

Push

Jumpchain CYOA

By The Vale

It started in 1945. The Nazis were conducting experiments in psychic warfare, trying to turn those with psychic abilities into soldiers. Lots of us died. The war ended, but the experiments never stopped. Other governments around the world set up what they called "Divisions", trying to do what the Nazis couldn't, to turn us into weapons.

The Divisions agents are trained to track and hunt us down like animals. Take us away from our families and friends. They test us and categorize us. I'm what they call a Watcher. We can see the future, even if that's not always as simple as it sounds. Others are called Movers; just an easy way of saying telekinetic. Pushers put thoughts in your head, and make whatever lie they come up with the truth. Sniffs, Shifters, Shadows, Bleeders... it goes on and on.

In Divisions' eyes, we're all just lab rats. Only one problem - we keep dying. No one has ever survived the drug meant to boost our powers. My name is Cassie Holmes. Division took my mom from me. Right now, the future I see doesn't look so great. The good news is, the future is always changing, in the largest of ways, by the smallest of things. They've been winning a lot of battles. Now it's our turn to win the war.

+1000cp

Origins

Drop-In:

You appear from thin air one day, with no history within this world, unfettered by foreign memories.

Orphan: You are just an orphan doing your best to make your way in the world, with no one to rely on but yourself.

Gangster: You are a career criminal. An officer within the family, a made man, an enforcer. Regardless of which organisation you belong to, you have a small measure of authority, a reputation (good or bad) and people you can rely on.

Division: You are an agent of Division, the boogeymen of the psychic world. It is the job of your organisation to track, capture and experiment on people with psychic abilities. But be careful, failure and betrayal are not well received by this ruthless group - you may find yourself subject to experimentation, having your mind re-written, simple execution, retraining, or an official reprimand depending on who makes the decision.

Age and Sex

You start at 2d8 + 10 years old. For 50cp you can choose your age. You remain the same gender as your last jump or may pay 50cp to change it.

Location

Roll 1d8 to decide your starting location or pay 50cp to choose. You appear just as a young girl with pink streaks in her hair barges into an apartment in Hong Kong.

1. Hong Kong
2. New York
3. Division Experimental Hospital
4. Gang Hideout
5. Small Apartment
6. Street Market
7. Chinese Restaurant
8. Free choice.

Perks

100cp perks are free for their origin, with the remaining perks 50% off for their origin.

Drop-In

100: **Run** - You aren't only quick on your feet, you are always mapping out the local area in your mind and know the paths to take to get where you want to go. Or away from where you don't.

200: **Wits** - When the chips are down and the pressure is on, you keep your wits about you, cracking wise and thinking fast in the moment. You never freeze up when caught unprepared.

400: **Learning Curve** - You might not have that much motivation to figure out your special abilities yourself, but once you've seen someone else do something with them you can figure out how to do it yourself in short order, to the point where you can adapt and incorporate those techniques mid combat.

600: **Plan** - Once you have a few hours to sit down and think, you can create plans that leave people falling into place like dominoes, predicting all the pieces and playing all the players to have them dancing to your tune. It might not be pretty, but it'll get the job done.

Orphan

100: **Snark** - You've got an attitude and you aren't afraid to show it. Somehow, your honesty, sarcasm and willingness to call it like it is helps create true bonds of friendship and loyalty, at least with those it doesn't alienate completely.

200: **Street Smarts** - You know a thing or two about what it takes to thrive on the streets. You can spot a mark at twenty paces, pick out the gangsters in a crowd with ease, and can pick the sincere from the cons at a glance. You know how to pick who you can and who you shouldn't mess with, who's palms to grease to get things done, and who to talk to to get the word on the street.

400: **Oblique Angle** - You have a talent for out of the box thinking, an ability to reframe a problem and come at it from a different angle that leaves others mystified. As far as you are concerned, the direct approach is for chumps.

600: **Family** - Family isn't just the people who share blood, it's the people who choose to shed blood for one another. To stand together against the world without a second thought. These are the people who would sweat, bleed, kill, and die for one another. You never knew what it was like to have that until now. Somehow, you find yourself drawn to those individuals, and they to you, creating lifelong bonds forged with a simple ease.

Gangster

100: **Looks** - A pretty face can take you far in the world, but more than that what sets you apart is attitude. You have a certain presence about you, in the casual confidence with which you hold yourself that draws attention with ease.

200: **Intimidation** - You are a badass, and you don't have to do much for people to recognise it for themselves. A simple stare, a few choice words, or a casual loom can have even hardened men feeling the pressure and when you turn up the heat, you can clear a room.

400: **Connections** - You know people. And your people know people. From drugs to guns, assassins to whores, money launderers to smugglers, back alley doctors to corrupt cops - you're the guy who knows a guy.

600: **Nemesis** - You have a particular ability to foil other people's plans, to interfere in their business and pursue them into ruin. Whether you are one step ahead or doggedly pursuing from half a step behind, the target of your attention will find you to be their most fearsome foe.

Division

100: **Respect** - Maybe it's the snappy suit, maybe it's the elocution lessons paying off. Whatever the reason, people have an instinctive response to you. The more you do to earn that response and play into the part, the greater the effect.

200: **Reputation** - People know you. Well, maybe not know. But they've heard stories, either about you, or your organisation, the people you represent or any combination of the above. Maybe just an ominous whisper of your name in dark places. For people in the know, you are known. The exact nature of that reputation is a fluid thing.

400: **Combat** - Hand to hand, blades, guns, powers, weapons, whatever you can lay to hand - whatever the tool, you are a fighting machine. Trained to throw down with the best of them, able to switch seamlessly from one fighting tool to the next and interweave your powers, skills, and abilities into a coherent martial form unique to you.

600: **Covert** - Disappearing people, destroying evidence, erasing all traces of your existence, remaining unseen and unnoticed, blending into the crowd, securing a safe house - all these and more are the skills of your trade, and you are true master with a natural instinct that makes covert skills as natural as breathing. People are in awe of your ability. Well, they would be. If you existed.

Companions

200: You may import one companion with 600cp to spend on perks, and they may purchase a single power.

100: You may choose any canon character as a companion. They get no points.

Powers

Pick only one.

Watcher

Watchers have the ability to foresee the future. Knowledge of the future inevitably causes that future to shift and change, resulting in a watchers visions within their field of influence undergoing frequent alteration. As such, these visions can be confusing and unclear at times - this can be improved with time, training, and power.

Enhanced - Do you want to know how you die?: The greatest Watcher known was able to engineer events ten years in advance, with interference from multiple other watchers in action, from the inside of a Division prison hospital. She triggered events by dropping a marble in the right place at the right time for it to traverse a hallway, a stairwell, several doors, and finally stop propping open an exit door exactly as it closed in order to allow someone to escape. With time, training, and focus you now have the potential to surpass her feats. Your future vision now has perfect clarity and is entirely under your control, including a more immediately useful short term combat precognition and perhaps, with decades of time and effort, a form of always active awareness of future paths and how to traverse them stretching far into the future.

Mover

Movers are telekinetic. Advanced movers can operate at the molecular level, creating barriers able to deflect bullets or enhancing their blows to the point that they can send a person flying across the room.

Enhanced - Eraser: Your telekinetic might has been amplified to the point that you can eventually with practice lift and move up to several tons with ease. More than that however, the precision and scope of your fine manipulation has increased manifold. With practice, you can tear apart matter down to the molecular level, causing disintegration, manipulate the very air itself or even construct objects from the molecular level up. Of course, you lack the necessary senses to make that last one possible, but the potential exists. On top of that, with time and effort the range of your ability will increase to the point where you will eventually be able to affect matter anywhere within up to 5km (3 miles) so long as it is within your sensory range.

Push

A push can implant memories, thoughts and emotions into the minds of other people in order to manipulate them. The skill level of the Push determines how many people the push can control at any one time, as well as the subtlety, depth, and effectiveness of their manipulations and how vivid and complete implanted thoughts and memories are to the target. A powerful Push can cause people to commit suicide or act as their own puppet army. The eyes of a Push will dilate depending on the power of their ability while it is in use.

Enhanced - Put the gun in your mouth. Pull the trigger: A push is scary. Unless you are specially trained, it's difficult to tell what thoughts are your own when in their presence, and even then it isn't certain. If they tell you to think something, to do something, odds are you'll think it was your own idea and follow through without question. Your abilities have grown beyond that level. You no longer need to say anything, nor even look at your target. Thought control makes people your puppets, dancing to your whims as extensions of your will. More than that, with time and focus you are able to reach deep into a targets mind, rewriting their memories, thoughts and emotions on the deepest level. Given time and practice, you will be able to completely replace a person's entire life, or re-write their mind and personality completely to suit your design.

Bleeder

Bleeders have the ability to emit intense and damaging vibrations, able to shatter glass, burst eardrums and rupture blood vessels within their target. While using their ability their eyes turn into catlike slits. Unfortunately, their ability is purely area of effect, so bystanders beware.

Enhanced - Bring back the bomb: What the mover is to precision, the Bleeder is to area of effect. The control and the range over which your vibrations can be projected, as well as the scope of the frequency spectrum and force that you are able to project has been increased massively. From infrasonic to ultrasonic, from explosively destructive pulses to complex multi-frequency waveforms, the potential of your ability has exploded. Liquefying a person's brain or shattering their bones is now as easy as pie. With long

practice and experimentation, you will eventually be able to create music at will, cause people within your to range become spontaneously ill or incontinent, mimic the effects of an earthquake, and much more. At the pinnacle of your ability after decades of practice, you will be a walking apocalypse, able to use your ability to vibrate matter rapidly down to the atomic level, rendering all around you to dust.

Sniff

Sniffs are psychometrics who can gain psychic impressions and track people or objects over distance. Their ability is increased via tactile access to objects that have had contact with their target and is triggered strongly by smell. A Sniff receives information in the form of images and visions, and can use their ability to discern past events.

Enhanced - I see all, I know all: Where a Watcher sees the future, you see the past. No longer are visions received in flashes that need to be analysed for significant details and interpreted. Now, you receive full spectrum surround sound real to life experiences, as though you lived it yourself. With time and practice you will eventually even be able to experience the thoughts and emotions of your target, or relive their entire history as though it were your own - or at least as much of it has been imprinted on an object. Of course, if you have access to the individual, their life becomes an open book to you. At the pinnacle of your ability after decades of practice you will be able to perform remote viewing and active mind reading, provided you have a sufficiently imprinted object.

Shifter

A shifter can temporarily alter the appearance of an object, crafting illusions that are indistinguishable from the real article. Once the illusion is set, it will remain anchored to the object for a period of time dependant upon the skill and power of the Shifter. The object must have roughly the same dimensions as the illusion.

Enhanced - Is this real life, or just a fantasy? - The length of time that your illusions last has increased greatly, In addition you are no longer limited by the size or shape of the object that you are shifting, able to anchor illusions of any size or shape to any object (though you may need to be creative if the illusion is much larger than the anchoring object - if a person tries to sit in a chair that is really a pebble for instance, they will still fall to the floor, revealing the illusion and breaking its effect). Eventually with time and effort you will be able to craft free standing illusions, anchored to nothing at all or project the illusions directly into an individual's mind, and anchor them there, though only for a short time at first. At the pinnacle of your ability after decades of practice you will be able to craft worlds within the mind itself, locking people into an illusionary world of your own design.

Wiper

A Wiper can temporarily or permanently erase memories. Skill and experience dictates the accuracy of their wipes. Must have physical contact with the target. The more memories you erase and the more precise, the more time it takes.

Enhanced - Who are you? Who am I? - You have gained pinpoint precision with regards to your ability to erase memories, only taking exactly as much as you mean to. You will even be able to remove only parts of a memory - editing certain people or information out of a memory and otherwise leaving it intact. More than that, with time and practice you can erase memories at range, and as your skills grow you will be able to do so more rapidly, to the point where all that is required is a single glance. Eventually you will be able to erase memories as they are forming, giving you a form of invisibility as you edit the memory of your presence out of the minds of those who see you before it can even form, rendering you a ghost in human form.

Shadow

A shadow is able to block the abilities of other clairvoyants such as a Sniff or Watcher, making any subject within their target radius obscured from psychic senses. Experience and power will enhance the size and intensity of the “shadow” which they cast, increasing their shielding ability. A Shadow cannot keep their ability active while unconscious.

Enhanced - There are shadows so deep, the light can't touch: Your abilities have grown by leaps and bounds. You would find it no great challenge to hide an entire skyscraper within your shadow, even in your sleep. With time and training, you might be able to use your ability to mask an entire city. More than that however, you are a psychic void. Other people's abilities cannot see you, cannot touch you, cannot account for you unless you let them. As far as psychic powers are concerned, you don't even exist.

Stitch

A Stitch is a psychic surgeon that can manipulate flesh with the power of their mind, able to restore the injured to health simply by laying their hands upon their target and exerting time and effort. They can also reverse their healing with a touch.

Enhanced - The power is in my hands: Your power has grown easier to use, your healing more rapid. You can even heal yourself at a truly phenomenal pace, if you focus. More than that, living flesh is like putty in your hands and with time you can learn to craft it into whatever form you desire with merely a touch, healing or harming from the genetic level on up.

Phaser

A Phaser can pass through solid objects at will. With proper training a Phaser can learn to allow damaging objects such as bullets, or oncoming cars to pass through them without harm, or phase through people.

Enhanced - Am I a ghost?: Swimming through solid matter as if it were water or passing through it as though it were air is as easy as breathing. Beyond that, your fine control over your phasing ability allows you to phase things you touch. With practice and training you could phase a car if you wanted. If you spend long enough honing the minutiae of your phasing ability you will be able to selectively phase parts of objects at different levels, even from a short distance. This would allow you to swipe a phasing stick through steel as though it were air and have the steel be neatly severed or throw a

phased object and have it dephase exactly where you choose. Or reach inside a human body and pull out a person's heart.

Porter

A Porter can teleport vast distances at will. The ability of a porter is inherently unstable at first, triggered by merely "wanting to be somewhere else." Eventually a Porter can develop their ability to transport others as well as themselves.

Enhanced - The gun isn't in your hand, it's in mine: With practice you will be able to increase control over your teleporting ability, now able to control orientation and momentum through your teleportations, either cancelling or maintaining momentum through a teleport. Transporting people with you has become easy. With practice you might even be able to teleport others without moving yourself. With true dedication of time and effort, you may even be able to teleport things at range.

Changer

Perhaps the rarest of all abilities in the world, or perhaps merely the most difficult to find. A Changer possesses the ability to rearrange their molecules to look like another person, to shapeshift their form at will. There exists only one other documented case of this ability in the world.

Enhanced - What am I?: Transforming into people, even perfectly mimicking another individuals form is swiftly and easily accomplished. Now, you can completely alter the shape and nature of your form, giving yourself increased strength by changing your muscles, altering your senses to expand them beyond human limits, increasing the density of your bones etc. With time and training transforming into animals or even giving yourself the appearance of inanimate objects such as a section of wall, a stone statue, or even a table may be possible. You still require organs, a brain, to breath etc to live, so be careful how much of your form you change, and in what ways. Your total mass remains constant.

Items

50 - Nine Dragons Soy Sauce - A delicious authentic Chinese brand bottle of soy sauce. So high quality it is completely safe to take intravenously.

300 - Enhancement Drug - A single dose of a psychic enhancement drug developed by Division. To date, only a single subject has survived injection, becoming the most powerful Push on record. The full depths of power which this drug unleashes are unknown, though it will take time and training to make use of your new potential. Effects are permanent. 100% guaranteed to work, 100% non-lethal.

50 - Gun - A pair of guns. You use them to shoot things. Colt 1911s or other pistols customised to your preference, comes with holsters, six full magazines (or speed loaders), and 100 bullets.

100 - Bead - A small bead from a necklace. Imprints psychometric imagery with perfect clarity and is surprisingly malleable to Shifter illusions, holding them for twice as long. Take 100, loose in a bag.

50 - Luggage - One person carry on luggage bag. Your choice of colour. For some reason it's really easy to convince people that there is something valuable that they desire inside.

100 - Red Envelope - Instructions crafted by yourself and a powerful Watcher, before you both had your memories of your future erased. You have no idea what is written inside. The envelope is labelled with a name, time, and date for when it is to be opened, where, and by whom, down to the second. You have no idea what the result of following the instructions will be, other than that it is something you would choose to engineer. It might just save your life. With each jump the label on the envelope changes and a new message appears within. Multiple purchases allow for more complex chained instructions with greater effect, or multiple individual messages for different events, each envelope remaining distinct.

50 - Sketchbook - A black sketchbook with black pages. Comes with coloured crayons.

50 - Suit - A three piece suit ensemble in the style and colours of your choice. Tailored for a perfect fit, made from silk and with a bulletproof lining, cut to conceal your preferred weapons loadout perfectly. Take ten, one for each day of the week, and three for special occasions.

200 - Photo - A photo with a short message written on it. What the photo is of tends to change, as does the message, as well as who the message is from. Whenever you find this photo on your person, you will know you have been mind controlled and it will guide you to breaking free of the person controlling you. Can be passed on to another person if you choose. Returns to you at the end of each jump.

100 - Building - A high rise building that is under construction. It follows you to future jumps and despite any odd goings on or lack of activity on the premises, no one seems to notice anything amiss. All utilities are in working order. Could make a good hideout. You'll have to do the renovations or organise to have construction completed yourself.

100 - Boat - Somewhere between a Junk Rig and a chinese style houseboat, this slightly dilapidated vessel is surprisingly seaworthy and weatherproof. It's not pretty, but if nothing else it's a place to sleep at night.

100 - Six Million Dollars - What it says on the box. Six million American dollars, of various denominations, in a duffel bag.

Drawbacks

You may take up to 600cp in drawbacks.

+100 - **Gambler** - You can't resist a bet when offered and are bound to pay all debts owing and make good on all bets and deals made.

+100 - **Wonky power** - Your power is a little hard to control. You need some form of crutch or external tool to assist in its use, or simply have some difficulty with its use - a sketchbook and alcohol for a Watcher for example. A shaky grip for a Mover, a painful transformation for a Changer, a Bleeder who needs to scream and can only keep up their ability as long as they have breath. You get the idea.

+200 - **A bullet with your name on it** - A local gang is out for your blood and they won't stop till you are dead.

+200 - **Part of a plan** - Somewhere out there is a Watcher with a plan, and you are a part of it, dancing to their tune. Fortunately they are only average as far as Watchers go, so their ability to puppet your life from a distance is not perfect.

+600 - **Hunted by Division** - Division wants you locked up in an experimental facility where they can brainwash you, run tests and experiments on you, and eventually turn you into an obedient living weapon.

Notes

Enhancement Drug: This will effectively double any pre-existing psychic ability possessed at the time of taking, should you have any other psychic abilities. It will not enhance any abilities you gain after taking it.