



Jumpchain CYOA

Version 1.0

By blackshadow111

Introduction

Welcome to the future, Jumper! Yes, this is a world many years into the future of what you know, a world with interstellar travel, mechs being used in the military... and a very, extraordinarily advanced Virtual Reality setup.

So advanced that the rest kinda doesn't matter very much. This is a world where the game Conviction has gripped the human psyche like a vice, becoming not just a game but a second world for humanity, where they can shed the bounds of mundanity and be wizards and warriors, soar through the skies on their mounts or spend their days hunting ghouls and treasure in deep dungeons.

And this is the world you're going to. You're not obligated to play Conviction while here, but keep in mind that it's hugely, absurdly important even in real life, with financial

transactions involving hundreds of millions and a player base that comes close to being... well, everyone.

Between all of this, one Thief has been reborn from ten years in the future, waking up when the game has just begun with memories from when it was at its height. Will you be a friend to Nie Yan, or an enemy? Or will you do something else altogether?

Whichever way you decide to go in this world, take these **1000 CP** with you.

Times and Places

You arrive at any location of your choice on Earth, one week before Conviction launches and ten days or so before Nie Yan is reborn.

Age and Gender

It doesn't really make much of a difference. You may freely set your age and gender as you wish.

Origins

Drop-in

You know the drill by now. No memories, no connections.

Supporter

Maybe you don't like to take the front and center, opting to be someone at the sidelines instead? You are perhaps one of the guild mates of Nie Yan, or one of Cao Xu's endless numbers of faceless minions.

Reborn

Not necessarily Reborn in the same way as Nie Yan, you nonetheless have a fire within you, a drive to change something, maybe set some wrongs right?

The Hated

Or perhaps you'd like to be on the other side of the spectrum. The powerful, rich man manipulating and controlling things with your wealth and power, throwing around your weight in and out of the game.

Perks

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

Rebirth - 400 CP

Or perhaps you are reborn after all, much like Nie Yan. You have an additional ten years of memory in this world, mostly playing Conviction. You know all the rules no one else does, the tricks and special advantages, all the details that only became public much later, so on and so forth.

Even if your interests lie outside the game, you surely understand the advantages an extra decade's worth of memories bring you? In future worlds too, you have a reserve of ten years that you can choose to 'spend' on any given endeavours. Put simply, you can retroactively spend several months or years working on something with all your learning speed and advantages.

You get a decade every jump, but you can save them up.

Avatar - 800 CP

Ah. Now this is where things get interesting. You have your Avatar alive in your mind now, Jumper. You blur the lines between the game and reality, and can live it in more ways than most. First of all, this translates into having a perfect immersion experience while playing conviction, and being able to play it without any hardware needed at all. But that's just the least of it.

While magic from Conviction can't be used in reality in this jump, you can use any and all mundane skills, and any skills you develop in game also apply to your real body without any loss.

Once this jump is over, though, even these restrictions fade. You get your Conviction character as a full-fledged Alt-form now, complete with magic, your gear and all your classes and powers. More than that, you also get the game system that comes with your avatar in real life now. Quests for doing stuff, drops from monsters, the whole nine yards.

You carry Conviction within you, and apply it to the world around you, even giving access to this system to others. You can use this avatar in games you play, no matter what the type. Any progress you make in a skill; mundane, magical or otherwise; in a game is perfectly carried over to your real self, even level advancements.

Drop-in

Gaming Talent - 100 CP

Probably fairly important, yeah? You're a top-notch gamer on all platforms and in all manner of games. You have the reflexes for hack and slash and RPGs, patience and strategic ability to ace RTS games, and all the other skills and abilities needed to be ace in every game ever developed on Earth.

The Questing Life - 200 CP

Not quite the Gamer, this. You find that something of the quests Conviction NPCs carries over to reality, for you. Wherever you go, you can find important people willing to help you out, or give you rewards in exchange for favors you do for them.

What nature these favors take depends on the type of people and what you want from them, but by and large its only criminals who ask you to do illegal things.

Designer - 400 CP

For all that this world is about the game and its players, there's surprisingly little attention paid to the developers behind the actual game. Probably for the best, in the end. Especially considering how ridiculously lucrative the whole scene ends up being.

You're one such developer, now. You have extensive, extraordinary training and talent in technology of all kinds, but most especially the computer design, programming, writing and graphic abilities needed to set up a game like Conviction and maintain it. While doing it alone may be just a tad beyond your means for now, you have all the skills needed to do so, being limited only by the hours in a day.

Beyond just the game, though, this is a world quite a lot more advanced than the one you started from, and you have an excellent understanding of all that science too. You're not a doctorate in every subject or something crazy like that, but when it comes to all things software or hardware, the things you do might as well seem like magic to others.

Supporter

Logistician - 100 CP

It takes a lot more than fighting in the field to keep a team or a guild running. Used to be, it took nine people in the back to keep one person in the front. Not quite so with you. You have an extraordinary, almost supernatural talent for logistics of all kinds.

You know the skills of the people you're working with, and how to get them to come together and cooperate when needed. You can find the right way to use everyone's skills, how to set up routines, where to place smiths and alchemists, arrange flows of materials to them, and all the thousand and one little things needed to keep any given organization functioning and thriving through thick and thin.

Party Up - 200 CP

Focusing on things other than direct combat in a world as rife with it as Conviction can have its problems. Even in the real world, personal training and ability have their importance still, if drastically less.

While this perk does nothing to boost such, it does get you strength in another way. The real treasure was the friends you made along the way, after all. You have an eminently magnetic personality, a charm and charisma that draws people to you like moths to a flame. This plays its role in romance, of course, but more importantly it brings highly capable, talented and strong people around you, who can help you in all sorts of ways.

Even on a random basis, the people you happen to end up meeting tend to turn out to be great people, strong fighters, rich heirs, clever thieves, and among the very, greatest in such fields, to boot.

Craftsmen - 400 CP

No, that's not a typo. You're not just an excellent craftsman, you have the collected skills and abilities of *several* of them in you at the same time. Not only are you a beyond-brilliant enchanter, smith and alchemist, you also have immense talent in using such skills to build on each other, and boost the overall result through clever applications of one or the other.

You can make artefacts to substitute potions and vice-versa, place enchantments on plants for better potions, or protect whole buildings with wards and *somesuch*, or even craft golems and servitors for your needs. If it can be brewed, crafted or enchanted, you're one of the best at it there are.

Now, one thing this doesn't do is give you any magic to begin with, meaning you can only do these things in the game to begin with. But it gives you the talent to utilize just about anything to achieve the best results possible, meaning you can do similar things with chemical solutions or mechanical devices in the real world and thus set up the best systems possible utilizing them. It also makes you a par excellence mechanic and builder, as a matter of course.

Reborn

Nirvana Flame - 100 CP

Well, not that, exactly. But you have a charisma about you now that's just like his. Not only do you have a name people find impressive, you find that through fate or raw charisma, you know just how to win the hearts and minds of others.

Wherever you go, you make lasting friends and allies, and untold numbers of followers willing to charge into hell for you. Do someone a favor and they never forget it, and even your relatively neutral actions inspire legend-worthy loyalty and dedication among people who're already your allies or followers.

Looter - 200 CP

It's hard to pinpoint just what it is, but something about you seems to almost physically pull treasures of all kind to you. Wherever you go and whatever you do, you can't seem to stop stumbling across immensely, obscenely valuable things in your way. In the game this takes the form of ultra-rare drops from pretty much all the monsters you kill, similarly rare, exotic and powerful equipment in the chests you open, and so on.

In reality its similar, but more complicated in that its more like lucrative business opportunities or other chances to get very valuable stuff dirt cheap. Finally, be it the game or the real world, you no longer need to do something as pedestrian to actually *pick up* things. Whenever you kill a monster or such, you find that the loot is automatically deposited into your inventory.

All Access - 400 CP

There are a lot of places it would be advantageous for you to go to, but which you can't actually visit until certain conditions are met. Not anymore. You find yourself being freed from all restrictions and conditions insofar as getting in and out of places is concerned. All manner of locks open before you, locked areas can be accessed from the beginning, so on and so forth. Any monitoring systems, be it game devs or high gods, do not make notice of this, or at least don't act on it in any way.

Mind you, this only means that you can get into places, not that it protects you from any mobs that might happen to be roaming around in the area. Similarly, while you have the legal right to enter all areas and buildings in real life too, people who see you there might have some pointed questions as to what exactly you're doing there.

The Hated

Influencer - 100 CP

Money is one thing, but it takes a special sort of mind to be able to full and proper use of it. One such as you, for instance. You have an ungodly skill at manipulation and scheming, especially when it comes to the use of wealth towards this purpose.

You know how people react, and what to do to provoke specific reactions, and the more of your resources you're willing to spend, the more effective you find your efforts to get both individuals and masses to do your bidding, knowingly or otherwise.

Spycraft Savant - 200 CP

A curiously simple but effective means of attacking people in an environment like a Video Game is to just pay their subordinates to either leave their organization or flip over to working for you. This is something you're intimately familiar with, on every level that matters.

You're a diabolical genius in the art and science of spycraft. You know how to set up spy rings and conspiracies, and how to take them down in the most quick and effective ways possible.

The Power of Money - 400 CP

Is that it lets you break rules. You can do so now on a very literal level. Put simply, this perk gives you the power to buy... well, anything. It doesn't matter if it's for sale or not, it doesn't matter if it *can* be bought or not. You can do so anyway.

It doesn't even have to be physical things, mind. Be it beauty, powers, intelligence or whatever. It will all have a price and it can all be bought. You can either use this to buy things away from people, or you can access some strange little shop somewhere that you can use to buy copies. The point is, if you can pay for it you can have it.

But you *do* have to pay for it, and it won't always be easy. While this perk makes sure that even metaphoric things will have values in real world currency, that value can easily be so big as to need to be expressed in scientific notation, depending on what you're buying.

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.

Worldshaper - 100 CP

Not really what you might be thinking. No, this is a computer with a very specific function. It generates video games. That's right. While a top-notch computer in all aspects, the primary function of this device is that you can feed it any form of media, and it can generate the absolute best, most enjoyable game possible from it.

How good the game depends on the media, as a small, three line poem might yield something like *Dangerous Dave*, while feeding it even a half decent story that nonetheless goes on for a while would give you a game with hundreds of hours of playability, deep and complex storylines, extraordinary breadth of moves and characters, and all that.

Things that depend on the computer itself, like the graphics etc, remain flawless no matter what. No game developed here can be hacked or develop a glitch, though whether cheating is possible remains up to you to determine. You get infinite copies of every game, and the computer can disseminate it however you'd like.

A Second World - 800 CP

Ah. Yes. Conviction was called the second world of Humanity, but one doubts anyone meant it as clearly as this.

With this purchase you can now take along the entire setting in which the massive VRMMORPG takes place. You can decide whether the rules of this world remain game rules or if a more normal set of laws of physics is suddenly imposed, or some combination of the two.

The Denizens of the setting, good or evil, acknowledge you as their supreme ruler, and will not harm you in any way. Simply by bringing people into it, you can give them access to the game system, though only if you have the world running on it at the time.

A game world that has the protections of the game stripped away can fall to ruin in short order as Boss Monsters wander and roam at will, so any damage to the world is healed at the end of every jump, while any upgrades remain. The denizens of the world aren't companions, but you can bring out small groups as an army in future jumps. Any people left in this world come along, but they can't leave it unless you make them companions in some other way.

In future jumps this world can exist on another planet in the same reality, or in a pocket universe alongside the main one.

Drop-in

Gaming Pod - 100 CP

The best gaming device on the planet. This pod provides you a 100% immersive experience, and cannot be disconnected from the game without your consent. It does not require an internet connection, or even electricity to stay connected.

In addition to that, it cares for your body while you're busy playing, providing you nutrition and cleaning up as needed, prevents your muscles from cramping or atrophying. You always emerge from it refreshed, even if you were tired when you went in. Finally, you can use it to play any game as a VR one, even ones not at all designed to be so. Somehow.

Ring of No Minimum Level - 200 CP

... pretty much what it says on the tin. So long as you have this ring on, you can use any device as if you were the right and proper user. Alignment requirements, minimum level requirements, nothing applies. Only virtual in this jump, you get a real one after it.

Techbase - 400 CP

A plain looking laptop, holding the sum total of this world's technological knowledge. While it might not appear to be valuable on first sight, keep in mind this world has cracked interstellar travel, and armies regularly use mass-produced Mecha.

Genetics and biology are similarly advanced. And all of it, every single advancement humanity has ever had, is contained here. It doesn't have to be a laptop, can be a book, or a whole computer, or some other means if you'd prefer.

In future jumps too, the database updates with all the knowledge of any one species in the setting.

Supporter

Vice Guild Leader - 100 CP

A deputy position in an organization of your choice is now yours. This doesn't mean the *immediate* deputy, mind. There are many vice leaders in any decently sized guild. But you're one of the senior leadership, now. This applies only on *organizations*, not, say,

nations. You can be the deputy director of an intelligence agency, but this won't make you a cabinet member of the same country.

Paradise - 200 CP

Well, for a craftsman, anyway. This is a place that can become a lab or a workshop or a smithy, depending on your needs. In all instances it's filled to the brim with top quality equipment and reagents, and as a passive effect it boosts your skill in all crafting or related endeavours by an order of magnitude.

The stores of this place do not hold anything truly unique, mind you. So no looking for that Angel's Tear here. But it holds virtually all metals, woods, poisons, plants, animal essences etc that can be found at least somewhat commonly, and enough of everything to make several attempts at any item or potion. All stocks regenerate daily.

Guild - 400 CP

You're now the leader of a major guild in Conviction. With a member count of just over 100,000 to begin with, you're a major force at the beginning of the game, though further growth remains up to you.

Even in the real world any guild members who happen to live nearby tend to defer to you, as a result of the absolute power you wield over them in-game. You also find that you have the needed leadership skills and charisma to rise to leadership over such groups with almost unbelievable ease. The guild comes with you in all future jumps, though you only get highly capable NPCs based on the members, all loyal to you till death and beyond. Unless they're already companions, that is.

Reborn

Legendary - 100 CP

A man's deeds live on, in him if nowhere else. You find that word of your exploits reach far and wide, and it's ridiculously easy for you to get fame and recognition, even for things you did just in a game.

Word of even minor achievements by you spreads like wildfire, and genuinely great deeds would see you seen as a semi-godlike figure by some. Finally, even genuine legends from your past seem to spread around as some rumor or the other, though you can choose which ones.

Pet - 200 CP

A familiar or a mount of your own, this can be anything from a pegasus to a dragon. It's a powerful ally that fights by your side, and can potentially be as useful as another player entirely.

This pet can be either a mount or a pet, in game terms. A mount would be an immensely fast flying being, easily faster and more durable than almost all mounts out there. In case of a pet, it's a much more powerful creature, though obviously limited. It can be a hugely strong attacker or defender, depending on your choice, but it would be unbelievably good in either role.

Treasury - 400 CP

More of an armory, but that's what they call it. This is a giant collection of equipment, ranging from armours to rings, weapons and everything else needed to equip thousands of people in the very best possible equipment for their level.

That is, the treasury generates equipment as needed, up to a hundred thousand pieces of what is the Dark Gold level in Conviction. In simpler terms it's equipment suited for mass armies, items that are masterwork but nonetheless nothing 'special'.

But it does produce things more special than that. For every thousand pieces of ordinary equipment, it produces one piece of truly extraordinary equipment, classified as 'Sub Legendary' in the game. These are one-of-a-kind pieces, equipment that great experts and masters of the craft would spend a lifetime making painstakingly.

And rarest of it all, this treasury produces one, just *one* full set of truly Legendary Equipment, the kind of things gods would be proud to don. Of course, all that is just in the game. But even in the real world this place is no less wondrous, producing a huge, nigh infinite supply of the commonly used armors, guns and other weapons of this world, even including a few of the elusive Mechas.

The Hated

Bodyguard's Services - 100 CP

You have obtained the services of an immensely deadly assassin and a dedicated bodyguard. An immensely strong, highly trained supersoldier, he will prove sufficient to protect you from virtually anything short of a full-fledged assault by a special forces team.

Infiltrators - 200 CP

A collection of highly skilled, well placed spies in all the major guilds of conviction at the beginning and their real world backers. You also get more as time passes, and each is extraordinarily good at retaining the trust of their group.

Jumper Financial Group - 400 CP

You're now a major figure in commerce and industry, the owner of a vast conglomerate with a total worth easily into the billions of dollars. Not only does this provide you vast wealth and resources, your family has owned this group for a long time, meaning you're virtually nobility in your country.

Companions

Import/Create - 50 CP

Import an existing companion, or create a new one. They get 600 CP for stuff. You can import 8 people for 300 CP.

Canon Companion - 100/200 CP

Take someone along from here. Normal players etc cost 100 CP, godly NPCs cost 200.

Full Guild - 400 CP

Bring in every companion you have. They all get 600 CP to spend.

Drawbacks

Just can't Play +100 CP

Well, you can't. While not a life-threatening one, it's certainly a major problem in this world if someone can't play Conviction. And you can't, not for your life. You fail the easiest quests, it takes small armies for you to clear even the easiest dungeons and maps, and overall.... You're just a terrible fucking player.

Asskickers United? +100 CP

Yeah, that's the kind of name you might find cool now. Your naming sense is... poor. Names with any kind of gravitas or actual insight just don't appeal to you, leaving you calling things like major guilds as... well, Asskickers United.

The New Flame +200 CP

Normally you'd be able to be a face in the crowd if you wanted, just watching the conflict between Nie Yan and Cao Xu's proxies and puppets develop. Not anymore. You find that due to some cosmic screwup, instead of Nie Yan being reborn, you've been inserted into him.

You have his memories from the future, but no perks or items that might be fit for him from this document. And it's not as simple as being him. You must achieve all the things he achieved, at least just as well if not better.

That is, you don't have to do *everything* the same way, but you need to build a guild as powerful as Asskickers United, help his family become prominent and well-respected the way he did in the real world, and develop your personal character to be at least as his character, Nirvana Flame was.

Simply Too Poor +200 CP

That's you. Let alone real world money, even Conviction gold seems impossible to keep for you. Your gear's perpetually ratty and bad, you can't use any P2W tricks at all, and in general your complete lack of wealth can be expected to cause you no end of embarrassment and problems.

Thankfully you still manage to make enough to make ends meet and can feed and clothe yourself in the real world, but that's about it.

PK back to... +300

Something about you inspires hate from all conviction players. Your name is permanently Red, indicating a PK'yer, and it means that if you die you drop not one but ten levels, while losing all your equipment.

And you'll do a lot of that, now. Wherever you go, whatever you do, people just don't seem to like you.

Level One +300

That one drawback. Yeah, you lose all your powers and items not bought in this world for the duration of the jump. Not much to say here, really.

Reborn Enemy +400 CP

Just like Cao Xu, you have an enemy somewhere in this world now, who hates you with every fiber of their being. They're highly talented, with the entire Reborn line of perks and items, and they have turned it their life's goal to see you dead and destroyed.

Not only are they going to hunt you, they're going to do it well. They have ten years of memories of fighting against you, meaning they know pretty much all your tricks inside and out. No matter what you do, things will come to a head before the jump ends, and they will have spent years trying to put together a weapon capable of killing even you.

Convicted Arts Online +400 CP

As it turns out, the developers of this game took a weird kind of inspiration from the most famous VRMMO franchise around. Maybe they want to be famous too? Anyway, 24 hours after the game starts, it becomes impossible to log out, and every death causes the headsets to kill the players wearing them in real time.

The only way to get the hundreds of thousands of people trapped in this nightmare out is to win the game entirely, a deed that even Nie Yan hasn't come anywhere close to envisioning, let alone achieving.

If it helps, this is an alternate world where this was going to happen anyway. Your need for points screwed over only yourself.

Choices

Go Home

Stay

Continue

Notes

If you take the Avatar perk, you get both the real and the game advantages of any other perks or items you buy in all future jumps.

The treasury can generate at least one of every piece of equipment ever seen in Conviction, and more depending on the level.

The Financial group is not as powerful as Cao Xu's, but it's very close.

For any issues, contact me at SB.

If you're writing a story about this jump, you have permission to change... whatever you want to, on one condition. Find me at SB and give me a link.

I reserve the right to randomly alter sections of the document in fits of pique, to win internet arguments, or to make things easier on me if I'm building for this jump.

More later.