

One Punch CYOA Jumpchain compliant

You have been brought to the fabulous world of One Punch Man. Where mysterious beings morph out of a human's obsession with a subject and monsters hide everywhere we don't look. Thankfully there is the Hero's Association which encourages the training of people capable of fighting these threats. Most of these Hero's lack any abnormal skill but a few can take on entire alien invasions. Danger is so prevalent that every city has danger shelters meant to hold against titanic threats.

1000 Choice Points

You stay your gender when you come into the jump and your age is 18+1d8

You may choose your age and starting gender

Choose your starting location for 100 CP

1 – Hero's Association Headquarters: You live near the Hero's Association headquarters, please do not expect peace and quiet.

2 – A through Z cities: You live in one of the normal neighborhoods in the cities protected by the Hero's Association.

3 – Expensive neighborhood: You wake in the area where the rich people come to relax.

4 – Forest: You find yourself in the woods in the middle of a mountain range, there seems to be a nice building over there...

5 – Slums: For some reason you find yourself in one of the slums overrun with Mysterious! Beings.

6 – Beachfront: You wake up by the beach, bodacious!

7-8 – Lost: Choose one of the previous locations.

How do you come in?

0 CP: Drop in- you get dropped in one of the cities referenced by a letter of the alphabet, relatively safe.

+no memories messing up your head

-lots of craziness be happening mon, I hope your weirdness sensor doesn't kill you

100 CP: Hero- You already work for the hero's association, that you are any good is a question up to you. At least you get a paycheck.

+You get the monies for fighting the crazy dudes and mysterious beings that appear without warning.

-You have a job with obligations that involve putting yourself in front of a bunch of opponents who will probably outclass you by orders of magnitude, I suggest spare underwear.

100 CP: Criminal- You have skills like hero's but your social options are far more limited, though your limits on what you can do with your abilities is limited by the hero's you can defeat.

+Holy crap money.

+Like seriously man lots of money.

+Hero's Association more likely to try to capture you than kill you.

-I hope you don't have those things called morals, expect killing people to be one of the least unsavory aspects of your job.

100 CP: Mysterious being- You have been so obsessed with something that it changed you inherently gaining a special power. You will still look human but if you do anything bad at all expect an obliterating punch to the face.

-Must take the "It's a Mysterious Being" Drawback for no CP.

+You are far beyond normal human abilities, killing someone with a punch is probably child's play.

-People have no compunction about killing you if you step out of line.

Hero's Association Ranks (Also applies to criminals):

C Class- Basic streetwalkers help normal people and stop things like petty theft. You have a quota to meet every week. Expect lots of stupid costumes.

B Class- Peak human and a little beyond, your skills are noteworthy and you will probably start taking on mysterious beings on your own at this point. You probably have some weapon or costume you can manipulate to do outrageous things with.

A Class- Beyond human, you are capable of things the human body just physically or mentally cannot do. Perhaps you have a robot you fight through or ammunition that changes shape when you shoot it.

S Class- Superheroes, mountains of muscle that can plow through concrete without an issue, geniuses that can make a gadget for any scenario, cyborgs, telepaths. These are the people that get called when world threatening disasters hit.

Skills

(200 CP: Discount Drop in) Absurdity Fluent- You can look at someone and tell what their powerset is and the capabilities of it, that they meet this level of use is another question. In addition you are less likely to be confused or freak out at meeting something new.

(100 CP: Free Hero)RRRules- You know what will and what won't get you in trouble, and general information about Major players, letting you plan around the rumors of someone to know how to fight them before you ever meet them.

(100 CP: Free Criminal)Respect- You have a connection to powerful people with lots of money that would love to use your skills for less than scrupulous means. Do a job for them and money is no longer an object, for the time being at least.

(500 CP: Free Mysterious Being)Mysterious!- You have intrinsically changed to the point you now have an ability related to something you obsess over, this is a powerful ability but is out of your control what it will be. It is what you can't help yourself from liking taken to the extreme.

(200 CP: Discount Hero) Holding out for a Hero- Getting punched across the street by a walking bulldozer? Someone else will come up and take the attention off of you in such a way that you are freed from danger, at least until mister nasty finishes with them.

(200 CP: Discount Drop in)tech savy- You know how to work computers and tech really well, making robots or androids is really no issue, though combining things with living tissue might be a bit of an issue for you.

(400 CP: Discount Drop in) Sense of Direction- You have a bizarrely good sense of direction, one that operates even in the middle of a fight. This also tends to draw you towards things you wish to find but do not know where they are.

(400 CP: Discount Hero) Unfairness of Justice- The good guys always overcome. Any training you do is drastically more efficient. This makes the side effect of living a normal daily life you having a decently fit bod, with actual effort you are sure to go places. You may choose to not outwardly change in appearance past a certain point.

(400 CP: Discount Criminal) Unfairness of Evil- The bad guys always come back. Any time you are defeated in a non-permanent fashion such methods will become less effective as an effect of you learning to adapt. Really useful against those one trick pony heroes.

(400 CP: Discount Mysterious Beings) Hamtastic- The weirder parts of you tend to get swept under the rug when you interact with other people. Being the space demon that teleported into their sink will get you a welcome and an inquiry as to why you are in their house.

(600 CP: Discount Hero) A Hero's Resolve- Events will conspire in such a way that you will not die to casual blows so long as you hold fast. Your enemies will need to beat you to the ground and deliberately finish you to kill you so long as your will to fight burns bright. This operates as both a luck and straight up durability boost.

(600 CP: Discount Drop in) Saitama likes you- Saitama is your friend, if you can hold on long enough your enemies will get obliterated by his fist, just know he has a bad sense of direction. In other jumps, and this one when it applies, those stronger than you will respect you and seek your friendship if they meet you.

(600 CP: Discount Criminal) Product of SCIENCE!- Your body has been enhanced in some way that makes you far more than human, perhaps the house of evolution has given you regeneration that means you will never die to normal weapons or you are part robot.

(1000 CP: discount Mysterious Beings) Serious Mode- You gain a stronger form that you must activate. It has a lot of variance in what it can be, but all the buffs must have a physical reason

for them. Whether it makes you impossibly fast or regen with super-strength staying in this form is similar to anaerobic exercise.

(1000 CP: discount Hero or Criminal) Mighty skill- Your abilities in something are off the charts, knitting your foes into submission or breakdancing up a wall are only a few of the possibilities. This is only one skill but in it you become absolutely bizarre and as long as you can logic your way to doing something with that skill, with at least some decent reasoning, you can do it despite any petty things like physics or the time-space continuity getting in the way. Taking this with “Product of SCIENCE!” allows you to be telekinetic, making forces a reality with your mind. Other abilities are possible but are up to you to discover or determine.

(1000 CP) Reputation Gone Wild- People know you, they know you well. Passersby on the street can say your name and your enemies quake at its mention. Word of you gets around and as it goes it gets blown so out of proportion you could never hope to meet its standards. So long as you do anything that could be misconstrued in a positive light or you “taking it easy” on people not worth your time it will just keep growing and growing. However it has to start somewhere, if you work on your reputation just a little bit it will get out of hand very quickly. Make monsters give up rather than fight you kind of scary.

Gear

(Everything here comes with no strings attached and is completely paid off unless stated otherwise)

(100 CP) Tank Tops- Unlimited form fitting, comfortable, body accentuating tank tops.

(100 CP: Free Hero) Costume- You get a some ridiculous costume people recognize you with. Normal people would not be seen in these.

(100 CP: Free Hero) Hero C-Class - You are a C-Class hero of the Hero’s Association, solve at least one purse snatching level of crime or do a good deed each week and you keep your job.

(200 CP: Discount Hero) Hero B-Class- You are a B-Class hero of the Hero’s Association, you get a steadier paycheck influenced by how much crime you solve and good deeds you do. Requires Hero C-Class

(200 CP: Discount Hero) Hero A-Class- You are a A-Class hero of the Hero’s Association, you get a large paycheck influenced by how much crime you solve and good deeds you do. Requires Hero B-Class

(200 CP: Discount Hero) Hero S-Class- You are a S-Class hero of the Hero's Association, you have DISPOSABLE income enough to buy city blocks on a moment's notice. I hope you like fighting threats to the world though. Requires Hero A-Class

(200 CP: Discount Criminal) Wonder item- You have an item that works way better than it should in some respect, like suspenders your allies can swing you into enemies with or a really nice bicycle.

(600 CP: Discount Wonder Item) I Can't Believe it's not Magic- Your sword can extend to reach across city blocks or your slingshot fires ammunition you can mold with your mind. Quite frankly physics is angry at you.

(600 CP: Discount Drop in) Hide out- You get a fully stocked hideout that has whatever you might need in mundane equipment for your purposes. A Lab filled with test tube babies with Ronald Reagan's face? You got it.

Companions

(200 CP:) Tank Top Bounce- A new tank top hero in C-Class that has yet to achieve the GAINS of their comrades. They like to wear springs on their shoes and yes, wear a tank top.

(400 CP: Discount Criminal) Licensed Rider- A 'student' of Licenseless Rider who far surpassed his master in ability but lacks his master's raw JUSTICE. They ride a motorcycle that they are pretty good at doing kicks and shit on, but despite their ability their need for gas and need for some kind of surface to ride on has kept him in B-Class.

(600 CP:) Wind Witch- An upper A-Class hero who managed to surpass B-Class Rank 1 Blizzard. You cannot really tell their gender under their huge brimmed hat and androgynous body but they use a pretty sick broom to manipulate the air to make strong gusts, blades of wind, and fly around.

(800 CP:) Dance Breaker- The lowest S-Class still puts you leagues beyond most other heroes, able to break through walls with casual ease and take blows that would ruin a reinforced vault. This gal and her baggy attire is more known for her raw mobility and strong hips, going up walls with ease and fighting around and up close to her enemies, but do not think that means she cannot give as good as she gets.

(600 CP: Discount Mysterious Being) Minion – You get a wonderful minion that will serve you till it croaks its last breath, as it is also a mysterious being it's pretty dangerous to normal humans

but an A-Class Hero could take them on. Shape and powers determined by you and will be a companion if you need it.

Drawbacks

Gain the listed CP amount for each drawback taken, maximum of two drawbacks and 600 CP gained from them.

100-Bald- you are irreversibly bald now and can do nothing to stop everyone who looks at you from knowing. If you wear a wig it WILL fall off, no matter how much cement you use.

100- Suited for Suitors- Everyone but the people you are interested in will make advances on you, expect Sperm monsters to ask you on dates in the middle of a fight.

100- TANK TOP JUMPER!- You now obnoxiously advocate for the versatility of the tank top combined with your versatile nature as a jumper, making you double versatile! You will put tank tops on every single one of your forms, no matter how stupid it looks, and will constantly show off your muscles.

200- Hungry Hungry Mysterious Beings- The monsters terrorizing the world? They think you are delicious and are constantly trying to get to you. I hope you like fighting every day.

200- Tragic Past- You have a tragic past and telling people about it is compulsory for you, summing it up in less than ten words is impossible for you.

300- Modern Art- You will not win a single fight. If it could be considered a physical confrontation, you lose. The nature of how you lose is up to how you hold yourself in the fight, but in the end you will be the 'loser.'

300- It's a Mysterious Being- People think you are a Mysterious Being no matter how you look, Using your powers will not help matters. Cannot be taken by Hero.

300 – Who is this Loser? - Noone Recognizes anything you do, Climbing the ranks is unlikely to happen and your successes will be attributed to other people or cheating. Good luck finding a job.

600 – Saitama Hates You – Run like scared baby-man cause the impossible man wants you dead, he has no known limits and can defeat any foe he encounters with One Punch. If you could talk to him then he could probably be convinced not to kill you if you aren't a total dick. However he's faster than your enhanced eyes can see so planning ahead here is the best course of action. You have three years before he finds out about you and starts gunning for you.

After: Any drawbacks are revoked and you have three options from here.

Stay here: Have fun in the wonderful world fated to be attacked near constantly by Mysterious™ beings.

Go Home: Return to earth with all your wonderful powers you have gained on your journey.

Keep Jumping: You may continue your journey to destroy the plot- I mean see the sights of many more worlds, just hope you stay on Jump-chan's good side.

Changelog v1.1:

- Reduced cost on hero classes to reflect their sequential cost.

- Added companions section

- Added Tank top jumper and modern art drawbacks

- Added tank tops

- Mighty Skill Made a hero perk

- Serious Mode given to Mysterious beings

- Clarified Hero's resolve

- Added 400cp Perks