



Jumpchain CYOA

WIP

By blackshadow111

Introduction

Hello there, Jumper! Welcome to yet another world. This is, at first glance, a world just like the one you started from. The nations, the crime, the people... it's all so painfully banal and familiar. And yet there seems to exist something rather surprising lurking around here.

You see, you remember that stupid myth that pseudo-scientists used to propagate about the brain, about how people are at best using 10% of it and using more would make all sorts of things possible? Yeah, that's true here. Going beyond using 10% of your brain makes all sorts of things possible, increasing along with the percentage of your mind that you start using.

There's some funky shit unlocking at the later stages too, let me tell you. Anyway, the point is that soon after you arrive, there is a woman who is going to see it all manifest in her, thanks to an incredible accident of fate. And you get to be there right alongside.

Whether you're here to try and benefit off of this world or just to watch, it matters little. The point is that you *are* here now, and you'll probably need these **1000 CP**.

Times and Places

You arrive in the city of Paris a week before the incidents of the movie.

Age and Gender

Roll 1d8+15 for your age. Your gender remains the same as it was, or you may pick both for 50 CP.

Origins

Any origin may potentially be taken as a Drop-In if you want, with no new memories or background and a basic set of ID documents.

Bystander

You were just an ordinary person living your life, before getting caught up in all this craziness..

Police

Criminals are starting to adopt newer and more ruthless tactics every time you see them! Someone's gotta put an end to them, and you want to play your part!

Gangster

You just want to make a buck, y'know! It doesn't matter how many people end up dying or getting hurt in the way, or if you have to use innocent young women to do it!

Scientist

The study of the natural world and humanity's place in it transcends all petty concerns of day-to-day life. You're a dedicated scientist, a highly educated man (or woman) with a head for research and analysis.

Perks

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

Uninvolved - 100 CP

Even if you aren't, you have a pretty good chance of convincing others you are. Something about you just makes attention slide off of you. Be it cops or criminals, they're all too likely to write you off as a harmless nobody, unless you do something to change this perception.

Increased Brain Usage - 300/400/700 CP (free Little Blue Packets)

Well, let's be honest. This is why we're here, so let's get on with it. You have the powers that come with the utilization of an additional brain capacity. All the powers that Lucy developed over the course of the film.

For 400 CP, your brain now operates at 50% capacity, having been stabilised at that level. This gives you a flawless memory, complete with unlimited storage and perfect indexing and recall, along with some very powerful Telekinesis, Technopathy, and an analytical and deductive capacity that borders on outright precognition. Your actions are controlled by your thoughts with total precision and execute as quickly as your physiology allows, and your mental reaction time is effectively instantaneous. Your raw intelligence outmatches all the geniuses in the world, possibly even put together, and will only improve from here.

You also learn new skills near-instantly, mastering in hours if not minutes what would take others months and years, and only getting better from there. Furthermore, once you've learned something it stays learned regardless of the passage of time or disuse. You also avoid any 'downsides' that might otherwise come with super-intelligence; no super-boredom, no inability to relate to mundane concerns, no hyper-autism, nothing like that.

For 700 CP the percentage of your brain being used rises to 99%. All the powers mentioned above are boosted by an order of magnitude, and you have 100% accurate, planetary scale Postcognition. You can view any event that happened within a 1 AU radius of the planet you are on as clearly as if you were there yourself, anywhere from the beginning of time to the present. You can also astral project yourself anywhere in the world, and indeed, even into the past, though your capacity to interact is severely limited in the past. In addition, you may safely assume you have any other powers displayed by Lucy in the film, barring any that showed up at 100%.

Blackening optional.

If you actually don't want psychic powers for some reason, for 300 CP you get your brain to 25%, but targeted in a weird way which gives you all the memory, genius, comprehension, analytical, learning, reflexes, etc. abilities that would come with using 99% of your brain but assumes you have a telepathic, telekinetic, technopathic, etc. potential of zero. Unless, of course, you already have such potential from other perks or abilities.

Bystander

Clarity - 100 CP

You can stay mentally focused and rational under virtually any circumstances. You rapidly overcome trauma and stress, never letting yourself get bogged down by the baggage of the past even as you still retain the lessons you needed to learn from it. You still feel emotions normally if you choose to, but from now on you never get emotionally compromised.

You also have a really, *really* good pain threshold. It's like your nervous system doesn't even feel it, it just processes an impersonal awareness of how much damage you're taking.

Intentions Sense - 200 CP

A *lot* of people get screwed over because they trust the wrong person. Fortunately, for you this problem should be all but impossible. You've got impeccable instincts when it comes to people,

being able to suss out just about anyone's intentions and motivations with just a conversation. Even just meeting them gives you a good "gut feeling" as to whether they mean you ill or not.

This is just skill, mind you, so people who are *really* good at hiding their motives will take rather more time and effort. But rest assured, you could do it to the best of men in the world, with practice.

Positive Reactions - 400 CP

All these weird sciences and chemicals they're cooking up these days, who knows what might happen to someone who ingests them willy-nilly? Or gets them sewn up inside them by nefarious gang lords, anyway. Not that you need to worry about any of that anymore.

With this perk, you find your body changed, utterly transformed... in one specific manner. No matter what kind of poison, chemical, magical potion or nanite cocktail you inject, the worst that can happen to you now is that it doesn't affect you at all. Far more likely is that you'll find yourself getting some kind of benefit out of it, and not necessarily small ones, either.

Venom could give you some powers similar to the source it comes from, and chemicals might just affect you similarly. Of course, any given procedure that kills 99% of the people that go through it is bound to place you in the 1%, and you always achieve the best possible results from any procedures *meant* to do good.

Police

Good Police Work - 100

Can go surprisingly far. Well, unless it's competing against omnicompetent technopaths, anyway. You're an established, experienced policeman, with all the skill and experience entailed.

You know how to keep your patience on stakeouts, how to maintain your nerve in a firefight, are a crack shot with many weapons, and also have all the rest of the things it would take to be the main character of a police procedural.

Remarkably Little Supervision - 200

Really, it's shocking. Whenever you're in an organization, you find yourself treated as the proverbial 'golden boy' of the department. Paperwork, proper procedure, all can be as little as suggestions to you, if you play your cards right.

Simply put, you're highly favored and supported by your superiors in any kind of hierarchical organization. Your actions are virtually never questioned unless they're *outright* against the rules, and *that* only if you get caught in a way that can't be explained away. On any active case or mission you have little to no oversight or supervision, being free to take things as you will, so long as you get results. And often if you don't, too.

Favor of Power - 400

When someone becomes godlike out of nowhere, there's no telling what they might do. They could go berserk, or start hating the people they liked before! They won't hate you, though. You have a way about you, of getting close to those more powerful than you.

No matter how alien their mentality or how *different* they might be, no one more powerful than you finds you annoying unless you deliberately make yourself so. Indeed, most of the time you find that they tend to like you and at least tolerate you.

Depending on just how 'human-like' they remain, they may even decide to favor you and shower you with gifts and powers that it's up to them to give, but even those who don't will, at the very least, act to keep you alive and relatively safe. Unless you piss them off, of course.

Gangster

Scary in a Suit - 100

You are. Something about you gives off an air of utter menace, making you look like someone everyone should be really, *really* scared of. Maybe it's a wild look in your eyes, or maybe it's the way you keep fondling a knife.

Whatever it is, you find it trivial to inspire not just fear, but pants-shitting *dread* in people, with little to no effort.

Gang Lord - 200

It's not easy being a Mob Boss, you know. Good thing you have this. This perk gives you all the perks needed to be a massively successful, consummate Crime Boss. From the basics of rising through the ranks with treachery and murder, to some pretty basic but effective brawling and fighting skills, it teaches you everything up to the hows of setting up networks of informants and bribed cops.

You know how to set up drug routes, how to talk the right way to other gang leaders, how to attract the kind of talent you need in your gang to your side, how to launder cash, how to make

sure your underlings aren't cooking the books, and all the other essentials. Simply put, you have everything it takes to be the next great Don, in spades.

A Killing Instinct - 400

One might think that with college students turning into Goddesses, there would need to be changes in how people operate. One would be wrong, at least when it comes to you. You find that you have a talent for murder, a skill and gift for dealing death that defies belief. Simply speaking, you can kill anything. No matter what it may be, regardless of whether it's immortal, immaterial or omnipresent, you can trust that you will, with time and effort, find a way to kill it off. It won't be easy, of course, but it's always, always possible for you now.

But that's not all. Apart from making it possible for you to kill everything, this perk also enhances your actual skill and talent at doing so. You find that you can do this to ordinary people almost easier than breathing, every bullet finding a vital spot and every move in a fight striking home lethally. Of course, if you *want* to take your target alive then you can do that with equal precision... so long as your attack actually has a potentially non-lethal mode, that is. It's a bit difficult to stun someone with a flamethrower.

Even against the immortals, while you don't get instant kills on them every strike from you is still far more damaging than it should be.

Scientist

A Real Scientist - 100

You are one. You're an extraordinarily well-educated, experienced scientist in several major streams of science, with a top-notch intellect, your IQ just a shade or two beyond 200. You know your way around labs, and all the proper steps needed to document any given phenomena and turn it into useful scientific findings.

Endless Credibility - 200

More than one scientist has been laughed out of academia because of weird pet projects. Not something that can happen to you. You find that no matter how silly or weird the science you espouse, you continue to be taken seriously by just about everyone around you, so long as whatever you're saying hasn't been conclusively, unquestionably debunked.

Even then you get the benefit of the doubt in every way possible, and it only affects you temporarily and regarding only that subject. Trying to insist there's a ninth planet up there would get your astronomy papers rejected for a while, but no one would question your skills with Nuclear Physics.

Comprehend the Incomprehensible - 400

The day comes in many a scientist's life when they are faced with knowledge that Man Wasn't Meant to Know. Many are left broken by it. While how well you may make use of such knowledge if and when you come across it, you find that that, at least, can never happen to you.

No matter how strange, otherworldly, supernatural or just *weird* a phenomenon you encounter, your wits and your analysis capabilities remain perfectly intact at all times. Not only is it impossible for your sanity to be broken, you can't even be slowed down, be it a woman downloading the literal history of Existence onto a flash drive or a face-to-face with Azathoth. You remain calm and unaffected, and your brain continues to work at the same pace as ever.

Indeed, you find that after a few such experiences you have some considerable talent in this. Patterns reveal themselves to you where others can only scream in horror at the sight, and while they may often be really small, you always come away with *some* practical, useful insights from such experiences.

Items

Little Blue Packets - 300/700 CP

Ah, drugs. They make everything better! Well, not really, but you could argue the point with these ones. This is a batch of the same chemical cocktail that gave Lucy her powers, now available for you, for the low, low price of 700 CP.

These are somewhat different than the ones she and her fellow couriers had, though. Being somewhat more concentrated, you have four packets that, taken together, can get one person to 99% brain capacity, while each packet can get one person to 50%.

For 300 CP you get another variant model of the drug, four packets of a cocktail any one of which is capable of boosting people up to the "variant 25%" level of 99% pure intellect but no psychic abilities as outlined in the **Increased Brain Usage** perk. Likewise, the 300 CP drug variant only qualifies you for the 300 CP version of **Increased Brain Usage** as a freebie or reduces the price of the higher versions by 300 CP (if you wanted the full power for yourself but only the reduced drug to give to others). Taking more than one packet of the 300 CP version has no effect.

You get a fresh set of packets in every future jump. Also, for a final add-on of ... shall we say 300? Yeah. For an additional 300 CP you get the recipe, suitable for industrial mass production out of commonly available chemicals!

Bystander

Liquidity - 100

Money. 100,000 dollars, to be exact, in any currency of your choice. You get them in a secret, traceless account you can access from anywhere at all, which no one else can even know exists unless you tell them. This stipend is paid annually.

Likewise, you can deposit the value of any currency or valuables you possess into this account at any time, along with currency conversion services. If necessary, any funds moved through this account are provided with an unremarkable but entirely valid paper trail including applicable taxes and fees.

You get the same amount in whatever currencies are used locally in all future jumps.

Top-notch Wardrobe - 200

Clothes! A lot of them, and very fancy ones too! You have a full wardrobe full of everything from costumes to clothes in the latest fashion across the world, enough for as many people as you need to outfit.

Living Space - 400

A fancy, 10-room penthouse apartment in the hottest part of town, filled with the latest toys and decorated like the palace of a prince. Seriously, the luxury's *obscene*. Any utilities, rent, and taxes are covered, and basic household supplies restock themselves every week.

You can have it be a big house or even a mansion, though the luxury and fanciness decreases as size increases.

Police

Badge and Gun - 100

The proof of your employment as a member of the police force! This is your standard badge and gun, identifying yourself as a member of the Law Enforcement agency of your choice. In every

jump from now on where such an organization exists you may at your option have all the rights and powers of a senior member of said organization, though shockingly not any of the duties. Weird, eh?

Police Car - 200

Indestructible, never runs out of fuel, needs no maintenance, and handles like a dream. Also, can be just about any make and model you care for. You've got special dispensations. If you want, you can have an unmarked car rather than a car with police markings.

Station Armory - 400

Oh ho ho. What's an ordinary police station doing with this kind of stuff? Maybe you got some of it on busts. But this a vast, *magnificent* collection of firepower. Just about every firearm in use anywhere in the world, along with SWAT gear, tear gas, riot gear, Night Vision goggles, and all the other shiny toys. Not *quite* enough to topple a small country, but you could get very close!

In future jumps new gear is added to match what would be potentially available in a police armory or evidence room of the setting if necessary. Any items that were already available are still available, of course.

Gangster

Assortment of Wares - 100

While these ones aren't quite assured to transform people into Mind Gods you never know, right? This is a rather large collection of all the drugs one might use for recreational purposes. Cocaine, Heroine, Meth, the whole nine yards. Wildly beyond what you need for self use, this is enough to get into business, actually. You receive a fresh pile of wares at the start of every jump.

If you're not the sort of person who's into recreational pharmaceuticals, you may choose to receive the street value of these wares in cash instead. Laundering the cash is your problem.

Travel Papers - 200

It can be hard getting the right product to the right people if the so-called 'authorities' keep interfering. These can help with that! You have a never-ending supplies of top-notch passports,

IDs, licenses, manifests and all the other fiddly pieces of paper that convince officialdom what something is.

They're all forgeries, of course, but very, very good ones. Not only can you move yourselves using them, you can move anything or anyone you like! Each of the fakes is exemplary in its thoroughness, but you have an endless supply of new ones just in case they keep getting burned.

Organizatsiya - 400

Your very own empire. Maybe not something huge like the Bratva or the Mafia, this is nonetheless a very powerful organization with links in several cities, possibly across nations. Easily capable of going up against any of the constituent members of the above mentioned organizations, you're its absolute boss and a mighty figure in the underworld.

And that's all just what it already is. You're in prime position to expand, and grow into something *truly* fearsome!

Scientist

Qualifications - 100

It can be hard to convince them to let you work in a lab if you don't have laminated cardboard telling them they should! Fortunately, you do now. Whatever your level of knowledge in any given field, you have all the paperwork and degrees needed to prove it.

This is more than just the physical degrees too. All your documentation is duly backstopped, and people might even remember you from your classes, if you take that route. Basically any degree you could have gotten with your current knowledge, you'll find you already have. If you choose to. You can use this selectively, I mean.

This carries over to all forms of knowledge in future jumps too, be they science, philosophy or even things like Magic or whatnot.

Lab - 200

A space to work! This is a state-of-the-art, top-of-the-line laboratory with all the latest tools and facilities you can imagine. Electron Microscopes, a supply of rare materials, possibly even a particle accelerator! Probably not, though.

See, the way this place works is that the more you specialise the better everything in here gets. Making it something like 'biology' would have all the absolute latest equipment, extensive collections of samples from wide ranging species, live animals for tests, and all that. Choosing

to make it 'medicine', though, as a much more specialised subset, would make everything limited to that field, but borderline sci-fi in how good the stuff is.

Black Supercomputer - 400

Everyone needs one, really. Or they should have one anyway. Unlimited storage and borderline unlimited processing power, omni-compatible I/O jacks, indestructible, immune to malware, and with crystal-clear wi-fi wherever you go, it also has the most intuitive, perfect UI imaginable and an operating system that's magically compatible with pretty much anything you could install. You could even install an AI into the operating system if you had one available, although this item does not come with one.

It's conveniently portable and morphs into any computing device you wish with just a thought. Mainframe workstation, pro gaming desktop, laptop, tablet, smartphone, smartwatch, whatever. Either way its functionalities remain the same even if the exact details of the UI might differ from form to form. If it's lost or left behind, you can summon it to you with a thought. In future worlds the internet connection remains, but only to the current jump's internet equivalent.

Lastly, it comes with a limited perception filter that guarantees that no one will notice any of the *special* features of your device unless you wish them to, although they will still be able to see that it's there.

Companions

Import/Create - 50 CP

You know the drill. They get 800 CP to spend on whatever they like.

Canon Companion - 50/200 CP

You can take a local along for 50 CP, except 100% Lucy. I don't even know how you'd take her, but she costs 200 CP.

Drawbacks

There is no limit on the amount of Drawbacks you can take.

Alienation +100 CP

You find it very difficult to relate to 'normal' people any longer, or to really understand their desires, motivations, or fears. You are not necessarily malicious and your logic is unimpaired but you have difficulties with empathy, and will come across to most people you interact with as very *odd*.

Regardless of what your abilities with social interaction might normally be like you will not be able to overcome these difficulties without great effort... and without a compelling need to, you won't even try.

Eternal Optimists +300 CP

For some reason, your existence direly offends a large criminal organization of some kind and they will stop at nothing to see you dead. Nothing short of ending the gang boss, all of his lieutenants, and a substantial tithe of their manpower in addition will convince the shattered survivors to give up. Even demonstrating to them that you are a god incarnate and that you could obliterate them all with a casual look if you felt like it will not deter their enthusiasm. You'd actually have to *do* the obliterating as outlined above before they finally caught a hint.

Of course, if you're *not* an Outside Context Problem of some kind then I suggest you try running. While their contacts and investigative resources are as impressive as could be expected of a top-tier criminal organization, they have no special abilities to locate you beyond the mundane. Likewise, while they certainly have a lot of men with guns and the ability to hire more you don't have to worry about anything that couldn't be found in the real world. So, you still have a *chance*.

Pure Brainpower +400 CP

Who needs out of context abilities? Not you! Taking this perk disables all out-of-jump powers, abilities, and items, and disables access to your Warehouse. An exception is made for superintelligence perks and abilities from other jumps. Now get in there and match wits with the very best, Jumper.

CP

CP

I'm Melting +600 CP (requires Increased Brain Usage)

Something went wrong. You are now suffering from progressive cell destabilization and only obtaining three more bags of the CPH4 drug can save your life.

As a small mercy, Mr. Jang's criminal organization now has three extra bags of the drug available in addition to the bags Lucy will need to cure her own cellular decay. Or you could try investigating alternative sources. However, if you took **Little Blue Packets** this Drawback means you will not actually receive any packets or recipe until the end of the jump, so you can't use those.

CP

Choices

Go Home

Stay

Continue

Notes

Not touching the issue of 100% capacity. Fanwank it however you want.