

A Jumpchain CYOA (Version 1.1)
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Welcome to a world much like your own, Jumper… on the surface, at least.

Where you come from, religion and spirituality might have been open questions, and magic might have been a fantasy; but here, they're all a tangible and verifiably real part of day-to-day life. God and the Devil are both available on the radio for anyone who knows how to tune in to their broadcasts, and mysticism is as commonplace as conventional modern technology. Meanwhile, those who give into their sinful nature are at risk of becoming possessed by the Devil, and the devout youth must take it upon themselves to fight those so corrupted.

School's out for the summer, Jumper, and now you'll be heading to one variety of Jesus Camp or another. In just a few short months, Group West and the Summer Scouts will begin to usher in a new era of beautiful sin for the world; you can help them on their quest, try to stop them, or do your own thing. Either way, take **1000 CP** to help see yourself through the tumultuous times ahead of you.

Age

There's a perfect balance of usefulness and liability to the young. Roll 1d4+14 to determine your age in this world.

Time and Place

You're bound for one of the worst kinds of Christian summer camp, so of course that means you're bound for the United States in the early 21st century. You're free to pick anywhere in the Midwest and the Bible Belt as the location of the camp (and your home, if you're a non-Drop-In).

Note that the Summer Scouts are (somewhere) in the Midwest, and you're free to join them if you're a Drop-In or a Bad Kid. Good Kids have other places to be.

Gender

Your gender and sex remain the same as they were before. God likes his gender roles around here.

Origins

Drop-In - You arrive as you are, emerging from thin air as if by an act of God. You have enough documentation to pass as a legal resident of the country and state, as well as to give you a place at the nearest appropriate summer camp or religious institution. Otherwise you have no family, support, or belongings in this world.

Good Kid - You're a good little Christian, aren't you? Your family raised you into a rather conservative interpretation of the religion, and you grew up in the church, learning to do God's work. Maybe that means you'll be spending your summer doing odd jobs and missionary work, but it's just as likely you'll be fighting the Devil.

Bad Kid - The difference between a good kid and a bad kid is a handful of circumstances and even fewer choices. Maybe you snapped and were tempted by the Devil, or maybe you couldn't live up to expectations, but either way, you messed up. Now you're in for rehabilitation, or maybe just simple punishment.

All origins give the associated 100 CP perk for free, as well as 50% discounts on all associated items and perks.

Perks

General

Jumper Brings the Power (50 CP)
You can use divine communion for more than just life-changing revelations. By means of contact with the divine, you can channel and manipulate a simple element or motif, such as light, water, or wind. You can use this element effectively in combat, and freely pick what the element is, but please fanwank responsibly; you're firing elemental blasts and causing property damage, but definitely not causally blowing away buildings.

As for contact with the divine, a radio tuned to God would be helpful, as well as the presence of God or the Devil within or without you, but any sufficiently powerful and significant holy symbol would do.

Summer Camp Skills (Free)
If you're going to be stuck in a summer camp hellhole for the next few months, at least you might as well be good at what you'll be doing, right? You know how to lead and follow along with all kinds of silly campfire songs, play all of the weird sporty games you're supposed to play, and more. This also makes you a dab hand at surviving and camping out in the wilderness, even if you push your luck and wander a bit too far from the trail.

Drop-In

Ingratiation (100 CP)
Does it bother you, if you're fighting for a cause you don't personally believe in? Even if you do have a problem with what you're doing, you know how to avoid letting it show; you can suck up to anything and play by any rules you're given, no matter how much it hurts you personally. You can even fool supernatural tests of moral character and intention, with focus and a bit of practice.

Placebomancy (200 CP)
You have a knack for getting results out of higher powers. You'll never elicit direct and overt divine intervention with this perk alone, but your prayers, liturgies, and rituals of all kinds can have effects on the world. Praying for something which *could* plausibly happen without divine intervention tips the scales and makes it slightly more likely, with some scaling effects based on how invested you are in the prayer and how elaborate your rituals are.

King James Programming (400 CP)
What the heck is a crystodyne diode? How do the radios around here work? Now you know the answers to these questions. You know techniques to use ritualistic and mystical items (e.g. incense, crystals, candles, alchemical and astrological symbols) as functional elements in any machines or technologies you can build.

Likewise, if you know magic that requires any physical components or reagents, you can use comparable technological items (e.g. diodes, transistors, wires) for the working of such magics, and you can use technology to facilitate mysticism. Are occultism and engineering really so different from each other, in the end?

The Meaning of This Parable (600 CP)
Is there a difference between *being possessed* by the Devil and *being* the Devil? Perhaps for others, but certainly not for you.

Even if your powers would normally be dependant on other beings and entities, that's no longer the case, and they no longer depend on anything outside of yourself. Your abilities

simply cannot be suppressed or removed so long as you continue to exist, for your powers are extensions of you; you can't be cut off from your powers, any more than you could be cut off from your own self.

Good Kid

Exegesis (100 CP)
You may have noticed that God and the Devil are a little… opaque, even if you can listen in on them. Thankfully, you have a keen grasp of interpretation; you're not a cryptographer, but you can almost always discern the *presence* of hidden meanings, and are skilled at teasing out any possible metaphorical or allegorical subtext.

Two Against the Devil (200 CP)
There are some friendships you can keep, and some friends you have to leave to God… but when you can keep your friends, you *are* friends, and you can draw power from that. Teamwork with those you sincerely trust doesn't just mean anything as simple as coordinating your attacks and acting with finesse; it means being stronger together.

The deeper your trust, the better you're able to work together with your teammates, and the more trusted teammates you're working with at once, the greater the magnitude of your powers and abilities will be for as long as you're working together.

In The Name of God, I Will Punish You! (400 CP)
Defeat means friendship, right? That's how it works in all the cartoons, and you have a similar ability. By overpowering and vanquishing an enemy, you can purge them of corruption.

This works on outright curses, possessions, and similar mind-altering effects; you might also use this power to suppress such things as your target's own immoral inclinations and desires, but surely that's not wrong? You're saving them from sin, aren't you?

Transformation Sequence (600 CP)
Well, you're not a *magical girl* or anything. But you're a warrior of God, a real scout! And you now have the power to back it up and prove it.

By letting the Holy Spirit into your soul, you can transform into an altered, empowered state, complete with a crisp but demure outfit, better than your sunday best and enough to show anyone that you're working for a higher power. In this form, your physical abilities are elevated to beyond peak human, and no normal person will ever be able to keep up with you. If you have **Jumper Brings the Power** or any spiritual or supernatural abilities, then those abilities also become several times stronger and easier to use in this form.

Bad Kid

Ace (100 CP)
Bad kids aren't bad just because they get bad grades, Jumper. You actually do fairly well in academics; if you wanted to, even before your other powers, you could be the best in your class, or the best player on your sports team, and so on for any other hobbies or fields you actually care to apply yourself in.

Not that this will make you feel any better about yourself or fix your problems. Try not to completely crash and burn when you eventually hit your limits.

Room For Three (200 CP)
It may be easy to care about people, but it's hard to actually maintain relationships with them, and there aren't really any shortcuts.

And yet, you know that it's worth it. So long as you're *willing* to put the work into maintaining a relationship, you'll find that you *can* put the work in, and make it work. This perk won't ever make your interpersonal life *easier*, but it does give you the gift of choice: you can have the relationships that are important to you, instead of just the relationships that are convenient and easy.

I Miss You (400 CP)
There are some people you just can't teach to be good, because they know they *want*, even if they don't know what they want. Now you're much the same: even if you're crushed under social conditioning, brainwashing, or mind control, some part of you will always remember who you are and fight to get free. In the long run, it (and therefore you) can't ever be denied.

I Am The Devil (600 CP)
Once, the Devil was cast out, but now you've let her in. You've let the Devil into your heart, Jumper, and thus you have become her vessel, for her to tear away your mortal body and expose everything you are underneath. The truth is a fearful thing.

In practice, you gain a new alternate form, which might be influenced by and based upon all manner of things: your deepest nature as a person, your idealized self-image, the shape of your soul, the parts of yourself you suppress, the personal abilities you can already bring to bear. The exact nature and power of this form can change as you change and grow, but regardless, in this new form, your existing spiritual and supernatural abilities become several times stronger and easier to use.

Companions

Buddy System (Free/Mandatory/100 CP)
(Can be bought multiple times)
Unless you're ignoring summer camp entirely to do your own thing, you'll be partnered with one to three more kids at camp, and expected to work together as a team. Good Kids and Drop-Ins who enter good camps are partnered with one kid, for a team of two, or three kids, for two teams of two; Bad Kids and Drop-Ins who enter bad camps are partnered with two kids, for a team of three (or, alternately, a team of two and a third wheel).

Your partners will all be in the same age-group as your identity for this Jump, and in principle, they're highly compatible with you and each other. However, they're also repressed and dealing with baggage, and that might take time to work through.

If you can convince them to join you, you can take any number of them with you for 100 CP per person.

Familiar Faces (50 CP)
(Can be bought multiple times)
If you don't want to make new friends at camp, you can always stick with the people who are already dear to you. For 50 CP per person, you can import any number of your companions, who will assume jump-identities as fellow team-mates or camp-mates, and each of them gets 600 CP for their own spending purposes

The Highway Isn't Even A Mile Away (100 CP)
(Can be bought multiple times)
Yes, if you can convince a canon character to come with you (and that's not necessarily an easy feat for some of them), you can take them with you on the Jumpchain for 100 CP per person.

Not just the members of Group West, I guess, but also Group South and people like the Bonfire Captain. If you find you seriously want to spend decades with them.

Items

What kind of summer camp would this be, if you didn't have anything to pack your bags with?

If you already have an item with similar function or form to what's on offer below, you can import that item instead of buying a new one for no extra cost.

General

Jesus Camp Uniform (Free)
Some soul-crushingly boring threads, tailored to make you look like you're going to grow up to be a youth pastor. Made of *unmixed* fabric, of course; mixing fabrics would be a sin.

Radio (100 CP)
It's… a radio? Probably? Well, regardless of what it *looks* like, it can pick up and interpret radio waves just like any normal radio can, including the broadcasts put out by God and the Devil. It also doubles as a… weapon? If you squint and don't mind the slightly suboptimal balance, it works fairly well as a physical weapon such as a sword, whip, or spear.

In other settings, this radio can also listen in on the public dialogue and gospel of any divinities to be found there, if not their hidden conversations. In settings without gods willing and able to intervene in the world, this only nets you cosmic background radiation and/or empty tongues.

Timewaster (100 CP)
This item defaults to the form of a deck of playing cards under normal conditions. However, when left unattended and then retrieved, you'll find it has taken the form of whatever game, puzzle, or toy would be the best pleasant distraction for you at the moment.

Playing with this thing will never be fulfilling or particularly challenging, but it's always enough of a distraction to keep you from getting too bored.

Drop-In

Stylistic Suck Sacrament (100 CP)
This is a bottle of anointing oil that smells faintly grey; when sprinkled over an inanimate object, it causes random changes in that object to make it tackier. You might get something of high quality and good execution out of the deal, but it's almost certain to be in terrible taste.

Now you, too, can pull off a look like "wearing a T-shirt with a picture of your own face on it". The sky's the limit here; just note that using this oil on a living creature won't cause any permanent changes, and is likely to put it in the uncanny valley until it washes off.

If left unattended, the bottle refills itself every few days.

Sirens (100 CP)

Unlike the radio, these devices aren't any use when it comes to picking up on theological activity at a distance, or interpreting fine details. On the other hand, they *are* able to detect even hidden divinities and supernatural powers, so long as they're within the sensing range of the mechanisms.

Not much can hide from them, and they can be tuned to detect or ignore certain kinds of divinities (angels, demons, devils), making them a useful warning system or detection tool. Purchasing this item gives you a set of dozens to use as you like.

Satan's Date Calendar (100 CP)
Have you ever had trouble keeping up with all of the girls in your polycule? You're a Jumper, so probably not, but every tool helps.

To that end, this calendar automatically refreshes and adjusts itself to every new year, keeping up with leap days and similar base elements of timekeeping. It also includes pictures of all manner of beautiful Hellscapes that may or may not be fictitious!

More than that, anything written down on the calendar and marked for a specific date and time will automatically be 'remembered' by the writer at the appropriate time. This isn't a total guarantee; it's more akin to a one-time 'reminder' than anything else. Feel free to use this for *any* kind of time management or reminder, though, not just dating.

Good Kid

Gideon Bible (Free/100)
It's nothing fancy; just an ordinary bible, as far as any bible is ordinary around here. Sometimes you'll find various evangelical pamphlets and comics tucked in-between the pages when you flip through.

For a discounted additional 100 CP, this item will change and grow to include the religious texts of any other settings you visit in the future, likely splitting into multiple volumes if necessary. It will also always come with clear indexing and tables of contents, along with *extensive* annotations, errata, cross-comparisons, footnotes, and version histories.

Crystodyne Diode (100 CP)
It's… well, it's a diode, obviously! But it also serves as a theomechanical locus of power. Ambient prayer and faith is passively absorbed by the Diode and thereby converted into a more directly usable form. Usually that means electricity, but the Diode can also be used to recharge or supercharge any faith-based or soul-based powers, when integrated into the proper mechanism and powered by enough faith.

If you believe the urban legends, these things are made of Angel's tears. But it's probably Zincite! Probably. Maybe.

Guardian Angel (100 CP)
It isn't a *magical girl mascot*, it's an Angel of the Lord! Incarnated in a cutesy stuffed-animal vessel, but still.

It's too weak to do anything on its own, or even be properly ambulatory, but it doesn't mind. Mostly, it's an over-glorified talisman, a friend in a high place, giving you weak plot armor against accidental or unintentional death. If you can understand the Enochian it speaks, though, it also doubles as emotional support!

Bad Kid

The Fluffy (100 CP)
This is a supernaturally cozy comforter; soft white-blonde in color, and soft to the touch with fuzzy down. It automatically cleans itself when it gets dirty, gives anyone who sleeps with it a maximally restful sleep, and keeps anyone underneath it at the perfect temperature.

As a bonus, it never weighs more than the holder wants it to, and it can similarly make the holder (or anything the blanket is fully wrapped around) weightless. A blanket truly fit for an angel!

The Jacket (100 CP)
This is a supernaturally comfortable army jacket; it's made of the normal material, but it never chafes. It automatically cleans itself, and gives the wearer a powerful resistance to dangerous weather conditions. Hurricane-force wind is only a strong breeze!

As a bonus, this jacket adjusts itself to absolutely any alt-forms or shapeshifting abilities used by the wearer; it can form a sleeve for any arm, tentacle, or any other grasping appendage.

The Flask (100 CP)
This rectangular glass flask is too thin to hold much liquid in its own right, but that's no matter. It's capable of refilling itself as fast as liquid is poured or piped out, and it can generate many fluids at a relatively high pressure: pure refreshing water, brine, bile, even (surprisingly palatable) shitty alcohol. Nothing supernatural, though!

As a bonus, you may notice that this thing has about the same dimensions as a bulky smartphone. It works as a smartphone, too, without any need for charging.

Drawbacks & Toggles

A Summer That Never Ends Is Hell (+0 CP)
(Incompatible with *Competitive Eschatology*)
Under normal conditions, you'd be spending ten years here, as typical for a jump. But ten years is rather a long time for a story about teenagers coming of age and coming out, isn't it? What are you going to do when summer camp ends, anyways?

If you don't want to stick around for the long haul and see the new world, you can take this drawback and clock out when summer ends and autumn begins.

That's Not How I Remember It! (+0 CP)
What's that? The source material for this jump is too vague to draw definitive conclusions from? You disagree with the interpretation used here? No problem!

You're free to jump into the setting as you understand it, any fanfic or headcanon, anything goes. At least, anything goes, so long as you don't jump into a crossover, try to get around the limitations outlined in this document, or substantially increase the power level of the setting, et cetera.

Stigma (+100 CP)
You are haunted by the Devil, and she dogs your footsteps everywhere you go, cursing you in a manner as fitting your element from **Jumper Brings the Power**, or just fitting your personality. That might mean hallucinations, unhealthy habits, compulsions, illness, or a similar character tic; nothing crippling, but certainly distracting and painful to deal with.

Venus With A Gun (+100 CP)
Is it just me, or do things get a little bit… strange… around here, sometimes? And I'm not just talking about the religious allusions.

The real-life shitposting that helped to develop the characters of this setting is going to follow you, now, and it *will* be a problem for you at one point or another. Maybe it will just be irritatingly unfunny to your sensibilities, or perhaps dangerous and depressing things will happen in the name of black humor.

This Game Made Me Gay (+200)
It's just something about this world, you know? Maybe it's the unresolved lesbian sexual tension in the air, or maybe someone else is running amok with demonic powers… but your sexuality (and/or gender identity) is going to be pulled out from underneath you at some point during your time here, and you *are* going to be acting on your new feelings.

Yes, this still applies even if you're already gay and/or transgender. The Devil might want you to be yourself, but God loves his reparative therapy, and he won't even be nice to you about it, either.

On the upside, your sexuality and gender identity will go back to normal post-jump; this is a part of your jump-identity, and you can set it aside when this jump is over.

Third Wheel (+200)
You're not going to get a lot of attention or respect during your time here. Or much at all. Your friends and teammates will always be thinking of each other, and adults in your life will only notice you so far as they need to punish you or make your life miserable. Make no mistake, you will feel lonely and excluded, and it's going to bite; with a lot of hard work, though, you can mitigate the effects of this drawback and make friends here.

Teenage Angst (+400)
You probably thought summer camp would be easy for you, an emotionally well-adjusted grown-up with life experience pouring out of your ears. Not with this drawback, though! Your hormones are raging, every last facet of summer is annoying, and all of your flaws and inner demons have come back to viscerally haunt you. You'll also have a harder time getting along with other people, which is a problem, because you're going to be stuck interacting with people even if you fuck off and ignore summer camp entirely.

I Don't Get It! (+400 CP)
(Incompatible with *Allegorical*)
What *is* this place!? Maybe the world around you is going out of its way to be confusing, or maybe you're simply unable to understand it. Either way, you'll have an extremely difficult time adjusting to this setting. You won't be able to make sense of any religious symbolism and semiotics, or keep up with the quasi-Christian rituals expected of you; that's going to go over like a rock with your camp counselors and any adults you interact with. As the cherry on top, you're going to spend just about every waking second feeling hopelessly trapped in liminal space.

Allegorical (+600)
(Incompatible with *I Don't Get It!* and *Competitive Eschatology*)
Remember what I said about magic and religions? If you're taking this drawback, none of that is true. You're not heading to a world of magical realism; you're going to an painfully realistic Christian conversion camp in a world that's a little less magical, and your struggles with God and the Devil will be entirely metaphorical. You're in for religious brainwashing and abuse as the people running the camp try to beat doctrine through your skull, and doubly so if you also happen to be anything other than straight, cis, and gender-conforming.

You can still buy supernatural perks and items normally. But for the duration of your time at camp, all of your overtly supernatural powers will be sealed away, unless and until you can escape with at least one other person. Escaping will be possible, but it's up to you and your fellow escapees to seize the opportunity, and it won't be easy. You will fail your chain if you can't get away.

Competitive Eschatology (+600)
(Incompatible with *A Summer That Never Ends Is Hell* and *Allegorical*)
Remember what I said about Group West ushering in a new era? Yeah, that's not happening now. Unless you're actually there to help them deal with their personal issues and repression, then they'll push each other away and reach a Bad End instead of coming together to fully immanentize the Devil. In fact, without outside-context intervention, then the unforgiving power of God won't allow the Devil to be fully immanentized at all.

Regardless of whether you succeed or fail with regards to invoking the Devil, God will break out of his non-interventionist rut by the end of your first year in this world, and kickstart the End Times. If humanity rebels with the power of the Devil, then humanity might hijack the End Times and end the the world on their own terms to create a 'paradise' worthy of the name; but if God isn't stopped, then the righteous will be raptured into the most transcendentally boring and lifeless version of Heaven possible, while absolutely everyone else will be abandoned to suffer transcendentally in Hell.

Luckily for you, if God succeeds in his designs, you won't be spending literal eternity in Heaven or Hell. You'll just fail your chain and get sent home.

Ending

So you've made it this far with your head on straight. What will you do now?

Please Come Back - Even when vacation is fun, it always has to come to an end, doesn't it? You're free to head back to your original home on the Earth where you grew up.

Disgusting Forever! - Who knows what sort of life the Devil might lead? Maybe this world and this life have grown on you. You're free to stay here and partake of the New Apple.

One Moment Is All We Need - Your time here doesn't have to last forever for it to be meaningful. You're free to keep on keeping on, and move on to your next jump.

No matter where you go, you can take your powers, items, and companions with you, but the choice is ultimately up to you.

Notes

- Yes, things outlined in this jump-doc may be jossed when *Heaven Will Be Mine* comes out. If so, I'll fix it later.
- **King James Programming** doesn't allow you to completely avoid manufacturing requirements on the things you build; you can't build clarktech out of twenty dollars of occult paraphernalia, and cheap transistors from Radio Shack won't cut it if you're trying to work world-shaking magic.
  On the other hand: yes, as the name implies, you can use holy scripture for the purpose of computer programming. And so on and so forth. Go nuts here, syncretism and weird magitek is encouraged.
- Yes, **In The Name of God, I Will Punish You!** does function as outright brainwashing if you use it to suppress people's desires. On that front, it's not much stronger than what real social conditioning and repression can do (albeit compressed all of the way into one battle), but you can escalate to outright mind-warping with practice.
- While **I Am The Devil** does mean demonic possession, that doesn't necessarily mean you've been co-opted.
  Insofar as she's inside of you, the Devil is a bit less a discrete theological entity that you can talk to, like "Satan, the Adversary" or "Lucifer, the Morning Star", and a bit more like… well, an "inner demon". You can choose for yourself if that makes her something to come to grips with, or something worth denying.
- For purposes of items like the **Radio** and **Sirens**: in future settings, possible divinities include such things as monotheistic gods, polytheistic pantheons, elemental embodiments, the fair folk, the celestial bureaucracy, and so on and so forth; just about anything that plays a theological function, and/or anything that personifies an otherwise-impersonal force.
- If you take **Competitive Eschatology**, you won't immediately be up against Yahweh, and he won't be a true omnipotent deity (or at least, if he is omnipotent, he won't ever show it). You're still eventually going to have to deal with a god who can throw around divine interventions on the scales of cities and states, however.

Changelog

1.0 -> 1.1

- Added a generic import option for items.
- Made the limits of **The Flask** clear; it's a bottomless drinking flask, not SCP-294.
- Clarified the wording on buying multiple companion options.
- Clarified and tweaked **Two Against The Devil**.
- Clarified and simplified the wording on **The Meaning Of This Parable**, **I Am The Devil** and **Transformation Sequence**.
- Clarified/tweaked **Venus With A Gun** and **A Summer That Never Ends**.

- Tweaked **Ace**; your genius isn't supposed to be limitless.
- Probably some other shit that I don't remember, tbh.