

Welcome to The Boys Jumpchain - CYOA V1.0

It is quite similar to our world, except a chemical substance called Compound V made Superhumans a thing of reality.

Superhumans, or better known as Supes, are mostly licensed by and work under Vought International, a corrupt and corporatist company that are responsible for the creation of this Compound V.

These Supes seem to be as popular as celebrities, as influential as politicians and as revered as gods. But, they tend to abuse their super powers rather than use them for good.

There are those who made it their life's mission to policing, monitoring and potentially killing Supes who abuse their powers.

You arrive in your starting location when A-Train runs through Robin Ward (Hughie's girlfriend). You'll be here for the next ten years. To help you on your journey take this:

+1000cp

ORIGINS

Drop-In: You have no new memories nor history in this world; you'll randomly appear in whatever location you have chosen with whatever you purchased.

Vigilante: You hate Supes. Maybe one of them raped your girlfriend, paralyzed your brother or even killed your wife. Doesn't matter why, you hate them and will make those cunts pay for their crimes.

Corporate: You work for Vogue International on the 82nd floor. This makes you the one who signs Supes's paychecks. And at the end of the day, even they know you are the one who is truly in charge.

Experiment [100cp]: You were taken prisoner and experimented on with Compound V. This compound gave you extraordinary abilities.

Supes [100cp]: As a baby you were injected with Compound V. You grew up to be a licensed superhero. You are considered to be a B-List hero, meaning you are well known and loved in your local area, but are low-key everywhere else, that is unless you have a Super PR. If you do have Super PR, you are considered to be a hero on par with Homelander. (PS: Despite Your Location, You Can Make Any City Your Local Area)

Age: Roll a 2d8+16 to determine your age
Gender: Keep your previous gender
Or pay 50cp to determine either of these yourself

LOCATIONS

Roll 1d8 or pay 50 CP to choose

1. **Vought International Headquarters:** You begin in the plaza just outside the headquarters of Vought International, the biggest company in New York City, maybe even the world. Don't worry, you won't be bothered by any heroes inside the building unless you are the Public Enemy Number 1.
2. **Audio Visual:** An electronics store located in Brooklyn, Hughie Campbell works here until Butcher destroys it with his car.
3. **Popclaw's Apartment:** You appear just outside Popclaw's apartment. If you have a Supes Origin, this will mean you are friends from childhood as part of the Teenage Kix, an old superhero team with Mesmer, Popclaw and A-Train.
4. **Aroma Spa & Nail Salon:** A nail salon that is a front for a high security prison for an experiment, The Female. Unless you picked Experiment Origin you appear just outside. If you picked Experiment, then you start in a cage next to Kimiko. (PS: There is nothing stopping you from escaping.)
5. **JDC:** You appear just outside the Juvenile Detention Center that Mother's Milk currently works in. It is located in Amsterdam, a City in New York State.
6. **Sandusky:** A city in Ohio, on the shores of Lake Erie. The Deep will be sent here as a punishment for the sexual assault scandel. It is a quite boring place without much crime, instead it is known for its family attractions, including water, wildlife and amusement parks. You might wanna visit Sprawling Cedar Point, they got excellent roller coasters.
7. **Naqir's Bunker:** A terrorist hideout 50 miles outside Damascus, Capital of Syria. This is the place where Naqir, the first Super Villain lives in. If you are a Supes or Corporate you might have been sent there by Vogue International for some reason, as a vigilante you might be there to kill the bastard before he becomes a Supe, or you might be an experimented prisoner. Regardless, I wouldn't recommend staying for long. Most of the action will take place in the US anyway.
8. **Free Choice:** It seems you are a lucky one. You get to pick any of the locations above to begin your jump.

PERKS

Perks trees are discounted to the origin, General Perks are non-discounted, 100 cp perks are free to the origin.

Drop-In Perks

Deduction [100cp]: You have a gift in making inferences correctly. Your inductive and deductive skills improved immensely, making it so you are able to use logic to uncover secrets. This ability can be very useful when reverse engineering advanced technology.

Great Memory [200cp]: Your memory retention skills have increased greatly. Basically you now have both the eidetic and photographic memory.

Tech-Savvy [400cp]: We live in the age of technology. Lucky for you, you have extensive knowledge about most things mechanical, especially computers. You are able to hack into almost any system and you aren't so shabby with counter hacking and keeping your data trails hidden either.

Comic Book Scientist [600cp]: You are a smart cookie, a genius. You can easily recreate almost any technology available in our world, with enough time and resources, you may recreate or improve Compound V, perfect cloning technology, create AIs, etc.

Vigilante Perks

Peak Physical Condition [100cp]: A normal human can never measure up to a Supe, now you at least have a chance. Through a hard training regimen you managed to attain physical perfection. This means you can now lift 800 lbs, run over 30 mph and survive blows that would kill an ordinary person. This perk comes with great abs.

Combat Training [200cp]: You received extensive combat training. You are an expert martial artist, you are also capable of using any man made weapon very efficiently.

Spice Girls [400cp]: When you are working together with a team, at least four people, your chances of completing any given task will increase significantly. For example, if four average men work together, they will be able to kill most Low to Mid tier Supes in this universe. (Although the likes of Meave and Homelander are still out of their reach)

Unique Solution [600cp]: "Each [Supe] with a unique power, requiring a unique solution". Everyone has a weakness. Even the most powerful of Cunts have one. You now have an unnatural gift that allows you to detect these weaknesses. Whether this weakness is someone they care about, a high-caliber bullet to the face or a C4 to the arse depends on the individual.

Corporate Perks

Empty Suit With A Cornell Degree [100cp]: You are a very component business man or business woman. You can now successfully run a multi-nation, multi-million dollar business and raise it to the next level. Basically you can take any business and run it well enough to double its market value annually.

Lying [200cp]: You can lie without feeling any remorse. You have the ability to lie so effectively that even those with Super Hearing could not tell that you are lying, regardless of how blatant the lie may be.

Master Planner [400cp]: No corporation can run without a proper plan. You are now able to see ten steps ahead of most people, and for one reason or the other, random events will never foil your plans, instead it will help your plans come to fruition.

Unbreakable Contract [600cp]: The hardest part of any business is to make sure no one breaks their words. Now, if you get someone to willingly sign a written contract, they will not be able to break it (at least willingly). For example if someone signs a Non-Disclosure Agreement they will be unable to tell the truth to anyone. These contracts are so effective that if you somehow get Billy Butcher to sign a piece of paper that says he will become Homelander's servant, he will be forced to do it.

Experiment Perks

Fear? I Forgot About That [100cp]: After surviving through the experimentations you currently show a great degree of control over your fear and emotions, bordering on sociopathic.

No Pain [200cp]: It seems an experimentation altered your nerves, making it so you are immune to all but the most excruciating levels of pain.

Precognition [400cp]: While they were experimenting on you, you started to observe people around you, and soon you came to see their bodies in extreme detail. You were able to see their breathing, muscle movements, body tension, rhythm and sweat. This allowed you to predict their future movements. Now, you have a form of precognition that's mainly useful for fighting.

Ninja [600cp]: You have an uncanny ability to master any physical skill that can be learned by a *normal* person. This means you can become an expert pilot in a week, learn any kind of instrument within a few days, and even master countless martial arts and weapons with little effort.

Hero Perks

Super Looks [100cp]: Have you ever noticed how almost every hero is good looking? Now so are you. Your appearance is enhanced to a solid eight, meaning you are considered to be good looking by everyone, even for those whose type you aren't, and for those whose type you are, you are exceptionally attractive.

Super Control [200cp]: You know why most heroes' powers never go out of control? Neither do I. But don't worry, for one reason or another you won't lose control and make embarrassing mistakes like crushing someone's hand while shaking it, accidentally melting someone's face off with your heat vision, or running through a girl who was standing on the sidewalk.

Super Instincts [400cp]: Who wants to train anyway? It's a hassle to train powers. Thankfully you have incredible instincts. It's these instincts that give you instant mastery over the powers bought in this jump, and only this jump. Also, thanks to this perk, you can make your powers do crazy things, such as bouncing your heat vision off of solid surfaces, or running up walls.

Super PR [600cp]: The hardest part of being a hero is not the villains, it's the public. But don't worry, thanks to this perk it's no longer a problem for you. Most people will see you as a heroic figure and an inspiration. This public image of you won't deteroite unless there is unrefusable proof of your shortcomings or crimes.

POWERS

Powers are only accessible to those with Experiment or Supe Origin

Super Strength [100cp/200cp/300cp]: The most generic superpower, super strength. Can be purchased three times. The first purchase makes you stronger than average humans, allowing you to effortlessly overpower multiple people. Your lifting strength will start at 800lbs and cap around 1200 lbs. The second purchase makes you strong enough to easily perform one-handed chin-ups, punch holes in brick walls, lift the backs of cars, and overwhelm your opponents. You'll start at being able to lift a ton and cap out around 5 tons. After the third purchase, you'll be strong enough to punch an oncoming train to a stop, throw people into the sky, lift commercial airplanes, etc. With enough training you will become stronger than Homelander. (PS: Take a Durability or Regeneration Power unless you want to destroy your body)

Super Durability [100cp/200cp/300cp]: The second most generic super power, super durability. Can be purchased three times. The first purchase enhances your durability to the point of withstanding being thrown through a brick wall. The second purchase allows you to shrug off low-caliber bullets and even survive high-caliber ones, albeit they can still injure and might even kill you. After a third purchase, you'll not only be completely bulletproof but will also be unfazed by explosions. Only weapons that can injure / potentially kill you are nuclear weapons and Top-Tier Supes, such as Homelander.

SuperSpeed [400cp]: "Like, [you] can outrun anybody or anything." You are able to move at inhuman speeds, appearing as a distorted blur of motion to onlookers. In the beginning, your top speed will be around 300 mph, with enough training you can reach over 1000 mph.

Star Light [300cp]: "Electricity goes in, blast comes out". You are able to absorb the electricity from around you. And then fire blasts of intensely bright light from her hands which are capable of throwing grown men several feet and blinding anyone who looks directly at them. You are also able to make your eyes and hands glow on command.

Regenerative Healing Factor [300cp]: "A miracle. You are a miracle." You possess the power to regenerate, allowing you to completely heal from the most fatal of injuries in a matter of minutes. Although be careful, you will not survive getting your head cut off.

Flight [200cp]: It's a Bird… It's a Plane… It's Jumper… You are able to levitate and propel yourself at great speeds, allowing you to cover vast distances in a matter of minutes. Your top speed starts at Mach 1 but can reach as fast as Mach 5.

Heat Vision [200cp]: “Two small, high-intensity beams, roughly the width of human eyes.” The beams can be in any color of your choice. These beams are so powerful that they appear to be able to cut through almost anything. They are also capable of melting flesh and bone with ease and causing people to burst into gore.

Fish Guy [200cp]: You are not just a fish guy, You are THE Fish Guy. You are able to breathe underwater, swim at incredible speeds, and psychically communicate and feel all forms of sea creatures, even have full conversations with them.

Burn In Truth [200cp]: You are able to spontaneously emit a large amount of energy from your body, creating a powerful explosion that does not harm you. The explosion’s can be powerful enough to blow up large buildings with ease.

Mesmer [200cp]: You are able to read people’s current thoughts through physical contact, like what number they're thinking of or what they want to do.

Translucent [150cp]: Don’t let the name fool you. You can turn fully invisible. But be careful, your clothes cannot turn invisible, so you might wanna take flashing as a hobby.

Shapeshifting [150cp]: You can change your physical appearance to any other humans. Your voice changes as well, but your clothes do not.

Elasticity [150cp]: You can stretch any part of your body to great lengths. And yes boys, even that part *wink*wink*.

X-Ray Vision [100cp]: Your vision allows you to see through any solid object or surface, with the exception of objects and surfaces that are lined with zinc.

Super Hearing [100cp]: You can detect sounds from miles away. You can also use this power to detect a person's heartbeat and can tell when they are excited or anxious, even detect someone’s blood pressure.

Enhanced Reflexes [100cp]: Your reflexes are enhanced and are superior to those of the finest human athlete. You can use this ability to quickly overwhelm foes, dodge incoming attacks, and even react to Supes with super speed.

The Claw [50cp]: You are able to extend a claw from each of your wrists to act as weapons. You can retract them when not using them.

Power Packages

You may buy one of these Packages. However, if you do purchase one, you are not allowed to buy any other powers.

Homelander Package [1000cp]: Super Strength 3 + Super Durability 3 + Flight + Heat Vision + X-Ray Vision + Super Hearing + Enhanced Reflexes

Black Noir Package [???cp]: ???

Queen Maeve Package [500cp]: Super Strength 3 + Super Durability 3 + Enhanced Reflexes

Starlight Package [500cp]: Super Strength 2 + Super Durability 2 + Star Light

A-Train Package [400cp]: Super Strength 1 + Super Durability 1+ Super Speed

Translucent Package [400cp]: Super Strength 1 + Super Durability 3 + Translucent (PS: You will be weak towards electricity and internal damage)

The Female [400cp]: Super Strength 1 + Super Durability 1 + Regenerative Healing Factor + Enhanced Reflexes

The Deep Package [250cp]: Super Strength 1 + Super Durability 1 + Fish Guy

Popclaw Package [150cp]: Super Strength 1 + Super Durability 1 + Claws

Mesmer Package [100cp]: Mesmer

ITEMS

Item trees are discounted to the origin, General Items are non-discounted, 100cp items are free to the origin.

Drop-In Items

Fake Papers [100cp]: Living in a world where everything requires an id for anything can be difficult. With this perk you will have fake papers despite just appearing out of nowhere.

Science Lab [200cp]: You have a fully functioning science lab, hidden in a warehouse of your choice. You'll be the owner of this warehouse. The lab is full of state of the art equipment and filled with resources most other scientists could only dream about.

Cloning Tube [400cp]: You own a cloning tube. A perfect clone of any genetic donor can be created. Though be careful, the clone might not be subservient.

Compound V - 2.0 Formula [600cp]: This is an improved version of Compound V formula. This new strand of Compound V has all the same effects, and an improved chance of survival for adults, making it roughly the same as a newborn's chance of survival.

Vigilante Items

Beretta 92FS Inox [100cp]: A sidearm which has all the features of an M9 (the official sidearm of the US military), in a rugged and attractive satin stainless steel finish. This sidearm never runs out of bullets.

Diamond-Coated Rounds [200cp]: You get a dozen bullets made out of a similar material to Translucent skin. It can pierce through most Supes skin and even kill them if you shoot them in the face. If you run out of bullets, every Monday you'll get a re-supply.

Random Truck [400cp]: An old-timey truck that won't attract any attention. However, this truck has state of the art surveillance equipment inside, very useful when spying on those fucking cunts.

Mallory's Files [600cp]: Grace Mallory spent years tracking and studying Supes. She created a file on each and every one of them. These files contain information about almost every Supes's powers, weaknesses, likes, dislikes, heroic acts, crimes and even their secret identities. You now have access to all of her files. After this jump, you'll get informative files about important figures in whichever world you find yourself in.

Corporate Items

Empty Suit [100cp]: You now have a business suit that perfectly fits you. This suit is special, it makes it so the wearer is slightly more likely to close business deals.

Private Jet [200cp]: Isn't this something. You own a private jet. This jet has been made so that no one can track it once it takes off, not even the Homelander.

Cornell Ring [400cp]: You live in a world where super humans are a thing. So it is possible for one with telepathy to take control of you and your company. But don't worry, as long as you wear this ring, you are highly resistant to telepathic powers.

Vought International [600cp]: You are a major shareholder of Vought International, an American multi-billion dollar conglomerative. The company is famous for the founding of The Seven and managing the global population of licensed Supes.

Experiment Items

Sandwich [100cp]: Unlimited supply of sandwiches that will keep you fed. The taste is quite bad, similar to prison food.

Noir Suit [200cp]: A combat suit similar to what Black Noir wears, composed of Kevlar and a small percentage of titanium; it's bullet-proof and resistant to various types of attack (explosions, impacts, falls, among others). It's also flame-retardant and insulated. The suit also comes with a pair of daggers that can cut through most Supes.

Incomplete Compound V [400cp]: This item is quite unique. You only get one sample of it and cannot recreate it. The Incomplete Compound V is a failed version of the Compound V. This version, when touched by someone with Compound V in their body will result in their death, it has no effect on anybody else.

Shining Light Liberation Army [600cp]: You are somehow put in charge of Shining Light Liberation Army, a terrorist group. Most members are fiercely loyal to you. And those who aren't will still follow you out of fear, they are unlikely to betray you.

Supes Items

Supes Suit [100cp]: Every Supe needs a costume. Now you have one too. You have a standard super suit, it's bulletproof and resistant to many other types of damages. Its appearance can be anything you want.

Sponsorship [200cp]: Money is no longer a problem for you. You somehow managed to get a sponsorship with a company of your choosing. For the duration of this jump, this sponsorship pays Supes 1,000,000 Dollars annually, (100,000 for any other Origin)

Lamplighter's Staff [400cp]: A special staff that grants the wielder pyrokinesis, allowing you to harness nearby fire and blast flames in any direction (essentially making you a walking inferno).

Compound V [600cp]: You get a dozen vials of Compound V every week. Compound V is a chemical substance that can give someone extraordinary abilities, that is if they survive the process. Supes can use this compound to enhance their existing powers. Though be careful, prolonged usage may have negative effects.

COMPANIONS

Companion Import [100cp]: Import one companion from your previous jumps. They gain an origin of their own and 300cp to spend on perks, powers and items.

Six Companion Import [300cp]: Import six companions from your previous jumps and create your own ‘The Seven’. They each gain an origin of their own and 300cp to spend on perks, powers and items.

Canon Companion [200cp]: A few weeks after you arrive you’ll meet a canon character, the two of you seem to hit it off. If you can convince them, they can come to your next jumps.

DRAWBACKS

You can pick as many drawbacks as you want. But be warned, drawbacks override any perks, powers and skills you may have.

Ugly [+100cp]: You have a face that a mother can't love. Life is always harder for people like you. People will find you repulsive, you will never be a popular hero. Also, you will find getting a date is a near impossible task.

Mute [+100cp]: For some reason you lost the ability to speak. There is no skill, power or technology in this world or other that will allow you to speak until 10 years are up.

Missing A Mother' Love [+200cp]: "When I raise subjects without their mothers, they become violent. Aggressive. Downright hateful". Well Jumper, you were raised without a family, this turned you into an aggressive asshole.

What's The Boys? [+200cp]: You do not remember the plot of The Boys. For An additional +200cp you will forget about your previous jumps, and any item/perk/power you bought outside this jump, and your warehouse will be unavailable to you until 10 years are up.

Public Enemy Number 1 [+300cp - Not Available For Supes Origin]: You are the most wanted man in the United States. Every police officer, federal agent and Supe will be after you, you might clear your name, but unless you save the sitting US president from a psychotic Homelander, it is highly unlikely.

True Hero [+300cp - Only Available For Supes Origin]: Unlike most Supes in this world, you are a true hero. This means you try to save everyone, end corrupt heroes, never kill anyone, and ALWAYS obey government's authority. This drawback is likely to put you in significant danger, especially in a world as corrupt as this.

Jumper Noir [+400cp]: Vought International created a clone of yours. The clone has all your skills, powers and abilities, and he despises you. He will try to take everything you care about away from you. Kill everyone you care about. Destroy your image. And only then will he finally kill you. Also beware, you will not remember taking this drawback.