

Jumpchain CYOA

Version 1.0

By blackshadow111

Introduction

Welcome to yet another world, Jumper! A world of crime and mystery, of treasure and murder, slick cons and clever agents… you know how it goes. This world, by all appearances, is practically the same one that you left all that time ago. No magic, not much in super-science, none of that.

Instead, the plot revolves around the adventures of a convicted con Neal Caffrey and his assistance to the FBI in solving crimes committed in his particular areas of expertise, under the eye of his arresting officer, and now partner, Peter Burke. You arrive in New York at October 23, 2009.

Age and Gender

Roll 2d8+25. This is your age for the jump, or you can choose for 50 CP. Your gender remains the same, or you can change it, again for 50 CP.

Origins

Drop-in

No history, no rap sheet, no allies and no contacts.

The Fed

You work for the FBI! You probably have a Harvard degree, or something equivalent, studied criminology, and now you catch bad guys!

The Forger

You like the finer things in life, but you don't really enjoy working the humdrum 9-5 for them. You're an accomplished criminal, an art thief with a penchant for forgery and technological work.

The Friend

Every forger needs a fence, or a contact who knows guys who know guys. You're the guy. You have contacts and associates throughout the black markets and back alleys, and are a dab hand at the more technical aspects of the art. While you might be a little… awkward, now and then, you're likely highly intelligent!

Perks

Each origin gets their 100 CP perk for free, and the others at 50%.

Drop-in

Contentment- 100 CP

There's no such thing as the one last job, only the next one. This is something you used to have trouble with, but no more. You have an intimate grasp of the fine science of knowing when to quit.

Be it something as simple as a poker game, or a whole life of crime, you find yourself immune to the temptation of that 'one last' thing. Similarly, you have little in the way of self-delusion, preventing you from getting obsessed with something, or someone for that matter. You know exactly when to cut your losses, in simpler terms.

Man of Mystery- 200 CP

Flair is well and good, but showing off is not good for people on either side of the law. More than one op was blown by a glory-hungry agent, and the list of cons who got caught due to their ego is limitless. That's not a mistake *you're* ever likely to make, thankfully.

From playing cameras to playing minds, your mastery of the art of remaining unseen and undetected is superb, bordering on the supernatural. You could move through a building riddled with cameras and never show your face, sneak in and out of just about any place, or build and establish vast webs of influence spanning across entire countries while remaining less than the whisper of a rumor. Or you could run in-depth investigation into high level people without any of them ever finding out till you're at their door with handcuffs.

Whatever side of the law you work on, few people ever find out you were even in the area without you wanting them to, let alone anyone getting wind of *what* you're doing.

Con Immune- 400 CP

There are many cons and forgers in this world, all looking for the next mark. Would be a shame if *you* fell for one, wouldn't it? You have a preternatural sense for the motives and intentions of everyone you meet, knowing what they're doing and likely to do even before they do.

Besides this, you also have a tremendously sharp gut instinct, which always tells you when you're stepping wrong. Be it a street hustle like Find the Lady, a major finance figure planning to run with investments or internet scams, you seem to just *know* when someone's trying to cheat you. This works on all forms of duplicity and tricks, of course, not just the ones related to money.

The Long Con- 600 CP

The simple con is well and good, but the real fun is in the *long* con. You are a master manipulator and planner, capable of coming up with plans within plans, with contingencies for contingencies and gambits in play for about every situation you could encounter.

Not only do you have a sense for how human minds work, you also know the same for whole organizations. You're read every playbook, and have an idea of what they'll do once they throw out that playbook. It's child's play for you to recruit the right people for the right job, build up leverage through favors and/or blackmail or whatever, and get people dancing to your tune, often without even knowing they are.

The Fed

Simple Pleasures- 100 CP

Not everyone needs silk sheets and champagne to enjoy themselves. Not you, certainly. You have a certain… simplicity to you, that lets you enjoy and relax with the simplest pleasures.

No matter how elevated your status gets, or how old you become or how unlike your mind gets to the average human, you find that you can still relax just as easily to a sunset, or a bottle of beer with the game on the TV.

Solid and Dependable- 200 CP

There's something about you. Maybe it's your simple charm, maybe it's your face, but you just seem to radiate trustworthiness. You have that steadiness about you, which makes people want to tell you things, to trust you and have faith. Even your romances tend to be extraordinary in their solidity and stability, with levels of trust and understanding almost unimaginable to most people.

You are good at acting on it too, remaining true to yourself in the face of pretty much anything. It's virtually impossible to make you compromise your moral code, as you always seem to be able to achieve most things you need to achieve while remaining within the bounds.

Dirty Tricks- 400 CP

Not all cops or feds are the same. There's a reason some find themselves stuck in the middle, while the others keep climbing. You have a gift for the latter. You know all the tricks of organizations and bureaucracies, including the most important one, how to keep climbing upwards.

By hook or by crook, you know all the tricks to both curry favor with and put pressure on people, all to make them do what they say. You know who to reach to get something borderline done, who to snub and who to charm, how to find corrupt people and bend them with either blackmail or bribery, and all-in-all maneuver yourself within practically any organization. Every person has a price, in money or favors or dirt, and you have a gift for both finding out what it is and using it.

A Fed- 600 CP

You are one! And if you're looking for something, it usually isn't very long before you find it. Your skills at investigation and all things related to it come close to being supernatural. From people to obscure information to long-lost items, you might need to follow their trail across a dozen

files, put together appearances from dozens of different camera angles, but once you;re on the tail, you can be sure that ninety-nine times out of hundred, you'll find it sooner or later, and it'll probably be sooner.

In addition to this, it's not usually enough to *know* things, if you can't prove it. Your ability at coming up with evidence and/or testimony is absolutely ridiculous. All you need is to know something, and for it to be actually true, and evidence seems to start chasing you instead of the other way around.

It turns out there was always that one print the perp forgot to wipe, that single careless credit card purchase, that one camera they didn't manage to hide their face from… it's always enough to convince anyone who can be convinced, and it all practically falls in your lap.

The Forger

Fine Taste- 100 CP

It takes a special kind of man to know the provenance and vintage of a wine from one whiff, or to properly appreciate a $10,000 suit. You are, of course, that kind of man.

You have an encyclopedic knowledge of things like history and art, music and literature, and all the other things rich people tend to know, and the taste and experience to appreciate it. Not only that, but you have a flawless dressing sense and general etiquette, mostly since you tend to automatically get an idea of the social rules and requirements of pretty much any situation you find yourself in.

Killer Looks- 200 CP

Not much to say about it. You look *good*. As in, really, really good, the kind that gets poems written and wars fought. Everything about you is as if you walked right off a magazine cover, regardless of whatever you're wearing or doing.

You could literally roll around in muck dressed like a vagrant and come off as the stylized painting of a person getting dirty is what I'm getting at here.

Smooth as Silk- 400 CP

You are! You really are. You have that manner about you, of the true, proper charmer. You practically radiate charisma and charm, always ready to ensnare everyone around you. From your smile to your body language, you always know just what to say to people and how to say it to get people to trust you and do what you want.

You don't even need to be in the same room as them, as you can work people perfectly fine on a phone. Be it getting them to buy risky stock, get a guard to let you into a building, or a woman to let you in her panties, your skills border on the supernatural.

No matter how weird or dangerous a situation, you have the ability to roll with it, and act as if you're at your absolute best. You also have an immense gift for things like music and dancing, or even just making conversation, anything that would help you charm and attract people.

Best on the Planet- 600 CP

Or one of them, at worst. Your intelligence is vast and extensive, and so are your skills. You have the skills of one of the best cons, forgers and thief out there, maybe even the very best. You can forge *anything*, from IDs to currency to wine, bonds and gemstones, and do so flawlessly and undetectably to all but the very, absolutely finest eye. While normal forgers' skills only tend to cover one or two aspects of what makes the perfect copy, yours cover the whole spectrum, making you truly one in a million.

That's not all, of course. Your skills at the actual theft part of things are equally outrageous. You can plan heists with the best of them, bypass security checks either through alternate routes or something as simple as tossing the gun over the scanner. There's hardly any lock in the world you can't pick, or safe you can't crack, and the less said about your pickpocketing skills the better. This also makes you an absolute devil at any and all 'gambling' games, even ones you just discovered recently, be it playing honestly or cheating.

But your greatest ability is not any of your skills, but your ability to pick up new ones. You have a tremendously advanced learning capacity, being able to learn at least thrice as fast as anyone else, and only faster the closer the new skill is to your existing skills. This is especially true for languages, as you speak just about all the major ones in the world already and can pick up more orders of magnitude faster than anyone else.

The Friend

Secret Protocol- 100 CP

You never know who is watching. So things like this help keep you ahead of the curve. You have a penchant for codes and hidden meanings.

Whether something like encryptions or passwords setup through computers, or hidden meanings in a painting or even a length of music, you have a supernal ability to both make and break codes that's practically unmatched. You have a sense for patterns and similarities, and

can use them to both hide the true meaning of things and bring out something someone else tries to hide.

Perfect Recall- 200 CP

What it says on the tin. You have an eidetic memory, fully retroactive with perfect indexing and recall. Once you encounter something, you never forget it, come what may.

Transportation- 400 CP

It's not easy moving stolen stuff, especially when the authorities are looking for it and most of the people you can use tend to be on the 'less than reliable' side of things. Well, it's not easy for others. You, on the other hand, are something else.

Whether something as mundane as arranging a physical transport, or finding buyers in record time or even just concealing things for a while, you have a mastery of the art of moving things that's utterly beyond the pale. You could make a vast hoard of treasure disappear literally overnight without anyone being the wiser, or find a buyer for rare artwork worth millions in a day. Either way, you're among the finest fences and smugglers in the world, whatever the merchandise.

Networker- 600 CP

It's kinda weird, how easily you make friends and associates. It might be your slightly awkward, goofy charm, or your suave moves, or even your honesty, possibly, but whatever your personality may be like, you have an unmatched gift for developing allies and associates wherever you go.

Wherever you go, you seem to just stumble across people from any and all walks of life, from the street vagrant to senior government officials to business tycoons and everyone in between, who need a favor or two done, and doing those things is always within your capabilities, if at the very edge of them.

Once you do someone a solid, they don't forget it either, always willing to pay you back. You could develop lasting relationships like this, or just a collection of owed marks you call in whenever, but either way you're *good* at this. You also have a strange charisma of sorts, amplified by your personality and skills, that makes people you meet oddly fond of you, sometimes to strange extents.

All these things tend to start slow, but they always snowball when they get going, so much so that you could have a vast network spanning all social walks of a city in a matter of weeks, which could expand across a dozens in a few months and continue at similar speeds after that.

Items

Each origin gets their 100 CP item free, and the others are discounted.
Wherever applicable, you may import an existing item for no additional cost.

Drop-in

Gold Card- 100 CP

Okay, this is *nice!* This gold card accesses a traceless numbered account in some little-known back somewhere, which can nonetheless be accessed anywhere in the world. It holds 100,000 dollars, american, refilled every six months.

The account follows you across jumps, and the balance in it can be withdrawn 1:1 in any currency you want in future jumps. The refills stack, and you can move money in and out of the account in any form you want, to and from any location that you control, with just a thought. Barring you directly letting someone know, no one can link this account to you, or know that it even exists, for that matter.

Residence- 200 CP

It can be tough being without a roof over your head, y'know? Good thing you got this. This is a home of your very own. It can have multiple forms, from a nice, family home to a penthouse, but either way it conforms to your wishes, and tends to be a safe place for you.

Paperwork Tray- 400 CP

Wow, people in this world seem to have an awful lot of free time for how much work they tend to do. It's almost as if their paperwork does itself. Well, you wouldn't know about them, but yours kinda does. So long as you have this tray, any and all paperwork you need to do seems to do itself, and do so perfectly, every bit equal to the quality it could be if you worked with total focus at it.

Reports just appear in the tray, forms get filled and submitted automatically, anything you need to sign is signed by itself and the contents of any reading material you have just appear in your head out of nowhere. Basically, as long as it doesn't involve you interacting with other people, you find your work gets done for you, with you needing to do none of it and receiving all the benefits you would have gotten for slaving over it for hours.

Organization- 600 CP

This world sure does love it's secret organizations. From ordinary gangs of criminals, to elite international thieves and modern-day successors of old spy rings, it's got it all. And what kind of conspirator would you be, if you didn't have your own?

This is a great, far-reaching network of agents and associates you have, spanning across at least one major country, including some very powerful people in both the government and the marketplace willing to lend their influence, ordinary people who can provide ground-level support and even highly trained retired special forces operatives to act as field agents etc. The exact composition is left up to you, but while this is no Illuminati secretly ruling the country, there's quite a lot you can achieve nonetheless.

The Fed

Automobile- 100 CP

Just something to get around. This is a solid vehicle, a trusty can that never breaks down, doesn't need fuel, and curiously, can be parked anywhere you want without any legal issues.

Alternatively, it can be a fake utilities van with extensive surveillance equipment on the inside, instead.

Signed Warrants- 200 CP

It can be so frustrating, to know that someone is a criminal, to be absolutely certain of their guilt, but be unable to act against them. Well, no more! This is a collection of papers that grant you total right to do… well, pretty much whatever you want.

That is, so long as you can prove that someone is doing something illegal, you find that you have warrants for their arrests, wire-tapping, searching any and all places they might be connected to, confiscate their belongings that count as evidence, so on and so forth.

It doesn't matter if the person is the CEO of a billion dollar company or the cousin of the President, these warrants always turn out to have been issued by an authority best describes as 'high enough', and work on everyone, and let you bring the full power of the law on their heads.

In future jumps they can take the closest equivalents possible, or some other variation of legal document that you happen to need.

Badge and Gun- 400 CP

Well, you're not going to be doing much good without these, are you? Beyond being a gun and a pretty ID, these are your credentials with the FBI or some similar law enforcement agency. You have a pretty senior position, at the lowest the person second in charge of a whole city office and potentially quite higher, but never the top. You can't become the Director with this.

Furthermore, your position turns out to be rather more ironclad than others. You find that bureaucratic hurdles, games of office politics and empire-building shenanigans so prevalent in bureaucracies tend to always go in your favour, as someone very high likes you a lot. You can't be fired, suspended or otherwise hindered in your work by anything except if someone unquestionably proves you guilty of a crime, and even then you tend to be given a ridiculously long leash to clear your name.

In all future jumps this item grants you membership of any one law enforcement agency of your choice, with the same perks you enjoy here.

Bureau- 600 CP

Okay, then! You got big, jumper! Probably learned the finger point too! You're now the head of a whole city's branch of the Law Enforcement, answering directly to Washington! You have multiple branches full of officers at your disposal, extensive powers over your branch, a network of allies in other branches and the capital, and all the other things a person in your position could be reasonably expected to have.

In addition, you access to millions of dollars every year in discretionary funds, and there seems to be shockingly little oversight of how you're running your branch, from your clearance rate to any stories that might be going around. Practically speaking, you can run your branch pretty much like your own little empire, as long as you don't go *too* far.

The Forger

Dapper Wardrobe- 100 CP

Ah, now this is quite something! You need to look *good*, don't you? This is going to help you with that. A full, walk-in wardrobe filled with exquisitely tailored clothes, everything from Devore suits to the height of modern fashion, everything done perfectly to your size and your favorite colours.

In addition, this little wardrobe holds something a little extra too. Specifically, uniforms, for every job from fireman to cable repairman, again fitting you perfectly.

Identities- 200 CP

Once you've been made by the fuzz, it can help to have an alias or two handy, especially if they're ones the cops can't burn. Such as these, for example. You have a set of folders, three, to be exact, detailing lives. Three complete lives, from birth till… well, your age.

Everything in these lives is perfectly and exquisitely filled out, from school records to medical histories. Barring you getting caught with the documents related to them on you, it's just not possible for anyone to link you to these identities, in any way, shape or form.

Tools of the Trade- 400 CP

Ah, yes. This. The work you do tends to be delicate, and requires some more delicate tools. These are they! The finest and most complete set of equipment for criminal purposes in the world lies in front of you!
From drills and cameras to crack safes, to papers, parchments and inks of all types and ages, to lockpicking sets, there is little a man in your profession could need that's not here. You even have a few currency plates in this, along with samples of the ink and paper.

So long as it can be carried around, if even if with difficulty, you'll find it here. High grade electronics to disrupt alarms, hats with LED work that make your face invisible, video jammers for CCTV and even… a fake baby? Yes, a fake baby with USB hands.

Music Box- 600 CP

Ah. There's this, too. This is something you;ve been looking for a long time, something of an object of obsession, if you will. Or it could just be a shiny you like, if you prefer that. Anyway, this is an elaborately decorated, brilliantly made treasure with a great history behind it. Despite the name it doesn't have to be a music box, can be anything.

But it's what's inside that's important. This holds the key to an unfathomably vast treasure, something that's out there and can be reached only if you have this. The key to the treasure will likely take a bit of time and effort to solve, but nothing too great. Certainly nothing compared to a treasure which goes into tens of billions at a conservative estimate.

In future jumps too, you receive a similar item, with a riddle that, once cracked, will lead you to a massive, ridiculously rich treasure by the setting's standards.

The Friend

Cellphone- 100 CP

A traceless cellphone! How nice. But seriously, this phone is registered under some random name, and the best thing about it is, it cannot be traced in any way. Not only can the name it's in not be connected to you no matter what, calls made from this phone simply can't be traced.

Bug Collection- 200 CP

A little something to help you watch the watchers. This is a collection of tiny, easy-to-hide surveillance devices, for you to drop, well, wherever you want. There's everything here from microphones to tiny cameras, and none of them is bigger than your pinky fingernail. Despite that, they broadcast perfectly for up to a mile radius, regardless of whether something tries to block or jam the signals.

Furthermore, they pick up all audio and video in a ten meter radius with perfect quality, and can record for up to 72 hours. Them being found depends on your skill in placing them, mostly, but it's pretty unlikely all the same unless you do it *really* badly, as they seem to generate a weak SEP field of sorts.

Safe Houses- 400 CP

Someplace to go *really* off the grid. You have a collection of safe houses scattered across the city, all in hard-to find places that you can nonetheless get to easily. The exact number depends on you, but it's a relation between how many you have any how well they're hidden.

Specifically, the fewer of them you have, the better each one is hidden. The optimal number tends to be seven, at which point they're pretty much as secure as they're going to be, so much so that no one can find one of them unless someone is directly observed entering or exiting them, or someone who knows exactly what they're looking for is searching.

Workshop- 600 CP

Well, you're quite the inventor, aren't you? Looks like it, at least. It should help that you have this workshop. This is your own workshop, the best place to make… well, anything. It has a vast selection of tools and supplies, from materials to make fake gems, to electronics to make bugs

and the like, or computers to work on your hacking or software development… and just about everything else.

This doesn't tend to have the exact tools you need for various jobs, mind. Rather, it helps when you're trying to make something in large quantities. Such as generating huge amounts of the right inks and papers for bills or bonds, parchments and frames for paintings, etcetera, etcetera.

Amounts of materials are proportional with how difficult a given item is to find in the outside world, but even the rarest items tend to show up in bulk quantities every couple of months or so.

Companions

Import/Creation- 50 CP

You know how it goes. You may create a new companion, or import an existing one, and provide them 800 CP to spend however they want.

Canon Companion- 100 CP

Oh, did you fall for Caffrey's charms, or is it that you admire Peter instead? Whatever it is, you may take a character from this world as a companion, to follow you on your journeys!

Drawbacks

You may take up to 600 CP in drawbacks.

Rap Sheet +100 CP

Not much to say here. You were convicted of a crime in the past, even served time. This causes people to suspect you of still being one, and a medley of other social issues.

Awkward +100 CP

You're… weird. You tend to go on about conspiracy theories, about how you have this special diet and how the Man is out to get you… while it can get adorable with other people after a while, it never will for you. You're just annoying.

Anklet +200 CP

So you went to jail. That happened, but at least you're out now! Too bad you have a leash. This is a tracking anklet on your leg, there to tell the government every detail of where you go. You

have a deal with a law enforcement agency, to consult with them on their cases in return for not being sent back.

You will regularly be placed in danger, treated with hostility and suspicion by everyone, made fun of… and all without ever seeing a dollar in payment. Your accommodations are literally the cheapest motel that they could find out there.

None of this is set in stone, mind you, or even set at all. But expect it to take a *lot* of effort. Oh, and one last thing. Your term with this anklet lasts exactly nine years and eleven months. That means you would spend the last month of your stay in this world free. If you do something, however, that results in you being behind bars at the end of your stay or having the anklet still... Well, you're not leaving.

Paranoia +200 CP

Is it really paranoia if they're really out to get you? Apparently so. And you have a particularly severe case. You jump at shadows, have a habit of considering the government evil and doing so publicly. You think the moon landing was fake and Hitler had clones… and a lot of things.

Basically you tend to believe in just about every conspiracy theory out there, but that's not the worst part. The worst part is that you then try to convince others of it too.

Trust Issues +400 CP

Okay, I don't know what's wrong with you, but it seems trust is something you're just not supposed to get in this world. Wherever you go, you find yourself mistrusted and isolated, and you just can't seem to be able to fix it!

Whenever you try, you find that you make some inroads… and then something happens, maybe it was something you did or something that happened out of your control, which leaves you back at square one all over again.

Obsessive +400 CP

Okay… yeah, this is bad. You have a problem. A 'chase' kind of problem. There's something, or maybe someone, that you just can't let go of. It could be an old girlfriend, or a case you weren't able to close, or some entirely separate problem, but you just can't let go of it.

No matter what your friends tell you, or what simple common sense would be, or how much trouble you end up getting into due to it, you find yourself going after it again and again, with no end in sight.

Price on Your Head +600 CP

Hm. What can I say, maybe you're that unpleasant. But someone's placed a price on your head, a sum that goes into the millions of dollars. People seem to be crawling out of the woodwork to take you out, and they keep getting troublingly close to achieving it too!

At first they tend to be your run-of-the-mill hitmen, but as time passes their tactics and strategies improve by studying yours, until they could get very, very close to 'getting' you indeed!

Choices

Go Home- All this remind you of home, eh? You go back to where it all started, time restarts everywhere, you keep all items and perks, all drawbacks fall off.

Stay- Or maybe this place is close enough. Again, you keep all the good and lose all the bad, time restarts, and your affairs are settled back home.

Continue- Or you could go after the next score. Maybe that will be the final, big score?