

Jumpchain CYOA

Version 1.0

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Introduction

Just one more 21st century Earth. Or at least that's what this place looks like, at first glance. But then a spaceship crashes on a beach, and it all changes.

Welcome to the world of the Green Lantern movie, jumper. You may already know the larger strokes of this world from different jumps, of course, or you might have read the source material. In case you haven't, there exists an organization called the Green Lantern Corps that stretches across the universe, a massive peacekeeping force comprised of 3600 lanterns, each responsible for one sector of it.

To be a Green Lantern is the highest honor in the universe, taking upon one's head the responsibility for tens of thousands of galaxies, and the affairs of the millions of species therein.

In between all this, a new threat is growing. An entity of fear, Parallax grows stronger in one corner of the universe. Shortly after you arrive, he is set loose and starts depopulating worlds en masse, leading to an encounter with a certain Green Lantern, itself thus leading to the induction of the newest member of the corps.

You receive **1000 CP** to do with as you will.

Times and Places

You arrive a few days before the corrupted guardian Parallax is freed from his prison, somewhere deep in the Lost Sector.

Origins

Drop-in

Oh? What manner of creature are you, Jumper, that the Guardians have no record of your existence?

Pilot

A hotshot test pilot, is it? You might or might not have some personality issues.

Corporate

Or maybe that's just a hobby? You were born in a very rich, successful family, owners of a major company. And you're being groomed to take over eventually, too!

Scientist

Not necessarily a Xenobiologist, but being one would almost certainly help.

Perks

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

Touched by the Yellow - 400 CP

Somehow, you came into contact with a sample of Guardian DNA. Maybe corrupted, maybe pure, but that's not a concern for you since the effects would be cleansed for you even if it was corrupted.

What you get from this is pretty nifty, actually. You have immensely powerful Telekinetic and Telepathic powers, easily capable of tossing around people and contact people on a planetary level with your mind.

In the future these powers only grow, your telekinesis becoming capable of exerting more and more energy, and also of working at a smaller level. With your telepathy you might become capable of reading memories of people, or contact them across even larger distances.

Drop-in

Bringer of Fear - 100 CP

Well, you are. And not just fear, either. You have an intensely, unbelievably evocative personalities, capable of inspiring deep and strong emotions of all

kinds in people with just a few words and expressions. You could turn them into whole different men with a decently said speech lasting a few minutes.

101 - 200 CP

Basic training, really. You're an excellent fighter, with your body having been improved through time and training to the peak of human potential.

You are top-notch at hand-to-hand fighting, shooting and other, similar military operations, capable of changing the outcomes of skirmishes and conflicts single-handedly.

The Bigger they Are - 400 CP

But while training and preparation is well and good, there's a lot more credit to be given to sheer presence of mind. Which you have now.

No matter what, when or where, your mind simply doesn't freeze up. You don't panic, your mind doesn't get weary, and you keep your mind working through thick and thin.

You could be facing a monster formed out of concentrated Fear in outer space, and your mind would still remain perfectly capable of functioning at 100%. This doesn't make your will any stronger, mind you. But it means that no circumstances can take away what you do have.

Pilot

That's how a child thinks - 100 CP

But that's not a bad thing. No matter what you experience or undergo, you remain capable of keeping the inner child in you alive. You can always appreciate a good joke, see the point of life and the finer things in it, and all the other things that make one human.

This I know - 200 CP

And you do, too. Choose one specialised profession, such as perhaps 'Jet Pilot', or 'Military Engineer' or something. You are one of the best of the best in the world in it, now.

How good you are at other things remains to be seen, but in this one field there are very, very few people out there that can be genuinely considered to be as good as you, forget better.

Fearless is the Job Description – 400 CP

And you might as well have the job now. You are basically the dream of Green Lanterns everywhere. Your will is absolute, boundless and limitless, undaunted in the face of any and all opposition.

No matter who or what you face, it's next to impossible to make you afraid, and if something does succeed you'll come out all the stronger for the experience of overcoming this fear.

Corporate

Movie Star Looks – 100 CP

And not a small star, either. You have the personal appearance and charisma that makes you fit to be an A-list, highly successful movie star.

No matter where you go, you're sure to turn heads and send models running in shame of their hideousness.

Basics of Business – 200 CP

You have them. When it comes to money and business, you're nothing short of utterly brilliant, a true Savant. You know how to get government contracts, how to find the right people to get things done, the economics required for deciding policies and investments... putting you in charge of a company would be the best thing to ever happen to it.

It's not one or the other – 400 CP

Keeping up one full time jobs is hard, let alone several at the same time. For other people, that is. For you it's downright easy, considering how much this perk lets you cheat.

You have the eminently simple ability of not needing to do any actual work yourself. If something does not require you to interact directly with others, that is, on a face-to-face basis, it gets done by itself, thanks to this perk. You get the relevant knowledge regarding the work directly in your head,

and its completed as if you *were* working on it *with* single-minded determination the *whole* time.

While this perk does provide limited multitasking in terms of paperwork and stuff, things like training or, oh, flying a jet can only be done one at a time.

Scientist

Well Qualified – 100 CP

Pick one field of science. You're *now* a world class expert, a true genius not just in that field, but in all the fields associated *with* it. A Xenobiologist *would* also be a thoroughly brilliant Zoologist and a biologist *overall*, not to mention Astronomy.

Now you don't get to claim 'Unified Theory' and become an expert at *every* field of science out there, but shy of that, this is *what* you need to become one of the top scientists out there.

And *well* Connected – 200 CP

Perhaps not *quite* as much in academia as elsewhere, but it helps to be connected. You hail from quite a powerful family *now*, *with* friends and relatives in key places across government agencies and the private sector, and all more than ready to do favors for you *every now* and then.

Their willingness only covers a *few* favors, mind, unless you're willing to do favors back. If you are, though, you might just find yourself acquiring some significant influence this *way*, if you play your cards right.

Never felt better – 400 CP

Working *with* a *weird* alien body is complicated enough, *without* having to *worry* about contact *with* *weird* alien blood hidden in it. Good thing that you *don't* need to *worry* about such anymore.

You find that *whenever* you make contact *with* any *weird* reagents, chemicals, magical substances or strange cosmic energies that can change you profoundly, they only *ever* change you for the better. In cases *where* there is *power* bundled *with* negative consequences you get the *power* *without* the consequences, but the *worst* that can happen to you *now* is that nothing happens at all.

Items

No item discounts apply other than the ones mentioned.
Wherever relevant, you may import existing items at no additional cost.

Somewhere to Live – 100 CP

Not much to say here. This is a comfortable house somewhere out of the way, with all the bills paid and all the utilities indestructible. Belongs to you, duh.

Big Account – 100 CP

When you just don't want to worry about money anymore. This is a bank account holding 1 million dollars. Every month another million are added to this account, in perpetuity.

No one can steal from this account, and you can deposit any currency into it and withdraw equivalent amounts in a different one. It can hold any amount of money, and through some weird and curious effects it allows you to spend ungodly sums without causing any large scale economic effects.

Paperwork Plenty – 100 CP

It's a shame when you know everything needed to do something, but still can't due to lacking papers. Well, not anymore. You have all the degrees, licenses, permits and whatnot that you're qualified to get.

This comes with the required backstopping in officials records etc too, meaning that these are all genuine degrees, not fakes.

Corporation – 300 CP

A huge, multi-billion dollar company of your own. This company is deeply involved with the military, even making things like aircrafts and drones. But that's just partof the whole scene, of course.

Advanced Laboratory - 300 CP

One of the most advanced on Earth, at that. This is a state-of-the-art lab and workshop, filled with the finest equipment money can buy, uniquely set up to allow you to work on just about any branch of science you wish to.

Be it building a car or examining an alien body, you won't find facilities better than the ones here, that's for sure.

Power Ring - 600 CP

Well, you knew it would be here, of course. This is a fully functioning, off-the-books power ring. Often called the 'Most Powerful Weapon in the Universe', a Power Ring allows you to manipulate one of the spectrums of emotional light.

With a lantern ring, the only real limit to what you can achieve is your imagination, or at least that's what everyone keep saying. You can travel across untold interstellar distances in a matter of minutes or hours, your ring keeping you perfectly fine through the void. You can create and manipulate constructs of emotional light, and use them for whatever purpose you might want to.

The ring also comes in with a built in AI, language translator, general databank about the Universe, a subspace pocket to store things, and a laundry list of other functions just as powerful and useful, if nor more.

With this purchase you get a ring and a lantern to go with it. The ring can get discharged with use, but the lantern remains 100% charged at all times without any need for a connection to the Central Battery.

This purchase can get you either a green or a yellow ring, harnessing the powers of Will and Fear respectively.

Unabridged Memory Banks - 800 CP (Discount with Power Ring)

Ooh. The Guardians would go apeshit of they knew you had this. This is a full-fledged, unabridged copy of the Oan archives, the sum total of the Guardians and the Green Lantern corps' history and knowledge base.

Somewhere deep in these records there is even the lore of harnessing emotional lights and making lantern rings, but it took the hyper-intelligent

guardians literal ages in time and untold amounts of resources to do it, so... y'know.

If you have a power ring this data is placed in its memory banks, but you can get it in any other medium that you desire as well.

Companions

Import/Create - 50 CP

Create a new companion or bring in an existing one. They get 600 CP to spend. You can import 8 companions for 300 CP as a special offer.

Canon Companion - 100/200 CP

Take long a local! You pay 100 CP for a baseline human, 200 CP for lanterns etc.

Drawbacks

That's not Me +100 CP

Man, there's lacking confidence and there's this. You just don't trust yourself. Regardless of how you might really be, you think of yourself as weak and a coward, and it colours your every action.

You're really the kind of guy to need a whole movie to get your confidence back.

Just a Loser +100 CP

Well, that's a bit harsh. But not untrue. Simply put... you're lackluster. Or at least that's what people think. No matter what you do, your ideas come across as boring and repetitive to people, your behaviour is dull and diffident... loser really is the best way to put it.

No Charge +200 CP

That one drawback. You have no powers or abilities except for what you bought from this jump. Your warehouse is rendered one-way only for the duration, too.

Deep-seated Trauma +200 CP

You have it. Something terrible happened far in your past that corresponds with an activity you have to regularly participate in. And while it doesn't happen every time, sometimes, in the middle of whatever activity it is, the memory of the incident overwhelms you to the extent you're left borderline catatonic

Hot Burning Flame +400 CP

For some reason, the Green Lantern corps have determined you to be an enemy as dangerous as Parallax, if not more. Starting with individual lanterns, they'll send their forces to try and crush you as soon as possible.

They'll study your powers and use the science at their disposal to develop counters, use their rings with a modicum of intelligence instead of tossing green energy punches, and all in all throw everything they have at you until either you or they remain.

The Meaning of Fear +400 CP

Parallax, the corrupted guardian and a quasi-god of fear, has decided that it's your essence he needs to become truly invincible. He'll hunt you across the stars, an endless chase for your very soul than can only end in one of you dead and gone.

Parallax is massively powerful to begin with, and as you continue to evade him he will keep getting stronger. If you don't eliminate him and survive for ten years he might very well start putting his comic version to shame.

Choices

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Notes