Riddick CYOA

You're awoken from cyrosleep to the aftermath of what seems to be a very violent crash on a world that has three suns and seems to consist purely of sand. The rest of the survivors are going through the ship either helping people wake up or taking inventory of what little items survived the crash. Except for one, as you begin to approach him you'll be stopped by a man claiming that you shouldn't get any closer to Riddick. That's right, you're spending the next 10 years in the Riddick universe. During your time here you'll face many monsters, mercenaries and the Necromongers. You may want to avoid that last group as it's said their leader can rip the soul from your body.

To help you survive here you're getting + 1000cp. spend it wisely it might be the only thing keeping you alive.



Location- Your ship has just crashed on a desert planet, you might not want to stay here very long so it's probably best to stick close to the group. More specifically Riddick.

Age and Gender- Your age is 1d8 + 25, and you keep the gender from your last jump. Or you can pay 50cp to change one or 100cp to change both your age and gender.

Identities-

Drop in (Free)

+ No new memories of this world to influence your actions.

- No new memories to help you get to grips with this world

- No connections in this world, you'll be fending for yourself mostly.

You wake up in the wreckage of a ship that just recently crashed, everyone seems to think your just another stranded survivor. You'll be expected to pull some weight in helping the group get of the sandy rock you've all wound up on. Any gear or companions you buy will be scattered around you a little bruised and battered but no worse for ware. Anything bought by your companion will similarly be in the scattered pile, but don't worry you'll find yourself drawn to your own items and your companions to theirs (this feeling dissipates once you find your items).

Mercenary (Free)

+ You've got a good history with a mercenary group in this universe.

+ You're known in the mercenary scene, this means people won't try to muscle you out of a job or payment.

- You probably have some bad memories of jobs going bad and losing friends.

- Because of past experiences you've became colder and more distant to all but your closest friends/ companions.

You find yourself falling out of your cryo-pod with a pistol already ready for a fight. To your surprise it's not pirates just a crash landing. You'll find all your weapons in a case beside your pod and any other companions nearby. Teaches you for taking public shuttles. Any items your companions bought will be beside yours.

Holy Man (Free)

+ You're faith drives you to keep pushing, this can be any modern world faith or a made up one (no you cannot chose to be a necromonger).

+ You have connections in the church who'll be willing to help you once you get a message out to them.

- You don't have any combat experience as it would be against your religion.

Waking up your first thought is that of the end of your pilgrimage and the holy land of New Mecca. Only once you gather your bearings you realize this, is in fact, not the case. Your purchased items will be found in the storage hold of the ship with any companions waking up just beside you. Any items your companions bought will be beside yours.

Necromonger (Free)

+ You're part of the feared Necromongers, this grants access to the Necromonger ships.

+ You can easily advance inside the faction by simply killing your superiors.

- You'll constantly have to watch your back as your fellow Necromongers will kill you without a second thought if you show weakness or have a higher position than them

+/- Unlike normal Necromongers the operation to turn you into one of their mindless drones failed. Not completely but enough so you still retain most of your free will. You took the first chance you could to get out of their but did learn some valuable information about the Necromongers and their technology.

- You were part of a cult that's killing everyone and anyone who doesn't join them, so you may not want to tell anyone about that. Also due to the procedure you have two noticeable scars on your neck that you may also want to hide.

- You've been partially brainwashed into following the Necromonger way. This won't change your personality anymore than normal memories would.

After finally stealing a ship and getting away you run into a small problem, in the form of a meteor storm. You're ship crashes and not too long after you see another ship crash nearby, guess it's your lucky day. Any companions you bought that are not Necromongers will be found on the other ship, fellow Necromongers will be found beside you. Any items you've purchased will be found in the ruin of your ship.

Perks-

All backgrounds get their 100cp perk free, and every other perk in their tree at a discount.

Drop in-

Between the Fourth and Fifth (100cp)

You know the best ways to kill, injure or stalk a person. Through this perk you become something akin to an ambush predator. The longer you stalk someone the more you'll learn about them and their routines, you'll know just how to hurt or injure them so it scares their allies and creates doubt within their mind.

Beautiful Eyes (200cp)

You appear to have gone through the shining procedure and kept your eyesight. What this entails is that you can now see completely in the dark but are blinded by bright light. This comes with a free pair of goggles that darken the world so you aren't constantly blinded, post jump you'll be able to see both during the day and at night with no goggles required, your eyes just naturally change depending on the light. Mandatory drawback Too bright for no cp, this does not count towards your drawback limit.

It's An Animal Thing(400cp)

Animals now have a large chance not to attack you, this is because they see you as what you are. An apex predator. With this you could easily calm a hungry, pissed off predator in such a way that it'll lay down and let you pet it. While this won't work on things that are truly massive or more powerful than you, anything that you could easily beat or at least majorly injure will bend to your will and become docile. This does not stop the animal from attacking back should you attack it, similarly this will fail when confronted with a pack. At maximum you could calm 2 or 3 animals at once, and eventually they will just wander off from you unless you make an effort to tame them.

Furyan (600cp)

You seem to have some Furyan heritage inside yourself. What does this mean? Well you have nigh insurmountable will power and determination to match. You could be stranded on a planet

that is completely hostile to you and survive for years with little detriment to your sanity, hell you might even be able to scare off some of the wildlife through sheer intimidation. Being a Furyan also grants you a moderate boost to durability. You now stand above and beyond your fellow human in terms of how much damage you can take.

Mercenary-

Combat training (100cp)

Years of hunting down bounties and being in dangerous situations have taught you the ins and outs of hand to hand combat and gun maintenance. While you wont be taking on a squad alone you will be able to beat one or two people with relative ease.

Head in a box (200cp)

This perk will allow you to institutionally know the general personality of the people your with or against. It will help you gain an idea of how they will react to different kind of stimuli. Being with a person for an extended amount of time, a couple weeks, both yourself and them will be able to guess what the other is thinking. This generally improves teamwork and allows more accurate precision while working together. Although when first meeting a person this perk can give some false information, the chance of it doing so is highly unlikely.

Pilot skills (400cp)

Your capable of piloting most vehicles from this universe, only the most alien of designs are troublesome for you (such as Necromonger ships). Even then you'll be able to fly like a natural after a couple hours practice. Post jump this perk will let you learn to pilot different ships at a faster rate, although don't expect to be pulling off what the pros do without some serious training. And ships that you outright can't fly alone are still incapable of being flown by just you.

Found you!(600cp)

Let it never be said you can't track a person down. You could find a man who's been hiding on a backwater world for five years and has had no contact with the outside world since they landed there. Although to do this you'll need to know the person, or at least know a great deal about them. This perk grants you a great deal of psychoanalytic skills and greatly enhanced reflexes so

that your quarry doesn't get away. This perk does require you to research into the persons life but once you set on their trail things just seem to fall into place for you. As a rule of thumb, you'll need to put in at least a days worth of research before you have a chance of finding them. While for the reflexes think slightly slower than Spiderman in the Spiderman movies.

Holy Man-

Knowledge of the faith (100cp)

You gain the basic knowledge of the do's and don'ts of different religions or cultural practices. You won't accidentally insult someone by not returning a handshake or by using the wrong fork during a meal. Post jump you'll gain little tidbits of information about the general area your in. Although it will always be the most basic of information so some things may still catch you off guard.

Inspirational (200cp)

Inspiring people comes naturally to you, you'll be able to keep the morale of a group up even when facing death. So long as their is some chance of survival you can keep people calm and focused on the task at hand. You won't be able to make a man charge at an army with this but at least you'll keep the peace.

Natural born leader (400cp)

Your charisma and leadership skills have just gone through the roof. You'll be able to get groups to work together in even the most dire situation, and if combined with the "Inspirational" perk they will keep faith through it all.

Elemental (600cp)

You've become one of the fabled Elementals, chose a single element out of the base four (wind,fire,water and earth) and you'll now be able to mimic the properties of that element. For example choosing wind will allow you to glide and become semi-ethereal, in this form you can phase through physical attacks but magical, psionic or force based will still hit you. You're also not capable of floating through walls. The other elements follow a similar set of guidelines. However by becoming an Elemental you will be seen to stay as a neutral observer and most people will dislike

if you directly get involved with their business. This cavet goes away post jump as it's part of the cultural expectations of Elementals.

Necromonger-

Resilient (100cp)

Due to dying and coming back your now able to ignore some minor injuries. Should you have an object to complete you'll find that you can ignore some more major injuries, such as being shot multiple times.

It shall be done M'Lord (200cp)

Necromonger society is all strength, but sometimes a more subtle method is required. During your time as a Necromonger you've learned how to infiltrate the chain of command in such a way that your superiors seem to lower their guard around you, if only a little. This has made you excellent at subterfuge and assassinations, to the point that the Lord Marshal noticed just how fast you were rising. Post jump you'll be able to easily infiltrate organisations for your own ends.

Necromonger Technology (400cp)

During your time with the Necromongers you manged to gleam the basics of their technology. This wont allow you to create the apex of their designs such as the Conquest Icons that the Necromongers use to kill worlds. But most other things are open to you, such as the gravity weapons, long distance communication networks and the inner workings of the fighters and other smaller ships. You still cannot fix the ship you crashed with however as it is little more than a pile of scrap metal.

Prophet of the Underverse (600cp)

You have seen beyond the threshold and into the Underverse but it did not change you, at least not mentally. You hold within yourself the powers that the current Necromonger Lord Marshal has, this grants you enhanced stamina, strength to lift 10 tons and an incredible boost to durability, enough to match a Furyans. Along with all of this you can detach your soul from your body for short bursts of super speed, your soul cannot be damaged by doing this but can interact with the physical world. However your body will follow slowly behind your soul during this time you must

wait for your body to catch up with you before you move your body again. Although the speed it takes to reach your soul is only slow in comparison to the speed your soul can move at.

Items-

100cp is free to respective origins, all other items are discounted for their origin. Should any item be lost or destroyed it will respawn in the warehouse within 24 hours. Should your pet die it will not respawn in the warehouse but will be found running after you 24 hours after death.

General-

Basic Pistol(Free, all but holy man)

A basic pistol with two rounds try to conserve them you might need them later.

Clothes (Free)

Some setting appropriate clothes. Drop ins will have casual ware, Mercenaries will have camouflage gear, Holy man gets some robes and Necromonger gets a set of black casual clothes.

Goggles (100cp, free with "Beautiful Eyes")

A set of black goggles that dim light, they will keep the sand out of your eyes and will only fall off is the strap is damaged. The lenses are highly resistant to damage.

Drop in-

A Bone knife (100cp)

This knife appears to be made of the sharpened bone of some animal. It is as sharp as a normal knife and will never dull due to use on flesh, although it is not as tough as a normal metal knife. A side bonus to this knife is if thrown it will always land bladed edge first and can be easily recalled.

Pet (200cp)

You gain a dog like animal that will follow you around, they've been trained and are very well behaved. The look of them is up to you but they won't be any stronger than a large wolf and

cannot be larger than a small horse (General rule is no larger than 5 foot). You may import a pet into this role they will gain an altform of your design but will be no stronger than they were prior to import, Nor will they be weaker.

Shining Kit (400cp)

In your possession is a shining kit that has a 100% success rate. It also comes with the instructions on how to perform the procedure to other people. Although by doing this the person will not be able to change their eyes back to normal (without your help and out of jump powers) and will not get a set of goggles. You'll have to supply them with such, or they'll have to get their own.

Mercenary-

The Big Guns (100cp)

You own two big guns of your choosing. These could be any type of gun from shotgun to a 50 caliber sniper rifle, but it cannot be a Necromonger gravity weapon. Your chosen weapon comes two cases of ammo that will refill daily.

A Jet Hog (200cp)

A modern day hover bike, you'll make everyone jealous with one of these. This bike is different, in that it can recharge using ambient energy. If the battery is drained completely it'll take roughly 6 hours to charge, but the battery will last for a minimum of 12 hours. It also recharges while not in use.

Flattery C-19(400cp)

A small shuttle that can carry then people and be crewed by one. It has no offensive weapons, nor shields so your mostly relying on the armour of the shuttle. It is capable of atmospheric and out of atmosphere flight and can travel through space. At full charge the ship is capable of going 1.1 light year before running out of fuel. This shouldn't be a worry for you as it will slowly recharge. From empty it'll take about 4 days to charge to full. You'll find this ship nearby where you landed, and post jump it can be summoned to your current location or found in orbit, that's up to you. Should you upgrade the C-19, it will keep all upgrades even if it is destroyed. Although it

will still only charge at the same speed to prevent you from just combing it into a bigger ship for almost infinite energy.

Holy Man-

25,000 Credits (100cp)

A large sum of money, this should be able to keep you alive for a good couple months. That's if you don't die to the wild life first.

Symbolic item (200cp)

This can be anything that holds meaning to you, that does mean you can import something into this role, it must be an item that can be hand held so no space ships. Whenever you look at the object you will feel relaxed and calm, should the situation require it this can give a slight boost to your will power, just enough to get you to run passed that giant monster and no more though.

A lavish house (400cp)

During this jump this take the place as a nice lavish house on New Mecca. It has two floors and would be considered upper class at the very least. You'll find that the storerooms always seem to refill with food, water and miscellaneous items such as cleaning products. Post jump you can designate a place and a house will slowly build there over 24 hours, the location mustn't already have a building there. The storeroom also updates to that settings items, but it will give nothing supernatural. So no immortality fruits and such, just normal mundane items.

Necromonger-

Necromonger Weapons (100cp)

You gain a pistol and assault rifle that fire compressed gravity, these have essentially infinite ammo and are extremely durable. A single shot is capable of making a persons head explode so use with caution.

Necromonger Mask (200cp)

A simple mask of your design that inspires a sense of dread and fear in all who see it. Strong willed individuals can still resist the effects of this mask. You may import a mask or helmet into this option, should you wish that chicken costume to scare people then feel free to import the mask into this option.

Basilica class ship (400cp)

Have you ever wanted your own personal flying mansion? Well this is the closest you'll get here. This massive ship comes complete with a full Necromonger decor, a conversion room to show others the greatness of the Necromonger faith and long range communicators. Although it has no shielding beyond the hull and the Order of the Quasi-Dead don't seem to be present. Purchasing this ship changed the conditions of your entrance into this world. You'll find yourself in orbit over a desert world after witnessing another ship violently crash land. Any upgrades you apply to the Basilica will remain post jump and should it be destroyed they will reform with it.

Companions-

Companion import (50cp-300cp)

You can import one companion for 50cp or import a maximum of 8 for 300cp. They will each gain a background and 600cp to spend on perks and items. They cannot use this cp to purchase more companions and cannot take drawbacks.

Cannon companion (200cp)

So someone caught your eye here, I guess something can be arranged then. By taking this you may take almost anyone from this jump with you as a companion. You want to take Riddick, I don't see why not. The Lord Marshal cannot be taken, both as he refuses to leave to a place that doesn't have the Underverse and nothing you do will change his mind.

Drawbacks-

You can take a maximum of 600cp from drawbacks, any drawbacks taken after that give no cp.

Too bright (+100cp, mandatory "Beautiful eyes")

Lights seem to hurt your eyes, even if you haven't taken the shining procedure. This can be negated through the use of a pair of goggles that darken the world around you.

Alcoholic (+100cp)

You love to drink, so much so you'll go out of your way to do so. The worst part about this is you have a taste for only the expensive stuff, don't expect to have much money. You can suppress this desire, and should you be in danger you won't even notice that it's there.

Bounty (+100cp)

You have a bounty somewhere in the 1.5 million credit range, this will cause bounty hunters to peruse you constantly. Whats more it's doubles if your brought in dead, so expect a shoot first talk later attitude with any bounty hunters. At least if you track down the person who set the bounty you might be able to talk them into getting rid of it.

Necromonger (+200cp)

Everyone seems to think you're a Necromonger and no matter what you say they won't believe your not. People will act with hostility towards you, at least this doesn't affect any companions you buy. On a side note at least Necromongers will not actually think you're one of them.

Addiction (+200cp)

You're addicted to morphine, you'll need to take it at least twice a day. If you don't you'll find it hard to concentrate until you get another hit. The longer you go the worse this becomes, eventually you'll become highly aggressive. If you want to rid yourself of this addiction it will take a minimum of 4 years constant work. Don't worry we'll give you a couple weeks supply right now so you aren't stuck with the jitters on some alien world.

It's not me you should be scared of... (+200cp)

Everywhere you go there is some group of monsters that want to kill you, they cannot be tamed or calmed through any means and will always be gunning for you. Although if something gets in their way or should you vanish they'll happily attack anything else. They always seem to attack in groups of at least eight. Hope you aren't afraid of Bioraptors.

Wrath of Furya (+300cp)

Turns out the Furya massacre wasn't completely successful, and they blame you for the attempted genocide against them. Furyans are all superior to normal humans, they heal faster, have enhanced durability and stamina and can adapt to environments. Expect at least a few Alpha Furyans to come after you. Should you take this with Fury of the Lord Marshal they will work together and may god have mercy on your soul, as the Lord Marshal won't.

Fury of the Lord Marshal (+300cp)

The Lord Marshal believes you to be a threat to the ascension of the Necromongers. He will send everything he has after you, yes you specifically. This is a person who has the technology to destroy planets, and legions who will die without a second thought for him. I hope you know what you're getting into. Should you take this with Wrath of Furya they will work together and may god have mercy on your soul, as the Lord Marshal won't.

Lensor (+600cp)

You've been made into a tool for the Necromongers. You can expect to survive this jump so long as you don't take any other drawbacks for fluff. As a Lensor you have no control over your own free will and are used more or less as a human sensor. You will spend this jump inside your own head with no ability to access your power or warehouse, your companions can still save you if they have the means to identify you even when you aren't yourself. Taking this with any drawback is almost certain death. Even "Too bright" might just have you killed as they can't use you as a Lensor.

A different destiny-

Your 10 years here are up and before you make your choice all drawbacks are revoked, not it's time to make your final choice. Should you have died you can only chose to Go Home or Stay Here.

Go Home: Well it was fun while it lasted but everyone needs to go home after a while. You keep all your powers, items and anything else you may have gained during your time as a jumper. Any memories from this jump become inactive, You can still call upon them for knowledge but they will no longer affect your personality.

Stay here: You seem to have gotten rather attached to this place. Perhaps you want to go to the Underverse or maybe you just want to become the biggest mercenary there is. Doesn't matter why you've chosen to stay but You do keep all your powers, items and anything else you may have gained during your time as a jumper.

Move on: Going to the next place then, can't say I'm surprised. You'll continue on your little adventure with everything you've gained here, all the memories of this place become inactive but can still be drawn upon for knowledge should you wish it.

A big thanks to all the Anons in thread and IRC who game me ideas and helped to create this jump.
- PyroAnon

Notes-

Clarification on why I didn't give you the soul stealing ability the Lord Marshal has.

I personally didn't think something such as that should be given as it would make the Necromonger capstone far better than all the others. It is also not really explained what he does and where the souls go, so I thought it best to leave it out. This is open to change of course as this is only really the first draft.

Clarification on Elementalist.

You can transform parts of your body into the element of your choice and even your whole body at once. However you cannot control or manipulate your element beyond that. You are also not completely ethereal if you chose wind or fire as seen when they put chains on the one Elemental we do see in the movies. The powers you have are open to interpretation but as a reminder the wind elemental wasn't all the strong and each elemental is meant to be roughly equal.

Drop in is based on Riddick.
Mercenary is based off of general mercenaries we see, with some minor influence from Riddick.
Holy Man is based of off the holy man, elementalist and partially the Lord Marshal.

Necromonger is just based off of general Necromongers.

Changelog 1: Swapped items around and changed the 400cp Necromonger item to a Basilica class ship as it made more sense.

Minor grammatical fixes and clarifications on some items.