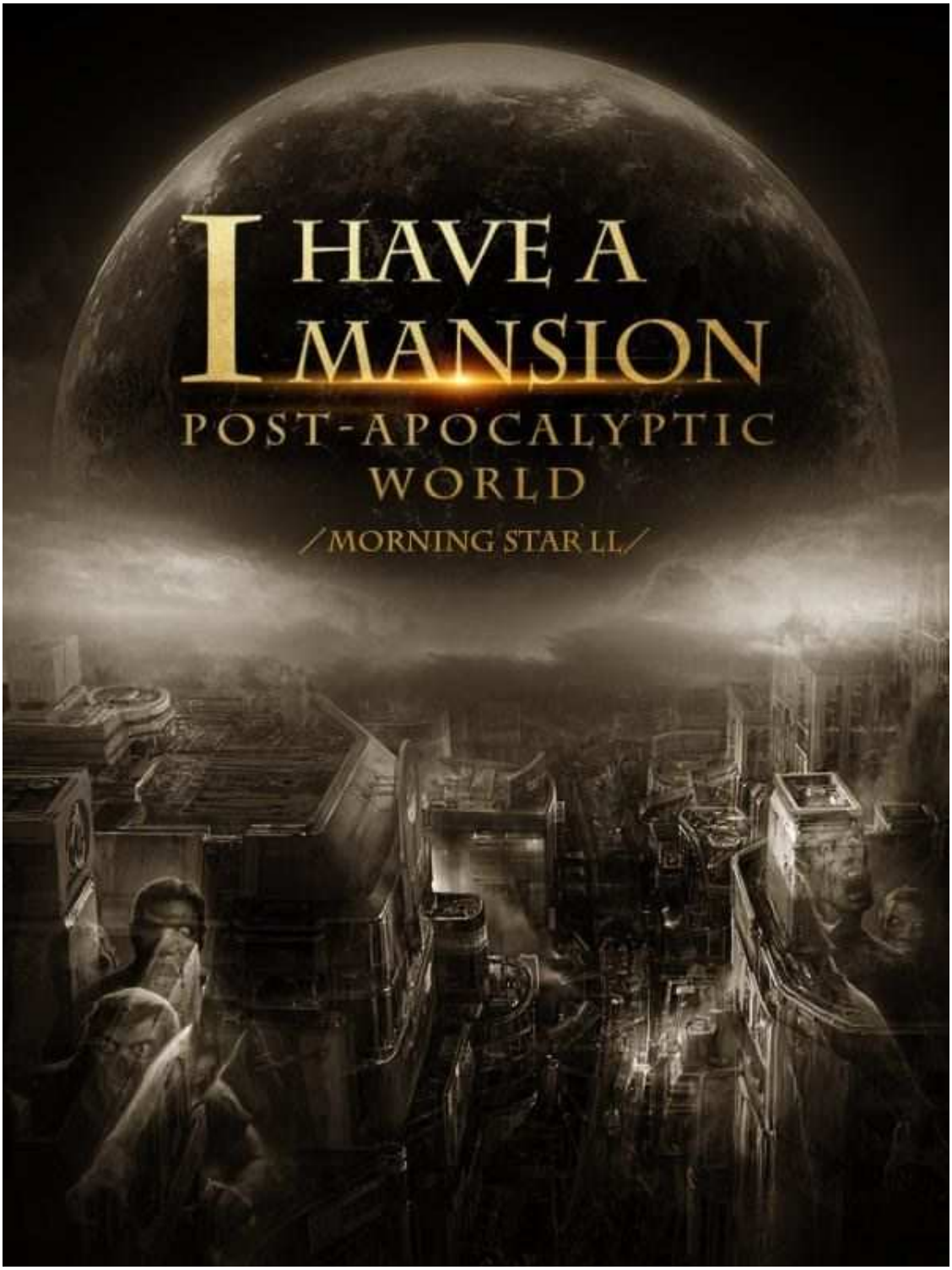


Jumpchain CYOA

Version 1.0

By blackshadow111

Introduction

Welcome to yet another new world, Jumper! Or should I say new worlds? You see, this isn't just one world. This is a multiverse, a world where the Many Worlds theories is true, and travel between them is possible.

Not that it's common. No, only one person has it as of the beginning, though that could change depending on your purchases. On one side of the story is the modern, 21st century world, humdrum and pretty much exactly as you remember.

On the other side is the Post-Apocalypse, a world set in 2190, where war destroyed all but the barest remnants of civilization. There's one person who can go back and forth, and they will waste no time in taking advantage of this unique opportunity.

You arrive a few months before Jiang Chen gets the device fused to his arm in an accident. Will you join him in exploiting this opportunity, or will you be more magnanimous? Maybe you'll keep your head down and just spend the ten years doing whatever? No matter what, you'll probably need these **1000 CP.**

Location

Survivors arrive on the Post-Apocalyptic side. Citizens arrive on the 21st-century side. Drop-Ins and Travellers may arrive on either side, as they choose.

Age and Gender

You may freely set your age and/or gender.

Origins

Drop-in

No ties, no connections, no obligations. You arrive out of the blue, just like that.

Survivor

A hapless denizen of the Post-Apocalyptic world, you live in a time and place where basic, non-irradiated food is a luxury beyond high tech or armies of men. Maybe you're one of the throngs, or maybe you've

unfortunately fallen as low as a slave. On the other hand, you could even be a major power in this land, all up to you.

Citizen

On the other hand, there is a lot to be said about being yet another person in the relative paradise that is the 21st century. The world is much as you'd expect, but Future Technology, using technology from the future, is about to take it by storm in the near … ah, future, and change all that. So buckle up, I guess?

Traveller - 200 CP

So it appears you found something very interesting around here. Jiang Chen is no longer the only wielder of a dimensional travel device. You have another, with all that that entails. The device is a wrist mounted machine somewhat between a watch and a gauntlet in size, that has a few rather interesting features. What you do with it is, of course, up to you.

Perks

For each origin, the 100 CP perk is free and the others cost 50%

Novel Neutrality - 200 CP

Honestly, neutrality is something truly rare in this world. Be it the Post-Apocalypse or the 21st century, the world is rife with factions and alliances, and choosing one inevitably means making enemies of others. Except for you, that is.

You have the ability to remain neutral across factions while participating in any and all business, interactions or other things as if you were one of their own. No one minds it if you bargain with, employ or otherwise interact with anyone, even their worst enemies or even mutant cannibals, though why you'd want to have anything to do with the last is a mystery.

Tariffs and trade restrictions never apply to you, and you automatically seem to have all the qualifications needed to participate in any given business or political endeavour down by default. Until and unless you directly and publicly make enemies with any group, all these facilities, and more, remain completely open to you.

Even in future worlds, you retain these same abilities when it comes to the local factions. If you wish, this can be something of an official, legal right given to you somehow, or it can be something that just 'happens' somehow. But either way, it always falls to you to make things bad with any given people.

Technician - 600 CP

Humanity advanced quite a lot in the years preceding the Apocalypse. Genetic medicine, AI, space elevators and FTL communication, even travel to some extent. It was a glorious time, filled with wonderful toys.

Toys like what you could make, I guess. You're now a proper, legitimately amazing Genius, a full-on technological savant fully trained and educated in the ways of civilization pre-apocalypse. Maybe it was some computer that taught you or maybe you woke up from cryo-sleep yesterday, but you have the sum total of the apocalypse's technological base crammed into your head, ready and waiting for you to use it.

More important, though, is the fact that your talents in all branches of science are such that even without this massive leg-up you could *still* have reached levels like this on your own, simply through your own brilliance. You can also apply these same talents to further improve this and other technology.

Drop-in

Sanity Infuser - 100 CP

It's all too easy to get lost in the flow of things, be it in the chaos of the Post-Apocalypse or the cutthroat political and business scene of the modern world. At times quite a lot of people wish there was something or someone that could help them gain perspective, just step back and bit and rethink things.

This lets you be that factor now. No matter what you see, what you endure, your own sanity and perspective, the inner core of basic human decency, remains intact. Not only is your own sanity and mental health immune to any attempts to assault it, you can also walk others through even the worst experiences without losing themselves, and even bring back those already lost.

Lucky Bastard - 200 CP

If anybody could survive being dropped into a post-apocalyptic wasteland with no backup and no knowledge of what's going on, it would be you. You never suffer from bad luck of any kind and random chance generally tends to weirdly, unexpectedly bend in your favor.

You will never have to worry about dying by slipping on your soap, for instance. Even in ordinary life, you find that fate has, if not a finger, maybe a tiny bit of a nail on the scales. This won't make you get slapped with a random million dollar lottery ticket fluttering on the wind, but roulettes and slot machines would be a fairly reliable income source. Even the rigged ones.

Necessary Shots - 400 CP

There is no shortage of weird things that can harm you in the real world, between diseases, wrong foods and bad medicine, but all that's nothing compared to the radioactive, mutated *fun* of the Post-Apocalypse. Fruits

grow stunted and weird, and animals are rabid with extra limbs and whatnot, to the extent that some healthy chicken would be a prize commodity.

But you don't need to care about any of that, thankfully. Not now. You're completely and totally immune to any and all mundane poisons and diseases, from expired pills to passive radiation. Not just that, but you have an extraordinarily unique metabolism, a constitution that allows you to wring out sustenance even from the most mutated, poisoned food you consume, and enough of it to get along just fine.

To put it simply, you can consume most anything at all, and come out of it assured that the worst that will happen is nothing at all, except maybe some tummy ache. That is, so long as it's meant to be eaten in some way at least. Expired milk is fine, metal rods aren't. Your body is a perfect machine capable of extracting blood from stone, and every single, tiniest iota of nutrition, energy or anything else beneficial that you consume.

This scales with you, by the way. As an ordinary human, you'd be fine with anything mundane, but highly advanced poisons like the kind a society several centuries ahead wold make, or zombie plagues that have had centuries of irradiation to grow, adapt and mutate could still give you trouble… unless you were to find some kind of enhancement drugs.

Survivor

Solo Survivor - 100 CP

It's never a good place to be in, but it's one that you, at least, are beyond brilliant at enduring and indeed, thriving in. No matter how or where you find yourself, you have an incredible, almost unbelievable talent for finding whatever is needed for you to live and perform at top capacity. You're unbelievably skilled in finding food and shelter, jury-rigging devices and tools, stealthing through ruins and fighting zombies and monsters, and doing everything else needed to survive long past the point where the most grizzled veteran survivalist would be dead or insane.

Genetic Vaccine - 200 CP

Well, not quite a vaccine, except when it is. A product of the hyper-advanced science of the future, this genetic treatment makes you immune to any and all mundane diseases or poisons, be they material, radioactive, or whatnot.

In addition, your physical capacities are pushed to just a shade or two beyond peak human, meaning that while you could beat olympic athletes at their own sports fairly easily, don't expect to be able to bench-press cars or suchlike.

Salvage Savant - 400 CP

Inventing technology is well and good, but often, and especially in the Post-Apocalypse, there is much more sense in working on comprehending the wisdom of the past. And you're brilliant at it now, with this. Be it systems and technology from before the apocalypse or just wisdom and learnings about life in a more general sense, when it comes to understanding what has been done before, there are few who can beat you. You are also much luckier than usual at *finding* things to salvage; even places that everybody else swore were 'picked clean' still seem to have at least a few useful items you can turn up.

No matter how advanced or obscure, the principles and secrets on which any given items or techniques work unveil themselves to you with little more than a glance at the product in action, as do any more… spiritual or otherwise esoteric aspects of things. You could single-handedly gift the greatest glories of a world's history back to them, with some time and effort.

Citizen

Superspy - 100 CP

Basically what it says on the tin, honestly. Granted this is more the 'action media' version of spy, in that your talents cover not just secretly acquiring and relaying information but also gunfighting, martial arts, seduction, adventure sports, investigation and all the rest.

You have all these talents and more, everything required to be a modern day James Bond in the real world.

Economic Prowess - 200 CP

The days in which the fate of the world was decided by guns and tanks is all but gone, and the power of nations is going with it. The new Powers of the world are the businesses, the Megacorps that grow in power every day, and they are run by sharp-eyed men and women with brilliant instincts and genius for the ebb and flow of the marketplaces that keep the whole edifice connected.

You have all it takes to be one of them now. You have the skills and talent to be a true titan in the boardroom, a combination of financial skills to give the most cutthroat bankers in the world a run for their money, and actual business skills that outmatch just about anyone you might have heard of, that somehow apply to pretty much all industries.

Conspirator - 400 CP

Secret Societies, schemes and plans and conspiracies… despite appearances, the modern world can actually be just as dangerous a place as the apocalypse, especially for the unwary or those not particularly good at the game.

Which you are, thankfully. With this perk, you have all the skills needed to be a peerless conspirator, spymaster, and overall puller of strings. Be it setting up blackmail or trading favors, finding out how people are likely to be rendered susceptible to your influence and how to use that influence, you have a talent for manipulation and scheming that matches the very best in this world.

Traveller

Harem Hero - 100 CP

Because how can you be expected to *choose*, when no one in their right mind would refuse you? You have an immense, overpowering charisma and skill, when it comes to things like love and sex. Not only are you extremely good looking, but you also know how to charm people, into bed or into just a friendship or relationship with you. You can toggle this charisma so that you don't attract anyone you wouldn't want to attract, of course.

With a bit of work you could even get them to accept others into their relationships with you, agreeing to share you or even developing relationships among each other. And of course you'll have enough stamina and enthusiasm to make sure they're all satisfied and happy.

Mysterious Trader - 200 CP

You are a natural at negotiation, exchange, and compromise, with a faultless gut instinct for knowing exactly how far you can push the price without going that one step too far, have a gift for working out equitable exchanges that leave all sides feeling at least mostly satisfied. This works even for transactions that aren't financial in nature; whether it be backroom favor-trading, international diplomacy, etc., even when it's not money or goods that's being traded a deal is still a deal.

Your instincts also let you know when you're being cheated; even if you might not know exactly why something seems "off" you will always be able to sense when fair value isn't actually being delivered for what you're paying, or when the other party has no intention of actually trying to make a legitimate deal at all.

Lord of the Mansion - 400 CP

Politics. It's ugly, but someone's gotta do it. You have an instinctive, all-surpassing talent and gift for climbing any and all routes to power, being able to do it in situations as varied as the 21st century democratic civilization or a brutal feudal dictatorship.

From the commanding of men in war, formulating strategies and tactics, to managing both PR, court intrigue, economics and logistics, you can play the many and varied games of power with the best of them. No matter what the system or how alien it may be to your sensibilities, you always have an instinctive grasp of how to manipulate it to your purposes, how to climb to the top and attain power.

It might be as direct as you directly being a head of government or state, or it may be that you put a puppet on the throne while maintaining power through other means, but once you have power you have an unerring instinct as to how to retain it, being able to play even your worst decisions as positive in a democracy and consistently coming out ahead in any military or intrigue endeavours.

Items

For each origin, the 100 CP item is free and the others cost 50%
Wherever relevant, you may import existing items at no additional cost.

Multiversal Travel Device - 300 CP (Free for Traveler)

What it says on the tin. This is an incredibly powerful, immensely advanced piece of technology that sits on your wrist. In its active form, it's a bracelet. Inactive, it's a faint tattoo that looks like an infinity symbol. And what it does is that it allows one to traverse between different worlds or timelines in the multiverse.

It starts out able to only take you to and from between a normal-ish, 21st century world and the Post Apocalypse, being a spare copy of the one Jiang Chen has. It even requires charging, though considering that it's needs are not that much more than those of a typical smartphone, that's hardly a great ask. It has a pocket storage system too, which you can use to store any non-living things and move them across worlds.

Anything a person can normally carry can be taken without any real rise in the power consumption, but the more stuff you take with you the more it hogs the power of the device, and initially you're limited to about a small room's worth of stuff.

In time, as your experience and familiarity with it grows, the device will manifest additional features and advancements in its current features, such as allowing you to take more and more items, even living beings at one point, and eventually, in about ten years or so, the interface needed to select other worlds to travel.

In future jumps too you can use this device to travel to and from any and all parallel realities / timelines / pocket dimensions, whatever their kind, from established places to simple alternate timelines where something particular happened a different way. The latter of which always exist if you buy this, just to make it clear.

Garden of Eden Project - 400 CP

Ooh, this would cause a tizzy if word spread. You have with you, Jumper, something that was designed by a genius just as the war got to its worst heights. Seeing the way the world was going, the Garden of Eden was designed to reclaim it from humanity's follies. Put simply, it's a terraforming project, designed not to claim a new planet for humanity but to restore Earth itself to a state capable of supporting us.

Once depolyed it's capable of cleaning up the radiation, restoring soil fertility, and even fixing gene mutations in animals within its radius, bringing life back to a continent. You have one ready model and the blueprints for making more, and each deployment can fix up an area about a fourth the size of China.

Drop-in

Food Supply - 100 CP

Less important in the modern world, but this is something quite literally priceless in the Post-Apocalypse. You have the ability to summon, at will, an unlimited amount of perfectly healthy, nutritious food of all kinds. It comes from nothing, and you can have any amounts of it around you at will. Any and all food items can be summoned like this, raw or cooked, canned or barely off the farm.

Ownership Chip - 200 CP

Not, altogether, a very nice thing to have. This is a small, nail-sized chip that's… well, it's a slavery device, no two words about it. You have a dozen of these, and get a new supply every week. You also have a small gun-like device used to implant them into people.
Once implanted, you can control the nervous system of the target, deliver pain at will, and even kill them from faraway. Again, not something very pleasant to have or use, but in a place like the Apocalypse… it might end up seeing more use than you'd think.

Central Database - 400 CP

Specifically, the central archives of one of the major forces involved in World War 3. You have the complete scientific, social and historical knowledge base of either the US, China, or any other nation you would like, as of the year 2150 or so, just before central authority collapsed and the richest and most powerful of all factions ran away from the planet on their starship.

Survivor

Energy Crystal Generator - 100 CP

Energy crystals are the currency of the future, stonelike, hard crystals that are capable of holding gigantic amounts of energy of any and all kinds. They're used to fuel tanks, computers, power suits, everything. And now you have a machine for making them!

Simply by feeding this machine energy through any of the many input methods it has, you can create charged up crystals, holding that energy in convenient, packet-sized forms that are entirely safe to hold and use, no matter the kind of energy. You can generate these crystals through hooking the machine up to a power outlet, or you can use more… 'exotic' means.

After all, in the Post Apocalypse full of mutants, the most plentiful source of energy are the mutants themselves. They're harvested for the energy crystals that develop on them, full of the radioactive energies that serve in various ways to fuel the industries of this world. Similarly, you can chuck basically anything into this device and if there's any kind of unique or exotic energy to be extracted from it, this machine will do it swiftly and easily.

Personal AI - 200 CP

From Little White, the AI user interface developed to get Future Technology initial recognition to the AIs running vaults and training simulations and whatnot, there's certainly a lot of synthetic life going around in this world.

And you have your own, now. This AI is fully integrated in each and everything you have that can support AI, and in general serves as the most complete assistant/computer package anyone can ask for. From managing your schedule to planning international or inter-dimensional wars, this AI is gifted with extraordinary support and logistics modules, making it a supremely capable friend and associate to you in just about any and all fields imaginable.

Kingdom of Ashes - 400 CP

The proverbial 'mansion', as it were. This is a full-fledged survivor compound in the Post-Apocalypse, a tiny city full of bedraggled survivors, slaves that may or may not have recently been freed, a few small industries, and the beginnings of a military force.

That is, while this base doesn't really compare to Sixth Street or any of the other, major forces in the wastelands of the future, it easily comes out ahead of Fishbone Base, at least as it is to begin with. Perhaps more importantly, this town is extraordinarily well placed for expansion, being located at a lucrative trade route with some valuable undiscovered resources nearby, as well as some confluence of events or another showing up in the near future, that, if played right, could very well propel this place and you into absolute preeminence.

Alternatively, you may instead have a share in one of the larger cities instead, such as being one of the Partners of Sixth Street, or a similarly significant figure in the Northern Alliance Area or some other major faction. You may even be a controller or leading figure in a vault scheduled to open in the near future, if that's more to your liking.

Citizen

Big Bank Account - 100 CP

Really big, actually. Something to the tune of a billion dollars, American, refilled every year. Comes with all the usuals, being untraceable, with currency conversion across all actual and/or metaphorical currencies, and the ability to move money in and out of it at will.

Golden Apple - 200 CP

Doesn't make you immortal. No, what this thing is a prototype communicator able to reach… really far. As in, basically anywhere in the universe. You can use it to talk to people, locate them, and basically anything else that can be achieved with the exchange of information alone.

It *is* limited to just one universe, mind you.

Freemasonry - 400 CP

Or some other conspiracy, at least. This is a secret society of some considerable power and influence, counting among its members dozens of immensely rich, powerful and well-connected people. We're talking about people like billionaires, government ministers and intelligence/law enforcement Directors, all by the dozens.

They're only as loyal as such a group can be expected to be, but somehow the myriad webs of self-interest always end up shaped in a way that you can get them to do basically whatever you want and trust them to do it the way you'd want them to.

Traveller

A Palace in the Modern Day - 100 CP

Or maybe just your average billionaire's pad? This is a home of your own on the 21st century side of things, though calling it just a 'home' is kind of overselling it. This is, much as the name suggests, a true, proper palace for you and anyone else you feel like letting live here.

With dozens upon dozens of rooms, all amenities imaginable and several unimaginable, this is the kind of place that goes for hundreds of millions of dollars, a ritzy mansion located on some of the most prime real estate on the planet.

Good as a place to relax, at least.

Power Armors - 200 CP

Not quite Iron Man, but close. These are a set of 2190s Power Armor unites, eight of them to be exact. They provide the wearer extraordinary strength, speed and dexterity, and come fitted with a full-scope computer system, several weapon systems, and even a flight module.

There are many types of armors there can be, from those specialising in battle to those suited for espionage, but in any case they provide quite extraordinary advantages to the wearer.

Megacorp - 400 CP

After all, no one ever said empires had to be limited to feudal places like the Post Apocalypse. This is a gigantic, modern corporation of your own, a strong, powerful company rich beyond easy measure. With a market capitalisation well into the hundreds of billions of dollars, this company has an asset range you can freely determine, but it can range from being in a middle-of-the-road position in several markets and/or industries, to being an absolute leader in one or two.

Either way, it provides you a gigantic income stream, a means to gather resources, and even a tool to wield to acquire influence and power. By itself it runs perfectly profitably, but by a stroke of luck it's poised *just right* for a Jumper to be able to do some *really* interesting things with.

You can also have this company be proportionately bigger by plugging in any and all CP backed sources of wealth you have or come to acquire, with the size remaining the same in all future jumps too.

Companions

Import/Create - 50 CP

You know the drill. Bring in an existing companion, or create a new one. They get 600 CP to spend.

Local Companion - 100 CP

Or take along someone from here!

Drawbacks

It's My Mansion Now +0 CP

The self-insert toggle. Regardless of origin you now import into Jiang Chen's backstory and identity (genderswapped as needed), as of the day they first found the multiversal travel device. If you don't purchase

the multiversal travel device then you get to borrow the one Jiang Chen found, but only for the duration of this jump. No cheesing.

Lost in thought (Requires device) +100 CP

You got used to jumping between worlds… too used to it as it happens. Now, you tend to forget which world you are actually in. From trying to pay in the wrong currency to dressing in the clothes suited for far different times, your mistakes will rarely be outright dangerous, but you will come across as weird.

I forgot my PIN +100 CP

At least, in the civilized world that's what you'd say. You have a tendency to fumble anything that can be used as currency. Expect to mislay or break energy crystals, lose your wallet, have bottle-cap sized holes in your pockets, and so on.

Any ability that would allow you to restock on funds or carry it in a way impossible to lose/break is limited to your home and/or banking institute.

Vault-dweller +200 CP

And one of the worse ones, at that. While you may or may not be a former denizen of an actual vault, you have their absolute worst characteristics in either case. That is, a complete lack of understanding of the situation on the ground, a stunning naivete, a complete lack of survival instincts, and other assorted 'fun' features.

That is not to say that you can't pick them up as you go, but in that case you'd better be a really quick learner, yeah?

Savages, Savages +200 CP

You can forget about winning the genuine affection or loyalty of anyone in the Post-Apocalypse during your time here even to the minimal extent the protagonist did, because *everyone* you meet will strictly be out for themselves. This doesn't mean everybody will try to mindlessly kill you at all costs but it does mean that all agreements, bargains, and loyalties you negotiate will last only as long as the other side doesn't think they have a good opportunity to rip you off.

'Neutral brokers' like Sixth Street will usually play fair because openly betraying a customer would genuinely hurt their bottom line, but even they might try something if they thought they could discreetly get away with it. So stay alert, trust no one, and keep your laser handy.

This Drawback doesn't apply to Companions or denizens of the 21st Century timeline.

Tasty +300

That's what you are to any mutants, that is. Whenever you step into the Post-Apocalypse, you seem to emanate a great, pervasive 'pull' that draws in all manners of mutants, zombies and whatnot from hundreds of kilometres all around.

They will charge fortifications, assault guns, slaughter entire towns just to get at you. You're mutant catnip, somehow.

El-Ahrairah +300 CP

Because why should even the places that seem safe actually *be* safe? So the 21st century side is pretty much safe, aside from a distant invasion steadily coming closer. Well… for most people. Not, as it turns out, for you.

Somehow, the powers that be of this world, that is, the various governments, megacorps, and the cabals that run them both, have been made aware of your nature, along with your powers and abilities. And they all, without exception, want them.

Expect just about every intelligence agency to hunt you, every corporation to seek to control you, and even gangs and terrorist groups want you for their own purposes. And that purpose is to somehow, anyhow separate your nature of 'jumper' from you, and take it for themselves. Would they succeed or not is immaterial, because you see, if you ever get caught, that's it for your jump.

Not your chain, no. You do get to continue, and continue immediately at that. Minus, that is, anything you got from this jump.

Barely Even Human +300 CP

Whoops! Looks like your Post-Apocalypse just apocalypsed *even harder*. Your particular corner of the multiverse has had even what fragments of civilization the canon Post-Apocalypse timeline finally all collapse and the wreckage be torn apart by the feral hordes. There are no survivors' compounds, no Sixth Streets, no vaults and no handy native guides just waiting to be recruited in return for a few cans of food.

The Post-Apocalypse side of your jump is now a world full of nothing but all the shiny tech goodies to be salvaged, some AIs and digitized humans, and a nigh-endless supply of monsters and the walking dead. There will be no safety on that side of the timeline save what you can create by your own efforts, and you will be unable to reach any less devastated Post-Apocalypse timelines.

You can still purchase Companions from the Post-Apocalypse side, but in that case you're literally recruiting one of the very last (if not *the* last) surviving human(s) on the Post-Apocalypse Earth and there'll be no other possible allies from there that you haven't paid CP for. But hey, at least they'll be *really* grateful you showed up?

Oh yes, and unless someone warns Jiang Chen about this before he uses his device to travel here, he's *probably* not going to survive his first trip.

Enchanted +400 CP

Well, kind of. You start your jump trapped in a 'training simulation' with an AI that's steadily getting more psychotic. Losing all memory of taking this drawback, there will be small hints, traces and just things that are not right. Over the course of the simulation it falls to you to look out for them, and not just notice them but also be able to understand them and piece them together, revealing whatever it is you must do to get out.

While the AI isn't in the prime of its mental health it's no AM either. It will try and keep you trapped, but only within the extent of its programming, If you can legitimately get free it won't try to kill you or anything.

Self-Sufficient +400 CP

You know the drill. No out-of-jump powers or supernatural abilities, no out-of-jump technology, no Warehouse access, yadda yadda.

Choices

Go Home

Stay

Continue

Notes

Not much right now.