



The Tick Prime Original Jumpchain - CYOA V1.1
By Some Bored Guy On The Internet

Welcome Jumper, I am happy to welcome you to the Tick Universe. For the next decade, you will be sent to the world of The Tick (Prime Original).

This world is full of super humans, and like almost every superhero verse, this one has superheroes, vigilanties, and supervillains. But unlike most of them, this one focuses on the adventures of the Tick, an amnesiac hero.

You arrive in your starting location the morning of the day Arthur meets with the Tick, and their journey towards destiny finally starts.

The story focuses on the journey of Arthur and the Tick, but the world itself is full of Superhumans, and if Superian is an indication, the Universe at large might have much-much more to offer than an empty space.

You'll be here for the next ten years. To help you on your journey take this:

+1000cp

ORIGINS

Sidekick [Free]: You have been a normal person, went to college, had an ordinary life, or at least you would have until a big strong (blue) man (or woman) showed up on your door and asked you for help. You may have chosen to help them and become part of this crazy superhuman world, or shot the door in their face and went back to your ordinary life.

Aegis Agent [Free]: In almost any world where there are super humans, the government has a group of highly trained normal humans that keeps them in check. You are now part of this group.

Hero [100]: The big guys who wear their underwear's outside, you are now one of them. Depending on your choice, you can be registered with Aegis, or not.

Villain [100]: Why care about the silly rules anyway? You are above the rules of man and that silly thing called mortal morality. You do what you want, take what you want, and kill who you like. Who can stop you anyways?

Age: Roll a 2d8 + 18 to determine your age

Gender: Keep your previous gender

Or pay 100cp to determine either of these yourself

LOCATION

Roll 1d8 to determine you

1. **The City:** You start at The City.
2. **The City:** You start at The City.
3. **The City:** You start at The City.
4. **The City :** You start at The City.
5. **The City:** You start at The City.
6. **The City:** You start at The City.
7. **The City:** You start at The City.
8. **Free Choice:** Congrats, you start at one of the choices above.



PERKS

Perks trees are discounted to the origin, General Perks are non-discounted, 100 cp perks are free to the origin.

General Perks

TV Good Looking [100cp]: Most actors are good looking, and now, so are you. This boosts your looks to at least 8 out of 10, meaning, even if you are not someone's type, they will admit you are good looking.

Category 3 Power [200cp]: You are in possession of a power that sets you apart from ordinary humans. This could be lazer eyes, frost breath, superhuman senses, turning yourself and others you touch invisible, stretching your limbs, or electrokinesis. The power itself cannot be anything more powerful or useful than Lint's Electrokinesis.

Amnesia Immunity [400cp]: The Tick is nigh-invulnerable, yet he has the one weakness, his mind. Unlike the Tick, you are now immune to any and all mental intrusions, including amnesia, Magic and super tech that has been shown to work against even stronger super humans, atlanteans, and aliens.

Sidekick Perks

College Graduate [100cp]: You have graduated from a college of your choice at the top of your class. This gives you the necessary credentials as well as knowledge that is expected for you to have. You can purchase this several times, only the first purchase is free.

For an additional **100cp** (undiscounted) you possess a postgraduate degree of your choice. Perhaps you are a medical doctor, a lawyer, or even

TrustWorthy [200cp]: There is something about you that bi guys (or gals) find to be trustworthy. Like the Tick choosing to put his absolute trust on Arthur, Superian taking him as a therapist, or Overkill finally opening up to Dot. Powerful people seem to trust you easier.

Future Sight [400cp]: You are capable of seeing into a couple of seconds into the future, especially this puts your life, as well as those near you in danger, allowing you to change it if you are capable of acting fast enough.

Destiny [600cp]: Perhaps the most important thing in this world, Destiny. And now, my friend, she favors you greatly. You possess no more luck than you did before, however, when you do get into hard situations, almost always you will have a way to come on top if you struggle enough. (Think of this as a protagonist's plot armor)



Aegis Agent Perks

Basic Training [100cp]: In order to work for Aegis, you are expected to go through highly specialized training, including combat training, and now, you have gone through this training.

Bureaucracy [200cp]: Aegis is a very- very large government organization, this means there is a hell of a bureaucracy to deal with for day to day business to run. And now, you are an expert in dealing with that.

Perseus [400cp]: You have been trained by the best of the best Aegis has to offer. You are THE Aegis Agent, possesign combat skills, espionage expertise, and other skills an agent expected to have on par with the likes of Walter, Tyrannosaurus Rathbone, and Overkill. With this alone, you can take on a squad of goons by yourself.

The Report of My Death Was An Exaggeration [600cp]: Once per jump, or every ten years, whoever one comes first, upon your death, you will be resurrected. This resurrection could take a couple of days, however, you will appear in a relatively safe location without any clothes on.



Hero Perks

Super Strength [100cp]: You possess a superhuman strength, you are powerful enough to bench press a ton for 8, and can probably train yourself to hit the good old PR of 2 tons. This power gives you durability enough to not be injured while using your strength.

For an additional **200cp** (discounted if this was), you possess the strength of ten to twenty burly men - or an entire crowded bus stop of men. You can punch a skyscraper sized human, and force him to stop, accidentally break Aegis' machine for testing a Hero's strength, and match the Tick himself, although he is significantly more durable than you are. You are still not bulletproof.

For an additional **200cp** (discounted if this was) you possess strength enough to punch meteors to smithereens, lift skyscrapers, and even match Superian in an arm wrestling match, although this does not give any other powers he possesses.

Flight [200cp]: You are capable of flying in three dimensional space. Your speed is five times the speed of your running speed, however, you get tired at the same rate, if you wish to fly to space like Superian, you will have to purchase other perks.

Super Speed [400cp]: You are fast. Faster than the fastest camera in the world can detect. Only a handful people in this world can see you move, let alone match your speed, Superian would even consider having a charity race around the world with you (This speed caps at Lightspeed in Earth's atmosphere, if taken with flight and Nigh-Invulnerability, you can travel throughout the galaxy).

Nigh-Invulnerable [600cp]: The most famous power of the Tick, nigh-invulnerability. Almost nothing in this world can hurt you, a giant explosion that can destroy a city would not faze you, even being punched by Superian himself would barely hurt you. In order to truly hurt you, it would take an enraged Superian to try his hardest. This perk also grants you immunity to any and all mundane disease and poison, as well as self sustenance.



Villain Perks

Intimidation [100cp]: Any goon with a gun can call himself a villain, however, a good villain can take his victim and mentally torment them for decades after having a two minute conversation with them. And now, you can do so as well.

Faking Your Death [200cp]: Perhaps the most cliché villain move is for one to fake his or her death, however, many seem to do so. And now, you are an expert at it, with a little bit of preparation, you could even make Superman believe you are dead. However, if proof of you being come to light, they will immediately know you faked your death, and using it multiple times on the same target will have diminishing returns (twice at most they will believe it)

Backstabbing [400cp]: Normally, when you backstab your criminal boss, you would have to spend months, if not years trying to get control over all of their assets and odds, but that is no longer the case. If you are being employed by someone and then kill them, you now get access to all their assets.

Super Science [600cp]: Without a doubt, you are a genius. You have one of the greatest scientific minds in the world. Given enough resources and time, you can invent or replicate mind control devices, sentient AIs, shrinking rays, enlargement formulas, super suits, and much, much more.



Items

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General Items

Spoon! [100cp]: The most important thing for any Tick jump, SPOON! It has quite a lot of possible usages. You can use it to eat soup or a dessert, mixing sugar in your coffee/tea, or maybe to check your reflection. Possibilities are ENDLESS!

House Boat [200cp]: A small house boat that is perfect to raise a family of crab people, or go on fishing. Comes with a group of small crab people and their mother that you can bring as followers.

Danger Boat [400cp]: A highly advanced boat (and a ship) that is full of state of the art equipment, a lab, a compartment for you and one other person to sleep in, a toilet, and a sentient AI that helps you operate the ship. If you want, this AI can be Steve, or you can design his, her, or its personality as you wish.



Sidekick Items

Endless Supply of Croissants [100cp]: There are many perks to being a superhero, however, the best one is these croissants. An endless supply of perfect croissants will appear in your warehouse, or a location of your choice.

Overkill's Armory [200cp]: You are in possession of enough weapons and equipment necessary to take down the entire criminal organization of a city, and take down kill a criminal mastermind like the Terror, provided, it is used by someone like the Overkill, and he has the support of his trusty sidekick.

The Moth Suit [400cp]: An exact replica of the Suit that Arthur is going to own within a couple of days unless you were to stop it. The suit is imprinted on you, and is capable of many functions, including being bulletproof, flight, head lights, phone calls, shock hands, and much more.

Family Home [600cp]: Well would you look at that, it seems you are in possession of something truly special, a family home. A two story family home in the suburbs. This house allows you, and anyone you consider family to live happily. Living in this house slowly and passively improves your family's closeness with each other. No force can hurt a member of your family while they are outside the house.

Aegis Agent Items

Basic Gear [100cp]: You have a handgun and a badge that you can use to carry out your duty... if you are misusing it too much it might be taken away. in future jumps, you receive a badge appropriate to the setting.

Drones [200cp]: A group of drones that you can deploy for retcons, and even *cough**cough*assassinations*cough**cough*. Just don't let your superiors know about how you use them.

Category Prison [400cp]: A prison specifically made to hold superhumans, it is capable of holding superhumans on par with The Tick, however, further upgrades are required if you wish to hold someone on par with the Superian.

Big Brother [600cp]: You are in charge of Aegis, an organization that manages super humans, and keeps tabs on them, as well as others. They possess cutting edge technology not available to the majority of others. In future jumps, the baseline human employees of this organization will follow you as followers, and the equipment and buildings can either be warehouse attachment or adapted to the setting depending on your choice.

Hero Items

Hero Costume [100cp]: You are in possession of a costume that self repairs overnight and does not inhibit the usage of your powers in any way, shape or form.

Pearls [200cp]: You get a monthly allowance of 10 pearls of medium size. In future jumps, if the pearls are not valuable object, you can instead get a similar good of your choice (ie. valuable, however does not have inherent value)

PR Representatives [400cp]: The thing that finally broke Superian was not the careful planning of the Terror, or a supervillain on par with him, it was the public. But lucky for you, you have a very successful PR team that keeps your image as good as possible. If you were to make a small mistake like thinking the Terror was dead for decades, they can easily make majority of the public forget about it within a couple of days.

Flag Five [600cp]: You are now the first person to be called into the Flag Five, and you will be made to be the leader of it. This will grant you access to their headquarters, all the weapons and gadgets, as well as the entire fund of the organization. In future jumps, these can be adapted to the setting, or a warehouse attachment, depending on your choice, you do not get a funding though.

Villain Items

Funds [100cp]: You receive an equivalent of 1 Million dollars at the start of the Jump. In future jumps, you receive the equivalent of 1 Million Dollars of the local currency.

Pyramid Gang [200cp]: You are now in charge of the largest gang in the city. They are composed of regular humans mostly with the exception of Miss Lint. In future jump, you can bring them along as followers, with the exception of Miss Lint, you will have to convince her to come as a companion if you wish to bring her along.

Mind Control Technology [400cp]: Perhaps the most dangerous, and vile piece of technology in this setting, mind control devices. You will have to imprint a device into your target's skull, however, after doing so your control is nigh-absolute until you let them go, or someone steals the control device from you.

Underground Criminal Empire [600cp]: The criminal empire that is currently run by the Terror, is now under your control. You now have an iron clad control over the criminals of the City. In future jumps, you receive the control of the criminal organizations of a single city of your choice.

COMPANIONS

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

Flag Five [300cp]: Import up to five companions from your previous jumps and create your own 'Flag Five' (one of them is a sidekick/mascot). They each gain an origin of their own and 600cp to spend on perks, and items.

Cannon Companion [Free]: If you were to reveal your jumper nature to them, and they agree to tag along, you can choose to recruit any canon character, with the exception of Superian, to come with you on your journey.

For an additional **200cp** you may recruit Superian himself, the most powerful being on the planet.



DRAWBACKS

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

Comic Book Universe [+0cp]: There exist several adaptations of the Tick Universe. If you want, you might start in the comic book verse, or the animated verse. Your powers and perks you purchase in this jump are adjusted as such.

Physical Mutation [+0cp]: You possess an unusual physical feature that sets you apart from others. This is an aesthetically pleasing, minor mutation, such as unusual color of eyes.

For an **additional +100cp**, this could be more severe, like unusual skin color, wings (vestigial unless you have a source of usable wings), or a tail.

For an **additional +100 cp**, you possess a very unusual body that makes ordinary humans hate you on sight. You look like a hybrid of a dangerous (or generally considered unattractive) animal and a man.

Amnesia [+100cp]: Your memory is hazy. You have forgotten all you know about the Tick Universe, with the exception of those you gain from the memories you gain from the jump origin.

For an **additional +100cp**, you forgot everything, you only remember your name. You do not know about your previous lives, or even your current life.

Tinfoil Hat [+100cp]: For the duration of this jump, you will be wearing a strange outfit. This could be a tin foil hat, or an exoskeleton of a blue bug onesie that you can't take off. Expect people to stare, a lot.

Overkill's Target [+100cp]: Overkill blames you for the death of his team, he will do everything in his power to put a bullet between your eyes and watch as the light leaves your eyes.

No Killing [+200cp]: A Hero doesn't kill. Who says so you ask? The Tick. And that seems to be good enough for you. For the remainder of this jump you cannot kill any sentient beings, this includes but not limited to humans, atlanteans, aliens, and Als.

Terrorized [+200cp]: As a child, you watched Terror murder your parents in front of you, this broke something in you. For the remainder of the jump, you will see visions of him haunting you, or until at least you find him, and kill him with your bare hands. Revenge can help with trauma sometimes... at least it did for Arthur and Overkill.

Locked Away [+200cp]: No out-of-jump powers, perks, items, nor warehouse. If this is your first jump, feel free to take the +200cp, this universe is rough to begin with.

Nemesis of Superian [+300cp]: Superian is by far the most powerful being in this world. He has deemed you to be his nemesis, an enemy he has to eliminate at all cost. He would destroy all 7 billion 'monkeys' if he has to get to you, and to hell with his image.

Big Brother's Watching [+300cp]: Aegis knows all about your powers, abilities, skills, and items you brought along with you, as well as your nature as the Jumper. They are adamant about locking you up, and cutting you up to see what makes you special. They will use the full might of the United States Government to do so.

Fragile Ego [+300cp]: Sometimes, it doesn't matter how many people chant your name, look up to you, want to be you, or be with you. Sometimes, a single comment could destroy a person and could push them off the edge. You are not THAT insecure, but even a couple thousand internet trolls giving you a dislike could send you to a frenzy to the point that a beacon of heroism would think about killing everyone on Earth.

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.