



Disney

BIG HERO 6

Big Hero 6

2014 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Welcome to San Fransokyo, Jumper. Formerly San Francisco, it was renamed after it was rebuilt following the great catastrophe of 1906.

That's in the past though. What matters in the present is Hiro Hamada, a young genius and gifted roboticist. Following the death of his brother, Hiro will join forces with his brother's friends and personal project – a robot nurse known as Baymax – in order to investigate the villain responsible and bring them to justice. What role will you play in these events?

You arrive in this world shortly before Hiro defeats Yama in an illegal bot fight. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

Choose one of the two options below. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are an ordinary human. Self-explanatory.

[400cp] Personal Healthcare Companion

Like Baymax, you are a robot – specifically, one intended to be a robot nurse.

In terms of general appearance, you resemble a giant marshmallow; this is because your body is essentially a large inflatable suit on a sturdy endoskeleton. This endoskeleton frame provides you with immense strength, allowing you to lift one thousand pounds.

Your body is equipped with many useful features, largely relating to your intended role as a nurse. You can project images and videos onto your vinyl “stomach”, allowing you to show your patients useful medical information, or replay stored memories for others. You can quickly download information from the internet, and can contact phones and similar devices you have information for, handy when you need to reach a patient’s emergency contacts. Your body can heat up, helping you care for those that are dangerously cold. Your hands can be used as defibrillators, and your fingers can dispense various sprays such as antibacterial. You don’t need to worry about running out of these consumable substances. Your ‘eyes’ (hyperspectral cameras) are able to near instantly scan creatures, identifying possible health issues, and allowing you to identify them at a distance. With additional equipment you would be able to locate anyone you had scanned before across an entire city. Certain materials or structures may interfere with your ability to scan.

Your ‘brain’ is a special chip that slots into a port in your chest. This port can slot up to four of these chips; additional chips don’t contribute to your personality but can provide you with additional skills. Be warned: if your primary chip is removed, then the body will operate according to another chip placed inside, or shut down if no chips are present. Fortunately, you don’t have to expose your chip port unless you wish to.

For all the advantages this form brings, there are some disadvantages. First, your inflatable vinyl body is fairly easy to puncture, which will cause you to deflate without repairs. Second, you require regular recharges in order to operate; as your power gets low, you will behave strangely, not unlike a drunk human. Without power, you will shut down completely.

The destruction of your personality chip will constitute death for the purposes of chain failure.

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made.

-Location-

You may choose to begin anywhere within San Fransokyo, so long as it makes sense and does not provide you with any additional advantages you have not purchased.



-Perks-

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 1 600cp perk to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off. For perks you may purchase multiple times, any discount applied only counts for the first purchase.

[100cp] *I also know karate.*

You have become quite skilled at karate, and can perform a variety of flashy karate strikes with ease. If you are planning on fighting a supervillain, this may come in handy.

[100cp] *Tadashi is here.*

It is difficult for people to deal with personal tragedy, and often people go down the wrong path as a result of it.

You are now better equipped to support others going through these circumstances. Whilst this won't allow you to swoop in and end their suffering, it will assist you in providing them emotional support, and helping to prevent them from lashing out or otherwise acting in ways they know are wrong as a result of feelings accompanying this suffering.

[100cp] Mascot by Day

You've had a great deal of practice as a school mascot. As a result, you are extremely comfortable in bulky suits, and are also very skilled at sign twirling, allowing you to pull off all kinds of tricks.

Perhaps you'll find some less conventional applications for these talents?

[100cp] Lucky Cat

You are a skilled cook and barista. You also have some experience running a small business.

Such skills are just what you need to run your own café.

[100cp] Big Hero Beauty

A discount used here only applies to a single purchase of this perk, but you may apply a second discount to the second purchase of this perk.

In a superhero setting like this one, it is no surprise that you might run across some lookers during your time here. Thanks to this perk, you are one of them.

You have received a general enhancement to your appearance. One physical attribute of yours is particularly striking; this is chosen by you on purchase of this perk.

You can purchase this perk multiple times. For each additional purchase, you do not receive the general enhancement but instead choose a new physical attribute of yours that you haven't chosen yet to be particularly enhanced.

[200cp, Free for Personal Healthcare Companions] Medical Programming

You have extensive medical and healthcare knowledge, including how to correctly perform 10,000 medical procedures.

This is the kind of knowledge that could take decades of study to achieve, and will definitely be useful for those that wish to act as a nurse or healthcare companion.

[200cp] Team Leader

Fighting as a team is not as simple as it may first seem. Without proper coordination, a team may undercut their own efforts, and be less effective than a single participant would be on their own. This perk will work to prevent such accidents.

You are now well-equipped to lead small teams, even during high stress situations like life and death battle. Coordinating such groups comes naturally to you, particularly if you are familiar with the members of your team, and making yourself heard over the chaos of battle is much easier for you as well.

[200cp] Stunt Driver

You have become highly proficient at driving all kinds of cars and motorcycles. When driving such vehicles, you are able to pull high difficulty stunts such as drifts and jumps – ideal if you suddenly find yourself being chased by a masked man with a swarm of Microbots at his disposal.

[200cp] Darting Dynamo

You are an expert skater, and can maintain control even when moving at high speeds. You are also an accurate thrower of discs and can effectively use them in combat.

In combination, this will allow you to properly make use of Go Go Tamago's superhero equipment.

[200cp] Best Butler

Like Heathcliff, you have the necessary talent and training to perform all of a butler's duties with aplomb. You're even a trained helicopter pilot; you never know when your charge needs to be picked up in the family helicopter, after all.

Perhaps most importantly, you are able to remain stoic and composed in even the most stressful or bizarre circumstances. An ideal trait for those wishing to work for a superhero.

[400cp] Look for a new angle.

Even for the intelligent or knowledgeable, it can be easy to fall into the trap of single-direction thinking, and to fail to recognize obvious solutions as a result. This perk will help you combat just that.

From now on, taking the time to pause and think about other approaches to problems is more likely to result in flashes of inspiration, helping you out both when developing a new technology or during combat. In the case of the latter, you'll find that this becomes more likely the more your back is up against the wall.

Additionally, you'll even be able to pass the effects of this perk on to your friends and allies for a limited time, simply by instructing them to look for a new angle. This won't turn a moron into a genius on its own, but it will help them to recognize the obvious – such as being trapped whilst in a bulky suit may still enable them to slip all or part of their actual body out of the suit to get out of the situation.

[400cp] Expert Engineering

A discount used here only applies to a single purchase of this perk, but you may apply a second discount to the second purchase of this perk.

You have highly advanced engineering skills. In particular, you are highly knowledgeable in one area, chosen on purchase. This is either laser induced plasma, on par with Wasabi, or electromagnetism, on par with Go Go Tomago. Learning your non-chosen speciality will be a bit easier than normal, though it may take some time to get to the same level of understanding as your chosen specialty.

You can purchase this perk twice. A second purchase gives you the knowledge and understanding of the other specialty, but not an additional general improvement of engineering.

[400cp] Chemical Genius

You have a deep understanding of chemistry, on par with Honey Lemon's.

With this understanding, you are already able to create chemical reactions that produce smokescreens, fast-forming hard foams and soft foams, freezing effects, and more.

With time and effort, who knows what else you will discover?

[400cp] You died.

You are now quite good at engineering scenarios to fake your own death. Should you use a fire, explosion, or the like, law enforcement will not be suspicious even if they find no trace of your body. What's more, you can utilise these scenarios to achieve multiple objectives, such as stealing a rare technology without being suspected of the crime, or perhaps without others realising a crime took place.

Naturally, re-using the same methods or repeating this tactic in a short span of time will make doing so less effective.

[600cp] Robotics Prodigy

A discount used here only applies to the first purchase of this perk.

When it comes to the field of robotics, you are immensely talented.

It would be child's play for you to create bots that allow you to dominate the illegal bot fights present in San Fransokyo – an avenue to some serious cash if you can keep away from the eyes of the law and avoid reprisals from San Fransokyo's criminal element.

Of course, if you wish to challenge yourself, you'll find that this talent has far more to offer you. On purchase, choose either Tadashi's Personal Health Companion robot, or Hiro's Microbots and related neural transmitter; you know how to create your technology of choice, and have an understanding of the underlying principles that goes into it.

With time and effort, you'll be able to gain a similar understanding of the project you did not choose. Who knows what else your talent will lead you to discover?

You can purchase this perk twice. A second purchase gives you the knowledge an understanding of the other technology choice, but no additional general robotics acumen.

[600cp] Immortals

If you and your allies are going to be superheroes, you are in need of a serious upgrade.

You are now an expert in super suit design, able to create suits that are both functional and suit the individual's aesthetic. You can already design suits that utilise rocket assisted flight and that are capable of employing rocket fists.

That just scratches the surface of what you may learn to do with this, however. From now on, you'll find it easy to develop engineering solutions that allow you to employ technologies and sciences you understand in the field. This is typically as some kind of suit enhancement, just as Wasabi's suit employs his laser induced plasma, and Go Go's suit employs her electromagnetic discs, but it may instead take the form of a standalone piece of gear, like Honey Lemon's Chem-Purse. Should you work alongside someone else, you may apply this same process to sciences and technologies they understand.

Best of all, all of the above processes progress extremely quickly, with few of the usual setbacks and failures that would accompany such an endeavour. Why, you could fully outfit a superhero team with diverse talents and technologies in only a day or so, provided you had the appropriate space and materials.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[Free/200cp, Exclusive to Personal Healthcare Companions] Charging Station

You can apply a 200cp tier discount to the upgraded version of this item.

This red box-like object is a charging station. While it is plugged into a power outlet, a personal health companion robot that stands inside it will recharge. These robots can also deflate and scrunch down into the station, allowing them to be stored more conveniently.

For an additional 200cp, your charging station has been upgraded. It now possesses wheels, and can zip around at the speed of a car. It still requires accessing a power outlet to charge a robot, but also uses this power to charge itself.

Should your charging station be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Film and Series

A copy of Big Hero 6 (2014), Big Hero 6: The Series, and the Baymax! series, on your preferred form of physical media. They're yours to watch whenever you like!

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Merchandise

A lot of Big Hero 6 related merchandise has been released by Disney over the years. Now, you have acquired a large chunk of it for yourself.

Nothing in this collection is too useful, as it is primarily made up of various Big Hero 6 branded collectibles and odds and ends. Still, a superfan might appreciate such a collection nevertheless.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] *Have a lollipop.*

What better way to reassure or reward a patient than with a nice red lollipop?

At any time, you can retrieve a red lollipop in a plastic wrapper, no matter how improbable that might be. How wonderful!

[50cp] Bubblegum

If you enjoy chewing gum, or think it makes you look cool, then you might appreciate this item.

At any time, you can retrieve a small piece of bubble gum, no matter how improbable that might be. Enjoy!

[50cp] Pet Cat

Looking for a Mochi all your own?

This housecat, of a breed of your preference, is now your pet. It loves you very much.

Should anything unfortunate happen to your cat, it will appear the next day, good as new! This isn't that sort of movie, after all.

[100cp] Super Suit

A superhero suit, in the style of the ones employed by Big Hero 6.

The suit affords some protection. The helmet's visor (somewhat) obscures your identity. Optionally, the gloves can have magnets installed – helpful if you wish you attach yourself to a flying robot.

Your suit is perfectly fitting for the form you have chosen here. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours

[100cp] Yokai Suit

Identity obscuring attire, perfect for a would-be supervillain.

The attire is entirely black, save for a mask which comes in a design of your preference, determined on purchase of this item. Should you possess either the *Robotics Prodigy* perk or the *Abandoned Warehouse* item, then this mask may optionally be equipped with a neurotransmitter intended to interface with Microbots.

Your attire is self-cleaning and self-repairing, and perfectly fitting for the form you have chosen here. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours

[100cp] Megabot

A copy of the bot built by Hiro Hamada, as well as a controller to operate it. Compared to those typically used for illegal bot fighting, this one is fairly small and unassuming, and even has a happy face painted on.

In truth, this is a ruse, designed to scam potential opponents: the bot can disassemble and reassemble to take down larger bots with ease. It even has a hidden mean-looking face to add insult to injury.

Should either the bot or controller be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Electro-mag Suit

A superhero suit, in the style of the ones employed by Big Hero 6.

This suit employs the electromagnetic suspension technology developed by Go Tamago. Two wheels employing this technology are attached to the boots, allowing the wearer to skate around at high speed. An additional electromagnetic disc is attached to the wrist – this disc can be used both defensively as a shield and offensively as a ranged weapon; the disc can quickly be recalled to the wrist allowing it to be thrown again, or to be ‘boomeranged’ to take a foe off-guard. This item also comes with an extra disc that can either be placed on the other wrist or kept as a backup.

Your suit is perfectly fitting for the form you have chosen here. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Plasma Blades Suit

A superhero suit, in the style of the ones employed by Big Hero 6.

The suit affords some protection. The helmet’s visor (somewhat) obscures your identity. The vambraces of this suit can project powerful laser-induced plasma blades, which can cut through most objects. You can turn these on and off as you like – just be careful to have them off when your friend goes for a high-five!

Your suit is perfectly fitting for the form you have chosen here. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Monster Suit

A bulky super suit that causes the wearer to resemble some kind of monster. The suit is equipped with a flamethrower, allowing it to ‘breathe fire’. It has sharp claws. Perhaps most interestingly, it allows the user to perform ‘super jumps’, far greater than those an ordinary human could manage on their own.

Your suit is perfectly fitting for the form you have chosen here, and does not run out of fuel for the flamethrower. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Jumper’s Car

A fairly ordinary car by the standards of San Fransokyo, similar to the one owned by Wasabi. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere.

Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[200cp] Chem-Purse

A bulky device, which resembles a purse.

The device stores various chemicals. By pressing buttons on the side of the purse, it assembles these chemicals into thin plastic 'chem-balls', allowing easy access to potent chemical reactions.

To start with, the chem-purse is filled with the chemicals that will be employed in Honey Lemon's chem-purse. Once a week, used chemicals will be replaced. You can choose whether they appear directly in the purse or stored in a safe manner in the Warehouse. Perhaps you have other concoctions you would rather fill it with?

Should your chem-purse be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] 2.0 Suit

A superhero suit, in the style of the ones employed by Big Hero 6.

This heavy suit is bulkier than the others on offer here, allowing to provide greater protection. The visor is able to enhance the scanning capabilities of Personal Healthcare Companions robots and similar entities. The suit can deploy wings and thrusters, which allow the user to fly. The gauntlets are also equipped rockets, allowing them to be launched out as an attack and return to the arms afterward. Optionally magnets can be attached to the back, helpful if you wish to carry someone on your back.

Your suit is perfectly fitting for the form you have chosen here, and does not run out of fuel for the rockets. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] Lucky Jumper Café

This building is now your property. All bills associated with it will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given.

The lower floor has been renovated in order to function as a small café. Weekly replenishing supply will appear here, but you'll have to run it yourself or find someone to do so for you if you want to turn a profit. The upper floor has enough space for a small family to comfortably live here.

Finally, the garage has been refitted to serve as a small robotics lab, complete with computers and a high-quality 3D printer.

In future worlds, you may choose for the building to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the building be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[400cp] Family Chopper

A state-of-the-art helicopter. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to use it as often as you want. Very helpful if your charge has gone and gotten themselves stranded on an island.

Should your helicopter be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[400cp] Abandoned Warehouse

Ah, a supervillain classic!

You've acquired this warehouse, this appears abandoned and rundown from the outside. Unless they are led here by either some sort of clue, law enforcement and other do-gooders will simply not think to check it out. Those you would want to visit (including yourself) are not hampered by this effect.

Inside, you will find the machines and materials necessary to build a massive swarm of Microbots. Not included is the actual process of constructing them, so you'll either need to develop the technology for yourself or reverse-engineer existing Microbots. Materials that are used, lost, or destroyed will be replaced at the start of each jump (post-chain, every ten years).

In future worlds, you may choose for the building to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the building be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] Institute of Technology

Congratulations, you are now in charge of this prestigious school. It may be the San Fransokyo Institute of Technology or a new school approximately equivalent.

The school attracts the best and brightest, and has advanced facilities and resources including a state-of-the-art robotics lab. It comes with appropriate staff to take care of everything for you, who are considered followers and are absolutely loyal to you.

In future worlds, you may choose for the building to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like. If placed out in the world, in a setting where such a thing would exist, you may elect for it to be considered a legitimate school of great prestige, ensuring that it will quickly attract new students.

Should the building be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] Family Home

This opulent mansion is now all yours! It is well-furnished, and all bills associated with it will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given.

The property comes with a lavish garden, as well as a helicopter pad. It comes with a vast collection of superhero comics and merchandise. Finally, within the mansion is a secret chamber that is perfect for an aspiring superhero, with a large computer and plenty of space to store spare costumes and equipment.

The property comes with a butler or maid to manage it for you. See the *Family Butler* companion option for more information.

In future worlds, you may choose for the mansion to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the mansion be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse. Should any of the superhero comics or merchandise be lost or destroyed, a replacement will appear in either the mansion or your Warehouse (your preference) after 24 hours.

[600cp] Quarantined Island

Your very own private island!

The island is dominated by an abandoned facility. By investigating, you'll discover that research was conducted here in order to develop special portal technology, identical to Project Silver Sparrow. With time and know-how, it may be possible for you to reverse engineer and perfect this technology, stabilising it and turning it into a safe and reliable means of transportation. Of course, you could also put this space and facilities towards developing other projects you have in mind.

In future worlds, you may choose for the island to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the island be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

-Companions-

[50cp per.] Import

You may pay 50cp to import a companion you already have. They get 600cp each, to spend on a species, perks, and items, and are entitled to the same freebies and discounts as you. They may not purchase companions. Like you, they may Drop In, or have a background which matches their purchases.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Big Hero 6 (including Big Hero 6: The Series and/or Baymax! if you've included it via the toggle) along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

[50cp, First free with the Family Home Item] Family Butler

This butler (or maid if you prefer) now works for you. They are highly skilled in their profession and completely unflappable. They are also a trained helicopter pilot.

Your butler (or maid) is absolutely loyal to you and will take your secrets to the grave. A superhero's dream assistant.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

Using this toggle, you can import the events of any settings that have a demonstrated shared continuity with Big Hero 6, that you have previously visited. Inconsistencies between these settings may be smoothed out in a manner of your preference, but attempts to use this toggle to interact with prior versions of either yourself or your companions will fail.

[0cp] Jumpchain: The Series

Using this toggle, you can determine whether Big Hero 6: The Series and/or Baymax! are a natural part of this world's events. Any inconsistencies may be smoothed out in a manner of your preference. These series take place after the events of the original film.

[+100cp] *I am satisfied with my care.*

When taking this drawback, designate a phrase: until someone says this phrase to you, you are not able to attempt to go to sleep (if human) or shut down (if a robot). You are still capable of running out of energy and passing out or shutting down incorrectly due to low power or other causes. Humans passing out in this way will not get a healthy rest from this sleep.

[+100cp] *That was his mistake!*

In high-pressure situations, you have a tendency to make unfortunate outbursts. Whether these are revealing your true feelings in a situation where you would be better hiding them, or simply speaking up when it is best you stay quiet, these outbursts will work to antagonize your opponents and hinder chances for peaceful outcomes or reasonable negotiations.

[+100cp] Fish Allergy

You are very allergic to fish (yes, even if you are a robot). Even holding a fish for a short time will result in significant swelling, and greater or more prolonged exposure will come with even more severe consequences.

[+200cp] *For real, what is the plan?*

During combat and other life and death scenarios, you and your allies just can't seem to get it together.

Instead of acting as a unit, each of you will focus on your own actions, often resulting in you getting in each other's way or putting each other in danger. While this won't hamper your individual effectiveness, your team will severely underperform as a result of this.

This effect only applies during these situations and only whilst you act as a part of a group. Attempts to 'game' this drawback by 'allying' with enemies will always fail.

[+200cp] *I have a system.*

You are obsessively and compulsively orderly. This will manifest in various ways, such as keeping your things in hyper specific places and getting bothered when they are moved, or being a stickler for rules and laws even in extreme scenarios like a dangerous car chase. Overcoming these compulsions is possible, but will be very difficult and perks that would normally aid in this endeavour will fail to do so.

[+200cp] Yokai's Wrath

For some reason Robert Callaghan blames you for the fate of his daughter even more than Alistair Krei. Should he gain some means of exacting his revenge (such as gaining control over a swarm of Microbots), he will target you, seeking to make you suffer before finally killing you.

Callaghan cannot be persuaded or talked down, though if you manage to rescue his daughter – who is currently trapped in hyper sleep in the portal dimension – he will move on with his life.

[+300cp] *My programming prevents me from injuring a human being.*

For the duration of the jump, you are incapable of deliberately harming or killing human beings (excluding yourself if you are one), as well as deliberately engineering scenarios that allow you to bypass this rule.

Naturally, this will make protecting yourself and stopping would-be villains a great deal more challenging.

[+300cp] *Death in the Family*

Must take a background in this setting.

Sometime early in your time here, a relative or loved one derived from your background (not a companion) will die in a horrible accident. It will not be possible for you to prevent this death or to revive them afterwards.

Your relation to this person will ensure you suffer immensely as a result of this. Someone out in the world will have some level of responsibility for their death, and should you become aware of this you will struggle against the urge to go to extreme lengths to see this person punished. Without the assistance of others, you may well descend into behaviour you would ordinarily find reprehensible.

Are you sure you want to take this?

[+300cp] *Missing Jumper*

Requires at least one companion.

Instead of your usual starting location, you instead appear in this world in a transport pod in the portal dimension, trapped in a state of hyper sleep.

It will be up to your companions to first locate you, and then to rescue you. If you are still stuck in the portal dimension when your time here is up, you will fail your chain.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Staymax: You choose to remain in this world. Your chain ends here.

Hiro's Journey: You choose to continue your chain. Proceed to the next jump.

Go Go Home: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Suits:

If multiple suits are purchased by Jumper or a companion, they can be combined into a single suit which possesses each of the advantages and capabilities of the suits purchased.

So, what exactly happens here, anyway?

Note: this synopsis only covers Big Hero 6 (2014) in its entirety, but indicates where Big Hero 6: The Series and Baymax! fit in.

Hiro Hamada is a fourteen-year-old robotics prodigy who spends his time earning money from illegal bot fights. After scamming someone via one of these fights, his mark intends to harm him but he is rescued by his older brother Tadashi. Unfortunately, the two are caught by police and taken home by their Aunt Cass (their parents died a long time ago).

Hiro still wants to involve himself in bot fights, so his brother decides to take him to the robotics lab at his school: the San Fransokyo Institute of Technology. There, Hiro meets Tadashi's friends: Go Go Tomago, Honey Lemon, Wasabi, and Fred. Tadashi shows Hiro Baymax, a personal health companion robot that he has been working on. Hiro also meets Robert Callaghan, the head of the robotics program. This convinces him that he wants to attend the school as well.

In order to gain an invitation, Hiro participates in an exhibition. His invention are Microbots, tiny robots that can be telepathically controlled to be assembled as the user imagines. He impresses Callaghan, earning an invitation. He also impresses Alistair Krei, owner of the Krei Tech company. Krei offers to buy Hiro's Microbots, but Callaghan persuades him that Krei is not to be trusted and Hiro declines the deal.

Outside, Tadashi congratulates Hiro when they see that the building holding the exhibition is on fire. They rush to the building; when Tadashi hears Callaghan is still inside, he rushes in to save him. Hiro is about to do the same when there is an explosion.

Hiro and the others attend a funeral service for both Tadashi and Callaghan. Weeks after school has started, Hiro has yet to attend and throws his invitation away. He accidentally wakes up Baymax, and also finds a single Microbot that was in his jacket on the night of the exhibition. The Microbot is acting strangely, and when Baymax says it is trying to go somewhere, Hiro off-handedly suggests Baymax finding out where it is trying to go would improve his mood. Only after Baymax has left does Hiro notice, and he rushes after Baymax, following him to an abandoned warehouse. There, Hiro finds that someone is building more Microbots, and is attacked by a man in a kabuki mask wielding the Microbots against him. Hiro and Baymax escape. Hiro attempts to report the incident to the police but leaves when his family might be contacted.

At home, Hiro explains to Baymax that Tadashi is dead, and that he is experiencing a hurt that is not physical. Baymax downloads information from the internet on personal loss. Baymax attempts to contact Hiro's friends but Hiro seemingly stops him. Hiro realises that the stolen Microbots mean that the fire is likely no accident, and that the man in the mask is responsible for Tadashi.

Hiro decides to provide Baymax with some upgrades. He 3D prints some carbon fibre armour, and creates a chip programmed with karate moves, adding it to Baymax alongside the healthcare chip that contains his healthcare knowledge and personality. Hiro and Baymax head back to the warehouse, and are tailed by a car. The warehouse is empty, but Hiro follows his Microbot to the docks where he sees the masked man carrying a piece of equipment bearing the symbol of a bird. He is interrupted by the car; it is Go Go Tomago, Honey Lemon, Wasabi, and Fred, who were contacted by Baymax earlier. Before Hiro can explain what is going on, the group is spotted by the masked man. After Baymax is easily knocked aside, the group attempt to escape the masked man by car, and are ultimately run off the road into the water and left for dead. Baymax saves the group. Fred takes the group back to his house; the group is surprised to find that he is incredibly wealthy and lives in a mansion with a butler.

Hiro shows the group a drawing of the bird symbol but they don't recognise it. The group decides that they need to apprehend the masked man. Fred speculates that the masked man is Alistair Krei as he expressed interest in the Microbots. Baymax reveals that he scanned the masked man, and Hiro realises that with an enhanced sensor they will be able to track him down. Hiro 'upgrades' the group, providing them with super suits based on their inventions (Fred gets a mascot suit with flame breath and a super jump). Baymax is given a new suit of armour that can fly and can fire the hands off to rocket punch in addition to the sensor.

Baymax's sensor detects that the masked man is on a nearby island. The group heads there, finding that it has been quarantined. They investigate an abandoned facility and see the bird symbol. Checking the cameras, they learn that this was the site of Project Silent Sparrow, an attempt to develop working portal technology led by Alistair Krei and funded by the government. During a test, Krei ignores a technician's warning that something is amiss; when the test pilot passes through a portal, one portal explodes whilst the other begins sucking everything in and needs to be shut down. The group suspect that Alistair Krei is using the Microbots to rebuild the portals, when they are attacked by the masked man. Though the group fights in a disorganised manner that gets in each other's way, Hiro and Bayman manage to tackle the man and remove the mask – his means of controlling the Microbots. It is revealed that the masked man is Professor Callaghan, who stole the Microbots and used them to survive the explosion. When he tells Hiro that Tadashi's death was his own mistake, Hiro orders Baymax to destroy him. Baymax says his programming prevents him from injuring human beings, so Hiro removes his healthcare chip. The rest of the group fights Baymax to prevent him harming Callaghan as Callaghan escapes, and Honey Lemon manages to get the chip back in. Hiro is furious, and leaves with Baymax.

Baymax's sensor is damaged, so Hiro takes him back to his garage and repairs it. Baymax doesn't allow Hiro to remove the healthcare chip again, instead showing him recordings of Tadashi working on Baymax, which calms Hiro down. The rest of the group arrives (Fred's butler picked them up in the family helicopter), and forgive Hiro, agreeing to take down Callaghan the right way. Investigating the camera footage, they find that the pilot was Callaghan's daughter and that he blames Krei for her death.

Krei is giving a press conference when Callaghan appears and captures him. He reconstructs the malfunctioning portal above the building, and it begins sucking the building up. He plans to have Krei watch everything he built disappear, and then deal with Krei after. Hiro and the others arrive, and attempt to persuade Callaghan to stop, but he refuses. They battle, and Callaghan has the upper hand, but Hiro tells the group to use their brain and tackle the problem from a new angle – instead of going for the mask, they should keep taking out Microbots so they are sucked up into the portal. Distracted by Hiro, Callaghan doesn't realise he has run out of Microbots and is defeated. The portal

starts to destabilise, but Baymax is able to detect that Callaghan's daughter is alive in there, kept in hyper sleep by her transport pod. Hiro and Baymax go in to rescue her, but Baymax's suit is damaged in the process. He uses his rocket fist to get Hiro and Abigail Callaghan to safety, with Baymax's body left drifting in the portal dimension. Callaghan is arrested and his daughter is taken to hospital.

Hiro enrolls at the institute. He realises that Baymax's hand is holding onto his healthcare chip. Hiro rebuilds Baymax's body, and installs the chip. The group becomes a super hero team: Big Hero 6. In a post-credits scene, Fred learns his father is also a super hero.

[Should you include it via the toggle, Big Hero 6: The Series takes place after the events of the film.]

[Should you include it via the toggle, Baymax! takes place after the events of the film. It is unclear where it sits in relation to Big Hero 6: The Series.]

-Changelog-

0.1

Created the jump.

1.0

(i) Added a new perk: **Big Hero Beauty**. (ii) **Expert Engineering** and **Robotics Prodigy** can now be purchased a second time to receive the benefits of both choices.