

Jumpchain CYOA

Version 1.0

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Introduction

Welcome to Earth! Yes, this is a world much like the one you may be accustomed to, your average 21st century civilization. Except for a few things.

That is, spies. As in, CIA, NSA, KGB, MI5/6 and all the other alphabet soups, and all that comes with them. This is a Spy thriller show universe, with serious Ops by nations and conspiracies in the shadows, murders and terrorism and all that good stuff!

Well, maybe not *good*, but you know what I mean.

This is a world with a very active and decidedly more violent spy culture under the surface than the one you left, and you're getting right in the middle of it!

You arrive just a day before one Michael Weston is 'burned' by the CIA, and arrives at Miami for the adventures depicted in the show. Will you join up with him and help out? Will you be an agent for an alphabet agency, or a free agent, or will you be a member of a mysterious conspiracy?

Well, let's find out! You'll probably need these **1000 CP.**

Age and Gender

Roll 1d8+25 for your age for all origins other than 'Guy...'. If you're that origin, roll 1d20+35. Your gender remains as it is. For 50 CP each, however, you may set them to whatever you want.

Origins

Drop-in

Nothing. No record, no contacts, you arrive as you are, just one more person without a past.

Spy

You work for one of the many national Intelligence Agencies in this world, a highly trained, experienced operator tasked with defending and assisting your country's interests

domestically and abroad. This provides you a variety of skills from martial arts to hacking, with the specific nature of them depending on whatever manner of spying you specialized in.

Ex-Terrorist

Better than current terrorist, but still, you get some strange looks from those in the know. The result of a misguided youth, you have your own set of skills and abilities, geared much more towards guerilla warfare and bomb making and planting and all the other similar skills needed to be an extraordinarily dangerous criminal-terrorist... if a former one.

The Axe

Maybe you were in a diplomatic service, or maybe an armed force, or perhaps you did spy work. Whatever profession it was, you did it for a long time, and over the course of it you made a long list of contacts and connections, people who owe you a favor or would be willing to do you one, across agencies and nationalities even.

Perks

The 100 CP perk is free for each origin and the others are discounted to 50%.

General

Photogenic - 100 CP

Okay, don't go crazy now, but you look *good*. Not quite 'better looking than all of hollywood combined' good, but you're a spectacular example of the human physique, looking easily good enough to be a major TV star.

Conspirator - 300 CP

Well, this is certainly a useful perk for this world! You are now a top-tier, unquestionably finest minds in the world, in pretty much all aspects. Not only do you have a stellar memory, close to utterly eidetic, but you have strategic and planning capacities in all fields that outmatch all but the greatest experts of those fields.

Be it Military Tactics or strategy, setting up shady conspiracies and schemes that make puppets out of the most powerful nations in the world, or managing a kitchen or football team, you are beyond brilliant at it all.

You can connect dots no one else seems able to, think ten, twenty steps ahead of people who have been at this for literal decades, spin plans within plans and schemes within schemes, and all in all be one of the finest spymasters ever, if not the very best.

Drop-in

Totally a civilian - 100 CP

There's something about you that makes those in the trade just... overlook you. It might be the goofy way you dress or look around, something in your eye, but your first impression on people is always of a harmless civilian they should look over.

This doesn't last if you do something to change their impression, of course, but before that it can be quite useful, yes?

Digital Wizard - 200 CP

Ah, spycraft in the 21st century. The days of brush passes and dead drops may not be *quite* gone, but their importance certainly has been superseded by other things. These other things, to be exact.

You're an absolute genius at all things computer related. Cryptography, hacking, firewalls and reprogramming operating systems, all of it is child's play to you. You could do things like take over Air Force One with a shitty computer and ratty Wi-Fi, or crash the Tokyo Stock Markets with a single email virus, and so much more.

The Voice-Over Advise - 400 CP

Ah, now this is quite useful! It seems while expertise is something you need to earn for yourself, no subject in the world, at all, is *entirely* alien to you. Specifically, whenever you embark on doing something you've never done before, or something significantly more difficult than anything you've attempted before, you get a voice-over in your head, showing you the ropes of how to do things.

This never makes you the equal of a master or so, or even very good. But it's always good enough to provide the basics of whatever you're attempting, along with a bunch of nifty tricks highly useful for whatever you're attempting at that exact moment. Let's see how you do now, eh?

Spy

Voice-over Teacher - 100 CP

Or maybe you could be on the other end? You find you have a great gift at teaching intense, complicated concepts through simple words in a few minutes of talking, and fund that your audience seemingly absorbed it all with just that.

Again, this doesn't let you turn anyone into an expert, not without repeated and extensive use, but it's very, *very* good at imparting some crucial pieces of knowledge or advice in a very short time. Works bet if you're actually talking them through it while they're doing the work, for some reason.

Theatrical Gifts - 200 CP

Okay, so just *how* this relates to spycraft may be questionable... but nonetheless, you have this gift. And what a gift it is! You find you are an utterly phenomenal, unbelievable actor. Be it the voice, or the expressions or even faking physical evidence for method acting, you have a serious talent for making people believe the persona you're portraying.

You also have a great gift for drama and manipulation, always knowing just how to push people to get them to believe even the most ridiculous things. The right words at the right time can achieve wonders and horrors both, and you know them all.

Seriously, you could convince en experienced, grizzled man of the world that you're literally the devil incarnate if you wanted to. It wouldn't even strain your skills.

Talent for this - 400 CP

Well, you do have it. Not only are you already an extensively, very highly trained operative, you also have an intense talent and skill for it. You can speak dozens of languages, use every shooting or bladed weapon like a master, know all the little tricks and techniques of spycraft from old-school stuff like encoding One Time Pads and other tricks of the kind to just how to position the camera just like when photographing an illegal deal.

You know all that and more, everything needed to make you one of the deadliest spies in the world. But the real things of this is that you've got the same talent to learn more. You can master more languages on a biannual basis and make skill advancements in days that outmatch what others can do in months.

And finally, you have the talent and ability to, at will, harden your heart, suppress your compassion and do what needs to be done, be it murder or destruction or whatever else.

Ex-Terrorist

Should we shoot them? - 100 CP

Okay, so you may even be a good guy, or a gal as the case may be... but you can still be terrifying. There's a manic intensity to you, the capacity to just appear to be utterly, terrifyingly violent and dangerous, all at will.

You know how to act to project said facade, just what to say and do in order to send people running for the hills, even ones that are normally really rather determined and strong-willed. Could be useful, I suppose.

Ways and Means - 200 CP

It takes a lot to keep a subversive organization operating in a modern, first world country, what will all the law enforcement and the cameras in streets. And you're a first grade talent at it all.

You know how to set up warehouses and safehouses in cities and rural areas, how to smuggle all kinds of supplies across borders and sneak things to and from highly watched and secured government buildings, how to source even the rarest materials and get them to where they need to be.

It might require you to rob a couple banks or blackmail a dozen people, but you have a bloodhound's nose for all kinds of supplies, and an umatched gift for going about getting them.

Boom-Maker - 400 CP

Ah, explosives. There's no problems that can't be solved with applying enough of them, or so the saying goes. And you, well, you certainly know what you're talking about when it comes to them.

From molotov cocktails to elaborate, fine work with plastique and dirty nuclear weapons or even tactical nukes, there's no form of 'explosive' that you aren't a master of. You know all the physics behind it, how to make them, how to defuse them and how to modify one into another or use them for all sorts of purposes.

Really, there isn't much else to be said here. You're the genius of geniuses when it comes to bombs. This skill naturally updates to whatever explosives exist in future jumps, to the same level.

The Axe

Mojito? - 100 CP

Small wars and secret operations are well and good, but it can make or break things to know how to throw a good party, y'know? And you know just how to do it. You have a gift for knowing tastes and appetites of your guests, and how to get even the rarest wines and foods, a killer taste in music and a highly innovative talent for planning such,

It can be relaxed affairs on the beach or full state dinners, it matters little. You know what to do in both cases, and how to do in a way that leaves people talking about it for years.

Peacemaker - 200 CP

All those trigger-happy tempers sitting around a table... it can be really bad juju, if someone like you isn't around to calm things down. You have a gift for striking bargains and calming down tempers, always knowing just what to say and do to bring even the worst of enemies to the negotiating table and calm them down.

It can take doing them favors, or having them do each other favors, or it might be just a matter of some wry comments or remind them of what people mean to each other.

But be it getting feuding gangs to shut the war down or just riding herd over a bickering couple so they don't let their fight ruin an Op, you know what do say or do in almost every situation imaginable.

Call in a Marker - 400 CP

Ah, yes. So you seem to have a talent for making friendships, and lasting ones, at that! You seem to be a magnet for opportunities like this, that let you do favors to people who either are in crucial places or are slated to be, in short order.

It's not always directors and senators, I mean. It can be big people or small cogs in the various machineries, but you always seem to have someone who knows someone, and you can make a deal or call in a favor to get things you need done.

Chances just come to you, it seems. Someone needs something and you're in the position of being able to provide it, repeat ad nauseam. You collect favors like candies, and people

seem to universally have a ‘never renege’ policy on you. Probably good for them, but who even knows, really?

Items

Each origin gets their 100 CP item for free and the others at a discount.
Wherever applicable, you may import existing items at no additional cost.

Drop-in

A House - 100 CP

The exact details depend on you, but this is a residence with an impressive balance on luxury and security. You can have a small, one-room fortress, or a vast, obscenely luxurious penthouse that only has whatever security you care to provide additionally.

In any case, the place has a small ‘notice-me-not’ effect that deters your enemies from finding it, but even if it does get found and burned you find yourself in possession of another not long afterwards.

Closet - 200 CP

Clothes make the man, don’t you know? Well, if that’s true, you can certainly be whatever kind of man you like. You have a huge closet full of all kinds of outfits now! It has everything from the very finest Italian suits to be found, to hawaiian shirts and shorts with brightly coloured hats... and every single uniform of every shade that exists in the world.

This thing has police, army, terrorist group uniforms, gang colours, and strangely designed civilian clothes for any specific purposes, all in the harless looking closet. And you have enough for every member of your team, however many there may be.

The Organization - 400 CP

Your very own conspiracy. This is an organization made up of dozens upon dozens of people from across the world, spies, politicians, businessmen and all kinds in between. And not just them, but government officials in most all branches of government, law enforcement, and more. People of real influence, access and power, to summarise.

And the resources this group has access to are massive. Millions upon millions of dollars in funds, small private armies, dozens of highly trained operatives all across the globe, it has everything a national intelligence agency can be expected to have, except the limits and the oversight.

This isn't quite on the same level as the canon group, just to be clear. But it's large, it's international, and it's highly influential already... and the best of all, it's just poised to grow bigger. Put in some real work and it can grow rapidly into a massive force matching or even exceeding anything seen on the show.

And it's all loyal to you, in all things. The exact details are up to you, like it's cause or it's purposes, but you're entirely in command, unless you don't want to be.

Spy

Muscle Car - 100 CP

Whoa, nice! A nice, smart car all your own. Besides looking impressive as hell, it comes with certain advantages. It never requires any fuel, and it bulletproof and even bomb-proof to a limited degree.

In addition, the car radiates a sort of SEP field that makes people overlook it's presence anywhere, moving or parked, until something happens to specifically direct their attention to it.

Fireproof ID - 200 CP

So you're a spy working for a government, until you got burned... except for the last part. As it turns out, that's not really possible to do to you, for some reason. It might be your contacts, it might be sheer luck intervening at the right time, but you happen to have Beyond Top Secret Clearance and an ID proving you're an intelligence Agent for your country... and both actually can't be revoked.

Okay, not exactly. They can be revoked if you do something directly against your country and it gets proven. But short of that, frames break, false witnesses recant or disappear, and fake evidence just doesn't work out, somehow. So long as you're doing your job, and well, it's not actually possible for your superiors to turn on you.

Information - 400 CP

It's a sad fact that people tend to do naughty things, every now and then. Well, maybe not sad for you, not with this. 'This' in this case being the treasure trove of secret information you somehow laid your hands on.

This is a vast collection of secret files, incriminating pictures and documents, and other information on politicians, businessmen and well-placed targets all over the world, a

collection of information usable for blackmail that would let you topple governments, if you play your cards right.

This doesn't come with any skills at using the info or any narrative enforcement of the people being susceptible to blackmail, but then there has to be something for *you* to do in all this, eh?

Ex-Terrorist

Secret Accounts - 100 CP

Ah, money. The root of all evils. Well, that's an inaccurate quote, but you know what I mean. So it's good that you have so much of it, eh? You have access to a number of secret accounts now, numbered accounts in all kinds of tax havens and secret banks, that let you move your wealth around entirely undetected yet be able to access it at a moment's notice.

As of now the accounts all hold a variable amount of money in all sorts of currencies, scattered across the world, but the total comes to about a million dollars, give or take. You get the same amount more every six months, through untraceable transfers to these accounts from... somewhere.

In future jumps you can have this money in any other form you want, from salt to souls, if that's what applies locally. You can also add your own money to these accounts and give it the same protections.

Passport - 200 CP

Or rather, a collection of them. This is a collection of identity papers of all kinds, in a number of countries across the globe. There are passports, driving licenses and all these other documents, everything you need to just step into a life almost anywhere in the world.

Each and every document here is an absolute, top-class forgery, complete with backstopped supporting records in the relevant databases. You also get a tool kit with the very finest forgery tools in the world, including a couple of manuals to get started and learn.

While you can be caught if someone is looking for one of these identities by name, barring that it's next to impossible for anyone to connect these to your real identity, and you just happen to receive new identities to replace any that do get burned this way.

Stockpile - 400 CP

Now what kind of self respecting ex revolutionary warrior isn't ready to wage war at a moment's notice? Not you, certainly! This is a shipping container's worth of weapons and ordnance of all kinds, a huge pile of high-intensity lethality, all your own.

Hundreds of automatic weapons ranging from pistols to assault rifles, grenades, kilos of plastique and RDX, night vision equipment and armor, to RPGs, grenade launchers and everything else a team of special force operatives might want. This is enough to equip a small army to the teeth, and you get as much more every week. Have fun.

The Axe

The Boat - 100 CP

Well, what kind of life would it be in Miami without a boat of your own? This is a beautiful, top-of-the-line speedboat of your own, a thing to be proud of, really.

It has all the usuals, no requirement for fuel, ridiculous balance and general capsize-avoiding tendencies, needs no maintenance... and did I say it looks *really* pretty? In addition, it has one more curious property. No matter what it is, any item inside is entirely undetectable to any kind of surveillance, no matter how advanced. Barring the Kk 1 Eyeball, of course.

Drinks - 200 CP

A party where you can't serve drinks... yeah. So you'd better be glad for this, eh? This is your very own collection of beverages from across the world, and quite possibly the most extensive one period.

As in, it has some of every kind of alcoholic and non-alcoholic drinks. All of them, everywhere. It has bottles from just about every vintage of wine, fruit juices, beers of various kinds... you name it, it's here.

This is only actual drinks, no medicines and no cheating by trying to interpret molten gold as a 'drink' or so, mind. In future worlds too, this stocks up with everything that can be classified as a drink you take for the sake of drinking. That is, Firewhisky yes, Elixir of Life no.

The Network - 400 CP

Ah! Well, this might be very well considered the culmination of your life's work! And if so then man, you've lived a long life, man! This is a collection of contacts and associates all ready to work for you and do you favors in various capacities, spread wide and broad across.

There are hundreds of people in this network, all willing to do you a favor or two, even if it might just be introducing you to others. If you want there will also be opportunities where you can 'refill' expended favors by doing them new ones, so as to maintain your alliances.

This is a very extensive network, covering everything from criminals and drug lords to high level police and spies. The main difference, from the Organization, because let's face it, you were wondering, is that there are many, many times the men in this, but they're far less dedicated and will only do like a couple small things for you.

Companions

Import/Create - 50 CP

Well, you know this song and dance. Create a new, loyal companion or import an existing one. They get 600 CP and all the freebies and discounts.

Canon Companion - 100 CP

Take along anyone here for 100 CP!

Drawbacks

Lazy +100

Not the worst thing to be, all in all, but man if you aren't lazy as fuck. You hate movement and exertion, and would prefer nothing more to lie around in your wealthy girlfriends' houses all day and night long.

Crazy +100

Okay, so it can be impressive, even fun to an extent, but sometimes it gets too much. You come across as crazy sometimes, with all your talk of guns and explosions.

You have a real hard time keeping a lid on your misanthropy and tendency to want to kill people and blow them up. Try and keep self control, jumper.

Paranoid +200

It's not paranoia if they're out to get you, right? Except it is. Especially for you. Regardless of the actual attention you may or may not have from the intelligence community, you seem convinced that they're following you, bugging your house, and all in all have you in their sights.

Try not to jump at shadows.

Agony Aunt +200

Are you, really? It seems like it. For some reason people always seem to want to come to you with their problems, from the inane to the actually dangerous ones. You can be helping people bring back their kids from a sleepover one day and dodging bullets from drug-smugglers the next.

On the plus side it can be a way to keep from being bored. On the other, get a hobby, you nut! At least you can get paid a few hundred bucks for the more dangerous work.

Blacklisted +400

Jump-chan got a Burn Notice on you. You're blacklisted. No powers, no warehouse, yada yada yada.

Burned +400

So... the paranoid drawback above? Yeah, all that's happening for real now. You're on the wanted list of at least one major Intelligence agency *and* Terrorist group *and* organized crime gang.

So... yeah. Bullets flying around you, people listening in on your calls, cars following you in the street, all that. It's as if you were a highly successful spy who got hung out to dry!

Ending Choices

Stay

Go Home

Go On

Notes

For any issues, contact me at SB.

If you're writing a story about this jump, you have permission to change... whatever you want to, on one condition. Find me at SB and give me a link.

I reserve the right to randomly alter sections of the document in fits of pique, to win internet arguments, or to make things easier on me if I'm building for this jump.

More later.