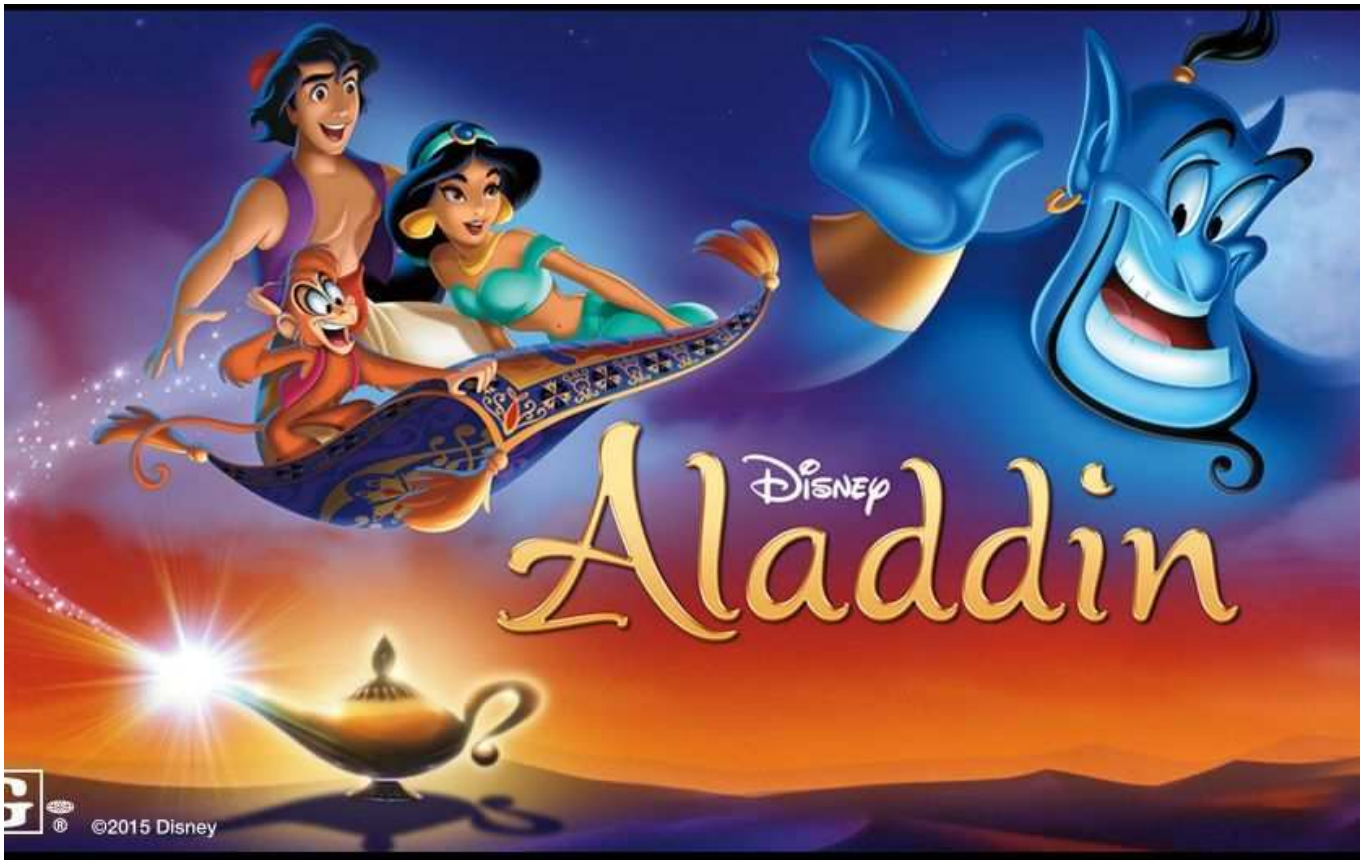


Jumpchain CYOA

Version 1.1

By blackshadow111

Introduction

Welcome to a land of wonder. Agrabah, city of Mystery, of Enchantment, of a hundred joys and sorrows. A city hanging on the precipice of chaos, but a wonderful place all the same.

This is the tale of a girl, a monkey and a lamp. A story of a carpet and a parrot and an Evil Vizier. A story about a boy who was more than what he seemed on the outside, a Diamond in the Rough.
This is the world of Disney's **Aladdin**, with all its highs and lows.

Have **1000** CP to help you along.

Location

You're going to Agrabah, the arabian city where the plot takes place. Ruling it is a jolly old sultan, but at his side is an evil Vizier. Take care. You arrive just as Jafar makes his first, failed attempt at the Cave.

Age and Gender

Your gender remains the same, unless you pay 50 CP to change it. Your age is 1d8+10 for the **Street Rat** option, and 1d20+40 for the **Vizier** option. Royalty and Drop-in origins may pick either.

Origins

Drop-in: You just walk in from the desert, with no associations or enmities in the city.

Street Rat: You have lived on the streets for all your life, fighting, begging and stealing for your food. You longe for luxury and comfort, and maybe adventure?

Royalty: All your life you have lived within the confines of a palace, catered to night and day for your every need. Now having reached marriageable age, you see your father worrying about it every day.

Vizier: Those who have power never appreciate it. You can, however. You have clawed your way up from the ground, with lies, murder and dark magic. And now your plans draw ever closer to success. You will rule the world!

Perks

The 100 CP perks are free for the respective origins, all others are discounted.

General

0 CP – Singing Voice: You are a really, really good singer. At a whim, you can break into song, and it will always be a proper song, with all the fiddly little details in place. Your voice never falters, you never forget any words, and the sheer quality leaves professionals in awe.

Drop-in

100 CP – A Sense for Truth: All else aside, by god are these people bad at judging people. You aren't, thankfully. You have an innate sense as to the morality and inclinations of everyone you meet, needing only a moment's thought to let you know how they're likely to act in a given situation, but not any of their plans or thoughts.

Also updates every time you meet a person, so you can know of changes too.

200 CP – Breaker of Plans: So many people here with so many delicate, long-term plans. It only you weren't around. You have a gift for disrupting long running plans and conspiracies by your very presence. Circumstances tend to unravel around you, and your actions send ripples that crash and burns many delicate schemes.

You also have a gift for investigating and discovering any such plans and actions, and deliberately disrupting them is much more effective. The passive effect can be toggled.

400 CP – Practically Invisible: Passing beneath notice is something of an art, and you're a true artist. You have a talent for diverting attention from you in any and all situations. You can use a distraction, pretend to be someone else or just shrink away until you merge into the background, but it's hard to pick you out when you don't want to.

The second part of this perk is much more important. You simply cannot be noticed by any supernatural means. Unless someone knows you intimately and searches directly and unequivocally for you, any 'category' based looking always passes you over.

600 CP – Drawn to Treasure: There's a lot of treasure to be had in this world, if you know how to look. And you do. You have an incredible talent at hunting down lost things, be they knowledge or treasure. Sunken ships full of gold, buried libraries with mighty spells, caves holding unbelievably powerful artefacts, you get a sort of 'sense', that lets you know just what you need to do next, on and on, until you arrive at the mother lode.

This also works for things like buried weapons or deliberately hidden knowledge, allowing you to ferret out things at a frankly frightening speed.

Street Rat

100 CP – Trickier than a Djinn: You have a talent for wordplay and trickery, being street-wise in a time when the streets are much less kind. You can tie people up in verbal loops, get them to reveal things they'd rather keep hidden, and pull 'exact words' tricks on creatures who have been pulling these tricks for longer than your civilization has existed.

200 CP – Prince of Thieves: Theft isn't a crime so much as a way of life, out here on the streets. And you're oh so good at it. From sneaking about silently and unnoticed to using your nimble fingers to pick up all sorts of things, you are simply very, very good at theft, pickpocketing and related things. So much so that you could live off of it in relative comfort, given time.

400 CP – Charming Rat: There's a certain...charm to you, no two words about it. You're cute in a strange way, funny and amusing. Simply put, you radiate an aura of natural charisma and likeability, which is enough to get people to forgive all sorts of things.

And you know how to use it too. You have a gift for getting people to do things, from getting away with minor crimes to talking your way into places. This works especially well in romantic matters.

You could charm your way into a princess's heart in an evening, and the panties of the most frigid women in the world in far lesser time.

600 CP – Curious Happenstance: Fate smiles upon you. You're simply very, very lucky in all things. Going to the Prince Consort and Royal Vizier in a matter of months after starting as a street rat is entirely possible for you.

Fate and causality twist and bend to make you safe and happy, and to do the same for your friends and family. They don't necessarily always *succeed*, but yeah.

Royalty

100 CP – Temper of a Goddess: While you may be a calm, charming prince(ess) most of the time, when you get angry... you have a legendary temper. You can tear strips off people while never descending into any kind of obscenity, get even the most composed people into quivering messes before you, or the calmest sages into spitting devils with just your tongue.

200 CP – Legendary Beauty: Tales are told of your beauty. You look good, as good as a goddess if not better. Your hair, your teeth, your skin...everything is the most flawless, perfect it could be. When you walk out on the streets expect the world to come to a halt as everyone gazes upon you in rapturous adoration, and people to faint and swoon when you flex or expose skin.

The negative(?) effects can be toggled off, but you never look any less glorious than a legend made flesh.

400 CP – Call to Adventure: If adventure is what you lust for, then adventure is what you get. Wherever you go, you find interesting happenings drawn to you, or perhaps vice-versa. You run into people important to whatever plot is goin on, you just happen to stay at the hotel where the basement has a meeting chamber...

This will never be enough by itself to endanger your life. You just keep getting an unending supply of plot hooks everywhere you go. No guarantees for what happens when you pick one up, though. You can toggle this off, or reduce the intensity, if you want.

600 CP – Royal Personage: You are royalty, and everything about you reflects this. You have a graceful, calm manner at all times, which practically radiates authority in waves. No matter what your personality may be like, genial or wacky, kind or angry, this perk lends it an air that makes it seem something great and mighty to the average person, and you as a natural candidate for leadership in any given situation.

Also, you have the power to generate an aura of sorts around you. Depending on your mood, you can induce similar feelings in others, depending on your innate strength relative to others. If you're a demigod and surrounded by mortals, they feel terror when you're angry, happy when you're happy, hurt when you're in pain, and so on. The closer their powers are to your own, the lesser this effect is.

Vizier

100 CP – Pay no attention: Someone like you, with your manner, and obviously sinister airs, and the dark clothes should be outed as 'secret mastermind of woe' in the first glance. But you never are. You have a gift for explaining away even the most bizarre and suspicious things about you, making them seem completely harmless and you a good and honest person.

200 CP – Low Associations: Like calls to like. You have a gift for dealing with people of low moral character and ill-intent. They find your power awe-inspiring, and are all too willing to go against laws, basic decency and even direct orders from their actual superiors in your service. You know the right promises to make the the rewards to hand out.

You also keep encountering such people wherever you go, somehow. Never too many, but more than enough to get some schemes going.

400 CP – Wheels within wheels: No question about it. You're a planner, Jumper. And one of the best, at that. You have the patience, skills and abilities to weave long-term, intricate plans with contingencies and fall-backs galore, to achieve even the most ambitious goals.

From gathering the information required to putting together the resources, you can make plans that are shockingly likely to be successful for even the greatest, most ridiculous goals. It may require a boy having exactly the right nature, then being willing to hand you the macguffin at the right time and a hundred other things, but you can make it work. And best of all, you know just how to do it under everyone's noses.

600 CP – Sorcerous: You can do magic! It's not anything particularly great, but you can enthrall and bewitch people, cast divinations to locate and spy on people and locations, brew potions, and several other things.

You have an extensive knowledge of dark magic of all kinds, including mighty and wonderful spells.While your power is a bit on the low end, you know how to use all magic you know with incredible finesse, achieving precise, perfect results instead of ridiculous excess.

Items

The 100 CP items are free for the respective origins, all others are discounted.

Drop-in

100 CP –Marked Dagger: This is a dagger, with the sheath having the insignia of a closed fist. This dagger is useful for several reasons, two most of all. First, you can use it to stab people. Second, the insignia counts as the 'mark of belonging' of any and all secret societies and brotherhoods you encounter in future jumps.

Just display it and you can go wherever you want in their bases, at will. While this doesn't create any background information, it lets you get away with a lot as long as you don't draw too much attention.

200 CP – Shop: A small shop, more of a stall, really. This is a place that belongs to you, and may be inserted into any marketplace of your choosing, adapting to fit it. The shelves here have unlimited storage space, and it generates any and all mundane items you're capable of making, without you having to make them. It's good to duck your head, as no one can identify you as anything other than a generic shopkeeper while running it. At other times it has a generic shopkeeper present, and manages to generate about a thousand gold coins a month, give or take.

400 CP – Hand of Midas: The magical device called the Hand of Midas is in the shape of an open hand made of gold, at the end of a wooden stick. Keep it carefully, as it's one of the most sought-after items in the world!

Simply by touching it with the Hand, you can turn anything, man, animal, object to solid, completely pure gold. The only thing this doesn't work on are Air and Water, everything transforms instantly. While the effect isn't propagating, the entirety of whatever item is touched is turned instantly.

This never affects you or companions. Unless you want it to, for some reason. After this jump, you can choose not to turn something, as well as turn things back.

Street Rat

100 CP – Explosive Apples: You have a bag full of bright red apples, with a small length of stalk poking out. When you eat them, they're sweet and delicious, absolutely wonderful apples. But snap the stalk with a thumb and throw them, and they explode with some considerable power. One apple is enough to kill a man. You have 99 in the bag, and it refills every day.

200 CP – Magic Carpet: A carpet of the finest quality, with embroidery, decorations and tassels making it look extra pretty. It's pretty big, enough for eight people to sit comfortably. The thing about it is, it flies.

And it flies really, really fast. As in, it could take you to Beijing from Baghdad in a matter of hours, 6 at most. While flying, those seated are shielded from all environmental effects. Sapience optional.

400 CP – Cave of Wonder: Your very own Tiger-headed cave of wonders! It has great and powerful treasures, magical and mundane. While this one doesn't have anything as unique and all-powerful as a Djinni Lamp, it still has untold wealth, into the hundreds of thousands of gold coins, jewels and precious stones, precious fabrics and tapestries, all in all enough wealth to outmatch most national treasuries.

In future jumps it fills up with similar wealth, and magical and supernatural items of relatively equal value from the local setting. There will never be anything that's absolutely unique or as powerful as a Hand of Midas or a Lamp, but expect it to have the most powerful weapons and most priceless items that can be had even somewhat commonly.

Royalty

100 CP – Brown Cloak: A simple brown cloak with a hood. It has a powerful ability, in that with the hood on, no one can identify who you are. Even with your tiara still on and your attitude haughty or arrogant, people will simply not connect the dots. Anyone who sees your face will forget it pretty soon too, all in all it's pretty good for going incognito.

The effects depend on the target's willpower, people with stronger wills can resist the effect.

200 CP – Palace Guards: Big, burly guards, armed with wicked looking swords and devoted to your orders. There are always enough to fully guard and protect any and all properties you have, fiat-purchased or otherwise. While you can devote them to other tasks from protecting your holdings, new ones are not generated to fill the vacancies.

In future worlds, their weapons and uniforms update to match local standards. Are not companions.

400 CP – City of Mystery: Agrabah, City of Wonder and Mystery! You have your own, now! A huge metropolis, with bustling markets, the scent of spice and sand on the air, and traders and travellers from far and wide. Mighty walls protect it from any who would invade, and multiple Oases provide water enough for hundreds of thousands of people, maybe millions with proper management. The city's people recognize you as their ruler, and abide by whatever laws and rules you set.

Dominating it is a huge Royal Palace, which is your personal residence. It is a vast thing, with a royal office, harem, luxurious living quarters for dozens of people and everything else a medieval sultan may need.

The palace generates NPCs to staff whatever roles you may need staffed, although you can insert companions at will. In future jumps the city and palace both change and adapt to suit local themes, or whatever other themes you want. The city always grows to be a bustling hub of trade and culture, with more than a little political weight to throw around.

Vizier

100 CP – Rare and Powerful: Magic requires a lot of materials, from precious metals, jewels to animal parts and plants and herbs. You have a workshop full of wide-ranging components and stuffs, enough to work some really powerful magic, make poisons and mind altering substances, and whatever else you may want.

200 CP – Snake Staff: A powerful artifact of magic, this is the dream of any wizard or sorcerer. Headed like a snake, it's eyes glow whenever you use it to cast magic. It's a powerful thing, too. Not only can you channel any and all magic you can use through it flawlessly, it cuts down the effort and power you need to put into any spell or working by an order of magnitude, while boosting the effects to be even better than normal.

Also, the magic cast from this spell is almost completely undetectable, meaning only people or items who are absolutely the best and greatest at such things may detect it. Also, you can beat people over the head with it.

400 CP – Sorcerer's Library: A sorcerer's power means precious little without the knowledge to go with it. Which is why this is a tremendous advantage! You have a truly vast library of magic to learn from, Jumper. It holds books about a huge variety of magic styles, thousands of spells and rituals, and

who knows what else. It's enough to make you a one of the most skilled and knowledgeable, if not powerful, Sorcerers in the world, let's just say.

It also holds potion recipes for mighty brews, and designs to make powerful artefacts like scrying devices, although some of them require pretty pricey components. It updates with an equivalent level of knowledge in all future worlds you go to.

General

800 CP – Oil Lamp: An old, cheap looking lamp, with a permanent smudge at one side. Despite it's ordinary appearance, though, it is a device of extraordinary power. For it holds a Djinni, an honest to god, massively powerful being of magic and spirit.

You may use this lamp to ask this Djinni for three wishes, and they may be anything, with a few limitations. You may not force anyone to fall in love with you, may not bring back the dead, and may not wish for the Djinni to directly kill someone. Nor may you wish for more wishes, or rewrite history or wish for CP or indeed, anything that can only be gotten from a Jump-doc . Besides this, the Djinni can provide you virtually limitless wealth, magical power...anything, really.

After this jump the counter is reset, meaning you can ask for three wishes every jump. This becomes three wishes per decade after your chain ends.

Companions

50 CP – Import: Bring in one of your companions. They get 600 CP to spend, along with an origin and the freebies.

50 CP – Animal: You have an animal companion. Deathly loyal to you, if a bit mischievous and troublesome. They can be any mundane animal, of any size. Smaller animals are deft and nimble, bigger ones are excellent deterrents to unwanted suitors. They have intelligence equal to humans, and

a personality suited to your own. For an additional 50 CP, they can talk. A **Vizier**'s companion gets this for free.

100 CP – Lover: Ah, love. You have someone who loves you, Jumper. Someone of your preferred gender, who has fallen head over heels for you. And you for them as well, likely. They get 800 CP to spend, and an origin for free.

100 CP – Canon Companion: You like one of the canon people from the movies, do you? Well then, take them along, then! Must be mortal, if not entirely mundane. No Birds of Paradise or Djinn.

200 CP – Free Djinni: You made friends with a free Djinni! While being freed has reduced their powers, they're still capable of a lot of everyday magic, and are disposed to use it to assist you. But treating them like a servant or slave will make them angry, so tread carefully!

Drawbacks

You may take up to 800 CP of drawbacks.

0 CP – Games: You'll be going to a much stranger world now. The Sultan's palace has far too many flamingos in the pond, there are random women throwing pots down windows from windows in Agrabah, and beds of burning coals are everywhere. This is the world from the Aladdin PC game, with all its marvels. You may choose to go to any other game of this franchise, too.

0 CP – In-story: Instead of being an interloper, you may take the place of the canon character that suits your origin. If there's more than one, you may pick. Not available to Drop-ins, obviously.

100 CP – Obsessive Singer: You can't help but break out in song every time you feel any strong emotion. While the songs are always excellent, you blab out everything you're thinking in the lyrics, and keep trying to involve random people around you in dancing.

100 CP – Adventure Seeker: You're...unwise. You have an obsession with 'the outside world', and seek adventure at all costs. This isn't an ever-present urge, but it strikes at the oddest times, and makes you do really dumb things against common sense and self-preservation.

200 CP – Blind as the Sultan: You're far too trusting of everyone around you. Any abilities you have of judging and assessing people properly are disabled, and you go around sharing all your plans and belongings to anyone who says two kind words to you. Your companions can stop this, after all you trust them most of all, but it's a real problem.

200 CP – Guards!: A number of the royal palace guards of Agrabah, who are also the city's police are after you. They pop up everywhere, with swords drawn and ready to strike. No royal commands, basic decency or laws will make them stop, as they hate you to their core. If you kill them more will come up, and their numbers keep increasing.

400 CP – Infidels!: Oh dear. You fucked up. You, or someone with you touched something you shouldn't have. You're trapped in the Cave of Wonders, and there is no convenient Djinni or carpet to help you out. Any powers you have that allow instantaneous movement are sealed, and you must claw your way out the hard way. Which you must, before your jump is over, or your chain ends right here in this cave.

400 CP – Vital Component: Jafar, the Grand Vizier of Agrabah and Dark Sorcerer, has determined your nature successfully. Now he's after you. He will use everything at his disposal to hunt you down and sacrifice you for your powers, and desperately gather more power to help him in this task. If you are caught and remain under his control for more than an year at any point in your stay, your status as a Jumper passes to him, with your chain over.

Choices

Stay: Like this place? Arabian nights, like arabian days... you may stay here now, your chain ended. Time resumes everywhere else, affairs are taken care of back home...the usual.

Go Home: You know how this works.

Continue: On to the next story, the next night!