Angel Jumpchain - CYOA V1.0
By Some Bored Guy On The Internet

I am happy to welcome you to the Buffyverse. For the next decade, you will be sent to a world of vampires, demons, gods, and evil lawyers.

You arrive in your starting location on the day Angel meets Cordelia in LA.

Good luck.

Before I forget, here are some choice points:

+1000cp

ORIGINS

Drop-In [Free]: You have no new memories or history in this world; you'll randomly appear in whatever location you have chosen with whatever you purchased.

Private Eye [Free]: You are not a champion or a villain; however, you are a reliable ally for anyone you would consider a friend. You also have a small detective agency; maybe you can offer a merger with another up-and-coming agency.

Champion [Free]: You are one heroic individual, aren't you? You won't let a girl get shot in the dark corner, not if you have anything to say about it. You are one of those men and women who use their powers, skills, and abilities to help those who can't help themselves. Noble calling, but I heard the pay is shit.

Evil Lawyer [Free]: Oh… so you want to be one of them, rich, well-dressed, good-looking, powerful men and women who defend the interests of monsters in the legal world? Alright then. You are now a lawyer working for Wolfram and Hart. The Senior Partners are aware of your nature and have agreed with your Benefactor to be flexible in their employment contract. They expect you to represent clients to the best of your ability, but allow you to refuse legal counsel to anyone of your choice. They will not, however, allow you to stab them in the back or drive their business to the ground by killing all their evil clients.

Physical Age: Roll a 2d8 + 16 to determine your age
Gender: Keep your previous gender or become a female for free
Or pay 100cp to determine either of these yourself

LOCATION

Roll 1d8 to determine your starting location, or pay 100 CP to determine it.

1. **Angel Investigations Office:** You start the jump where the first office of Angel Investigations might end up being; Angel currently lives below it.

2. **Hyperion Hotel:** A large, abandoned hotel that might one day become the headquarters of Angel Investigations.

3. **Caritas:** A violence-free karaoke bar, a neutral ground for all creatures in Los Angeles, regardless of whether they were human, vampire, or demon. Lorne currently runs it and is very interested in getting you to sing.

4. **Wolfram & Hart Los Angeles Branch:** The office building of the Wolfram & Hart law firm. Unless you have a business with them, you will 'kindly' be asked to leave.

5. **East Hills Teen Center:** A teen shelter run by Anne Steele. Funding is limited, but that girl is really trying to help those kids.

6. **Pearson Arms Apartments:** A series of apartment buildings. I heard one of the apartments is haunted.

7. **Sunnydale:** Where is this place? I never heard of it before. It seems like such a safe and quaint town, unlike monster-infested LA, so maybe stay there if you want to be safe.

8. **Free Choice:** Aren't you the lucky one? You get to choose your starting location from one of the above choices.

Races

Human [Free]: The vanilla race does not have any racial advantages or weaknesses.

Half-Brachen Demon [100cp]: You can shift into demonic form- red eyes and green skin with blue spikes- in that form, you are slightly stronger, faster, and have more stamina than a peak human. This can be taken as an alt-form in future jumps.

Vampire [200cp]: A demon-possessed corpse. You need to drink blood- not necessarily human- to sustain yourself. You also have superhuman physical abilities and are especially difficult to kill. You still have your soul, so I would think twice before picking the Champion Origin. This can be taken as an alt-form in future jumps.

Deathwok Clan [200cp]: You hail from Pylea, a world where demons reign supreme, and humans are treated as cows. While not quite as strong as a Vampire like Angel, you can keep your own, but what makes you special is your empathetic powers, being able to perceive the auras, thoughts, and feelings of other beings. You can also survive beheading, so there is also that. This can be taken as an alt-form in future jumps.

Dragon [300cp]: Always be who you are unless you can be a dragon. A flying, fire-breathing reptile that can crush Master Vampires under its claws. Immune to most modern weaponry, although I would be mindful of cluster bombs. This can be taken as an alt-form in future jumps.

Other Demons [100cp, 200cp, 300cp, 600cp]: You are a demon that has made an appearance in the Buffyverse. For 100cp, you are barely above peak human, for 200cp, you can take on a vampire, for 300cp, even Master Vampires can't hope to take you on- but nothing more powerful than a dragon- and finally for 600cp, you are a depowered Old One like Illyria- at the end of the series- or a comparable demon species. This can be taken as an alt-form in future jumps.

PERKS

Perks trees are discounted to the origin, General Perks are non-discounted, 100 cp perks are free to the origin. Discounts are 50% of the original cost.

General Perks

Have You Looked in the Mirror Lately? [100cp]: You are very attractive, even by Hollywood standards; you are good-looking, easily a 9 out of 10 by LA standards.

Prophetic Visions (Discounted for Half-Branchen Demon) [200cp]: You have a direct connection to the Powers That Be. They give you prophetic visions which include images of people in peril, names, and places in which evil was present. Normally, these visions would cause you to feel pain, but since you pay with CP, you are immune to the side effects.

Slayer (Female Exclusive) [400cp]: One girl in all the world- or more specifically, you are now the third slayer in the world. Regardless of how, destiny called upon you, giving you enhanced senses, strength, speed, reflexes, and agility to easily handle most vampires. And while your recovery speed and durability are superior to humans, remember you are still human and are not bulletproof. Prophetic dreams will occasionally alert you to upcoming events.

Dark Jumper [600cp]: You are a magical prodigy with an incredible aptitude for learning new spells, and possess raw power that most can't even dream of. You can already perform a variety of spells, comparable to College Freshman Willow; you also possess potential on par with hers, at the height of her power she is comparable to some of the more powerful Old Ones.

Drop-In Perks

Lorney Tunes [100cp]: You have a beautiful singing voice. Who knows, if you get bored with this supernatural business, you can always move to Las Vegas and become a superstar.

Time Travel Shenanigans [200cp]: There are many demons who can mess with the timeline. Luckily for you, you are immune to the changes to the timeline, so even if a demon were to go back in time to kill you as a baby, he would be shocked to come back to the present to see you alive and kicking.

Holtz [400cp]: He is a man of focus, commitment, sheer fucking will! Sorry, wrong franchise, but that definition definitely holds for Holtz as well. A time traveller from the 18th Century, the greatest non-supernatural Vampire Hunter in history, the closest thing to Batman we have here. A platoon of highly trained soldiers was slaughtered by him without putting up so much as a scratch. He could easily deal with fledgling Vampires; even a group of Master Vampires would leave town the moment they learned he was in the area. Now, thanks to this perk, you are just as skilled and dangerous as Holtz was in his prime.

Portal Creation [600cp]: You can, at will, create portals to dimensions you have been to; you can also use these dimensional portals to teleport to any location- provided you manage to master this ability.

Private Eye Perks

Investigator [100cp]: You are an excellent detective, and can uncover mysteries LAPD can't even with their superior resources and manpower.

Head Boy [200cp]: Huh? How did you get that nickname? I bet you were *very* popular amongst your peers in All Boys Watcher's Academy. You can now spot the demonic species upon sight amongst hundreds of different species.

Smartest Girl in LA [400cp]: You might not be the smartest girl in LA, but you are for sure one of the smartest people in the world. You have an especially brilliant mathematical mind, immense knowledge of quantum physics and science, and a natural ability in designing inventions.

Glow Up [600cp]: Wesley went from a blubbering bookworm to someone who stabs gods, both figuratively and literally. Cordelia was a pompous, rich girl; she became a girl whom Champions could rely on with their lives. This perk not only allows you to grow as a person to be the best version of yourself, but also gives you the tools to help those around you to do the same.

Champion Perks

Been Around the Block [100cp]: Some champions have been around for a long time, and they picked up several languages during their travels. Pick any two human languages, and you are now proficient in them. This perk can be purchased multiple times, but only the first purchase is discounted for Champion Origin.

Five by Five [200cp]: Angel, Faith, Spike, Connor… they all made mistakes in the past, and they all got a second chance. Now, people are far more willing to give you that second chance to turn your life around, even if you tortured them or their friends in the past.

Miracle Child [400cp]: Were you the son of two vampires? Not necessarily, but you can certainly pass for one. Your physical capabilities are now at least comparable to a Slayer; you can easily defeat most vampires and hold yourself against Master Vampires. What makes this special is the increase in your senses; you can track people city-wide by scent, and can hear whispers from across the street.

Chosen One [600cp]: How does a Champion handle enemies far above his or her weight class? How can Angel take on the Blessed Devourer or Buffy beat the First Evil? If you said that through hard work, smart planning, and working together with their friends, you would be dead wrong. It's plot armor, plain and simple; there is no other conceivable way they could have won. Like them, you possess a Plot Armor that allows you to take on enemies far above your level, although beware, even Angel and Buffy can die, so over-relying on this plot armor can get you killed.

Evil Lawyer Perks

Devil's Advocate [100cp]: A good lawyer has to be able to keep their emotions in check. He or she should be able to put his client's needs above pesky little things like morals. Now, you can turn on and off your emotions as you please. Even if someone whose name is in a certain list that ends in 'Stein's List' were to come to your office for representation, you can represent them without a consciousness problem. Of course, this doesn't erase your emotions, just lets you control them, so if you want, you can still beat them to a pulp.

Devil's Tongue [200cp]: You are a damn good lawyer. You can get a person to agree to a deal that is far more beneficial for you just with your sweet tongue. Even get them to betray their friends and family- although you will have to offer them something of value.

Legal Upgrade [400cp]: Wolfram & Hart has come to an agreement with your benefactor. They arranged to give you a legal upgrade. They uploaded knowledge of all legal codes, both human and demon, as well as fluency in some demonic languages, knowledge of golf techniques, and you now know all Gilbert & Sullivan light operas.

Liaison to the Senior Partners [600cp]: You do not inhibit an existing body; instead, Senior partners made one for you from scratch. Not only does that mean you have near autonomous control of Wolfram and Hart (every branch) during this jump, but they also give you special abilities. You now possess eternal youth; you can live a thousand years and not age a day past your prime (Unless you want to). Your physical characteristics are orders of magnitude above Master Vampires, you can easily beat Angel with your bare hands, and even someone like depowered Illyria would struggle against you. Furthermore, you now have a connection to the Senior Partners, while they won't be asking for anything unreasonable- as you are paying with CP- they will occasionally send you an early warning regarding threats to them, and yourself.

Items

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General Items

Sunnydale High Yearbook [100cp]: Well, this is interesting. Maybe you attended Sunnydale in the past, or got your hands on it after a one-night stand, left it at your place, or just stumbled upon it. You now have some pictures from Buffy's final year in Sunnydale High.

Blood of Eternity [200cp]: You are given 5 vials of blood of Mohra Demons. It has incredible regenerative properties; it is so potent that even missing limbs can be regenerated, and vampires would become human. Every jump or 10 years, your vials are refilled.

Jumper Scrolls [400cp]: You are in possession of a series of prophecies regarding you. These will tell you who in jump are likely to be a danger to you, and how they will approach in doing so.

Million Dollar Spin to Win [600cp]: A mystical game that can be used to steal the destinies of those who are foolish enough to play it. You can then either steal these destinies for yourself or sell them to the highest bidder.

Drop-In Items

Stake [100cp]: Good old reliable wooden stake, you can never go wrong with a stake to the heart, it will kill 99% of people and demons alike.

Band of Blacknill [200cp]: A plain, mystical ring that is rather special. It grants the wearer the power to move between dimensions, although you can't bring along anyone else with you, and if it is removed for any reason, you return to your initial dimension, leaving the ring behind. The ring will return to your pocket 48 hours after it's lost.

Resikhian Urn [400cp]: With this urn, you can trap the dimensional essence of any single demon of your choice. These urns are wonderful devices. They can last a lifetime. That is, if the demon lives forever.

Sanctorium Spell [600cp]: Transuding Furies owe you a favor. They agreed to cast the Sanctorium spell on any three locations of your choice. Within the walls of the designated area, you can choose to prevent human and/or demon violence. Every jump, or every 10 years, you can designate three brand new locations.

Private Eye Items

Suleman's Compendium [100cp]: This detailed compendium contains entries of over a thousand varieties of demons. Containing information regarding their habits and gives you insights on how to combat them. In future jumps, this compendium will be updated with the supernatural entities of the world you are entering.

Holy Water [200cp]: You have a jug full of holy water, which refills daily when the sun sets. Most demons are weak to Holy Water, Vampires especially. A good idea to keep this close by, considering your 'boss' can turn into Angelus at any moment.

Willow's Phone Number [400cp]: What do you mean the strongest Witch in the Western Hemisphere is a phone call away, and the Angel Investigation only calls her a few times? One of them to bitch about Harmony? And she never dealt with a Big Bad for them? Well, that's just poor writing. Luckily for you, you now have the phone of one of the most powerful beings in the world, and can call her to take care of any single problem of your choice. In future jumps, this can be someone else. For example, in the MCU, this could be the Ancient One.

Blood of Jasmine [600cp]: Jasmine is a higher being; calling her a demonic goddess would be an appropriate description. She can enthral anyone who sets eyes upon her, and the easiest cure to this enchantment is to apply her blood on one's body. Now, you have a vial of Jasmine's blood. It can break any spell or curse by applying it to the affected individual or the source of the spell, but know that it can only be used once per Jump or 10 years, whichever comes first.

Champion Items

1967 Plymouth GTX [100cp]: A convertible car that refills and maintains magically. Every sunset, the fuel tank is filled and fully restored to brand-new condition.

Jumper Hotel [200cp]: You are the sole owner of a Hotel in Los Angeles. If you were to sell it, you would get at least 8 figures for it… But alternatively, you can choose to have it operate without needing your involvement and just pocket the profits.

Gem of Amara [400cp]: A magical ring that grants the wearer immunity to their racial weaknesses. A vampire with this ring could sunbathe for hours without a minuscule pain, drink holy water, and stab himself in the heart for fun.

Vocah's Scythe [600cp]: You are in possession of Vocah's Scythe, one of the most powerful weapons in the world. It is nigh-indestructible and capable of killing anything up to and including higher beings, although you would need to catch them off guard and stab them with the scythe first. Since you own the Scythe now, you can call it into your hands with a thought.

Evil Lawyer Items

Law Degree [100cp]: You went to a law school, probably one of the Ivies, and finished at the top of your class. You have all the necessary skills and credentials to be a lawyer in a top law firm in your starting location. (ie, in future jumps like Doctor Who lets say you start in London, you can practice in the UK, but not necessarily in California).

Paralegal [200cp]: You know, being a lawyer sounds cool and all until you see the mountain of paperwork you have to go through. Luckily, you have a slave- not necessarily a slave, just a no-wage follower- that is more than happy to do all your paperwork for you. Its work is immaculate. You can design them as you please.

Enochian Protection Runes [400cp]: You have tattoos; they look pretty cool, but what makes this item worth this price is what it can do for you. These tattoos are protection runes derived from the Enochian alphabet, rendering you invisible to higher beings, seers, mystics, and technological surveillance devices, though not the naked eye. You also have a book detailing how to apply these runes to others and locations.

Los Angeles Branch [600cp]: Well, well, well, it seems your benefactor went above and beyond. Benefactor made a deal with the Senior Partners, granting you full control of Wolfram and Hart LA Branch, including anything and everything in it- I recommend you check more because they have a lot of useful things. In future jumps, it will automatically recruit new lawyers within the setting, and they will happily work for your company.

COMPANIONS

Companion Import [100cp]: Import one companion from your previous jumps. They gain an origin of their own for free and 600cp to spend on perks, powers, and items.

Jumper Investigations [200cp]: Import up to five companions from your previous jumps and create your own ‘Angel Investigations’. They each gain an origin of their own for free and 600cp to spend on perks and items.

Canon Companion [100cp]: If you were to reveal your jumper nature to them, and they agree to tag along, you can choose to recruit any canon character to come with you on your journey.

DRAWBACKS

You can pick as many drawbacks as you want. But be warned, drawbacks override any perks, powers, and skills you may have.

Comics? Really? [+0cp]: Buffyverse comics can get absurd, and while they are called 'canon', not many consider them to be as such. Taking this drawback into consideration, you can decide whether they are fully canon, partially canon, or non-canon for the world you are about to enter.

Extended Stay [+100cp]: You will stay in this world for an additional decade. Considering there is an annual apocalyptic event, I hope you are ready for what might come in the future. This can be taken as many times as you want, but only the first purchase grants CP.

Are we really in LA? [+100cp]: I thought everyone in LA was supposed to be hot, but apparently, you never got the memo. You would be 1 of 10 in Rhode Island, that's how ugly you are. Any perks, items, or powers to change shape or form fail you.

Sing Jumper [+100cp]: Once a month, you will feel an irresistible urge to go to a Karaoke bar and sing- if you can't find one, you will do so in a busy street. Which song are you going to perform, you ask? Baby Shark, doo doo doo doo doo doo. Baby Shark, doo doo doo doo doo doo…

Moment of Pure Happiness [+200cp]: It seems your soul holds onto your body only thanks to a curse. If you experience a moment of pure happiness, you will lose your soul and turn into a true monster. For an additional **+100cp,** you will instead start the jump without a soul.

Harmony Is A What Now? [+200cp]: At least once a year, a person from your past, most probably a friend, will show up. If you are one of the good guys, she might come back as a vampire, and if you are a Lawyer, he might join the Angel Investigations.

Champion's Love Life [+200cp]: Will you have a successful romantic relationship for the duration of this jump? "I think it's fair to say no. Not a chance. Never. No way. Not in a million years. And also nuh-uh." Your love life is as bleak as Angel and Buffy's. You might have a fling or two for a few months, but it will come crashing down; even companions are not exempt from this.

Jasmine's Love [+300cp]: Good news, you fell in love. Bad news, you fell in love with an evil higher being who is hell-bent on controlling everyone in the world. She is an extremely powerful being; there are only two known ways to escape her thrall: either introduce her blood to your body, or someone has to speak her true name in her presence, which is unpronounceable to human tongues. And if that was not enough, you do not *want* to be free from her thrall.

Headache [+300cp]: Using your supernatural powers causes massive headaches. If you abuse them for a few years, these headaches will grow to the point where they might lead to your demise.

Buffy Jump [+300cp]: Well, would you look at that, I thought this was supposed to be an Angel Jump, but it seems you are hell-bent on making it just another Buffy Jump. Well, fine, you can start in Sunnydale the day Buffy arrives, but I will lock away all your out-of-jump perks, powers, items, companions, your warehouse, and any body-mod add-ons you might have had. Furthermore, you are now a 16 year old High School Sophomore, you will be given overly involved parents who expect you to have a 4.0 unweighted gpa and you have to graduate high school in 3 years alongside the Scoobies- cheating in any way is not allowed. If you fail to graduate, or if Sunnydale High is destroyed beyond repair before you can do so, it will count as a Chain Fail.

ENDINGS

Well, you survived your 10 years here. All drawbacks are revoked. And there's just one choice left now.

Return: It's been fun, but after this, you had enough... It's time to go home.

Stay: Go home? This is your home now, and so you'll stick around here.

Move On: You've had your fun here, but now it's time to move on. There are other worlds to see, explore, and perhaps even save. Good luck.