



Jumpchain CYOA

Version 1.0

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Introduction

This is just another Earth, at least on the first look. And even on the second, because there's really very little going on here, especially compared to some of the things you may have seen. But it's not *all* mundane. There is at least one thing here that's worthy of attention, and possibly more.

Because you see, in this world there exist being who have power far beyond what anyone can imagine. Not powers race locomotives or leap tall buildings in a single bound, but one, singular power that means they don't have to do either of those things. In this world there exist Jumpers.

No, not that kind. These are people who can, in one word, teleport. Sometime in their childhood, typically at the age of five, a small boy or girl wakes up one day, with the power to just *jump* to anywhere they have been before, without covering the distance in between.

A jumper requires at least a basic idea of where they're going, and having a picture on hand to remind them of the details usually helps. They can't take along much more than themselves, about a small automobile's worth of matter. But all that's unimportant compared to the main problem they face, which is the Paladins. A group of well armed, equipped religious fanatics who hunt them under the idea that only God should have such a power.

It's this world you're going to, Jumper. Take 1000 CP to help you along.

Times and Places

You arrive the day before the events of the movie, anywhere on Earth you'd like. Not like it matters, eh?

Origins

Drop-in

Well now, haven't you gotten caught up in a right mess? And without any papers or memories of this world, too.

Wanderer

You don't really like to remain in one place for too long. Whether you do your moving on planes or... otherwise remains to be seen.

Desert Dweller

Moving around is well and good, but you need somewhere to lie low. Better to fight back that way, too.

Paladin

Member of an ancient order, you know there are abominations roaming the world. You will be the one to cleanse it of them, you're sure of it.

Perks

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

Jumper - 600 CP

Yeah, let's get this out of the way first. You're now one of the eponymous teleporters, and a very, very powerful one. You can move across the planet instantaneously, carrying along with you anything or anyone you're in direct contact with. This is as easy as walking to you, taking no particular effort as long as you don't try to move more than your limit.

Yeah, there's one. While theoretically you could move any amount of matter with you, it takes more effort the more stuff you're trying to take along. Your own self takes no effort at all, and with a decent amount of growth it's just as easy to take up to a bus's worth of people/things with you. From there it gets more difficult, though. It's tremendous effort to increase this range, and it would take everything you have after several years of growth to take along a whole apartment with you.

There's no real way to judge how the ability grows, if the range increases, or where it stops growing, or even if it stops at all. So fanwank responsibly for all that.

Drop-in

Profession - 100 CP

Something to keep the lights on. You have a stable, well paying, safe job somewhere, that tends to require surprisingly little effort, and allow you to take strange amounts of time off. It's basically a free income.

A Dose of Sanity - 200 CP

The power to go anywhere in the world in an instant, to surpass all boundaries, to be truly free... That kind of thing could go to a man's head, could make him change.

Whatever might happen to other men though, you won't have that kind of problem now. Your sense of self is inviolable and your principles are uncompromisable. No matter the kind of power you wield, no matter what you do or what you see, the core of your identity will never be bent or twisted without your will.

You also have the astounding superpower of being generally well-adjusted and capable of proper introspection.

Inscrutable - 400 CP

The Jumpers would never have been so threatened by the Paladins if not for their technology and understanding. Electricity disrupts concentration, causes spasms and all that, preventing a Jumper from focusing on a destination and making the Jump. As well, the Paladins created technology that allowed them to follow Jumpers through the rips in space left behind in the wake of their Jumps.

This kind of thing won't be a problem for you going forward, however. Your powers are *yours*, and no one else's. No one can understand them against your will, let alone suppress or counter them.

Wanderer

Picture-less - 100 CP

A Jumper needs to be able to clearly picture their destination to Jump there. If you can't picture the destination, because you lack a photo or because your visualisation skills are garbage, then you're fucked.

But not anymore. Your memory is now perfect, effortlessly recalling all details and facets of anything that has passed by any of your senses. It's all sorted perfectly too, so don't worry about not being able to find anything.

Trustworthy - 200 CP

You're an odd one, aren't you? Something about you, an aura or perhaps just something about your face, makes you seem trustworthy. Even as a complete stranger, people are predisposed to assume the best of you.

Be it getting a spare room for the night (perhaps *with* someone, eh?), getting a ride to the nearest town or any similar type of kindness one might hesitate to bestow on a stranger, you'll find that these kinds of things are easy for you to acquire.

And once you're done, you'll slip back into the crowds, just another passing face to be remembered with slight fondness. Indeed, you have the kind of face that can just as easily be utterly forgettable and unremarkable as it can be personable.

Trackless - 400 CP

The Paladins hunt Jumpers to the very ends of the Earth. Once they've found even a hint of their existence, they doggedly pursue them with all of the resources and experience at their disposal.

Fingerprints, hair, money trails, CCTV, the distortions in space your superpowers cause, all these things are like blinking lights leading straight to you.

But not anymore. No matter how many try, no matter the scale of their resources or reach, the strange or esoteric methods of their tracking, you will never be found unless you choose to.

Of course, if you're right in front of someone, then you'll have to get away first. You're not *invisible*.

Desert Dweller

That's "Goodbye" In Chinese - 100 CP

A Jumper will naturally see a lot of the world over the course of their life, as befitting an existence like theirs. It follows then, that a Jumper should have a good handle on languages, given the sheer variance of them across the world.

Whether or not that's actually the case is neither here nor there, but you, in particular, have a stunning talent for languages. To begin with, you can already speak an even dozen languages like a born native and learning more is effortless, taking less than a week of immersion to reach a similar level of mastery.

Counter-Attacker - 200 CP

Some people, when faced with danger, flee. Some, on the other hand, fight. You're one of the latter. You have all the skills and talents needed to pursue a one-man war against an entrenched adversary, though it might help to have magical teleportation powers.

You know how to find weak spots in the enemy's infrastructure, how to bait their teams and what spots you can leave them in to be killed, and everything else you need to survive multiple engagements against, and make actual headway in destroying an organization that makes it's purpose the extinction of hundreds of people who can all teleport across the planet at will.

Experienced - 400 CP

Not a newbie exploring your powers anymore. You have a solid, near-perfect grasp of your powers that lets you use them to the fullest potential, even finding new ways to use and exploit it that most people could never imagine.

This doesn't just apply to Jumping, either. No matter what it is, you can find an unending list of clever and innovative uses for all your powers and abilities, pushing their boundaries and using them in more and more effective ways.

While jumping in raw strength isn't really something this jump is for, you have the ability to creatively and cleverly expand its breadth until it only remotely resembles what you started with, and even that's just the beginning.

Paladin

Dedication - 100 CP

The Paladins are on a mission from God, one that will last their entire lives or until every Jumper is dead, whichever comes first.

Their adherence to their cause varies from person to person, but yours is unquestionable and unshakeable. In pursuit of your goals, your determination is limitless and your will

unbreakable. No amount of pain, hopelessness, squeamishness or deterrence can sway you from your goals or your purpose, whatever it may be.

I'm Afraid that's Classified - 200 CP

While the Paladins aren't strictly backed by any government, they certainly have the reach and clout to act as if they do. You can easily draw on this kind of intimidating effect, acting as though you have the right and authorisation to do the things you're doing and having no one question you.

People tend not to gossip about this stuff either. Fear of reprisal and all that, so wherever you wish it, people will keep their mouths shut about things that they see you do or that you ask them to do, providing that you don't do anything too extreme or out of the ordinary.

Keeping Up - 400 CP

To defeat the Jumpers, whose power intruded on the realm of God, the Paladins needed to innovate and create methods to even the playing field.

In pursuit of that goal, they created incredibly potent tasers to restrain Jumpers and suppress their abilities. They created technology that allowed them to track and detect the spatial distortions left in a Jumper's wake, as well as the devices necessary to forcefully reopen those distortions and allow a normal person to travel through them.

Now, you have a similar kind of talent and capability. By studying something, you can begin to come up with technologies and devices capable of suppressing, counteracting, destroying or interacting with any given force, ability or creature.

Depending on how strange or powerful that thing is, however, the process may take a long time.

Items

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

Drop-In

Account - 100 CP

One of the ways that Paladins tend to find careless Jumpers is by noting influxes of sourceless money and similar stuff. The evils of the IRS know no bounds.

With this, however, you won't have any trouble, no matter how much money you're moving around. This account is entirely private and traceless, allowing you to store any amount of money completely tax-free.

It's contents are transferred between settings and may be withdrawn in whatever form of currency you like.

Arsenal - 200 CP

Now where did you get all of this? I'm sure this would be illegal in most countries, even the ones with really lax laws.

What you have here is an alarmingly large collection of firearms, ammunition and explosives of all kinds, more than enough to keep one man going for a long time.

Or a full squad for a few engagements. Good thing that it all replenishes itself weekly then, no?

Maps - 400 CP

One of the most useful tools for any traveller is a trustworthy, accurate map and what you have here is the pinnacle of the concept.

Whether digital or some other format you prefer, this is a complete and fully accurate map of whatever setting you might find yourself in. It marks down everything you would find interesting or noteworthy and what's more, you can use certain abilities through it.

Powers such as Jumping, which rely on you knowing your destination, can be used through this map.

Wanderer

The Pad - 100 CP

Something you spent your ill... or maybe not so ill-gotten gains upon, evidently. This is huge penthouse apartment in a high security building, an obscenely luxurious mini-mansion with every comfort you can imagine and many you can't.

It also has a number of hidden rooms, sealed up behind walls of plaster. Not much use to a normal person, but if you're capable of teleporting, then I'm sure you can find a use for them.

Papers - 200 CP

When you travel as much as a Jumper tends to, it helps to have a variety of ID and similar such things for any given location on hand. After all, it'd be a bit awkward if you got into trouble with the authorities because you didn't have a driver's licence or an appropriate form of identification.

To that end, you can take this. It's a set of papers and cards that will change to suit any given situation. Need a Lithuanian driver's licence? You're in luck. A Russian birth certificate? What a coincidence. Australian firearms licence? You get the idea.

Possession Tag - 400 CP

Jumpers hate leaving things behind, don't they? And these ones are jumping just across the planet. You too, never need to be concerned about leaving things behind now. This a personal tag of yours that, once placed on something, ensured that it comes with you on all future jumps.

It also makes the item self-updating much like things you buy with CP, in that they are assured to keep working in all future jumps, return if destroyed, and all the rest. You have an infinite supply of these.

Desert Dweller

The Car - 100 CP

When Jumping needs to be done in style. You have a very high-end, superfast car, that's not just indestructible and permanently fueled, but also boosts any transportation related powers when used in it.

You can jump this car around with no added strain whatsoever, and as a matter of fact you can jump more easily and further while in it. Furthermore, it similarly boosts any flight or other similar powers you might have several times over.

Lair - 200 CP

Well, you can't be a desert dweller without having a dwelling, can you? This is a hidden base somewhere isolated in the world, almost impossible to get to unless you're a teleporter. It has enough food and water for several days, and a small prison section where you can put any enemies you want to question.

Finally, your jumps to this place simply can't be tracked or followed, no matter how sophisticated the technology.

Carrying Capacity - 400 CP

Some space beyond your pockets to carry things. This is basically a pocket of Hammerspace that follows you, a pocket universe the size of a small room. You can pull things in and out of it at will, and it connects to your warehouse, meaning that you can do the same with things stored there, too.

Paladin

The Coat - 100 CP

Man, you scared me there. That coat is really something. Stylish, well-fitting and tastefully cut, but also eye-drawing and honestly kind of intimidating.

I reckon most people would probably be too busy staring at your coat to actually look at your face. And if they did, they likely won't remember it very well.

Equipment - 200 CP

All the stuff you need to be a religious nut hunting down powered people. You have a set of short staves capable of firing electrified nets and cables with incredible force as well as electrical traps, several cans of aerosol that reveal rips in space when sprayed and a machine that lets you force them open and move through them to the other end. Also a knife that's... really sharp? It takes all kinds, I guess.

The Paladins - 400 CP

As capable as individual paladins are, the main advantage they have over Jumpers are their resources and their sheer size. You now have the full Paladin organization behind you, a hidden secret society with the resources and wherewithal to have its agents hunt down dozens if not hundreds of casual teleporters across the planet, and be successful enough to all but render such beings extinct.

This is a globe-spanning force, with a small army of fanatic agents, and access to the highest levels of many governments. And it comes with you to all future jumps, now dedicated to purposes that just happen to correspond with yours.

Companions

Import/Create - 50 CP

C'mon, you know this by now. Create a new companion, or import an existing one. They get 600 CP for stuff. Alternatively, you may import 8 for 300 CP.

Canon - 100 CP

Or would you like to take along someone from canon? Maybe Roland, one of the more dedicated and experienced Paladins? Perhaps you can take him to new fields of abominations against God to hunt. And he's Samuel L. Jackson, so there's that too. Or maybe Griff? Any which way, pay 100 CP and they get to come along with all of their stuff duly fiat-backed and all that jazz.

Drawbacks

Self-Centered +100 CP

Say you suddenly find yourself with superpowers, think of the things you could do, the lives you could save! I'm not sure what a Jumper might be able to do, perhaps save people from natural disasters, but-- Ah, you've robbed a bank. And... Is that the Mona Lisa?

I see. Why bother helping other people and using your powers for good when you can use them to live a life of luxury, am I right? It's easy to forget about the stationary world when you have all the freedoms of being a Jumper. It takes an exceptional person to resist. You are... not one of them.

Desert Plant +100 CP

Maybe you adapted to living in the desert a little too much. You've been alone for a while now, so much so that you have developed something of an unhealthy liking for the state of affairs.

In simpler terms, Jumper, you're something of an asshole who won't admit they're lonely.

Family +200 CP

You have a very damaged home life. Perhaps your mother left when you were five and your father spiralled into alcoholism fuelled abuse. Maybe you're in a strained and toxic relationship.

Whatever the case, expect a great deal of emotional baggage as a result of this relationship.

I'll Explain Later +200 CP

You should really do that now, honestly. No? Okay.

God only knows why, but you're absolutely terrible at explaining yourself. Insisting instead that people should trust you or that you'll explain later, when it's blindingly obvious that if you just took a moment to explain the severity of the situation to someone, everything would run along a lot smoother.

Bang +300 CP

When in moments of stress or exertion, Jumper's can cause some pretty incredible damage to their surroundings in the process of using their powers. Shaking buildings down to their foundations, shattering windows, creating considerable craters in solid floors, all that stuff.

You'll find that any use of power you have tends to cause considerable damage to your surroundings. Displaced air from a teleportation cracking walls, shattering glass and knocking things over and so on.

And if you don't have any powers, then you're just clumsy as shit and constantly running into things and breaking stuff.

Always Check The Fridge +300 CP

The Paladins are relentless and ruthless in pursuit of their purpose. No one is safe and nothing is sacred. Murdering the relatives of a Jumper or holding their loved ones hostage to draw them out or aggravate them is part and parcel of the job.

And now everyone you might come into conflict with deems this an acceptable course of action where you're concerned. Nothing is ever just between you and them. If you have friends, family, pets, beloved possessions, expect your enemies to target those first.

Abomination +400 CP

Those things, polluting the world with their very presence, aberrations against all that is good and holy... You hate them. Whatever it may be, Jumpers or Paladins or a minority, you hate them with a violent, murderous intensity.

Every moment that a single one of them continues to breath is unforgivable.

Only God Should Have That Power +400 CP

The mandate of the Paladins is to hunt and kill the Jumpers, because their power allows them to be in many places at once, a realm only God should reside in. And that's just Jumpers. You're a JUMPER. So... yeah, the Paladins have an even greater animosity for you, who walks between universes, and they will do their very best to find you and kill you.

A group of mundane humans might not be a threat to you, but then they shouldn't have been a threat to the Jumpers either. But their ability to develop technology capable of tracking and following in the Jumpers' wake eliminated that advantage. You'll find them similarly capable of developing technology that can suppress your abilities, bypass your defences and manage to reach your location, wherever it may be, assuming you give them enough time to grow.

Choices

Go Home

Finally done jumping? Want to go home to somewhere more familiar? Who am I to judge.

Stay

Perhaps you want to stay and clean up the Paladins. Or the Jumpers. Or you're just after a different kind of Jumping?

Continue

Keep on Jumping, Jumper. Not the local kind, at any rate. Though you can if you want.

Notes

Okay, let's see. There really is nothing known about the limits on Jumping and how they grow, so it's all gonna have to be fanwanking on your end. There might be something in the books, perhaps, so you could use that.

Paladin technology is a strange mixture of relatively mundane things crossed with some heavy, space bending sci-fi stuff. They have machines that can force open, and keep open, scars in space from where a Jumper has Jumped. And their stave-like tasers can shoot restraining cables that follow Jumpers through their Jumps, preventing them from Jumping beyond the range of the cable, even to the extent of phasing through walls to follow them.

For any other clarifications or suggestions or stuff like that, hit us up at SB.