



Jumpchain CYOA

Version 1.0

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Introduction

Welcome to the world of Hancock! This is a strange world with strange things, none more so than the black, perpetually drunk superhero known as Hancock.

No one knows where his powers come from but they all believe, erroneously, that he is the only one of his kind. His powers are extreme and almost unbelievable in their magnitude, making him unbelievably strong, fast, and invulnerable; not to mention being able to fly.

It would all be enough to make him a great hero... if he wasn't a hopeless drunk. Hancock tosses cars around in cities, 'rescues' whales by manhandling them, saves people by destroying goods trains, among other wonderful things.

Oh, and don't call him an asshole, even if he really is one. You won't like it.

To go about in this world, you'll probably need **1000 CP**.

Times and Places

You arrive in this world a day before the events depicted in the movie, in the city of Los Angeles.

Age and Gender

Roll 2d8+20 for your age. For those with Gods, Angels, this is the age that you appear to be. Your gender remains the same as before. Or may choose to pick either of these for yourself freely, it doesn't matter much if we're being frank.

Origins

Drop-in: You just turn up out of the blue. No friends, no family, nothing. No enemies too, which should be better.

Housewife: You live an ordinary life in the suburbs. White picket fence, loving spouse, y'know the drill. You don't have to be female, what you think there can't be a stay-at-home man?

Executive: You work at a mid-level job in a major corporation, or maybe as the owner of a small company or NGO. Your life is fairly uneventful, but you never know when some stranger could come in and flip your car over.

Criminal: Or you could not be just one of the crowd. You're something of a problem for society, having committed and/or likely to commit some pretty serious offences.

Perks

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

Different Names - 100 CP

One would think a god in mortal flesh would be big news on an otherwise vanilla world. Except it isn't, for some reason. Not with you. Unless you desire otherwise, people are easily able to come to terms with any supernatural powers or abilities you display.

It helps if you actively say something, in which case they almost always believe whatever you say. But even normally, people tend to come up with their own explanations, or just manage to shake their heads and move on without even explaining it.

Gods, Angels - 600 CP

Are but two of the names people have used for you and your kind. That's kinda what they have to do, don't they? You are something beyond ordinary humans, a being that the people around you can only reconcile by considering you something like a god, a demon or an angel.

Your strength, speed, endurance and toughness are all magnified by immense orders of magnitude, enough that you could stand toe-to-toe with Hancock himself. You have the power of flight at ridiculously fast speeds, and can survive in space without any equipment needed.

You could take a locomotive to the face without even noticing it, or toss a whale most of a mile as easily as someone else would throw a toy. You're also physically ageless, never aging past your physical prime. Speaking of which, if you're a non Drop-in origin taking this, you may add a couple of zeroes to your age roll.

You also have powerful elemental powers. If you pick 'wind' you can create immense hurricanes at a moment's notice simply by willing it, or you could call down huge thunderbolts to strike down your enemies if you picked lightning. Picking other elements would let you control them on an equal scale. You can pick this part multiple times, for 200 CP each.

Drop-in

One more time - 100 CP

Perhaps not the best perk for a superhero, but you can be *terrifying* when you want to be. At will, you seem to emanate an aura that renders you absolutely terrifying to anyone around you.

This effect depends on the target's willpower and the power difference between them and you. While multiple people are affected at once, the effect can falter if you try to affect too many people at once.

Surprisingly Sneaky - 200 CP

Okay, how do you even do this? You're really, really good at doing things without people noticing you, even huge potentially world-spanning things. Whenever you're working at something you can almost generate an SEP field of sorts that prevents people from taking interest, no matter if what you're doing entirely redefines the concept of 'public'.

Seriously, you could paint an area larger than China on the moon without the average guy on the street noticing until after you've already done it.

Take a train to the face, get drunk on cheap booze - 400 CP

Turns out, there's a lot in life you just can't enjoy properly when you're an all-powerful demigod doing whatever. So you have the ability to turn off your powers, partially or completely. You become able to simply deactivate any and all perks, abilities or powers you have, and do so either completely or on a dial.

Anything you deactivate in this way, for all intents and purposes it will be as if you don't have it at all. Especially when it comes to any tech or magic that detects these things.

You can undo this at a moment's notice simply by willing it of course, or set conditions for when your powers should turn on/off. You can't be forced to use this ability if somehow controlled by another, it only works when you genuinely and personally desire it to.

Housewife

Atilla was Cross-eyed - 100 CP

You've lived a long time, and probably have a lot of stories to share. Good thing you can do it masterfully now. This perk makes you an expert storyteller, able to repackage any and all experiences for just about any audience you may need to prepare for.

You can reinterpret ancient tales of slaughter and debauchery for children without losing any entertainment value, while being equally capable when it comes to spicing up sugar bowl

experiences for tavern audiences. This also lets you write assured bestsellers and blockbuster screenplays, because why wouldn't it?

Remembrance - 200 CP

A life lived long loses its value when it turns out you've forgotten most of it. It doesn't work that way for you, not anymore. Not only do you have a perfect memory and flawless recall of everything you've ever encountered and ever will, your mind is also immune to all outside tampering.

Magic, nanites in your head, a grievous injury... nothing works, all of it sliding off like muck. Your mind is your own, now and forever.

Perfect Control - 400 CP

Living an ordinary life while being able to toss people through walls with a flick of your wrist can be... challenging, let's just say. Not for you, though. You have absolute, pinpoint perfect control over each and every aspect of all your powers.

Whenever you do something, not only do you spend only the exact amount of energy you want in it, you also know how to get the most possible bang for your buck. You have an almost supernatural grace, a skill for precise movements that let you both use your enormous powers extremely effectively, and achieve ridiculous effects while spending the barest traces of your true might.

This carries over to the same extent with any other powers you may have too, such as Mana or Ki or other such energies.

Executive

Facing the Fearsome - 100 CP

Not everyone can step up to a virtual god and tell them they've made a mess of their life and they should get about putting it right. Well, a lot of people in *this* world probably could, but not elsewhere.

No matter how powerful someone is relative to you, you never lose your courage. You can interact with them just as you would with an ordinary person on the street, and curiously, they're far more likely to actually hear you out than smiting you on the spot. Note: This doesn't make it any more likely for anyone to accept what you're saying, but they'll almost never kill or hurt you just for daring to sully their ears or eyes with yourself.

Incredibly Wholesome - 200 CP

Hancock has his Flight, Invulnerability and Super-strength, Mary has all of these and then the power to call down tornadoes and thunderbolts on top of that... what superpower do *you* have? Turns out, it might be the greatest power of them all.

You have the power of being an incredibly well adjusted, wholesome person. No matter what stress you may undergo, what dramatic, world-shattering revelations you may encounter, you remain able to reasonably think things out. No horrors will shatter your sanity, nor will incredible power or age render your mind alien or unknowable.

Try and be Better - 400 CP

It's not enough to be well-adjusted and sane yourself, is it? One should strive to improve the world around them too. You're especially gifted at that. You have an incredible understanding of people, a talent for helping them work through their issues, to the extent that it would take just a couple days' interaction to start them on the path to overcome the things that hold them back from being a good, productive member of society.

This gift also works otherwise, if you want to for some reason. So thorough is your grasp of minds, human and even others after some study, that you can set them down dark or broken paths just as easily.

Criminal

Heists and Plans - 100 CP

Not everyone can be a successful criminal. It takes more than a gun and willingness to shoot. You need to be able to plan things out in both the long and short term, establishing plots and schemes and executing heists.

Good thing you have a superb grasp of strategy and tactics, being able to setup both long term plans and short term operations and make them incredibly robust and effective. Just don't be surprised when your plans to deal with the regular cops and security fail spectacularly when the local version of Superman shows up out of the blue. Better hope you planned for the unexpected.

Anatomical Impossibilities - 200 CP

The human body is designed to take only so much punishment. There are things that are just not supposed to be done to or with it, and can cause catastrophic damage and injury.

That limit is set much further away for you than others, though. You can not only endure extreme pain, but your body is a great deal more flexible and durable than ordinary people. It doesn't make you any stronger and faster, at least unless you apply it properly, but you can

stretch further than others, last longer, your skin is much tougher and you heal at many times the speed of an ordinary person.

You could survive either end of the 'head in another's ass' scenario and be pretty much okay afterwards, barring some pain and soreness.

Take Back Your Power - 400 CP

For ordinary men going against a demigod, the proposition is usually a laughably impossible joke. Not for you, though. Circumstances twist, coincidences abound, and situations occur when your target is brought down to be your equal, or at least just a bit better.

This isn't an absolute thing, mind you. Rather, it works through improving your luck when, and only when, you pit yourself against someone dramatically greater than you. They might encounter something that weakens or removes their powers, or be forced into a situation where they just can't use it, or some other thing that has roughly the same effect.

But always it remains to you to make use of the opportunity, which is never longer than a few hours. It comes into effect regardless of whoever it is starting the conflict, but is a bit stronger if you're defending.

Items

For each origin, the 100 CP item is free and the others cost 50%. Wherever relevant, you may import existing items at no additional cost.

Historical Effect(Requires Gods, Angels)- Free/200 CP

You have a past in this world, being immortal as you are. Maybe you were a part of major historical events, maybe there are clay sculptures resembling you in museums, and so forth. Either way, you can be assured to have a rich history, and while effect on modern day might be all but negligible, it's not necessarily so.

Maybe some battles went differently and a civilization lasted some time longer than it would otherwise have, maybe a city has a different name, or maybe it's something else. But your history in this world means something, now. You made a difference. This is free for this jump, and for 200 CP you may take it with you, in which case it will be your actions in previous jumps that affect future jumps in this way. Simply put, you can 'carry' any historical or mythical significance you earn with yourself, inserting it into myths, folklore and even real history.

It will never change the status quo of the world to any great extent beyond a muted effect of the changes you caused, but it could cause some interesting moments if you want.

Drop-in

Bucket of Paint - 100 CP

This is an inexhaustible supply of paint of whatever colour you want. Sticks great to any and all surfaces, and lasts many times longer than ordinary paint. You can change the colour with a thought.

The paint also works just like it would in Earth conditions, no matter where you use it. You can easily use it to paint like half the moon is what I'm trying to get across here. Comes with a paintbrush you can use that's always just right for painting, if you're not a fan of just dumping paint everywhere.

Bottle - 200 CP

A bottle with a limitless supply of booze of whatever kind and/or brand you like. The special thing about this booze is, it completely bypasses any and all immunities and resistances, and can get anyone drunk... as long as they *want* to get drunk. You can pull it out from any nearby unobserved location whenever you want it.

Trailer - 400 CP

A mobile home of your own. This is a good sized trailer, very comfy, and doesn't need any fuel and has utilities no matter how remote it is. Also, the roof is practically indestructible for some reason.

Unless you physically bring someone here or purposely draw attention to it no one will ever manage to find out its location, or even that you have it. It's always located somewhere fairly remote relative to the bulk of civilization in whatever world you're in. You never have any trouble finding it or getting to it no matter how remote or forbidding the area is.

Housewife

Leather Getup - 100 CP

Sometimes you need to toss aside the vanilla wear and put on something a bit more imposing. This is a complete collection of leather wear, which makes you look not just *good*, but also rather imposing.

Indestructible Utensils - 200 CP

You just don't know what tomorrow may bring. Maybe it'll be an important match for the kids, maybe it'll be an asshole wrecking your things. This is a collection of tools you never need to be concerned about. It's a complete collection of everything you need in a kitchen, apart from things like stoves or ovens.

If you want it can be car tools or some other tools, and they remain just as useful and are self repairing. You're guaranteed to pull out exactly the right thing you needed when you go looking for it, and they're just plain better than anything you could have bought or had made from a store. They're not supernatural though, unless you add that yourself.

Suburban House - 400 CP

This is a simple plain house, not too big, not too small, with a lawn and a white picket fence. In other words it's about the most ordinary and boring house possible. That's the point.

While here, nothing and no-one can find you, no matter what you may be doing. The Paparazzi can never get here, nor can the police. That being said, this lasts only as long as you don't start using this place as a base or something. So long as all you want to do is live here, you can do so utterly undisturbed. To explain, the protection lasts if you live here and work a civilian job, but not when you bring your rebel friends together and start planning a coup.

You never need to worry about property taxes, utilities, or anything else as it is fully self maintaining and self repairing. It will remember any upgrades you apply to it and you may select where it is placed in future worlds.

Executive

Closet of Suits - 100 CP

A collection of the finest bespoke suits and formal wear money can buy, with matching leather shoes and gloves. They're really something special, making you look smart, *dashing* even while you wear them, no matter how you may otherwise be. They also never get dirty and instantly self-repair from being torn up.

Tough Car - 200 CP

This is a car of your own. It can be any car you want in the world, that's not the point. The point is, it's practically indestructible.

Not only does it recover from whatever damage you may put it through just by being left parked unobserved for a night, it remains drive-able until and unless the wheels and/or the engine is actually removed. You don't need to refuel it either, and any paperwork that might be needed for it is always squared away and in perfect order.

NGO - 400 CP

A charitable organization that does good in the world! This is a small organization, although it already has several patrons hooked up which provide it regular infusions of cash. This cash is used up almost entirely in the actual charity work it does, which is done as completely and efficiently as possible without so much as a hint of corruption.

You receive a generous salary from this, easily enough to live on but not extravagantly, and can take control whenever you want.

Criminal

Bombs and Remote - 100 CP

A set of about twenty-five bombs, each is eight pounds of C4 shaped, curiously, like jackets meant to be put on people. While good to create a hostage situation, you can use these for any other purposes you want too.

You know what they say about problems and explosions. You have a remote that lets you detonate them in whatever manner you want, and will work from about twenty kilometres away at the furthest. If used or lost, you get more in a week.

The Gang - 200 CP

A small group of thugs at your beck and call, this isn't anything more than a dozen people or so. But they are utterly loyal to you, and while not companions, you get new ones in every jump that just happen to have all the skills and abilities you imparted to their previous versions.

Prison- 400 CP

A genuine, proper rehabilitation centre of your very own! This prison is not very big, and can only hold about a hundred people. But while here, people find themselves thinking deeply on their crimes, whether they're genuine crimes or just disagreements with your own moral compass.

Any attempts at communicating to people in productive ways get a massive boost here, and it encourages people to consider what they've been doing in a new light, allowing them to understand the stupidity and evil of things... as you see these things.

Companions

Import/Create Companions- 50 CP

You know the drill. You may spend up to 400 CP here to import 8 companions, each an origin, the freebies and 600 CP. If you want, you may instead create new companions and assign this CP to them.

Canon Companion- 50/100 CP

Take someone from this world. Anyone except Hancock and Mary costs 50 CP, those two cost 100 each.

Mate- 300 CP/One Free with 'Gods, Angels'

Your kind were built in twos, weren't they? This is your partner. They can be a romantic partner, or just friends, it's up to you. Anyway, they get '**Gods, Angels**' for free at the same level as you, and 300 CP besides. Curiously, or maybe not considering you paid CP, you find the power loss you would normally undergo to be entirely optional. Don't tell Mary and Hancock.

Drawbacks

You may take up to 600 CP via drawbacks. Companions may not take drawbacks.

Good Job! + 100 CP

Man you are easy to fluster! You're fine as long as you're in the heat of the moment, or intoxicated. But whenever you try to be serious, you find yourself tripping over your words and your thoughts all over the place. You can train this out of you, but expect it to take a while.

Embarrassment + 100 CP

There are some pretty embarrassing videos of you floating around on the internet, some that even could be used as evidence for misdemeanours. Did you have to go buy Ice-Cream naked? If you're a Drop-in, you'll inevitably end up doing a few stupid things, which will be recorded and spread widely, within months of your arrival.

Now that's not fair to anyone + 200 CP

You find yourself surrounded by weird accidents, some of them far, far more disgusting than others. Basically whenever Hancock's power does something unintentional, you suffer, directly or otherwise. He tosses a whale in the sea? Guess whose boat almost flipped over. While this will never be enough to kill or even injure you significantly, expect to undergo a lot of seriously annoying, and occasionally outright disgusting experiences.

Call me ____ one more time + 200 CP

You, my friend, have a problem. There is a word, a certain word that tends to be in common usage. Unfortunately for you and others around you, that word is your own personal berserk button.

Being called that makes you absolutely *flip out*, which, let me tell you, is not the best thing when you're as powerful as you likely are. Especially when the likelihood of you encountering the word is raised by multiple orders of magnitude like this.

Obnoxious French Boy + 300 CP

Wherever you go, you have an obnoxious french boy following you around talking to you in the most arrogant, annoying tone possible, doing shenanigans, basically doing exactly whatever you hate the most. The instant you deliberately do any harm to him, your chain ends.

Hunted +300 CP

Somehow, a group of people in this world has realized what you are, and they have decided you cannot be allowed to exist. They are prepared, ready and raring to come at you. One of them, the leader, has **Take Back your Power**.

Powerless in Love + 400 CP

Oops. There should be an 'and' up there. Anyway, so there's a certain someone. Might be male, might be female, might be a tentacled thing from beyond the stars, it doesn't much matter. What matters is that the both of you love each other. You're attracted, inexorably, irresistibly... inevitably.

Problem is, as soon as the two of you spend more than a few hours together, your powers start going away. The longer you spend together, the weaker you become, until both of you are left at the level of an ordinary mortal. This would normally affect only things like your supernatural powers, but somehow it affects everything. Your charisma, your intelligence perks, the longer you both stay together, the faster they drain away.

They do come back if you separate, but... well, remember the description of how much you both love each other? Yeah. Good luck with that. This can be a companion if you want. If not a companion, then it's a normal person and you're the only one getting the power-drain. If you have a **Mate** and assign this drawback to them, they get an additional 300 CP.

Drunk and Memory Impaired + 600 CP

Ah. Collecting mental issues, are we? You're a drunk now, and a particularly severe one. While you can just about function, every movement you make is staggering, your words are rarely not slurred, and you *stink* of cheap booze.

Did I mention this drawback disables any and all immunities that would help you resist this, as well as any willpower perks that would let you resist the bottle's call? Also not unlike Hancock your memory is fucked. You've no recollection of any other lives or places outside of the world you find yourself in now, with no more than a few decades of memories at most even if you're an Angel. It's impossible to fix this no matter what method you use while in jump, but post-jump all memories return automatically.

If you're a drop-in you just don't have any memories at all when the jump starts, beyond what would be required to minimally function (ie: language, how to talk/walk/write and other basic skills), though you'll have no memories of how you got those skills or abilities.

Choices

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