



Jumpchain CYOA

Version 1.0

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Introduction

Welcome to the world of Megamind! A world of superheroes, and a world of supervillains! This is a glorious place, a place with HAM, CHEESE, and Superheroics!

The plot of the setting revolves around Metro City, a huge metropolis which is home to both the superhero Metro Man and the supervillain Megamind.

This is a pretty strange world, all told. People are just *unbelievably* blase about things, and Prison officers let inmates keep any kids they find. But eh, cartoon logic!

Times and Places

You arrive in Metro City, Unknown State, USA. It's basically New York with the numbers filed off. The time of your arrival is one year before the events of the movie, although if you want you can choose to arrive just as the two aliens land.

Age and Gender

Your age is $3d8+20$, and your gender remains the same as before. You may pick either freely for 50 CP.

Origins

Drop-in- 0 CP

You arrive as you are, no changes at all.

Reporter- 0 CP

You have a nose for news, and the instincts to chase it. You're a reporter in one of the Metro City media companies, either a colleague or a competitor of Roxanne Richie.

Supervillain- 100 CP

Or maybe you're *naughty*. Not a mere villain, you're a Supervillain! And one day you will RULE THE WORLD!

Superhero- 200 CP

Who'd have thought? Metro Man wasn't alone! You are a Superhero, standing for all that is good, right and just in the world!

Perks

The 100 CP perk for each origin is free and the others are discounted.

Drop-in

Harmlessness- 100 CP

You're silly! No, really. You tend to come across as an utterly plain, harmless person to even the most discerning eye, at least at first glance. It can be that you're rather bumbling, and look pretty stupid, or it could be that you're just too boring. Either way, unless you deliberately do something to attract attention, people just sort of pass over you.

Toggleable Ruthlessness- 200 CP

Not everyone can make a switch from simple everyday person to evil, as in *real* evil, supervillain very easily. At least, not in a day or two. You can, though. You have a mental 'switch', of sorts, which, once thrown, lets you completely ignore any morals or principles you may have, and lets you just do whatever you want without restraint.

So far so good, but the important thing is, it lets you come back too. At a moment's notice, you can be back to your old self, and any actions you take in your 'other' nature tend not to affect your psyche at all.

Under New Management- 400 CP

Ah, takeovers. A good and old tradition, and you're one of the pioneers! You are very, very good at taking over new organizations, be it by naked force, slow subversion, or whatever others means you like. You can take a city, a gang, a company or even a country, and know exactly what to do and how best to do it to get the people to accept you as the new boss, even if they do so grudgingly.

This also increases the actual *likelihood* of them doing so, causing any efforts you take in the direction to be several times as effective as they would otherwise be. Simply by beating down the existing leadership of an organization and proving your superiority, people start lining up to hail you as the new chief.

Lottery Winner- 600 CP

Well, aren't you a lucky one! You have a strange fate, Jumper. You tend to find yourself the recipient of power-ups of all kinds, whether or not you're trying to. Events align themselves, coincidence and causality bend, and random accidents arrange themselves

until you end up the absolute most likely person to receive any powerup that's out there to be gotten.

This can be items of great power, genuine powers, blessings offered by gods or spirits, and everything in between. The few times you just don't manage to knowingly or unknowingly circumvent any requirements you find yourself able to breeze past them, or even the people tamping down the difficulty for you. You just seem the kind that can be trusted with power, I guess.

Reporter

Nosey Reporter Skills- 100 CP

You have the skills of a prize-winning journalist in one field of your choice, such as Investigative or whatnot. Pretty much what it says on the tin, really.

Odd Attractiveness- 200 CP

Okay, this one could be as much of a curse... except not really. You have a certain... something about you, that draws strange, powerful and/or just weird people to you, like moths to a flame.

Heroes like you and want to take care of you, villains like you and want to abduct you. Except they'll be really, really unlikely to do any actual *damage*, even psychological. And if you try, you could even show them a better path...

Unflappable- 400 CP

You've seen a lot of weird things, over the years. Why would *this* be enough to make you flip out? You have a perfect poise and control, a mind that simply refuses to be shocked, panicked or distressed even by the most momentous events.

No matter what happens, how good or bad it may be, you're able to calmly and coolly consider it without freaking out in any way, maintaining a flawless poker face the whole while.

You can tell me!- 600 CP

And people tend to do it too! You have something about you, that certain *je ne sais quoi*, that makes you seem eminently trustworthy and likeable to anyone and everyone you meet. Unless you do something major to earn a bad reputation, no one starts with a negative opinion of you, and you know just how to use this too! You know how to wheedle

and inveigle people, the right words to say and gestures to make to get them to tell you things.

But it's not all just 'taking' either. You can also help people with their issues, just by talking them out. You have a gift for curing any and all mental issues, be it depression, feeling trapped or something else. You know just how to go about fixing it, and can have them in solid mental health in no time. This works on anyone and everyone, from ordinary mortals to all-powerful superheroes and beyond.

Supervillain

SCIENCE!- 100 CP

You can do science! Mad science is your bread and butter, but that sort of thing can't be done if you don't have the basics first. This perk provides you an extensive, vast knowledge in every branch of science that exists in the world, from maths to biology to astrophysics to everything in between!

No matter what it may be, if it can be called a science, you have skills and knowledge equivalent to a lifetime's worth of study and research in it. This carries over to future worlds, but the extent of your knowledge and skills reduces the more complicated and esoteric the science in question get. You'll always have a novice's level of skill, anyway.

Odd Acceptance- 200 CP

It's funny what kind of thing people will look past, for your sake. You find that people treat you as who and what you profess to be, whether outright or by context, entirely disregarding what you look like.

You could be a blue, bald man, an obvious alien with ridiculously great powers, or hell, a talking fish in a tank, and you would be treated as a normal person, unless you go out of your way to break this effect and call attention to your uniqueness.

Presentation!- 400 CP

You know what the difference between a villain, and a Supervillain is? Presentation! You're a supervillain now, with everything that that entails. You know how to be hammy and fun, how to play to the crowd and do the grand gestures that really drive in your abilities. Such as dancing to 'I'm Bad!' in front of a crowd and getting literally *everyone* to dance along.

This doesn't mean you aren't brutally effective, mind you. As a matter of fact, your skill at putting up magnificent spectacles is matched only by your ability to use them as

distractions to enact your more serious plans, and you also know just when to cut the crap and get down to business. Finally, you also have all the skills needed to be a lower-v villain, from blackmailing to managing a gang to setting up drug trades and all that jazz.

The Mind- 600 CP

Ah, the good stuff. You arrive from the same planet from Megamind... unless you don't. Either way, just like him you are a grade-A, five star genius on a comic book level, unmatched and brilliant by all.

Not only can you create things like invisible vehicles, death rays lasers and illusion generators, you are also a genius of the equal degree in all other fields, finding it just as easy to bioengineer a fish into sapience as to build a huge robot.

Moreover, you can do all this on your typical city-level mostly unsuccessful villain's resources. You can get by with even the most limited or inferior resources, even if you might end up making wheels out of bent license plates now and then.

You're particularly good at making tech that interacts with superpowers, be it replicating them, recreating them with samples from the holder, or boosting, weakening or even disabling them.

Superhero

Music Man!- 100 CP

You are a hero, yes, but that's not all you can be! You also have tremendous skills in Music! You could be legendary, really, if you went into the industry. Can be replaced with equal talent in some other field of art of your choosing, if you want.

Freedom- 200 CP

All the hero work, the fighting, the *expectations*, they can get a bit... too much, now and then! Well, for others, that is! You are free as a bird, no matter what your circumstances may be.

Whenever you're feeling overwhelmed or burdened in any way, you find that you can just take a step back and relax, and find all your worries disappearing into nothing. You find the best possible way to continue doing what you need to while mixing in doing what you love and want to.

It's Jumper!- 400 CP

Many people can have superpowers, Jumper. But not all of them can be *heroes*. You, however, are an entirely different matter! You have all it takes to be a real, proper hero! You have massive, unbelievable charisma, a sort of aura that makes people hold you in awe, that makes you look inspirational and glorious to anyone and everyone who looks at you. You're the image of righteousness and justice, as good as Superman and Captain America at their combined best.

Unlike many others, however, you also have the skills to use these things. You know how to speak to a public, how to raise their sentiments, cheer them up and inspire them. Be it for serious matters like making them better people or just getting a really good celebration going, you're the heart and soul of any crowd. You have the combined oratory skills of Hitler and Martin Luther King, let's put it this way.

The Man- 600 CP

You're the Hero! You are from the same planet as Metro Man, and like him you have the classical hero package, including super strength, senses, flight, invulnerability, heat vision, super-speed and the rest, all at the same levels as him.

You can lift and throw skyscrapers as javelins, tank massively powerful death rays and their ilk, and move really, *really* fast. Like mind-bogglingly fast.

Items

Each origin receives there 100 CP item for free, and the others at 50%.
Wherever applicable, you may import an existing item for no additional cost.

Drop-in

Transportation- 100 CP

A nice, solid vehicle, like a van or a car or a bike. It's indestructible and does not require fuel. In future worlds it adapts to the local level, so it can be anything from a spaceship to a cart.

The Job- 200 CP

This is a job, a solid, mid-level job that pays surprisingly decently, enough to live in moderate comfort if you budget things properly. Also, while the checks keep coming even if

you don't actually ever show up, if you do it tends to lead you to the plot of the local setting in interesting ways.

Power Injector- 400 CP

Oh, wow! This is device about the size of a fire extinguisher, shaped like a syringe for some reason. But it has a rather interesting function! Simply by placing a tiny sample from a person into the central area, you can grant one of their powers to anyone you want just by touching the pointy end to them and pulling the trigger.

The powers this provides tend not to be *quite* as strong as the original, but they can become so with with time and effort.

Reporter

Wardrobe- 100 CP

Reporters need to dress well, y'know. You have to look natural at all kinds of places. This is a complete wardrobe, full of clothes for just about every occasion you can imagine, from jungle safaris to cocktail galas.

They are all beautifully tailored and the very highest of fashion, and there's enough for you and all your companions.

Press Pass- 200 CP

A simple piece of laminated paper can be a powerful thing, y'know. Few more so than this. This is a Press Pass, with your name and picture on it. Unlike other press passes, though, this one lets you any and all barriers, no matter how well defended they may be, simply by being flashed.

Unless the area is one the press are explicitly banned from, you can get to it using this.

Media- 400 CP

What's a reporter to do without a place to work for! This is a major media company, easily one of the biggest in the country. It owns TV channels and newspapers and all the other things media companies own, and it employs you as a reporter!

After this jump, you can decide whatever position you want to occupy, yes, this can be 'CEO', but either way you have the controlling interest and can decide what gets published and where the profits go.

Supervillain

Watch of Disguise- 100 CP

You have a watch! More importantly, this is a watch that allows you to project all sorts of illusions upon yourself, allowing you to look like whatever you want, so long as it's humanoid.

Unless you do something to let the secret slip, like a verbal tic or similar, people tend to be tremendously gullible to this disguise, even if they really should know better.

Hoard- 200 CP

Now what kind of supervillain would you be without a nice little hoard of your own? At least one of your previous schemes succeeded, and you got One Million Dollars! It's in a completely traceless bank account that you can access wherever you go, and refills to One Million every year no matter how much of it you take out.

This bank account follows you, replenishing with one million of the strongest currency in all future worlds, again refilled every year. You can move money from it directly to the warehouse, or to any other accounts or means you have to manage it, including your pockets, and can also do so in the reverse. It also converts your money across currencies in all future worlds, including both normal currency and everything from salt to souls.

Wherever there is a known rate for conversion to and from dollars you get money according to that rate, else you get an equal sum in the local currency that you put in as previous currency.

Evil Lair- 400 CP

The most basic need for a Supervillain! This is your own Lair, and not some cheap one either! It's a huge thing, with state-of-the-art laboratories, prison, untraceable connection to the local internet, minion accommodations, and the rest.

You can choose where it's located, between a remote and isolated area like an extinct volcano or somewhere underground under the city. It follows you in all future jumps as either a warehouse attachment or placed at a location of your choosing, depending on you. Retains upgrades.

Superhero

Super Suit- 100 CP

A genuine, real super-suit! It's done in cheerful bright colours, radiates righteousness and inspires hope in anyone who looks at it. Also, it adapts perfectly to any and all powers you have, and even assists and amplifies them to a small degree.

The Life- 200 CP

Sometimes it can all get a bit too much, even to a True Hero like you! That's why you have this! This is a set of spectacles, completely ordinary to look at. As a matter of fact, they practically emanate boringness.

With these on, no one can recognize you unless you explicitly come out and tell them who you are. No matter what you do, even if you stand in full costume right next to your own life sized portrait, they will take you as a cosplayer at worst.

Fan Club- 400 CP

Man, do people love you. But then, you deserve it! So much so that this is the evidence! This is your own personal fan club, numbering in the thousands, maybe even the tens of thousands of people!

They like you and love you, collect your merchandise like crazy, and may even get together and build a museum and statue in your honor! You get new ones in every jump, who form a sort of cult around your greatness. Can be clandestine if you want.

Companions

Import- 50 CP

Bring in a companion from beyond this world! Or create a new one. They get 600 CP to spend however they want. You may bring in or create 8 for 300 CP instead.

Canon Character- 100/200 CP

You may take a character from this world with you, if you want! Both Megamind and Metro Man cost 200, the rest 100 CP.

Minion Swarm- 200 CP

Your own version of Megamind's floating head! These are thousands of little minions, all ready to serve you however you want. They can be anything you like, but I hear robots with tentacles are traditional.

They don't actually count as companions, being more generic minions than anything. If you lose some they are replenished in a week or so, give or take a day.

Drawbacks

What's the Point? +100 CP

Really, what is? You're sad, Jumper. Something happened in the past, someone you had a special relationship with died or went away, and now you're left morose and disheartened, simply disinterested in life.

Wanted +200 CP

The Metro City Police Department believes you're a menace to society, and will stop at nothing to capture you and put you in a prison cell. You may even have done something to deserve it!

Either way, they will constantly escalate their hunt for you, until they dedicate all the resources they have in the purpose. Push them far enough, and they'll even call in Metro Man!

Frequent Kidnappee Card Holder +200 CP

You keep getting abducted! Megamind keeps trying to abduct you so he can ransom you to your companions, or lure Metro Man to his DOOM! Or at least, he keeps trying to. Jokes aside, this is a guy who can produce an army of Tightens, given time, so...

Huh? +400 CP

Man, you're bad at the whole 'interacting' with people thing. Specifically, you're far, far too gullible. You get fooled by even the crudest stories, simply can't ever imagine that someone might be using an illusion, and all in all, tend to get into a lot of trouble you could have avoided simply by questioning a few explanations.

The Invisible Collection +400 CP

You have a problem, Jumper. Any of your items that you bring out of the Warehouse have a habit of randomly turning invisible and undetectable, even to your greatest abilities.

There's no telling just what may be affected at what time, but anything you carry on your person won't be affected, and the only way you can find the items once they disappear is by physically locating them through touch.

Trope Mismatch +300/600 CP

Oops. Seems there's a persistent miscommunication between you and... the rest of the world, really. The rules this world operates on and the ones you operate on simply never match.

For 300 CP the world is a comedy, cartoonist place, full of harmless fun and joy... while you act as if it's *Worm* or *Watchmen*. You will be brutal and 'practical', and in the process, ensure that you earn the lasting horror of everyone around you.

For 600 CP, though, it's the reverse. The world snaps into brutal seriousness, losing all of the whimsy you might be familiar with. Trouble is, you never got this memo. You go in expecting everything to be like the movie, naive and good-hearted. Take care.

Bad Guys Always Lose! +600 CP

Even non-villains, if they're you. Put simply, you're afflicted with a curse for your stay in this world. Nothing major that you attempt, any meaningful attempt to make a difference, good or bad, fails, and does so in the most embarrassing way possible to you.

Thankfully people tend to take these in stride, treating you as Megamind if you're a villain or as how a heroic Tighten could have likely been if you're a hero, but either way, if you treasure your dignity, you'd best stay away.

If you try to hunker down and not do much at all you find random events conspiring to pull you in, and again, cause tremendous embarrassment and fun at your expense. These events are exceedingly unlikely to ever be *truly* humiliating, that wouldn't be kid-friendly, but man do they occur often.

Choices

Go Home

You know how this works. Return to the world you came from. Time restarts everywhere, drawbacks fall off, yada yada yada.

Stay

Oh, you like this place? Very well, stick around! Again, time restarts everywhere, affairs back home are taken care of, no drawbacks etc etc.

Continue

On to the next Plan!