

TEEN TITANS

CYOA



When there's trouble you know who to call... What, no not the Ghost Busters you idiot I'm talking about the fearsome, fabulous and wonderfully funny team of young superheros know as the Teen Titans! These kids, along with dozens of other young heroes, help protect the world from evil and save people from danger, while also having to worry about the typical teenager stuff like dating, puberty and parents.

Life as a young hero is fun, but maybe you're more interested in being a villain? If you are, you may be interested in this nice little academy for young villains, and I also know of someone who's looking for an apprentice. But, If that's not your thing, you can always just remain independent.

Whatever path you decide to go on you're sure to have an interesting time these next 10 years, don't die or else you'll be sent back to earth and we both know that would totally suck. To help you out I'm giving you 1000cp to spend on the choices below, good luck.

Age & Gender

Roll 1d8+11 to determine your age and keep your previous gender.
You can also pay 50cp to determine one of these yourself, or 100cp to determine both.

Species

Human [Free]: You're a (semi) average inhabitant of earth. You shouldn't have much trouble blending in since you're one of the locals and you'll be able to adapt to your new body very quickly.

Tamaranean [800cp]: You've become a member of a powerful alien species that's well known for its brutal culture and supernatural abilities. Tamaraneans look similar to humans but they have orange skin, solid green eyes and red hair. (There are also some rare individuals with light colored skin, black hair, and eyes with white sclera.)

Half-demon [1000cp] (Take the "Empathic Empowerment" and "Portal" drawbacks for no points.): You're the offspring of a human mother and a demon father. You were born to fulfill a dark purpose but you possess your own free will and there's a chance that you can prevent your own tragic prophecy from being fulfilled.



History

You may choose to receive new memories from this world. Your history will be altered to match your species.

Mystery [Free]: You're dropped into this world with no memories or history. You're a stranger and that can be both helpful and detrimental.

Athlete [100cp]: Over the years you've become a pro at sports and other physical activities. Your skills alone could've made you a superstar athlete but after developing your powers you realized that you wanted to leave a real impact on the world, both literally and figuratively.

Nerd [100cp]: You developed an interest in science and technology at a young age and quickly became a young savant. Your technological skills are impressive and could be used to bring about many new scientific innovations.. BUT that's boring, so you've decided to spend a few years making robots and other crazy devices instead!

Thief [100cp]: Your life hasn't exactly been easy, you've had to steal and lie to survive but your struggles have made you a very skilled and dangerous individual. You know how to evade the law and survive on your own, but maybe you're ready to start a new chapter in your life and turn to the side of good?



Location

By default you will begin your time in Jump City, the future home of the Titans. But if you wish to arrive somewhere different you can either roll 1d6 for one of the locations below or pay 50cp to determine yourself.

Jump City: A sparkling metropolis located on the west coast of the United States. Not much is going on here right now, but that will all change very soon because within a few hours the city will be attacked by a powerful alien foe, and only a small group of misfit teenagers will be able to save everyone.

1.) Gotham City: The corrupt and crime infested city of the Dark Knight. Gotham is a sprawling urban center located on the east coast of the U.S. For decades this city has been plagued by sadistic criminals and powerful mobsters but thanks to the recent efforts of GPD, Wayne Industries, and the Batman people have been able to live much safer lives. A short time ago Batman's sidekick Robin departed to begin working on his own and many are wondering what will become of the boy wonder..

2.) Metropolis: Despite being located almost right next to Gotham this place is basically the mirror image of the city of doom and gloom. Home to Superman, the world's greatest hero, Metropolis is a sparkling icon of American innovation. Don't think this place is 100% safe however as the Man of Steel attracts countless supervillains who always end up putting people at risk.

3.) Keystone City: A small city in the American midwest. This place is home to the fastest man alive, the Flash, one of earth's greatest heroes. For years he's kept this place safe from villains like Mirror Master and Captain Boomerang but recently he's had the help of a young speedster calling himself Kid Flash.

4.) Star City: A heavily populated city located on the east coast, home to the heroes Green Arrow and Black Canary. While this place may not get a lot of supercriminals or world ending threats, it's no less dangerous than any other city with superheroes.

5.) Azarath (Free choice for Half-demon):

A peaceful world of magic users hidden away from earth in a parallel dimension. Long ago the people here managed to imprison the ancient demon known as Trigon, but recently they have learned that their old foe will return and lay waste to both Azarath and earth. With the knowledge used to originally defeat Trigon having long been lost, their only hope is the fiend's half-demonic child. You'll arrive just in time to meet Raven before she departs to earth.

6.) Tamaran (Free choice for Tamaranean):

The homeworld of the tamaraneans. Recently this planet was devastated by a powerful alien species known as the Gordanians, leaving the formerly lush world a barren wasteland. The proud tamaraneans faced defeat at the hands of a more numerous and technologically advanced foe, but they were saved by the machinations of the villainous princess Blackfire. The princess sold her own sister, Starfire, to the invaders in exchange for a truce then abandoned her people to explore the galaxy. With the emperor and empress dead, Blackfire gone, and Starfire in slavery, Tamaran is currently in a state of turmoil.

Powers, Abilities & Skills

Origin Specific

Tamaranean Physiology [0cp]
(Only available to Tamaraneans):
Your alien body comes with a number of incredible powers and abilities.

-**Starbolts:** You can create plasma shields, throw explosive energy bolts and fire laser beams from your eyes. You can also emit an explosion of energy from your body, but this will completely drain you and leave you weak for several hours.

-**Flight:** You're able to levitate and fly at incredible speeds. You can fly up to mach 1 while in the air and in space you can go faster than the speed of light.

-**Superhuman Condition:** Your strength, speed, durability, agility, reflexes and endurance are beyond what any normal human could hope to achieve. You can break down stone walls, lift up to 25 tons, evade missiles and survive being crushed by metal debris without worry.

-**Omnilinguistic Assimilation:** You can learn any human or alien language through lip-to-lip contact. Girls will likely have an easier time using this power than boys.

-**Self-sustenance:** You can hold your breath for hours and survive in the vacuum of space without equipment.

-**Environmental Adaptation:** Extreme heat, freezing cold and harmful radiation has no affect on you. This won't save you from being flash frozen or cooked by a volcano.

Mystery: All powers are discounted by 50%.

Empathy [100cp]: You can read, interpret and follow the emotions of other people. Individuals do not have to be within visual range for you to be able to sense their emotions. You can read the emotions of multiple people at once and detect emotional echos that will allow you to track the person who left them.

Kinesis [200cp each]: The ability to manipulate matter with your mind. These powers will start weak but they can become stronger with time and training.

-**Aerokinesis:** Control air. Start by tossing people around with strong winds and end with the ability to create tornadoes.

-**Electrokinesis:** Control and create electricity. Initially you'll only be able to generate weak electrical shocks but with practice you could figure out how to fire lightning bolts from your hands or generate EMPs.

-**Geokinesis:** Control dirt and rock. You could hurl boulders or cause weak tremors as a novice and create sink holes or manipulate lava at master level.

-**Hydrokinesis:** Mastery over water. At first you'll only be strong enough to summon small waves and water whips from existing bodies of water but eventually you'll be able to create giant pillars of water and tear water pipes out of walls.

-**Ionikinesis:** Control and create plasma. Initially you'll only be able to create weak plasma shields and throw small ion bolts but eventually you could become strong enough to create virtually any construct you can imagine and fire beams of plasma capable of melting through steel.

-**Pyrokinesis:** Mastery over flame. Start by throwing fireballs and shooting streams of flames, and end with the power to cover yourself in fire, fly by shooting jets of flame and creating waves of fire hot enough to incinerate an entire village.

-**Telekinesis:** Lift objects and people with your mind. Initially you'll only be able to lift something as heavy as a car but after mastering this ability you could tear apart buildings and manipulate objects you can't even see.

Animal Morphing [300cp]: You have the ability to transform into any non-magical animal you see. You gain all the strengths of whatever animal you transform into but you also gain all of it's weaknesses and you retain a familiar monochromatic color scheme or pattern across all your transformations.

Flight [400cp]: You can fly up to mach 1 and levitate above the ground. You also become resistant to sudden changes in pressure and temperature.

Probability Manipulation [600cp]: Control over good and bad luck. You can make things more or less likely to happen, for example, you could make a car hit your opponent if you're on a busy street, cause a building to collapse if it's old or damaged, make your shots more likely to hit or cause electronics to short-out and crash.

Nerd: Engineering is free and every other power is discounted by 50%.

Engineering [100cp]: You're a master mechanic and an expert at building robots and other technological devices. You also have a fair bit of knowledge about hacking into computers.

Bioengineering [200cp]: You know how to create mutagens and modify biological creatures. You could use your knowledge to give people animal based super powers or enhance someone's natural physical abilities.

Telepathy [300cp]: You're able to mentally communicate with people over long distances, hear what someone is actively thinking and plant weak hypnotic suggestions into other people's minds.

Technopathy [400cp]: You can communicate with electronic technology and command it to do what you want. You can't force a machine to do anything outside of it's capabilities but you can figure out how to improve a machine by talking to it.

Genius [600cp]: You're one of the brightest minds in the whole world, which is really impressive when the world is filled with super geniuses that can create nanites, cyborgs, energy weapons and FTL starships.

Cambion Physiology [0cp]
(Only available to Half-demons):
Your heritage gives you a unique power called Soul-Self which grants you a large number of incredible abilities.

-**Astral Projection:** You can separate your soul from your body and explore the world around you. However you cannot interact with anything or be seen by anyone. When combined with Empathy, this ability will allow you to temporarily possess people so that you can perceive the world through their eyes and view important memories.

-**Telekinesis:** You're able to lift and manipulate objects by temporarily imparting a piece of your soul into them. Initially you'll only be able to lift something as heavy as a car but with training you could increase the strength and range of this power.

-**Constructs:** You can create solid objects like barriers, tentacles or kinetic bolts out of spiritual energy.

-**Empathy:** You can sense the emotions of other people over long distances and track individuals by following their emotional echos.

-**Teleportation:** You're able to warp yourself and others across great distances by transforming into an intangible shadow. It takes concentration to maintain this form and certain magical protections can negate your intangibility. You can travel up to 12 kilometers before needing to rest.

-**Levitation:** You can float above the ground and fly at about 60mph.

-**Intangibility:** You're able to transform into a shadow and phase through solid objects. As with Teleportation some magics can negate this ability.

-**Healing:** You're able to quickly mend wounds by channeling positive spiritual energy. Fixing severe injuries takes minutes and you cannot cure diseases, restore lost limbs, or fix permanent injuries.

-**Magic Affinity:** Spells and arcane knowledge that can allow you to perform incredible feats. Right now you only know two spells, an incantation that will help focus your powers and a dimensional travel spell that requires an elaborate ritual to set up and can only take you to nearby planes of existence such as the spirit world or a hidden pocket dimension, but not entirely separate universes. With enough study you should be able to easily gather more magical knowledge and power.

-**Demonic Form:** You can shift into a terrifying alternate version of yourself whenever you're angry. While in this form you can temporarily paralyze your foes with fear.

Athlete: Martial-Arts is free and every other power is discounted by 50%.

Martial-Arts [100cp]: You have complete mastery over a single form of hand-to-hand combat.

Peak Human Condition [200cp]: Your strength, speed, durability, agility, reflexes and endurance are at the maximum of human potential and your mental processing speeds are twice as fast as normal.

Super Strength [300cp]: You're able to lift up to 25 tons and you could easily punch down a wall or tear apart a mech with your bare hands.

Super Speed [400cp]: You can run up to mach 1 and react fast enough to keep up with your own movement speed. You also become immune to the harmful pressures and temperatures that build up while you're running.

Supernatural Durability [600cp]: In addition to being able to resist all forms of conventional physical damage you also become completely immune to extreme heat, freezing cold and harmful radiation, and gain the ability to suppress your sensitivity to physical pain. Excessive Physical damage, as well as things like molten lava or cryogenic temperatures, can still harm and eventually kill you.

Thief: Rogue is free and every other power is discounted by 50%.

Rogue [100cp]: You're able to perform feats of great skill and agility. You can run over obstacles, dodge enemy attacks and skilfully navigate treacherous terrain. In addition to your acrobatic abilities, you also know how to charm and persuade people with your words.

Elasticity [200cp]: Your body can stretch and warp like rubber. You can extend your limbs across great distances or block damage by absorbing punches.

Teleportation [300cp]: You can create portals to any location you can picture in your mind. It takes a few seconds for your portals to form but they're able to transport you across great distances in only a few moments. Other people are able to teleport with you. There are no limits to where you can teleport within a city-sized area, locations beyond that range can only be reached if you've visited them at least once before.

Shapeshifting [400cp]: You're able to take on the voice and physical appearance of anyone you observe and you can change your physical features at will. You can only shapeshift into humanoids and you can't emulate other people's powers.

Self Duplication [600cp]: You can replicate yourself a nearly infinite number of times, your clones think independently but they all possess your personality and memories. Your clones retain all of your supernatural powers but each clone is half as strong as the previous one. (I.E, If you only create 1 clone it would retain all of your powers, if you created a second one after that it would be half as strong as you, then the next would only be half as strong as that clone, and so on and so on.

Items & Companions

Items

Costume [Free]: Regardless of what you decide to do this unique piece of attire will be essential for your career. Your costume tells people who you are and although it doesn't provide much protection it's still better than going around naked.

Theme Song [Free]: You get a personal soundtrack that will play whenever you enter combat or do anything else worthy of music.

Holographic Disguise Rings [50cp]: A set of two inconspicuous looking rings that can project a lifelike humanoid disguise over the wearer.

Personal Communicators [50cp]: Eight hand-sized electronic devices that allow users to connect through phone calls, texts and video chat. They operate on a private satellite network and can function almost anywhere on the planet without fail. Each communicator is equipped with a built-in tracking device and self-destruct system for emergencies, the software is barebones by default but with a bit of programming you could easily make your own smartphone. Aside from your starting inventory, you'll also receive a set of instructions and design notes that will tell you how to make more.

Admission Papers [50cp]: A set of documents that can help get you into any secret school designed to teach superpowered individuals. They won't provide any funding though, you'll have to find that yourself.

Allowance [100cp]: You receive a \$100,000 worth of the local currency from a mysterious yet trustworthy benefactor every month.

Xenothium [100cp]: A small container filled with a rare and highly unstable chemical compound that can serve as an extremely powerful energy source. It's not radioactive but it will explode very violently if not properly handled.

Personal Weapon [100cp]: Any currently existing ranged or melee weapon. Either the standard version or a plasma, laser or sonic variant. Regardless of exactly what you choose it'll be strong enough to destroy both vehicles and robotic soldiers.

Gadgets [100cp]: Various non-lethal weapons, traps and a large supply of heavy-duty devices that can be used to disable or hack into electronics, robots and vehicles.

Utility Belt [200cp]: This helpful accessory is loaded with handheld devices and tools that can help in dozens of different situations. It's also great for holding ammo, electronics and snacks.

Power Armor [200cp]: A mechanical suit that can make a regular person superhuman! This armor grants complete immunity to conventional grenades and guns and allows the user to lift up to 15 tons.

Super Bike [200cp]: Your very own custom motorcycle. This bike comes equipped with an anti-collision system, auto-pilot, automatic stabilizer, holographic computer, self-diagnostic system, wireless communicator, a small rear cargo space and two front weapon mounts. It's Powered by a high capacity electric engine and can travel up to 200 mph.

Super Car [300cp]: A highly advanced vehicle made from the same components used to make cyborgs. This plasma turbine powered car can reach speeds of up to 300 mph and comes equipped with a nitrous booster, hover jets, roof mounted energy cannon, front kinetic blasters, rear oil and smoke emitters, plus a holographic computer, communicator and self-diagnostic system.

Mental Gateway [300cp]:

A magical object that will allow you to enter your own mind. You can change the environment, control and create objects, teleport, and even summon other aspects of your personality while you're in your mind. Other people may use the gateway if you wish but they'll be subject to your control while they're in your mind.

Library [300cp]: A collection of books and documents that provide information on magic and other supernatural subjects. Nearly all the tomes in this collection contain common knowledge, things you could find in the library of a magical school or in the study of an apprentice magician, but occasionally you may find a rare book containing forbidden knowledge, the location of a valuable artifact or notes from a true master. Because of it's arcane nature the library will constantly adjust itself to fit inside of your bedroom, for example, it could appear as a single 10ft tall bookshelf while you're living in a huge mansion then transform into a collection of cardboard boxes if you're forced to move into a small apartment. Keep in mind that many rare books are extremely dangerous, some may even contain ancient malevolent entities.

Super Ship [400cp]: This 5 person vehicle can take people through the air, underwater and into deep space. It's armed with a laser cannon and each crew pod can separate to be piloted individually.

Not So Secret Base [400cp]: A high-tech five story building located on a small isolated piece of land. Both the land and the building are recognized to be under your ownership and for some odd reason no one ever seems to care about anything strange that happens on your property. You could launch a rocket with only a brief bit of forewarning to city officials or have big obvious battles out in the open and get no attention whatsoever. Aside from the anomalous effects surrounding your property, the base comes with 10 bedrooms, (Each with their own personal bathroom.) a main operations/living room, a kitchen, a gym, an infirmary, a garage, and a basement.

Augmentations [Variable]:

Whether or not you already have superpowers you've decided to improve yourself with cybernetics.

-Self-diagnostic System [Free, Must purchase at least 1 Augmentation]:

A wrist mounted or augmented reality computer that will provide data on your current health and energy levels.

-Built-in Communicator [50cp]: Lets you connect to other devices and converse over audio or A.V channels. Encrypted for secure communications.

-USB Tentacle [50cp]: A small retractable cable that can adapt to almost any physical computer interface. Comes with a solid state storage drive that can store massive amounts of data.

-Drone [50cp]: One of your hands or feet can be detached and used as a remote controlled spy drone.

-Thermal Vision [100cp]: You can toggle the ability to see the heat signatures of living and nonliving things.

-Armored Skin [100cp]: Your vital body parts become covered in a light but protective metal, allowing you to ignore pain pain and shrug off most conventional assault weaponry.

-Built-in Weapon [200cp]: Either an energy based melee weapon or ranged direct-energy weapon. Regardless of exactly what you choose it'll be strong enough to destroy both vehicles and robotic soldiers.

-Artificial Muscles [200cp]: Mechanical implants that will enhance your natural lifting strength by 5 tons. They can also be programmed with limiters that will prevent you from exerting any desired amount of strength or force. Useful if you don't want to accidentally hurt people or in case you're trying to keep your true power hidden.

Companions

Companion Import [Free/50cp-400cp]: You can make up to eight of your current companions inhabitants of this world, granting them a background as well as a human body for free. If you spend any amount from 50cp – 400cp on this option you can grant each imported companion double the amount of cp you spent, (Ex. Spend 200cp your companions will receive 400cp each.) so that they may purchase powers, skills, items or a Tamaranean body. Companions cannot purchase any companion options or drawbacks. Companions will only gain the free items, perks and discounts given by their backgrounds if you spend cp on imports, otherwise they will only benefit from their new memories and a new form.

Canon Companion Purchase [200cp]: This option will give you the chance to take a single individual from this world with you on your adventures. Only characters that have appeared on the show in-person can become companions. In order to make someone your companion you must convince them to come with you willingly. Trigon (A reality destroying demon.) and Larry (A reality warping inter-dimensional being.) cannot be made into companions.

Drawbacks

Pick up to +600cp worth of drawbacks from the list below.

Portal [+0cp] (Only available to Half-demons): Your father, the demonic conquer know as Trigon, is planning on using you as a portal to enter this world and destroy everything. He will constantly attempt to take over your mind and although it's possible to resist him eventually he'll just send one of his immortal servants to capture you. Becoming Trigon's Portal is an instant failure condition, fortunately you still get returned to Earth if that somehow happens. Your new half-sister Raven is also a target of Trigon and she'll be going through all the same stuff you have to suffer. It would be wise to work with her to figure out how to resist Trigon.

Empathic Empowerment [+100cp]: Your powers are tied directly to your emotions. You'll lose control over your abilities whenever you're terrified, damage everyone and everything around you when you're angry and find yourself unable to access your powers at all whenever you get too depressed.

Annoying Super-Team [+100cp]: A group of super powered people around your age who'll constantly annoy you while you're here. Whether you're a hero, villain or independent, these brats will always be around to muck-up your plans.

Coveted [+200cp]: S-T-A-L-K-E-R. What's that spell, stalker. Yep, you've attracted a genuine grade-A creep with an unhealthy interest in you, a mountain of cash and too much free time. This individual will do whatever it takes to capture you and he, or she, is hidden somewhere very hard to find. Don't get caught unless you like the idea of becoming a brainless doll.

Weakness [+200cp]: Whether it's an item, a sound, a certain sight, or an inherent flaw in your physiology, there's something in this world that can cut through your defenses like butter, take away your powers and probably even kill you if you're exposed to it long enough.

Overheating [+300cp]: Using your powers causes harmful energy to build up within your body and after a certain amount of time you'll have to drain it or else you'll explode and destroy everything around you for miles. Fortunately the blast won't harm you, but everyone else might be really pissed of about you going nuclear.

Nemesis [+300cp]: Sadistic, intelligent, intimidating, everything you hate and fear is embodied by this mysterious individual who's made it their mission to take you down. Expect nothing held back when dealing with this person, they're good and no matter how powerful you are they'll always be able to challenge you in some way.

TTG! [+600cp]: Ok, for the love of all that's holy, DO NOT pick this complication! If you do you'll be dumped into the Teen Titans Go! cartoon and have to survive it's crazy and inane world. Everything there is a mockery of the original show and there's a very high chance that you'll die randomly for some dumb joke.

Outro

Go Home: After ten years of superheroing you're ready to retire. You'll return to Earth at the exact moment you left but you get to keep all your powers, items and skills.	Stay Here: Leave, fuck that you've got things to steal! You remain in this world for the rest of your life and all your business back home will be taken care of.
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Move On:

It's been fun but now you have to leave. You'll go to another universe and take everything you've bought or stolen here with you. Maybe one day you'll find a way to return here, so time will be frozen in this world while you're gone.

Notes

- 1.) Tamaraneans go through a very strange puberty, so if you decided to be an alien and picked an age younger than about 15 or 16, expect to go through some weird changes when you come of age.
- 2.) Animal Morphing allows you transform into extinct and alien creatures.
- 3.) The Allowance can work in other worlds if you wish.
- 4.) Companions can purchase a history.
- 5.) Individuals with great willpower or strong magical abilities can escape your control while they're in your mind and leave back through the Mental Gateway without your help.
- 6.) If you're unsure how to survive the Portal drawback, just keep in mind that sometimes it's better to let events proceed as they're supposed to.
- 7.) In order to use the Dimensional Travel ability you must know the exact location of the dimension you wish to travel to.
- 8.) Clones created with the Self-Duplication power will only become as weak as your basic human/Body Mod self.
- 9.) The Library will automatically update every time you travel to a new universe, adding more magical knowledge to your collection. It's outward appearance will increase to match the amount of knowledge collected and eventually you may find yourself with a fully-fledged library building following you around.
- 10.) For the Super Speed power, your enhanced reactions are only active while running.
- 11.) Clones created with the Self-Duplication power will not rebel against you and can be recalled at any time.
- 12.) Probability Manipulation essentially gives you Jinx's powers, but it also has a passive effect that makes you slightly luckier all the time.
- 13.) For the Overheating Drawback, you can prevent yourself exploding by releasing your energy into a batty like storage container. However you'd have to find or build something that can contain the same amount of power output by a small nuclear bomb, otherwise the battery would simply overload.
- 14.) Being hit by Trigon's mass petrification wave does not count as death so long as it's reversed.
- 15.) If you purchased Xenothium a new supply will appear in your warehouse once every month.