Ace Attorney CYOA

Welcome to Ace Attorney, where even though you can probably nuke the courthouse, I fully expect you to play along with the legal system. In this world, trials are forced to last just three days, and few who are tried ever get acquitted. There are no juries; all power rests with the judge, and and a judge will only listen to evidence. You will arrive in a suspiciously Japanese Los Angeles, and it won't be long before you're swept up in some legal action.

There's little danger of death in this world, but you may still run afoul of the criminal element, and the death sentence sees liberal use here. You might be able to avoid this with your other powers, but remember to live an interesting life, or you might not be allowed to move on.

You have 1000 CP to spend.

Origin

Roll 1d8+21 for your age and keep your previous sex, or pay 100 CP to decide both of those. You may not be younger than 13 if you pick a lawyer background, and if you're any younger than 20, you'll hail from Germany.

Drop-in: Free
You appear in the world with no memories or friends, except those you brought with you... right in front of a dead body! Before you know it, the police are in the room and arresting you for murder. You seem to be registered as an attorney, so you'll be expected to defend yourself.

Rookie Attorney: 50 CP
You're an up and coming defense attorney apprenticed to a mentor. This can be Mia Fey, Kristoph Gavin, another character, or someone completely new. You've studied under them for years, and you're about to start your first murder trial. An acquittal here will be a great career boost.

Serial Killer: 100 CP
You're no lawyer, but you're bound to end up in the courtroom one way or another. Whether for pleasure, profit, or a higher cause, you've just earned serial killer status with your third victim, and you're still thirsty for blood. You'll need to use all your wits to escape suspicion, especially if (when) somebody fingers you in court.

Perfect Prosecutor: 100 CP
The good life. "Guilty until proven innocent" laws are your friend, and unlike defense attorneys, you've got money and influence to spare. While easier, you'll still need a rock-solid case and plenty of tricks up your sleeve, because a single loss will hurt your career considerably. Plus, the police hardly ever arrest anyone who's actually guilty.

Abilities

The courtroom is a harsh battlefield, but you have your own weapons. Take care--these will give you an edge, but victory is never certain. Discounts are 50% off.

I'll Allow It: Free
Few would call your conduct professional, but other professionals don't seem to mind. No matter how wacky or unorthodox you may be, people will play along with you as long as you get results.

Objection!: 100 CP, discount Drop-in
Your voice has weight, and you know how to throw it around. When you object to a contradictory action by any person, you can shake their confidence and disrupt their train of thought for as long as it takes for you to present a counter-argument. Beware; if you contradict yourself or the evidence, they can throw this right back at you.

Bluffing: 100 CP, free Rookie Attorney
You're a pro at looking like you know what you're talking about. No matter how shoddy your case is, you can make it look water-tight, and no one can ever tell if you're lying, even through supernatural means.

Innocent: 100 CP, free Serial Killer
Unlike those sneaky lawyers, you're too fragile, incompetent, or even righteous to ever be a suspect... or so they think. No matter what your real intentions are, you can hide them like a master by taking on another persona. This won't help you outright lie any better.

Logic: 100 CP, free Perfect Prosecutor
You have a gift for putting together the pieces of a puzzle. Those tiny scrapes on the floor that everyone missed? Obviously from the travel case the victim was pulling... but then what was in it to make it so heavy? You're not quite Sherlock Holmes, but you could give Watson--and the defense--a run for their money.

Sidekick: 200 CP, discount Drop-in
Every professional deserves a quirky companion. This person comes from an unusual background and will stand next to you in court. In addition to providing helpful (and witty) commentary, they have a unique skill that might help you out. Your choice of in-series sidekicks, or someone of your own design. You may also import a companion to this role. Can be taken multiple times.

Insiders: 200 CP, discount Rookie Attorney
You know how to work the rank-and-file members of your opposition. Detectives will let you poke around the crime scene, the coroner is happy to share their report early, and you can always find a trustworthy informant in the enemy army. The police are also more willing to overlook minor crimes such as trespassing.

Absurdly Complicated Murder Plot: 200 CP, discount Serial Killer
Your schemes are labyrinthine, built to survive intense scrutiny. You know how to set up a case so that every new deduction leads others away from the truth, and how to build a cover story without contradicting the known facts. Hide your own crimes, or those of others with ease.

Rusemaster: 200 CP, discount Perfect Prosecutor
You can guess the thought patterns of your rivals and plan for them in advance. Your case is a minefield; they might think they've uncovered your weak spot, but before they know it, they've proven your points and hurt their own case.

Civil Procedure: 300 CP, discount Drop-in
Wait, you mean there are actually rules in the courtroom? Yes there are, and you're apparently the one person in this world who understands them. You know how to make actual legal arguments, as well as wrap your enemies in a maze of motions and discovery requests which will force them to... ***ugh*** actually practice law for a change. You also have a solid familiarity with the legal system of any jurisdiction you visit.

Perceive: 300 CP, discount Rookie Attorney
Your sense of sight is sharpened, and you are able to see the most minute details... including the involuntary movements that others make when they're not telling the whole truth. Only the most well-trained liars can consistently get past this detection.

Connoisseur of Death: 300 CP, discount Serial Killer
You know every way there is to kill a human, and some other things too. With your extensive forensic knowledge, you know how to make any murder look like an accident, and how to tell when a crime scene's been faked. A good look at the body, if you get to see it, will tell you more than an official autopsy would.

Untouchable: 300 CP, discount Perfect Prosecutor
Anyone can be bought. With this, all judges are in your pocket. Heck, so is practically every attorney in the city. Your word in most formal debates is law, and can only be overturned by decisive evidence. The police will go out of their way NOT to arrest you, and you're unlikely to face legal action for attempted bribery or other forms of corruption.

Great Revival: 500 CP, discount Drop-in
Your companions have a knack for delivering exactly what you need exactly when you need it. Whenever you're separated and it's down to the wire, you can always count on them to arrive in the nick of time to save you... with brand new evidence or otherwise. Just make sure you stall for long enough. They will also acquire the Logic ability.

Spirit Channeling: 500 CP, discount Rookie Attorney
You are trained in the mystic arts of the Fey clan, and have the power to commune with the dead or channel their consciousness through your body. Tough murder case? Just ask the victim what happened. They won't necessarily know who did them in, and you can't bring it up in court without looking like a fool, but they're sure to point you in the right direction. Can be taken even if you are a man.

Manipulator: 500 CP, discount Serial Killer
You may not be any better at frank lies or logical debate, but you know how to influence the emotions of people. You can make someone hate themselves with an injured expression, seduce them with a smile, or convince them to do anything for you just by looking them in the eye and pleading to them. Why dirty your hands when your targets will just kill themselves? May not work if they know you're manipulating them.

Perfect Win Record: 500 CP, discount Perfect Prosecutor
You are empowered by, and accept nothing less than, complete victory. As long as you never suffer a loss, be it in court, combat, or a "for keeps" game of chess, you will be perpetually on a roll. You'll be cleverer (Sherlock Holmes if you took Logic), inspire respect even from higher beings, and have unshakeable confidence. Even if you do lose this, you'll get it back every time you jump.

Gear

Attorney's Badge: Free
A brand new, stain resistant, official attorney's badge. So official, you'll want to show it to everybody. Prosecutors get a prosecutor's badge instead, while serial killers get a set of thirty personalized calling cards.

Sharp Suits: Free
Three high-quality suits in any style you want. You'll need them if you want to be taken seriously in court.

Office: Free
A place to do all your paperwork. Drop-ins and Rookie Attorneys get a cosy downtown office, Serial Killers get a house or restaurant with a secret basement hideout, and Perfect Prosecutors get a spacious studio. You still have to pay bills and taxes.

Wad of Cash: 50 CP
$2,000 in small bills. It'll keep you afloat until you can turn a profit. Perfect Prosecutors get $5,000 free.

Cell Phone: 50 CP
Unbreakable, doesn't need a plan, and never runs out of juice. Comes with a Steel Samurai ringtone.

Tablet Computer: 50 CP
Unbreakable and has infinite power. Good for taking notes or drawing with. If you lose the stylus, it'll appear back in its slot.

Stepladder: 50 CP
A handy stepladder that can be summoned at any time. Gets fully repaired when you summon it. Use it to reach high places or as a conversation piece.

Forensics Kit: 50 CP
Luminol, powder, fingerprint sheets, plaster, and other scientific investigation tools. Refills any used up components daily. The police might not like you using this in crime scenes.

Surveillance Equipment: 50 CP
Three teeny tiny video cameras that transmit wirelessly to a receiving device in real time. High quality, infinite battery life, and can be hooked up to any monitor, tablet, or television.

Vial of Atroquinine: 50 CP
An extremely potent but slow-acting poison. Two micrograms will kill a human and must be ingested to take effect. Contains five grams, refills yearly.

Windowless Van: 100 CP
A fuel efficient vehicle with plenty of space inside, painted your choice of colour. Good for hiding stuff in. Comes with a driver's license and a full tank of gas.

Sports Car: 100 CP
A fast, attractive car that will get you where you want to go. Comes in any colour and style you want. Comes with a driver's license and a full tank of gas.

Lighter Pistol: 100 CP
An ordinary-looking lighter that transforms into a pistol. Holds one bullet. Doesn't actually work as a lighter.

Magatama: 150 CP
A mystical lie detector. When someone is actively hiding something, it materializes locks and chains around them that only you can see. Not as reliable as the Perceive ability, but it can be given to others. Won't work in the courtroom.

Little Thief: 150 CP
A handheld hologram projector that can create scenes based on information entered into it. Can be used to plan heists or re-investigate crime scenes, but won't provide any missed details. Comes with a manual.

Book of Law: 200 CP
This hefty tome contains detailed information on every law relevant to your current jurisdiction, including those of other worlds. If you open it up while puzzling over a case, you'll find yourself on a page describing the most convenient law for your situation. Great for finding legal loopholes and citing in-universe precedents. If it's ever lost or damaged, it'll return to you good as new the next day.

Drawbacks

You may take up to 600 CP worth of drawbacks.

Grand Turnabout: +0 CP
Your adventure in this world takes place in the time of Sherlock Holmes--who is a real person, by the way. The gear you can take doesn't change, but it's out of place here. The world is much different, but the legal system is surprisingly similar. You start in London instead of Los Angeles.

Phony: +100 CP
You've got a fake, and they're really, really bad at being you. They'll impersonate you in court, commit sloppy copycat murders, and no matter how many times they get sent to jail, they'll be back eventually. To add insult to injury, they don't even really look like you; they just wear similar clothes and do their hair like yours. In spite of this, your reputation will suffer because everyone will fall for it, including your sidekicks. You can kill them, but they die hard, and the crime will be extraordinarily difficult to cover up in any circumstance.

Accident-prone: +100 CP
You're the constant target of collapsing footholds and runaway vehicles. You'll never come out of it with anything more serious than a sprained ankle or a cold, but it will hurt, and it might interrupt an important case.

Target Sidekick: +100 CP
Your sidekicks keep landing themselves in trouble. They'll constantly find themselves framed, kidnapped, or threatened with violence, and need you to come to their rescue. May only be taken if you have at least one sidekick.

All or Nothing: +200 CP
The courthouse will brook no leniency in your case. If you cannot get a full acquittal, your defendants--or you--will face the full penalty of law. Only Drop-ins and Rookie Attorneys may take this.

Revolving Door Defendant: +200 CP
Someone has it out for you. You keep getting framed for murder! Drop-ins and Rookie Attorneys will have to defend themselves constantly, while Perfect Prosecutors and Serial Killers won't get acquitted unless they pitch in and do some investigating... which will be a lot harder once you're arrested. Sidekicks and insiders might help here.

Perfectionist: +200
The dark side of the perfect win record. You develop extreme obsessive-compulsive disorder, and if you are ever defeated in court (or discovered killing), you will be overtaken by a bloodlust that the strongest of wills cannot protect you from. It will not end until you take revenge on the one who defeated you... violently. If you ever quit the practice, this will activate until you start it up again.

The Intern: +300
You're not a lawyer, and never will be. Instead, you're the personal sidekick of a horribly inept defense attorney, prosecutor, or serial killer. They'll bungle everything they do unless you help them out, and if you don't, their heavily armed mob family will have something to say about it. Don't expect any gratitude or due credit. Any sidekicks you take are theirs instead.

Kick Me: +300
Witnesses hate you. On or off the stand, they're uncooperative at best and downright spiteful at worst. Even your own defendants won't open up to you, and your opponent in court always seems to have a clever put-down ready. If you're a serial killer, then everyone you deal with is a loudmouth snitch. And then there's that one witness who shows up every other case to ruin it for you...

End

After ten years, all drawbacks are removed, and you must make a choice.

Go Home:
You'll be sent back home, to the time and place you left. You will keep all of your abilities, gear, companions, and warehouse access.

Stay Here:
You will live in the world of Ace Attorney forever. You will keep all of your abilities, gear, companions, and warehouse access.

Move On:
Continue on to another Jumpchain CYOA. You will keep all of your abilities, gear, companions, and warehouse access.