a lot more patience with other people. It takes a lot to get on your nerves - You're even able to tolerate someone's shenanigans if they nearly get you killed.

You've Got Mail! [100 CP, discount Drop-In] -- Not only does this come with a free mailman's uniform, but you can also be sure that any messages you send by “snail mail” won't be intercepted.

Gimme The Bits [100 CP, discount Drop-In] -- When it comes to food preparation, you've got it down pat! This is likely because you actually have to eat, as opposed to being an immortal alien. Even the leftovers of your cooking are considered good enough for young children to eat!

Gemstone Lore [100 CP, Gems only, discount Gems] -- While all Gems have a basic powerset, many also have minor powers that are in line with their personalities. Consider Pearl's hologram projection, Amethyst's affinity for shapeshifting, or Garnet's ability to control electricity. Such a minor, personality-themed power now lies in your hands as well!

Bubbler Technique [100 CP, Gems only, free for Crystal Gems] -- You have a special Gem technique that you can use to bubble small objects, such as Gem cores, and teleport them to the Crystal Gem temple (Or your warehouse, once this jump is over). This technique prevents Gems from reforming while they're inside the bubble, but it's fairly easy for a living subject to escape its bubble.

Tolerable Antagonist [100 CP, free for Homeworld Gems] -- You might be a bit antagonistic at times -

maybe even a jerk. But the more people get to know you, it seems they'll forgive your faults and flaws a little easier. At the very least, if you want to reconcile with an enemy, they'll be willing to give you a chance more often than not.

Local Politics [200 CP, discount Drop-In] -- You're no mayor, but you understand the duties of one – keeping the people from flying into a panic over every little problem. In knowing this, you have become at least somewhat efficient at it, as people are calmer and more comfortable around you.

Emotional Flux [200 CP, Gem Only, discount Half-Gem] -- It seems that whenever you feel the emotion most closely associated with your gem's ascribed mental attributes, any magical powers you have become slightly stronger and easier to control.

Confounded Warps, How Do They Work? [200 CP, discounted Gems] – Well, you seem to know how. At the very least, you know how to construct warps between two locations. You have to get there to place them, obviously, but it'll be easier getting back and forth between established warps than having to follow a map every time.

Gem Weapon [200 CP, Gems only, Free for Soldier, Quartz, and Experiment Gems] -- You have gone through rigorous mental training and meditation to perfect the art of the Gem Weapon. This weapon can be any kind of melee weapon, from a sword to a hammer to a shield, though generally it's based on your personality. This weapon is more an extension of yourself than it is a mere weapon, and while it's in your hands, you can control its length and size. It will also have minor magical traits - For example, Steven's shield provides a wave of feedback when struck.

How Did I Miss This? [400 CP, discount Drop-In] -- Even when you've got nothing in the way of

evidence or even a reason to suspect anything, sometimes you'll just sort of stumble across the right answers to the big mysteries of wherever you are! Comes with a free smartphone on which you can document your findings, which you can post on your new free blog. Said blog has about 20 followers.

Peace and Love on the Planet Earth [400 CP, discount Half-Gem] -- Music is the universal language! Human or Gem, anyone can appreciate how fun it is to just sing your heart out. Your singing has a habit of engaging people to join in more easily when you want it to, and singing together with someone seems to make you fast friends.

Gem Power [400 CP, Gems Only, Free for Noble Gems] -- Your Gem has a special power within it, something that humans would call magic- Beyond the pale, your Gem has a personality- themed magical power such as Sapphire's Premonitions or Lapis Lazuli's Hydrokinesis. While powerful, this power is very draining, and requires intense concentration to wield.

Audio Daddy-O [600 CP, discount Drop-In] -- Your “primitive” technology is better than your critics would like to admit. Why? Because in your hands, so long as you can work out the proper connections and settings, you can use older technology to interface with the latest and greatest! Patch alien video calls through an old TV with a bunch of old audio equipment!

Monster Buddies! [600 CP, discount Half-Gem] -- You're especially adept at making friends, to the point where you can even make friends with something people would normally consider, well, unfreindable. You're adept at calming down wild animals and monsters and their default disposition seems to be friendly to you unless someone makes an agressive move. You could even calm down and befriend a Gem Monster if you tried, though they may still be a bit unruly - But with a lot of time and effort, maybe you could even heal a Corrupted Gem and return them to their former selves.

Gem Science And You [600 CP, discount Gem] -- It's not all warp pads and turning rocks into polymorphic sentient rocks, you know! Gemkind has communications and weapons technology far beyond that of humanity – or, so goes the estimate. Now you, at least, know a good number of its secrets. With the right time and materials, you could construct a starship with powerful cannons, escape pods, and the curious shape of a giant hand, as well as robonoids of various sizes to fix any broken Gem technology you find. It might take them a while, though.

Section 3: Items and Gear

Discounted items are 50% off for the specified origin.

Fridge Full Of Cookie Cats [50 CP] – This portable refrigerator contains a seemingly unlimited supply of Cookie Cat ice cream/cookie sandwiches! Just in time, too, they're being discontinued.

Wacky Sack Novelty Backpack [50 CP] – This backpack, featuring a multitude of pockets and styled after a common food item, is useful for carrying various tools!

Book Collection [50 CP] – You are now the proud owner of two complete hardcover sets – The Unfamiliar Familiar series, chronicling the adventures of the witch Lisa and her falcon familiar Archimicarus as they search for her kidnapped father, and the No Home Boys series, following two young hobos on their trip across the country.

Ukelele [50 CP] – This small instrument serves as a nice accompaniment to any songs you may just happen to burst into.

G.U.Y.S. [50 CP] – This set of collectible Guys Under Your Supervision (G.U.Y.S.) figurines makes a great addition to any collector's home! It contains one of every figurine in the set!

Stash of Three-Dollar Bills [50 CP] – Each of these bills, 1000 in all, is worth $3. Funny, that. On one side, a segmented snake appears, and on the other, a very prominent diamond. That couldn't possibly mean anything.

Van [100 CP, free Drop-In] – This van seats two, can roll with ease, and is well-suited for carrying

heavy loads of cargo and equipment.

Fire Salt [100 CP, free Half-Gem] – This bottle of various mystic spices is capable of inducing an extreme spice reaction in any who ingest it – too much, in fact, will cause the consumer to literally start spitting fire. It refills every week.

Wailing Stone [100 CP, free Crystal Gem] – This ancient Gem artifact is rather useful for communication, given that you have a set of nine and each can transfer audio between one another no matter the distance. They leave a universe when you do, though, and trying to send video through them makes them emit a horrifying and constant shriek.

Gem Destabilizer [100 CP, free Homeworld Gem] – This small, taser-like rod is designed to destabilize and disable the projected forms of Gems quickly. However, Half-Gems are resistant to it, and non-Gem life is completely immune. Nothing, it seems, can change that.

Beach City Banquet [100 CP] – Well, this is convenient! It seems wherever you go, you'll find a baker's dozen from the Big Donut waiting for you when you sit down to rest, or some Beach Citywalk Fries (or fry bits) when you need something on the go. Now that's hospitality!

Magic Animal [200 CP, Discount Half-Gem] -- You have a mysterious, magical animal that likes to hang out around you - a mystic familiar of sorts! Said familiar has a powerful intuition, a sonic screech/roar, and is rather fast. It even has a small pocket dimension hidden in its fur or feathers. However, it cannot speak at all, due to not being sapient, and is prone to acting on impulse. This creature does not count as a Companion.

Temple Room Access [200 CP, discount Crystal Gem] -- You have access to a mysterious, ancient gem structure. It serves as a safe haven, with a magic door that only you can enter. This door will appear either in the Crystal Gems' temple, in a Homeworld structure far away from Beach City and connected to the warp network, or in an inconspicuous ruin near Beach City (Your choice). By holding up your Gem (Or a gemlike keystone, if you have no Gem) to the door, then you will enter a room made to match your personality and aesthetic, themed after your gem (Or any gem you choose as your keystone). If you like, you can use it as a storage facility, but it's not actually very large. In addition, you or people you can trust can create illusory but tangible objects within the room by asking it. Just be careful not to overload it- Trying to create an entire illusory person might be too complex a task for it and may result in dismemberment if they go out of your control. The room's illusory objects cannot leave the room, and will disappear if you try to bring them out. For an additional 100 cp, you can give up to 3 companions access to rooms of their own using the same door. When the jump is over, the door will appear in your Warehouse.

Hub Access [200 CP, discount Homeworld Gem] -- You find yourself holding the coordinates to a warp hub, which acts as a sort of one-stop shop for all of your warp pad transport needs. Not only does it connect directly to any Warps you manage to construct, but after this Jump it will attach to your warehouse, planting a warp at the center of any land-based holdings you might have. Never worry about travel time between your lone tower and your amusement park again! One thing – each pad is only big enough to take about 4 people from warp to warp.

That's Why They Believe In Us [300 CP] – You may import up to 3 Companions as any Background (with the caveat that Crystal Gems cannot import Homeworld Gems and vice-versa), granting them an amount of CP to spend based on their Background: Drop-Ins get 500 CP to spend, Half-Gems get 300 CP to spend, and Gems get 200 CP to spend. You may give your companions extra CP to spend by

spending CP yourself, at a rate of 100 CP to give each companion 50 CP to spend.

Hidden Armory [400 CP, discount Crystal Gem] – Many Gems fell on both sides during the rebellion – and some humans, too. You have not forgotten their sacrifice, as your preservation of their weaponry shows. Light cannons activated upon hearing a loved one's catchphrase, armor and weapons from your destroyed kindred and a hundred fallen tribes, all of these, numbering about a thousand weapons, inhabit a cavern only you know about. Well, that, or you conquered this secret stronghold sometime in the past, were led to it by clues concerning your mother, or maybe even just stumbled across it.

Escape Pod [400 CP, discount Homeworld Gem] – This small floating spheroid is capable of whizzing through the sky at somewhere near the speed of sound, as well as capable of surviving planetary re-entry. It doesn't have any weapons, but it does have a tractor beam capable of manipulating objects.

Kindergarten Machine [600 CP] -- This hulking, virus-like machine is one of the very same kind you can find in the Earth's Kindergatern, and it functions like any other- It drills into the ground, plants a gemstone "seed" that you provide, which then sucks out the minerals in the ground and turns them into a fully-fledged Gem, with all the powers and weaknesses that entails. Of course, their personality, abilities and caste are determined by the gem you put in the ground- All Rubies are the same, so on and so forth.

Normally, this process takes hundreds (if not thousands) of years, but this particular machine seems to be able to shorten that to just a year. It should be noted that more powerful gems take more resources out of the earth, and were you to put a unique kind of gem in the ground, then it would be on an even power level with someone like Rose Quartz. Using Diamonds will yield a similar result- It seems this machine cannot create Diamond-Caste gems. Additionally, the accelerated growth of gems planted by

this machine appears to be a unique quality of this particular one. Attempting to reverse engineer it will provide machines that serve the same purpose, but they'll take the intended amount of time (ie: longer than you have).

You can make as many gems as you like per jump, but you can only take 8 with you at a time as Companions. Any extras, you'd need to leave behind.

Section 4 -- Drawbacks

You may gain up to +600 CP in total from Drawbacks.

Say Uncle [+0 CP] – Well, now, what's this? About once a year (likely on April 1st), a mustachioed man wearing a propeller hat and a talking “belly bag” will appear in Beach City, likely to help any children in the vicinity with their problems. Of course, he does this by constantly and casually warping reality and causing pretty much everyone around you (even your Companions) to act as exaggerated parodies of themselves for about a couple of hours. Since none of it is canon, nobody but you will remember these events when they're done, though everyone will at least have a vague feeling of “what just happened?” before deciding that it must have been nothing. Did I mention that this man is, somehow, everyone in the world's uncle and grandfather, including yours? Don't think about it too hard.

Keep Beach City Weird! [+100 CP] – You, sir and/or madam, need to calm down, especially about these conspiracy theories. Makes you seem loony, going on about snake people and the New World Order. You might even accidentally get something RIGHT... and should you find out, I don't think I want to know what you might do.

Anon and the Cool Kids [+100 CP] – You do not appear to be very good at this “integrity” thing. Your willingness to do just about anything to impress the more popular teenagers in town may very well be your downfall.

I Am A (Dysfunctional) Conversation [+200 CP] – Much like Garnet, you are actually two people fused into one by some means. However, unlike Ruby and Sapphire, neither half of “you” likes the other at all. Unfortunately for them, they have to work together to achieve your mind and your full power – and

they only get one hour total per day to do so. On their own, they're about ¼ as powerful as you are, and about 1/3 as competent.

Cat Fingers [+200 CP] – Any abilities you have that involve shapeshifting of any sort go haywire when you try to use them – better hope you can stick to one body for ten years, or you'll end up an out-of-control mutant abomination.

Unintelligible [+200 CP] – You don't even speak most of the time, and what little you do say is utterly incomprehensible to everyone. Seriously, attempting to communicate with anyone, in any way they can understand, is somewhere between a "long shot" and a "lost cause."

Anon and the Anons [+200 CP] – They told you not to touch any of the hourglasses. But did you listen? Nooooo. And now history has changed. Things have... gone wrong. Not only do your enemies have some knowledge of your capabilities (at most, they know about 75% of what you can do), but more importantly, you've created a number of intersecting timelines that are doomed to disintegrate, everyone within turning to dust right before your eyes. You'll never quite get over the sight of yourself and your allies begging you to do something, anything to save them. That's what happens when you break time, buddy.

Corrupted [+300 CP, Gem only] – Your Gem was damaged – but not broken. Even as its cracks repaired, the fractures in your mind grew worse. Something has twisted you, broken you – made a monster of you. While this grants you a great deal of strength, a monstrous form, and the capacity to terrorize the countryside, you are no longer in control of yourself, and the Crystal Gems are out to stop you. Should they defeat you and bubble your gem, you will be sent home – and it is up to your allies to ensure that you do not destroy everything and are not utterly destroyed in the process. They'll have their

work cut out for them.

They're Coming [+300 CP] – Someone has sent a team to destroy you – four mercenary (or possibly permanently contracted) Gems affiliated neither with the Homeworld nor with Rose Quartz and her army (or at the very least not really caring who they break). They have access to weapons and equipment on par with anything you could field against them en masse – so this will be a contest of personal strength. They are crafty, deceptive, and they *will* catch you alone when they challenge you to a fight – a fight nobody can interrupt or interfere in. Should you manage to defeat all four, they will take you on all together at once in your final year, four-against-one, before finally fusing with one another in a last bid at utterly crushing you. Their names? Jadeite, Nephrite, Kunzite, and Zoisite, of course. Should you defeat their fused form Beryl, they will at last depart in peace.

In The Rough [+600 CP] - What did you ***DO?*** For the Diamonds (all three of them!) to be devoting the kinds of resources they're investing in your destruction is... unheard of. No enemy's ever warranted this kind of response before! Projects put on hold, soldier and fleet production launched into overdrive, superweapons being developed... all to destroy one. Little. Thing. ***YOU***. Negotiation is not an option, and the longer this goes on, the greater the weapons brought to bear against you. Planet-destroying artificial mega-fusions may soon be the ***LEAST*** of your problems.

Section 5 -- Ending

Regardless of what Drawbacks you took, at the end of your ten years here they are revoked. In addition, you have a final choice.

Homeworld – Well, you do miss home a lot. You can take everything with you, too, but you can't Jump anymore after this.

Keep Beach City Here – I guess you really do like this place! So be it, everything you grabbed can stay here with you.

On The Run – So you'd rather continue your adventure? I knew you would – so take all your stuff with you and go on!