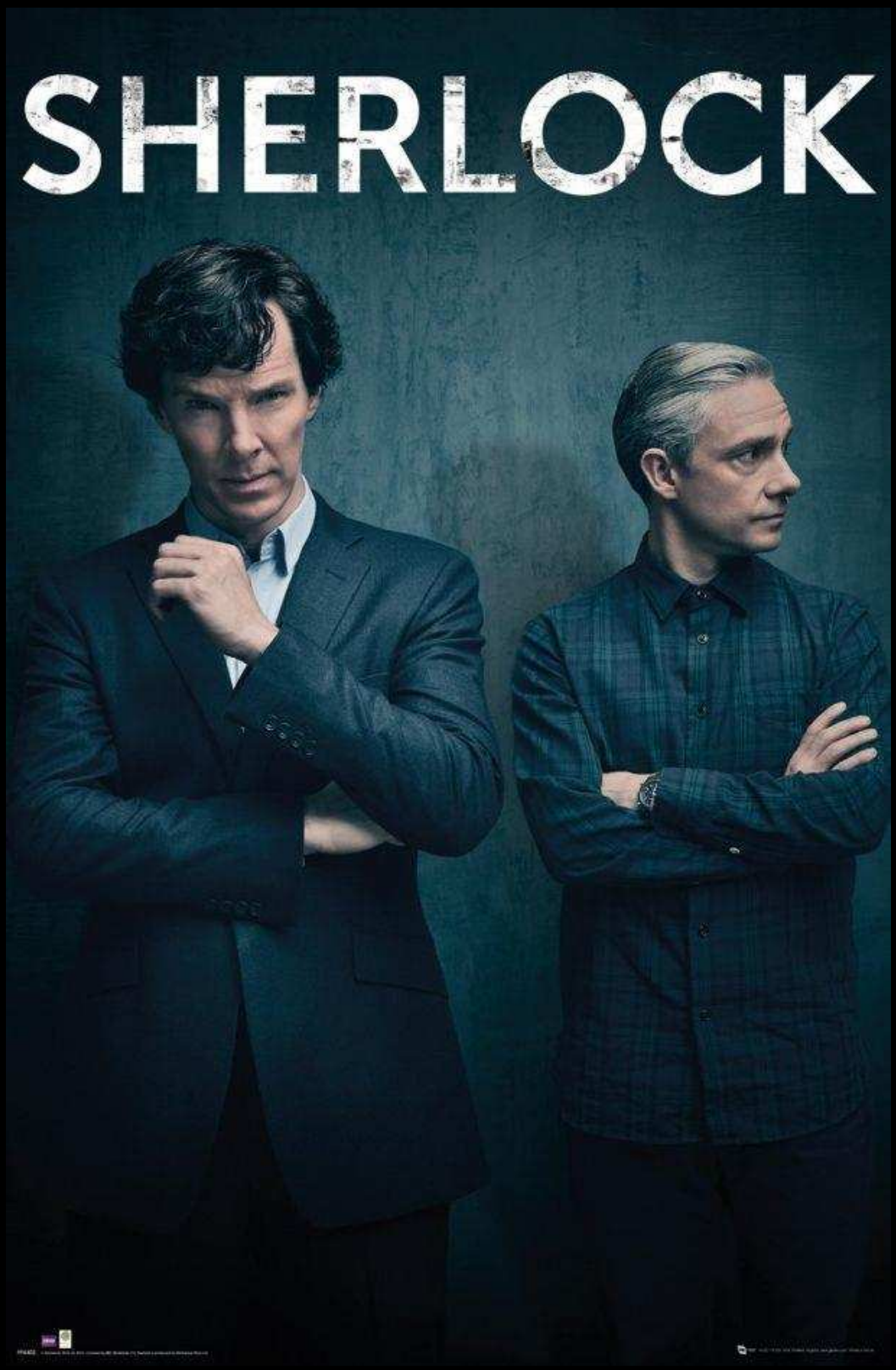


Jumpchain CYOA

Version 1.0

By blackshadow111

Introduction

Welcome to yet another world, Jumper. By the looks of it this world is just like the one you left from first, a basic 21st century world, nothing all that special. Except for one thing. In this world, in London, there lives a man. A man called Sherlock Holmes.

You're going to the setting of the show *Sherlock*, now, where a self-proclaimed high-functioning sociopath fights crime in his own sarcastic, assholish way.

Will you be a detective, or a criminal? Or will you just look in from the outside? All up to you? Whatever you decide to do, take these **1000 CP.**

Times and Places

You may start anywhere you wish in the United Kingdom. You arrive on January 28th, 2010, one day before the beginning of the pilot episode,

Age and Gender

Choose your age freely or roll 1d8+17 if you want some randomness. Your gender may remain the same or change, as you prefer.

Origins

Drop-in

No new memories, no preexisting affiliations or alliances. You go in as you are.

Watson

Maybe you're a doctor who was in the military once, maybe you're something else entirely. Either way, you have a distinctly more 'grounded' perspective of everything that's going on around here.

Holmes

And not necessarily the one you're thinking of! Doesn't automatically make you a member of the Holmes family, but does give you the option to be one of them. You're probably somewhat cold and calculating, and might have trouble relating to 'slower' people.

Moriarty

Or maybe you're something else entirely. Maybe you operate on the other side of the law, a criminal, or a mastermind, or a criminal mastermind? You have the skills and talent to pull off either of those… or all, really.

Perks

The 100 CP perk is free for each respective origin. All others are discounted.

Drop-in

Wit and Snap - 100 CP

One thing that no one can say about you is to call you dull. You have a razor sharp wit, always ready with a snappy retort or dry snark in just about any given situation. You also always know how to ensure that your comments have the exact impact you want, be it humorous or just plain insulting.

Ultimate Job Security - 200 CP

Some people can be hard to work with. Good thing no one considers you so. This perk dramatically heightens people's patience and tolerance when dealing with you. While they won't exactly bend over backwards to accommodate your every desire, so long as you deliver on the 'substance' you're largely exempt from societal niceties.

You could be sitting in Buckingham Palace with nothing but a bedsheet on and still get taken seriously out of sheer bloody-mindedness, if that helps get across the point.

All-Consuming Brilliance - 400 CP

There can be many kinds of 'genius' out there. Are you a brilliant multitasker, perhaps? Or an ungodly quick learner, or are you a manipulation and planning type of genius. Perhaps an era-defining scientific pioneer, or an artist beyond peer.

It doesn't really matter, anymore. Not if you have this perk. Because what this perk does is to make all of your mental gifts and talents equal to your highest 'level' in any one of them. Anything from training boosters to artistic talent to scientific genius now boosts *all* your intellectual faculties instead of just the one.

That is, you do just as well in each and every 'mental' field of endeavour as you do in your best one. Your engineering talents carry over perfectly when it comes to singing, and your ability to manipulate groups boosts your ability to learn things quickly too.

Mind you, this doesn't work quite the same for absolutes. 'Perfect' feeds into this as 'just shy of absolute perfection' instead.

Main Character Mind - 600 CP

So as one might have noticed, virtually every important character in the series is an intensely clever person, barring *maybe* Watson, but even he's no slouch. Well, you get to rank up with them, now.

You're not quite as good an investigator as Sherlock, not as clever at manipulating Politics and Covert Ops as Mycroft, nor as good a criminal as Moriarty and *certainly* not as good a manipulator as Eurus. But the joy is, you can keep up with them all. It might take you entire *days*

to master wholly different languages well enough to fool natives and whole *minutes* to decode things professional cryptographers give up on, and *maybe* you can't predict a terrorist attack from spending a few minutes on Twitter, but you get there in the end.

Watson

Just the Sidekick - 100 CP

It's easy to fade into the shadow of a man like Sherlock Holmes, no matter how extraordinary one might be. And especially so for you. You have a way of getting people to underestimate you, relegating you to the 'harmless' role in their minds.

This won't hold up in the face of something *really* attention-grabbing, but by and large people just don't figure out how dangerous you might truly be.

'Normal' Pursuits - 200 CP

Maybe you're a Doctor, or an Engineer? Pick any real-world profession to be. You have an immense talent and excellent training for that field, enough that you could be a very respected member of it with very little work. With some *real* time and effort you could possibly come to rank among the world's best.

Voice of Sanity - 400 CP

It happens oh-so-often that the very 'clever' people have their heads up their asses. Far too often, really. Good thing you're around. You have a way of talking that allows you to 'connect' with even the most awkward, aloof people possible. No matter how what kind of an intellectual gap might exist between you and them, you remain able to connect, and connect 'well'.

But that alone would hardly be worth the points, would it? The fun bits comes *afterwards*, wherein you can actually *help* the people you're connecting with. You can resolve mental hangups, help out with psychoses, initiate them into the mysteries of Common Sense and Basic Human Decency, and in general help make people more effective and better as *people*, all without losing a lick of their skill at their other fields.

Yes, this works on yourself too. You can hardly act as the voice of sanity if you don't have any, after all.

A Steady Hand - 600 CP

With violence. It's needed sometimes, don't you know? You are one well-trained, effective operator when it comes to enacting violence of any kind. Not only are you a top-notch spy and also brilliant at hand-to-hand fighting, you're a crack shooter, survival expert and well-experienced at one of the 'side' military professions like demolitions or so.

Furthermore, your military training makes you both familiar and comfortable with violence on an everyday level. You always know the most effective moves to make on a tactical level, keeping your calm in the face of whatever ridiculous thing may be happening.

Holmes

High Functioning Sociopath - 100 CP

You are one. At will, you can dismiss all hints of sentiment from affecting your thoughts or decision making, leaving you cool, clear and diabolically effective in all matters. No matter how big a shock or surprise you might find, or how close someone or something might be to you, you're able to act completely independent of it, operating on logic and intelligence alone.

This doesn't affect your morality unless you want it to, and you can switch your emotions back on any time you want.

A Small Position - 200 CP

You have a way with powerful people, that makes them want to rely on you more and more. It remains up to you to define the specifics, but you have some kind of unique ability, a beyond-genius level talent at some skill that makes you utterly invaluable to the right people.

Maybe you're utterly brilliant at cross-referring information, allowing you to see the 'bigger picture' in any given situation and making your advice worth it's weight in gold to government officials, or maybe it's something else entirely. The point isn't the skill, beyond you having it. The point is that you're able to use it to gain unimaginable levels of influence across all fields of life.

From business to the Intelligence community to the government, you tend to attract 'friends' and 'associates' and allies like moths to a flame, complete with official clearances, authorizations and all that jazz.

Scanner - 400 CP

Oh come on, you knew this was going to be on here. You now have the same level of skill, innate talent and sheer genius at the art of observation and deduction as one Sherlock Holmes. Your senses are the absolute sharpest it's possible for them to be, allowing you to see, hear, smell and otherwise gather data on an incredibly fine level simply by standing around.

Furthermore, you know what to *do* with this data. You have an incredibly logical mind, that allows you to near-perfectly interpret and understand all this data, and see how it all fits together to allow you to draw whatever conclusions are forthcoming.

Basically, if Sherlock can do it, you can too.

Eurific - 600 CP

And then there's this. If the most intelligent people in the world were to be regarded simply as 'remarkable' in their brilliance, you would be 'Incandescent'. Your mind is the star that illuminates an Era simply by its brilliance alone… unless it gets distorted.

You are an utterly genius level intellect, allowing you to think practically a dozen steps ahead of anyone who isn't on the same level. You soak up information like a sponge, and your scientific aptitude could compare with some of the lower-tier comic book geniuses out there.

But where you truly shine, the field where you're the absolute greatest genius is psychology. The minds of people, behaviour of individuals and groups, and how to manipulate them is a child's play to you. How people work, how they think and what could be said or done to make them behave in whatever ways you feel like… it's all at your fingertips.

You could take over your prison from inside of sensory deprivation if you wanted, or turn grown, highly capable men into your dedicated slaves over the course of a few conversations.

Moriarty

The Terror - 100 CP

The criminal class isn't the most jumpy out there. Hardcore drug dealers, serial killers, murderers and blackmailers… they don't really scare easy. Except when they do. You are a master of inciting terror. You know just the right moves to make, the measure of ruthlessness required, and the kind of examples that need to be set, to instill absolute, mind-breaking terror into the hearts of just about anyone.

It's not just ordinary terror either. With a bit of work you can cause this effect to grow all around you, your name spreading in whispers from mouth to mouth, never spoken aloud but heard by many and feared by all.

Flair and Style - 200 CP

All else aside, criminals like Moriarty have *style.* And now you do too. From snappy suits to snappy one-liners, to schemes and moves that have a sort of inexorable *panache* to them, you have what it takes to rise beyond 'just one mob boss', all while remaining as practical and effective as ever.

You have a gift for the dramatic, a true genius that lets you take your work from ordinary crimes to something akin to works of art. Even confronted, you exude an aura, an almost palpable thing that makes you come across *exactly* as you'd like, be it a suave operator or a near-crazy wildcard. Either way, no one can ever dismiss you as just one more criminal. You rise above and beyond, a thing of myth.

And you do all that without losing out on the actual *point* of crime, mind you. Your plans don't become any more prone to failure regardless of how much drama you induce into them, and you always remember how far to go before your melodramatic monologue starts putting important things at risk.

Fault Lines - 400 CP

While there's something to be said for brainwashing people to be slavishly loyal or setting up long conspiracies, sometimes you need compliance from someone *right now.* Good thing you always seem to know exactly which button to press in order to get it.

No matter who or what you face, you always know just how to go about making them do what you want. This doesn't make you more able to actually *do* it, mind you, but you always know if

you need to abduct someone's family, blackmail them, or bribe them… it doesn't matter how much more powerful or intelligent the other person is, this is an instinct that always tells you what their price is or where their breaking points are.

Napoleon of Crime - 600 CP

For all the drama, there's something to be said about knowing how to go about *being* a criminal and a mastermind, y'know. You're a veteran one, now. You have the skills and talent of a veteral criminal in just about every field of crime there is.

You know how to sneak goods across borders, be it stolen antiques, guns or drugs. You know how to command people, and where and how to contact mercenaries and assassins. From financial fraud to blackmail to protection rackets, you have an encyclopedic knowledge of everything someone would need to know in order to rise in the underworld, to build a gang, have it loyal to them and make them all rich and powerful.

Items

The 100 CP item is free for each respective origin. All others are discounted.
Wherever relevant, you may import an existing item at no additional cost.

Drop-in

Detective Inspector - 100 CP

You're a *real* detective now! This is a position in a law enforcement agency at least as powerful as the London Metropolitan Police, equivalent to what a senior Detective Inspector is in the London Met.

In future jumps too, you can have a similar position in the local law enforcement agencies.

The Cellphone - 200 CP

It's 'Sher'-locked. Well, not necessarily, but it certainly matches up to that one in every way that matters. This is a top-of-the line, latest cellphone, with a few extra features.

First of all, of course, it can't be hacked, tracked, tapped, or decrypted by anyone without your permission. Nor can calls or internet activities conducted from it be traced. It's also indestructible and does not require a battery. It retains full connectivity regardless of location or circumstances, and the computer bits in it outmatch most supercomputers out there.

Privilege - 400 CP

And a fair bit of it, really. You're not just another guy off the street, now. In some way or another, you have ties to an immensely wealthy, powerful or prestigious family, making you, personally, heir to a good chunk of it. Maybe you're a British royal in line to inherit a duchy and shielded by the immensely respected name of the royal family. Maybe you're a megacorporate heir, or something else entirely.

The point is, you live a life of immense privilege. You have things like dozens of cars, multiple private planes and palatial homes across the planet. If you wished to, the resources at your disposal could be used to fetch you enormous power, political or otherwise. In hard numbers your net worth would easily be in the double digit billions, or similar levels of political power or influence. If political then you could call upon a significant chunk of your country's resources, be it to protect you or accomplish your goals.

Furthermore, all your assets are now tied together. Your money, power and prestige feed off of each other, being one monstrous trifecta. The more one grows, the more they all grow. You can feed in other sources into this too, meaning that any other 'money' or 'power' or similar options you add in would similarly result in the upscaling of everything from the luxury of your houses to how many people you could command. Add in a billion dollars' income, and your corporation grows to account for that, so on and so forth.

Watson

A Practice - 100 CP

Not necessarily a doctor's practice, though it can be that, of course. This is some kind of a well-established, proper civilian job that provides you a solid place in whatever community you situate it and a steady income on top of it.

While you're free to choose anything from 'vocalist' to politician, the upper-tier is set at 'significant in a single city', so if a politician you could be a major figure in city politics, or a well-established lawyer or something like that. Either way, this business is, barring something you do, always regarded as entirely 'normal' and respectable, being capable of covering quite a lot of shenanigans behind it, if that's how you like to use it.

221B - 200 CP

A large, comfortable house located in one of the better neighbourhoods of the city is now yours. It's details beyond this are up to you to define, but this place is as comfortable and accommodating of your work and hobbies as it's possible for a home to be. You may own the place outright or have a really permissive landlord, but the point is, short of torching the place you can do pretty much anything you want without having to worry about noise complaints and so.

Blog - 400 CP

A way to get yourself heard. This is a massively popular, well-established blog read by millions of people. It generates highly entertaining, engaging stories based on… well, anything you like, be it your own adventures, your socio-political ideas, or anything else.

Anything you put on here becomes widely popular and well-known, and any movements are incredibly likely to catch on. Even if you don't bother with writing anything it generates stories and articles automatically, taking them directly from your thoughts if that's what you prefer.

Holmes

Detective Kit - 100 CP

Everything one needs to be a detective, consulting or otherwise, in this world. You have a magnifying glass that magnifies by a lot more than it should, a set of forceps, scrapers and all those other small fiddly tools one needs to collect data.

As a matter of fact, any other tools you might need just appear in your pocket as you need them. This is limited to very, very high quality ordinary tools used to gather information, nothing digital or very valuable.

Jumper Hat - 200 CP

Or a coat, or something else entirely. This is a piece of clothing, or a certain accessory, that serves as your unique signature. Not only is it a perfect identifier if you ever need to prove your identity, it also serves to enhance either your physical or mental abilities when using it. Not by a *great* extent, mind you, but significantly.

At will, you can have it change shape and specialization, switching between physical and mental abilities. Also, if you happen to have any supernatural abilities, you can add those categories in too, like ‘psionic’ or ‘magical’.

The British Government - 400 CP

Well, not the whole thing. Not a whole lot of it either, actually. No, this is more of a ‘role’. With this purchase you *are* a government, like how Mycroft *is* the British government. You have some kind of immensely, monstrously powerful office in the government, that gives you broad influence and authority over diverse organs of the government, all without ever needing to show your face unless you want to.

This is not an elected position, being more of an intelligence/bureaucratic thing, but you have the highest access it’s possible for anyone to have, along with contacts, reach and everything else one needs to be able to play a key part in shaping the course of events across a nation.

To be clear, this does *not* make you an absolute master of a country by any means. You have *massive* influence, but it remains just influence. You could suggest to ministers that they go to war, and they’d be likely to accept the suggestion, but you can never get on the TV and announce it yourself. Think ‘Illuminati’ rather than ‘U.N.’.

Moriarty

Snipers - 100 CP

Playing games with people's minds can be fun, but sometimes you just need that little red bead to make it clear you're not fucking around. This is a team of four snipers at your beck and call. Some of the best shots in the world, you can have them appear whenever you need someone shot.

They appear with top-notch rifles with all the bells and whistles, and basically have excellent odds of any shot humanly possible to make. You can have them be a single companion if you want, or impart the skills to existing companions. Otherwise they just don't exist when you don't need them.

Insurance Policy - 200 CP

Probably a different kind than you were expecting. This is a treasure trove of massively damaging, top-secret information on a government. Maybe your starting location's government, but maybe not.

You can use this to extort favors out of the government much like a blackmailer would get money from a target, but the best use of it is to keep them away from you. So long as you have this, the government in question is forced to treat you with kid gloves, basically making this like a 'get out of jail free' card.

A Name No One Speaks - 400 CP

Yours. You have a… network, an empire in the shadows that spans across nations. Cloaked in mysteries and shadows, this is set up so you can run it all without ever needing to show your face. All the key members are either too terrified or too loyal to ever betray you, and it's resources and reach match anything you would expect from a major multinational conglomerate.

This network also provides you the means to ensure it's own growth, and the growth of your power and influence, not to mention wealth. Aside from control over rackets, drug/slave routes and other such illegal businesses, you are understood to be someone other criminals can reach out to in order to arrange their own crimes. You can provide consulting services for favors or money, and thus have a vast range of connections, moles and other forms of reach over other criminal enterprises across the world.

This is a vast thing, something it would take a man of Sherlock Holmes' caliber entire years to break if he dedicated himself fully to the job… and that's if you weren't around to direct things.

Companions

Import/Creation - 50 CP

You know the drill. Import an existing companion or recruit a new one. They get 600 CP to spend. You can get 8 for 200 CP, as a special price.

The Partner (required Holmes or Watson) - 50 CP

As a special deal, if you're a Holmes you can get a Watson with 800cp to spend. If you're a Watson, likewise you get a Holmes with the same allotment.

Canon Companion - 100 CP

Want to take Sherlock or Watson along? Pay 100 CP for any of the canon characters.

Drawbacks

Alternative Interpretations +0 CP

If you wish, you can choose to go to some other adoption of Sir Arthur's stories instead of the Benedict Cumberbatch show. Maybe the American thing, or even the original stories? Your starting location and time changes accordingly.

Fantastic +100 CP

You've got a habit of exclaiming out loud whenever you see something impressive. Not really harmful, but it can be embarrassing. Especially as most things seem impressive to you, for some reason.

The Woman +100 CP

Has some very compromising photos of you. They won't get you convicted of a crime, but they'll get you utterly and totally humiliated if she releases them. And there certainly is a chance she will. You will be contacted from time to time to do favors for her. Refusal will lead to her releasing those photographs.

If she's taken out by you or the events of canon, the pictures will pass to someone else. The tasks will never be very dangerous to your life or health, but your social life and/or financial situation will be put at risk in most of them. You can end this by convincing her to delete them, and in no other way. Without any supernatural charm, by the way.

The Invisible Man with the Invisible Knife +200 CP

Came and stabbed you. You find yourself with a hole in your chest, held closed only by the tight belt you're also suddenly wearing. The hole resists all attempts to heal it, and will be with you for your whole stay here.

Don’t loosen the belt.

Mediocrity Knows Nothing Higher Than Itself +200 CP

You’re a sceptic. A believer in logic and rationality, and a scientific man. At least, that’s what *you* think. The truth is that you’re kind of an asshole. And not that bright.

But it will be impossible for anyone to explain this to you, and you continue to act in an incredibly self-righteous way to anyone, loudly dismissing anything you can’t do yourself.

Where Would Holmes Be Without Watson? +200 CP

Well, you’re about to find out. You’ll have to solve all your cases solo, with no partner. You’ll only be allowed ordinary hirelings (if you can afford them or your position allows for them) and they will be entirely without any exceptional talents or initiative. And of course your actual jumpchain Companions are all taking a time-out for the duration, and you won’t be able to recruit any new ones here.

Just a Man +300 CP

Your standard powerlessness drawback. You lose all out-of-jump powers and abilities, and also access to your warehouse.

Babysitting Duty +300 CP

Most people who have seen this show wanted to deck Sherlock in the face at one point or another. I hope you weren’t one of them, what with having to be abound him at all times now. Sherlock is now the most irritating, frustrating iteration of him you can possibly imagine… and Watson’s nowhere to be found.

No, you must be in Watson’s place now, and follow Sherlock around in his capacity. No matter what you try, attempts to ditch him will never be successful, and if you give in and harm him in any way… you don’t fail your chain, but all your purchases from this jump stand forfeited.

Fraud +600 CP

At some point in your stay, everything you have accomplished in this world will be ‘revealed’ to have been a massive fraud, and you will be painted as a diabolical criminal mastermind. It will entail total public humiliation, and criminal charges. If you haven’t done anything at all that’s noteworthy, you will instead be regarded as a great criminal/terrorist mastermind instead, with a hunt mounted for you.

But that’s hardly enough. Before your jump ends you must not only clear your name, but also find who did this to you, and reveal *them* to be a criminal and/or responsible for the crimes being pinned on you. Don’t worry, they’ll have committed them. If you fail at this… well, I hope you like this world, since it’s the end of your chain.

Nasty Neighbour +600 CP

Oh. Oh dear. For some reason you're imprisoned in Sherrinford. Worse yet, you're in the cell next to Eurus Holmes. Mycroft and everyone else believes you're at least as dangerous as her, if not more. Worst of all, she *talks* to you.

Before your chain ends you must escape this place, despite the fact that none of your supernatural powers or abilities work in here. And you must do it before Eurus can rewrite your brain. You're not exactly reduced to an ordinary person by this depowering, but you don't have anything that would let you, for instance, blow up the prison with a wink. All your mental stuff, and accumulated skills, are fine.

In case you fail to escape this place before your jump ends, or if you get brainwashed by Eurus, she becomes the new Jumper, gaining all your powers and abilities. The canon event that happens in the series finale cannot be used by you to escape, but conversely your life will also not be risked in it.

Notes

Jumper Hat boost… ~10%, let's call it.

The relevant item capstones basically give you everything the characters they're based on have, except the Privilege one. Kinda based on Culverton Smith, but not wholly. That's why it has more explanation. And Watson's capstone was souped up to compete.

Buying one of the capstone perks puts your intelligence at their level, so you're as good as Moriarty or Eurus even in the fields not outlined explicitly. I'm regarding both as cleverer than both Sherlock and Mycroft, Jim less so than Eurus.

For any issues, contact me at SB.

If you're writing a story about this jump, you have permission to change… whatever you want to, on one condition. Find me at SB and give me a link.

I reserve the right to randomly alter sections of the document in fits of pique, to win internet arguments, or to make things easier on me if I'm building for this jump.

More later.