
JUMPCHAIN CYOA

• POKEMON TRAINER • INFAMOUS • COSMIC WAREHOUSE •

QUICKSILVER



POKÉMON TRAINER CYOA

GEN V
BY QUICKSILVER

HEY THERE. NICE TO MEET YOU. MY NAME ISN'T IMPORTANT, BUT I HAVE A BUSINESS PROPOSAL TO OFFER YOU.

SO, I HAVE THIS HOBBY OF WATCHING PEOPLE GO ON ADVENTURES. UNFORTUNATELY, WITH THE WAY THE EARTH IS COMPLETELY MAPPED OUT AND THE LACK OF SPACE PROGRAM FUNDING, THE LAST GREAT ADVENTURE I SAW WAS JAMES CAMERON'S SUBMARINE JAUNT. THUS, I AM BESET BY AN UTTER LACK OF GOOD MATERIAL.

THE REASON I HAVE APPROACHED YOU IS SIMPLE: YOU WISH YOUR LIFE COULD BE DIFFERENT. PERFECTLY NORMAL, BY THE WAY. ESCAPE FANTASIES ARE A NATURAL PART OF LIFE THESE DAYS. HOWEVER, WHAT I AM OFFERING YOU IS AN ACTUAL CHANCE AT ESCAPE. OR, AT THE VERY LEAST, A BREAK.

LIKE I SAID, I AM RUNNING OUT OF GOOD MATERIAL. I WANT TO SEE A STORY OF ADVENTURE AND EXCITEMENT. THIS IS IMPOSSIBLE IN THIS WORLD. SO! WHAT I'M GOING TO DO IS TAKE YOUR LIFE AND SEND IT TO A DIFFERENT WORLD! SPECIFICALLY: POKÉMON! YES, THE VIDEO GAME. AND THE SHOW AND THE BOOKS AND THE TOYS AND THE CARD GAME AND YOU KNOW WHAT I MEAN.

WHY SEND SOMEONE FROM YOUR WORLD TO THE WORLD OF POKÉMON INSTEAD OF FOLLOWING SOMEONE ALREADY THERE? BECAUSE THIS WAY IS MUCH MORE FUN.

HERE'S HOW IT WORKS: IF YOU ACCEPT YOU STAY IN THE WORLD OF POKÉMON FOR TEN YEARS. DURING THAT TIME, TIME IS STOPPED IN YOUR HOME UNIVERSE. MAGIC TREEHOUSE STYLE. AFTER THE TEN YEARS ARE UP I OFFER YOU A FEW CHOICES, INCLUDING GOING HOME.

NOW, THE WORLD OF POKÉMON IS ACTUALLY RATHER DANGEROUS, WHAT WITH THE FERAL CREATURES OF UNIMAGINABLE POWER AND THE ROVING GANGS OF CRIMINALS THAT ARE OFTEN PURSUING SOME HORRIBLE CAUSE AND MUST BE STOPPED. THEREFORE, I'M GOING TO GIVE YOU A BUDGET. USE THIS BUDGET TO BUY SOME SUPPLIES AND SKILLS BEFORE YOUR ADVENTURE BEGINS.

THIS BUDGET WON'T HELP YOU AT ALL ONCE YOU START YOUR NEW LIFE, SO SPEND IT ALL NOW!

YOU GET 1000 CHOICE POINTS. SPEND THEM WISELY.

HERE, YOU CAN TAKE THESE THINGS FOR FREE. YOU CAN ALSO KEEP THE CLOTHES YOU'RE WEARING RIGHT NOW. YOUR WALLET AND CELL PHONE ARE FAIR GAME, BUT REMEMBER: NO CELL SERVICE AND DIFFERENT CURRENCY.



+BAG
-BIGGER ON THE INSIDE-



+POKÉGEAR
-CAN BE MUTED-



+POKÉDEX
-ALREADY FILLED-



+5X POKÉBALLS
-STANDARD CATCH RATE-



+3X POTION
-BAND-AID IN A BOTTLE-



+HAT
-A RED HAT-

SO NOW THAT YOU HAVE ALL THAT, LET'S GET STARTED ON YOUR NEW LIFE. LOTS OF STUFF TO CHOOSE FROM, JUMP TO IT.

REGION

YOUR REGION IS THE PLACE IN WHICH YOUR JOURNEY BEGINS. IT CHANGES YOUR STARTER COST AND WHAT POKÉMON YOU ENCOUNTER.

ROLL 1D8 TO DETERMINE YOUR REGION.

OR PAY 100CP TO CHOOSE IT YOURSELF.

THE POKÉMON WORLD YOU'RE GETTING SENT TO IS DIFFERENT FROM THE GAME. IT'S SIMILAR TO THE TV SHOW IN MANY RESPECTS. CITIES AND TOWNS ARE ACTUALLY CITIES AND TOWNS, WITH MORE PEOPLE AND BUILDINGS THAN THE GAMES REPRESENT. ADDITIONALLY, ROUTES BETWEEN TOWNS ARE LONGER AND MORE REMOTE. CARS AND SUCH ARE PREVALENT, CIVILIZATION IS BUSTLING, ET CETERA. THINGS ARE PEACEFUL. EVIL GANGS ARE PRESENT, BUT THE COPS WILL STOP THEM IF YOU DON'T WANT TO.

1 - GENWUNDERLAND

KANTO

IS A REGION OF RELATIVE SAFETY AND STABILITY. MANY TRAINERS BEGIN THEIR JOURNEYS HERE. THOUGH IT LACKS A WIDE VARIETY OF WILD POKÉMON, THE PEOPLE ARE LIKEABLE AND CRIME IS AT AN ALL TIME LOW. IT IS LOCATED DIRECTLY TO THE EAST OF JOHTO.



2 - RADIOLAND

JOHTO

IS LOCATED TO THE WEST OF KANTO. THE TWO REGIONS ARE LINKED VIA A RAILWAY AND A CAVE SYSTEM. JOHTO HAS A WIDER VARIETY OF POKÉMON THAN KANTO, AND ITS CENTRAL LOCATION MAKES IT A GOOD STARTING POINT FOR ANY UP AND COMING TRAINER. THAT WOULD BE YOU.



3 - TRUMPETLAND

HOENN

IS A WAYS TO THE SOUTHEAST OF BOTH KANTO AND JOHTO. IT SPORTS A TROPICAL CLIMATE, AND THE TERRAIN IS HOME TO A DIFFERENT RANGE OF POKÉMON. LOTS OF TRAVEL IS WATER BASED, SO YOU MIGHT WANT TO GET A BOAT OR A POKÉMON WITH SURF. THE LOCALS HAVE ODD MUSICAL TASTES.



4 - MOUNTAINLAND

SINNOH

IS ON AN ISLAND AT THE NORTHERN TIP OF THE SAME CONTINENT AS KANTO, JOHTO, AND HOENN. THE POKÉMON ARE NUMERIOUS AND VARIED, AND THE REGION IS DIVIDED LONGITUDINALLY BY THE CORONET MOUNTAIN RANGE. THE CLIMATE IS COLDER, SO YOU MIGHT WANT TO GET A COAT AND BOOTS.



5 - FREEDOMLAND

UNOVA

IS ON AN ENTIRELY DIFFERENT CONTINENT THAN THE PREVIOUS FOUR. THE WILDLIFE DISTRIBUTION IS SUCH THAT INDIGENOUS POKÉMON ARE COMMON WHILE POKÉMON FROM OTHER REGIONS ARE RARE. UNOVA IS FAIRLY URBANIZED, WITH CASTELIA CITY SERVING AS A HUB OF TRADE, FOOD, PEOPLE, AND CULTURE.



6 - BAGUETTELAND

KALOS

IS AGAIN ON A THIRD CONTINENT, ALSO VERY FAR FROM ALL THE OTHERS. KALOS SPORTS A WIDE VARIETY OF GEOGRAPHY AND POKÉMON, BOTH INDIGENOUS AND SHARED WITH OTHER REGIONS. KALOS HAS A HISTORY THAT STRETCHES BACK MILLENIA, AND IS KNOWN AS A PLACE OF CULTURE, THE ARTS, AND SNOBBY CONNOISSEURS.



7 - HELLONEARTHLAND

ORRE

IS A REGION THAT IS ALMOST ENTIRELY DESERT. RESOURCES AND WILD POKEMON ARE BOTH SCARCE AND CRIME IS RAMPANT, BUT THE FEW BASTIONS OF CIVILIZATION IN THE REGION HOUSE SOME OF THE WORLD'S BEST SCIENTISTS. THE REGION LACKS PREDEFINED ROUTES OF TRAVEL, SO GET A MEANS OF TRANSPORT AND KEEP YOUR POKENAV ON.



8 - YOU LUCKY SON OF A GUN

FREE PICK

FROM ANY OF THE OTHER SEVEN REGIONS WITHOUT HAVING TO PAY. I GUESS LADY LUCK WANTED YOU TO CHOOSE YOUR OWN DESTINY.



IDENTITY

WHEN I SAY YOU GET A NEW LIFE I MEAN IT. YOU CAN PICK THE LIFE YOU LIVED IN THE POKÉMON WORLD UP TO THIS POINT. BUT FIRST...

ROLL 1D8+9 TO DETERMINE YOUR AGE. YOUR GENDER REMAINS THE SAME FROM YOUR OLD LIFE.

ALTERNATIVELY...

YOU CAN CHOOSE YOUR OWN AGE FROM 10-17.

100CP

IF YOU PREFER...

YOU CAN SWAP YOUR GENDER, IF YOU'RE INTO THAT.

100CP

SO YOU ALSO GET TO CHOOSE THE HISTORY OF YOUR NEW LIFE IN THE WORLD OF POKÉMON. EACH ONE HAS ITS PERKS... AND ITS PRICE. YOUR IDENTITY IS MORE THAN JUST A RESUMÉ, IT AFFECTS YOUR ACTIONS TOO. EACH IDENTITY BESIDES DROP IN GIVES YOU AN EXTRA 10-17 YEARS OF EXPERIENCE IN THE WORLD OF POKÉMON. THOUGH YOU ARE STILL YOU, WITH YOUR OLD SET OF MEMORIES AND YOUR OWN MORAL JUSTIFICATIONS, THE NEW MEMORIES WILL AFFECT YOUR THOUGHT PROCESS, YOUR REACTIONS, AND YOUR INSTINCTS. YOU CAN OVERCOME THE DRAWBACKS EACH ONE BRINGS, BUT IT WILL TAKE TIME, EFFORT, AND WILLPOWER TO BREAK THEM.

DROP IN

- +NO MEMORY SET ALTERING YOUR ACTIONS, NO HISTORY IN THE WORLD OF POKÉMON
- NO HISTORY MEANS SOME THINGS CAN BE DIFFICULT, YOU AREN'T GETTING ANY NEW SKILLS FOR FREE

YOU WAKE UP ON THE ROAD JUST OUTSIDE THE FIRST TOWN IN YOUR REGION. YOU HAVE NO FAMILY, NO FRIENDS, NO HISTORY. ALL YOU HAVE ARE THE CLOTHES YOU WEAR, THE GEAR YOU PURCHASED, AND WHATEVER SKILLS OR ABILITIES YOU MAY HAVE. LOOKING IN YOUR BAG, YOU SEE A TRAINER CARD THAT WILL SERVE AS IDENTIFICATION IN THE EVENT THAT YOU WOULD NEED IT. YOU NOTICE A BUNCH OF BIRD POKEMON HARASSING SOMETHING DOWN THE ROAD. AFTER SHOOING THEM OFF, YOU SEE THAT THEIR TARGET WAS A WILD POKÉMON. AS THANKS FOR RESCUING IT, THE POKÉMON SEEMS TO WANT TO TAG ALONG WITH YOU.

FREE

HERMIT

- +YOU LEARN A LOT ABOUT WILDERNESS SURVIVAL. YOU TEND TO BE ABLE TO APPROACH WILD POKÉMON BETTER THAN MOST PEOPLE
- YOU HAVE LITTLE EXPERIENCE IN SOCIAL ACTIVITIES. YOU DON'T "GET" PEOPLE WELL AND BECOME NERVOUS IN CITIES

AS AN INFANT, YOU WERE ABANDONED IN THE MIDDLE OF THE WOODS. LUCKILY, YOU WERE DISCOVERED BY A RECLUSIVE OLD MAN WHO TOOK YOU IN. YOU HAVE COME TO LEARN A LOT ABOUT SURVIVAL SKILLS AND YOU GET ALONG WELL WITH THE WILD POKÉMON WHO LIVE NEARBY. HOWEVER, YOU VERY RARELY GO INTO TOWN FOR SUPPLIES, SO YOUR SOCIAL SKILLS ARE STUNTED AND YOU HAVE TROUBLE WITH CITIES. DECIDING TO GO EXPLORE THE WORLD, YOU BID FAREWELL TO YOUR ADOPTIVE FATHER AND SET OUT ON THE ROAD. AS YOU LEAVE, A WILD POKÉMON YOU HAVE BEEN CARING FOR OVER THE PAST MONTH FOLLOWS, INTENT ON JOINING.

50CP

SMALL TOWN

- +YOU ARE PHYSICALLY FIT AND HAVE A SMALL GROUP OF VERY CLOSE FRIENDS (ONE OF WHICH HAS A CRUSH)
- YOU DON'T HAVE A LOT OF WILDERNESS EXPERIENCE BESIDES SOME CAMPING AND YOU DON'T HAVE MUCH CITY EXPERIENCE EITHER

YOU WERE RAISED BY YOUR MOTHER IN THE FIRST TOWN OF YOUR REGION. YOUR FATHER HAD TO WORK A LOT, SO YOU NEVER SAW MUCH OF HIM. THE AIR IS CLEAN, THE NEIGHBORHOOD IS SAFE, AND YOU HAVE A TIGHT CIRCLE OF FRIENDS WHOM YOU WOULD TRUST WITH ANYTHING. YOU HAVE LIVED A VERY BALANCED LIFE, AND YOU ARE VERY HEALTHY AND PHYSICALLY FIT. YOU DECIDE TO GO ON A POKÉMON JOURNEY LIKE MANY CHILDREN YOUR AGE, WITH YOUR FRIENDS JOINING YOU ALONG THE WAY. YOU BRING ALONG THE POKÉMON COMPANION YOUR PARENTS GAVE YOU THAT YOU GREW UP WITH OVER THE PAST FEW YEARS.

50CP

CITY LIFE

- +YOU ARE VERY ACROBATIC AND HAVE BECOME ADEPT IN PARKOUR
- YOU HAVE NO EXPERIENCE IN WILDERNESS SURVIVAL

YOU WERE RAISED BY YOUR MOTHER AND FATHER IN A MODEST APARTMENT IN ONE OF YOUR REGION'S MAJOR CITIES. BORN AND RAISED AN URBAN KID, YOU HAVE ALMOST NO EXPERIENCE LIVING OUTSIDE THE CITY'S CONFINES. HOWEVER, LIFE IN THE CITY BRINGS ITS OWN ADVANTAGES. YOU HAVE A VERY POWERFUL SENSE OF NAVIGATION AND OVER THE COURSE OF YOUR LIFE HAVE BECOME AN EXPERT FREERUNNER WITH GREAT ACROBATIC SKILLS. LIKE MANY CHILDREN, YOU DECIDE TO GO ON A POKÉMON JOURNEY, TAKING ALONG THE POKÉMON PARTNER YOU RESCUED FROM A SHELTER HALF A YEAR AGO.

50CP

MONEYBAGS

- +YOU HAVE A LOT OF MONEY AND SOME TOP OF THE LINE GEAR MOST TRAINERS WILL NEVER GET
- YOU HAVE VERY LITTLE REAL WORLD EXPERIENCE IN GENERAL, EDUCATION ONLY GOES SO FAR

YOU WERE BORN AS THE ONLY CHILD OF A VERY WEALTHY FAMILY. YOU WERE PAMPERED AS A CHILD AND DID NOT WANT FOR MUCH OF ANYTHING. YOU RECEIVED A TOP TIER EDUCATION FROM SOME OF THE BEST TUTORS IN THE REGION. HOWEVER, YOU HAVE VERY LITTLE PRACTICAL EXPERIENCE. WANTING A CHANGE OF PACE FROM YOUR DULL, SOMEWHAT REPETITIVE LIFE OF CONSTANT LUXURY, YOU DECIDE TO GO ON A POKÉMON JOURNEY AND GAIN THE EXPERIENCE YOU WANT ON YOUR OWN, TAKING ALONG THE POKÉMON YOUR PARENTS HAD PURCHASED FOR YOUR PROTECTION WHEN YOU WERE JUST A BABY.

100CP

STARTER

YOUR STARTER BEGINS AT LEVEL 5 AS THE FIRST STAGE OF THEIR EVOLUTIONARY LINE.
IVS ARE 31 FOR THREE RANDOM STATS, RANDOM FOR THE OTHER THREE.

YOUR STARTER POKÉMON WILL LIKELY BECOME ONE OF YOUR BEST FRIENDS. MAKE YOUR CHOICE HERE A GOOD ONE. **NO LEGENDARIES.**

ACTUAL STARTER

THIS APPLIES TO ANY STARTER POKÉMON.
YES, EVEN THOSE NOT IN YOUR REGION.
YOU WANT A CHESPIN IN HOENN? SURE.
ALSO APPLIES TO PIKACHU (YELLOW) AND EEEVEE (XD).



FREE

IN REGION, COMMON

APPLIES TO ANY POKÉMON THAT CAN BE FOUND EASILY
IN THE WILD OF YOUR SELECTED REGION.



50CP

ENCOUNTER RATE: 20% OR GREATER (ANY ROUTE)

IN REGION, UNCOMMON

APPLIES TO POKÉMON THAT ARE MORE DIFFICULT TO FIND IN
THE WILD OF YOUR REGION.



100CP

ENCOUNTER RATE: 10% OR 15% (ANY ROUTE)

IN REGION, RARE

APPLIES TO POKÉMON THAT HAVE A VERY LOW
ENCOUNTER RATE IN YOUR REGION.



150CP

ENCOUNTER RATE: 5% (ANY ROUTE)

OUT OF REGION+HIDDEN ABILITY

APPLIES TO POKÉMON THAT CAN'T BE CAUGHT
IN THE WILD OF YOUR REGION.
ALSO APPLIES TO ANY POKÉMON WITH ITS HIDDEN ABILITY.



200CP

SHINY

YOUR STARTER IS A SHINY POKÉMON. IT'S ENTIRELY COSMETIC, BUT IT LOOKS NICE!

50CP

ADVANCE MOVE

YOUR STARTER KNOWS A MOVE ONLY ITS EVOLUTION SHOULD BE ABLE TO LEARN.

100CP

EGG MOVE

YOUR STARTER KNOWS A MOVE IT SHOULD ONLY BE ABLE TO KNOW VIA EGG BREEDING.

50CP

MENTAL BOND

YOU AND YOUR STARTER SHARE BOTH EMOTIONS AND THOUGHTSPEECH VIA AN EMPATHIC LINK.

150CP

SKILLS & ABILITIES

DISCOUNTS ARE APPLIED DEPENDING ON IDENTITY. DISCOUNTS ARE 50% OFF. CERTAIN IDENTITIES GET SKILLS FOR FREE, THESE ARE CLEARLY MARKED.

CHARACTER CUSTOMIZATION ON STEROIDS. YOU WANT SUPERPOWERS? YOU GOT SUPERPOWERS. HAVE FUN!

PHYSICAL FITNESS

YOU GAIN A BODY THAT IS HEALTHY AND STRONG.

NOT CAPTAIN AMERICA STRONG, BUT CLOSE.

FREE: SMALL TOWN

100CP

FREERUNNING

YOU CAN PULL OFF ACROBATIC FEATS VERY FEW HUMANS AND NOT MANY POKÉMON COULD MATCH.

FREE: CITY LIFE

100CP

MECHANIC

YOU BECOME MUCH MORE ADEPT WITH A TOOLBOX. YOU CAN FIX OR IMPROVE MOST MACHINES.

DISCOUNT: SMALL TOWN

300CP

TECHNICIAN

YOU ARE VERY HANDY WITH MOST FORMS OF ELECTRONICS, FROM THE PC TO THE POKÉBALL.

DISCOUNT: CITY LIFE

300CP

AURA

YOU GAIN THE ABILITY TO MANIFEST YOUR AURA. YOU CAN SENSE EMOTIONS, CREATE BARRIERS, AND THROW AURA SPHERES. YOUR POWERS INCREASE WITH TRAINING BUT CAP EQUIVALENT TO A LUCARIO.

DISCOUNT: SMALL TOWN

600CP

PSIONICS

YOU GAIN PSYCHIC POWERS LIKE TELEKINESIS AND TELEPATHY. YOU STILL CAN'T UNDERSTAND YOUR POKÉMON BUT CAN ISSUE THEM ORDERS VIA TELEPATHY. NO MIND READING. SKILL CAP IS EQUAL TO A GARDEVOIR.

DISCOUNT: CITY LIFE

600CP

CHAMP IN THE MAKING

YOU JUST MIGHT HAVE WHAT IT TAKES TO CATCH EM ALL! YOU'RE AN EXPERT AT TRAINING BOTH TEAMS AND INDIVIDUALS, MANAGING TEAM DYNAMICS, AND WORKING OUT SOCIAL ISSUES BETWEEN TEAMMATES BOTH POKÉMON AND HUMAN. YOU CAN MAKE TEAMWORK WORK.

300CP

SURVIVAL TRAINING

YOU GAIN AN INNATE KNOWLEDGE OF SURVIVAL SKILLS.

YOU COULD SURVIVE JUST ABOUT ANYWHERE.

FREE: HERMIT

100CP

COMBAT TRAINING

YOU GAIN MASTERY OF MARINE HAND TO HAND COMBAT.

YOU CAN ALSO KEEP YOUR COOL IN A FIGHT.

DISCOUNT: DROP IN

100CP

RANGER

YOU GAIN INSIGHT INTO THE INSTINCTS OF WILD POKÉMON, AS WELL AS TRACKING SKILLS.

DISCOUNT: HERMIT

300CP

BLEND IN

YOU CAN EASILY BLEND IN TO A CROWD, HIDE IN PLAIN SIGHT, OR LOSE SOMEONE FOLLOWING YOU.

DISCOUNT: DROP IN

300CP

POKEGLOT

YOU CAN TALK TO POKÉMON! THEY'RE SMART ENOUGH TO HOLD A CONVERSATION, TRAINED ONES BEING SMARTER, BUT THEY DON'T THINK THE WAY HUMANS DO. YOU ALSO PICK UP NEW LANGUAGES VERY QUICKLY.

DISCOUNT: HERMIT

600CP

SAVANT

YOUR MIND IS ENHANCED, GRANTING YOU PERFECT MEMORY, CALCULATOR-LIKE MENTAL MATH, AND BETTER SPATIAL AWARENESS. YOUR AIM WITH A FIREARM IS BETTER THAN ANNIE OAKLEY AND SIMO HÄYHÄ COMBINED.

DISCOUNT: DROP IN

600CP

GEAR

THE SAME ITEM CAN BE PURCHASED MULTIPLE TIMES.

WELCOME TO MY HUMBLE LITTLE SHOP OF AMAZING GEAR THAT YOU AREN'T GETTING ANYWHERE ELSE. FIND ANYTHING INTERESTING?

3X MASTER BALLS

- CATCHES ANY WILD POKÉMON WITHOUT FAIL
- CAN'T BE SOLD

100CP

HM COLLECTION

- CONTAINS ONE OF EVERY HM
- CAN'T BE SOLD

50CP

FREE FOR MONEYBAGS

50K POKEDOLLARS

- YOU USE IT TO BUY THINGS IN POKÉMARTS

50CP

400K FREE FOR MONEYBAGS

BICYCLE

- COLLAPSIBLE BIKE, 2 SPEED
- EASILY FITS IN YOUR ~~FARDIS~~ BACKPACK
- CAN'T BE SOLD

50CP

FREE FOR MONEYBAGS

MOTORCYCLE

- NOT COLLAPSIBLE, BUT HAS INFINITE FUEL
- FAST TRANSPORT METHOD

100CP

HELICOPTER

- FASTEST TRAVEL METHOD
- CAN FERRY YOU TO OTHER REGIONS

400CP

50% OFF FOR MONEYBAGS

PARACHUTE

- SAVE YOUR ASS FROM AN OTHERWISE LETHAL FALL
- INTEGRATES DIRECTLY INTO YOUR BACKPACK
- REUSABLE, BUT MUST BE REPACKAGED

50CP

WINGSUIT

- CAN INTEGRATE WITH CLOTHES OR WORK ON ITS OWN
- CAN BE ACTIVATED WHILE IN FREEFALL
- FAST BUT HARD TO STOP SO PACK A PARACHUTE

50CP

RAPPELLING RIG

- EVERYTHING YOU NEED TO RAPPEL DOWN A CLIFF
- DETACHES FROM TOP AUTOMATICALLY FOR RETRIEVAL

50CP

REBREATHER

- BREATHE UNDERWATER
- BREATHE IN TOXIC ENVIRONMENTS
- LASTS FOREVER

50CP

LAPTOP

- CAN ACCESS THE POKÉMON WORLD'S INTERNET
- INCLUDES 4CHAN EQUIVALENT, /VP/ ONLY
- SOLAR POWERED, HAS TOP TIER PARTS

100CP

FREE FOR MONEYBAGS

THRUST PACK

- TITANFALL STYLE, WONT GRANT FLIGHT
- SUPER LONG WALLRUN AND DOUBLE JUMP

100CP

MEDICAL KIT

- FOR WHEN A POTION WON'T CUT IT
- STABILIZES CRITICALLY INJURED POKÉMON FOR SEVERAL HOURS
- STILL NEED A POKÉMON CENTER

50CP

FREE FOR MONEYBAGS

WELDING TORCH

- FOR WHEN THE CUT HM ISN'T ENOUGH
- CUTS TWO INCHES THICK
- FUEL LIMITED, BUT REGENERATES OVER TIME

50CP

HYPERVISOR

- SUNGLASSES WITH HUD THAT SHOWS POKÉMON HEALTH
- SHORT BURST X-RAY/THERMAL MODE, SEES THROUGH WALLS
- LASTS 20 SECONDS, 1 MINUTE RECHARGE

200CP

ECHORECORDER

- RECORDS IMMEDIATE SURROUNDINGS FOR UP TO TWO HOURS
- CAN BE REPLAYED VIA HOLOGRAM OR DIGITAL SCREEN
- GOOD FOR BATTLE REVIEWS

100CP

HEADSETS

- UNIVERSAL EARPIECES FIT TO ANY POKÉMON'S HEAD
- 10 MILE RANGE, CAN ISSUE ORDERS TO POKÉMON REMOTELY
- WORKS IN REVERSE WITH POKÉGLOT

100CP

50% OFF FOR MONEYBAGS

CAPTURE STYLER

- CAN TEMPORARILY CAPTURE WILD POKÉMON
- POKÉMON CAPTURED THIS WAY WILL NOT BATTLE OTHERS.
- WILL AID YOU ONCE AND BE RELEASED

200CP

COLLAPSIBLE BATON

- SPRING LOADED COLLAPSIBLE METAL BATON
- NOT MUCH USE AGAINST POKÉMON BUT GOOD AGAINST HUMANS
- BEAT THE CRAP OUT OF PEOPLE WHO DESERVE IT

50CP

FLAK JACKET

- LIGHTWEIGHT KEVLAR/NOMEX WEAVE WITH CERAMIC PLATES
- STOPS SMALL ARMS FIRE AND MANY POKÉMON ATTACKS
- STILL SOMEWHAT HEAVY

100CP

TRANQUILIZER GUN

- AIR POWERED, LAUNCHES TRANQUILIZER DARTS
- KNOCKS OUT HUMANS AND MOST POKÉMON IN 10 SECONDS
- 200 DART BOX FREE, CAN BUY MORE

200CP

HANDGUN

- GLOCK 17 9MM SEMI-AUTO HANDGUN
- 2 MAGAZINES, EACH HOLDS 17 ROUNDS
- INCLUDES BOX OF 500 9MM ROUNDS

200CP

SNIPER RIFLE

- M110 SASS 7.62MM NATO SNIPER RIFLE WITH SCOPE
- 1 MAGAZINE, 20 ROUND BOX
- INCLUDES BOX OF 250 7.62MM ROUNDS

400CP

SNAG MACHINE

- STEAL POKÉMON FROM OTHER TRAINERS
- ITS BEST IF YOU KEEP THIS OUT OF SIGHT
- POKÉMON DONT LIKE BEING STOLEN

600CP

FLAWS & FUTURE

FLAWS OVERRIDE SKILLS AND IDENTITIES.
YOU CAN TAKE UP TO TWO FLAWS.

YOU CAN TAKE A FEW FLAWS TO GET MORE CHOICE POINTS IN RETURN. ONLY TWO THOUGH, DON'T WANT TO BE TOO MINMAXED, DO WE?

SWARMED	A ZUBAT SWARM HAS TAKEN TO FOLLOWING YOU AND ATTACKING AT RANDOM TIMES. THEY ARE EASILY BEATEN, BUT CANNOT BE CAUGHT, AND NO MATTER HOW MANY TIMES YOU DEFEAT THEM THEY COME BACK FOR ANOTHER ROUND.	+100CP
CRIPPLED	SOME ACCIDENT IN YOUR PAST HAS LEFT YOU WITH A LEG AMPUTATED BELOW THE KNEE. YOU HAVE A PROSTHETIC LEG TO REPLACE IT, BUT IT HAS ITS OWN ISSUES. MECHANICAL PROSTHETICS ARE DECADES OUT NO MATTER WHAT YOU DO.	+100CP
SILENCED	A BIRTH DEFECT HAS LEFT YOU INCAPABLE OF SPEECH. YOU CAN STILL LAUGH AND MAKE NOISES, BUT SPEAKING IS NO LONGER AN OPTION. SIGN LANGUAGE WOULD BE A USEFUL TOOL TO HAVE HERE, AS WOULD PSIONICS.	+100CP
SCARED	A TRAGIC ACCIDENT IN YOUR PAST HAS LEFT YOU DEATHLY AFRAID OF POKÉMON. YOU BECOME NERVOUS AROUND CAUGHT AND TAMED POKÉMON, AND WILD ONES CAN INDUCE FEAR AND THE FIGHT OR FLIGHT RESPONSE. YOUR STARTER IS EXEMPT.	+200CP
CURSED	A GHOST POKÉMON HAS TAKEN OFFENSE TO SOME PERCIEVED SLIGHT AND CURSED YOU WITH ETERNAL BAD LUCK. YOU'RE NOT IN MORTAL DANGER, BUT CATCH RATES ARE REDUCED AND THINGS TEND TO NOT GO SMOOTH WITH YOU AROUND.	+200CP
MARKED	SOMETHING IN YOUR PAST POSSIBLY INVOLVING YOUR FAMILY HAS CAUSED THE LOCAL CRIMINAL GROUP TO MARK YOU AS A TARGET. THEY WILL RELENTLESSLY HUNT YOU DOWN AND TRY TO STEAL AWAY YOUR POKÉMON.	+200CP
WANTED	FOR ONE REASON OR ANOTHER YOU ARE NUMBER ONE ON THE MOST WANTED LIST FOR EVERY REGION IN THE WORLD. IF THE COPS SPOT YOU, THEY WILL TRY AND HUNT YOU DOWN. AVOID SETTLEMENTS OR LEARN HOW TO STAY HIDDEN.	+300CP
HUNTED	A SIDE EFFECT OF MY SENDING YOU INTO THIS WORLD HAS CAUSED A LEGENDARY POKÉMON TO TAKE NOTICE. IF IT FINDS YOU IT WILL KILL YOU, AND IT CAN'T BE CAUGHT EVEN WITH A MASTER BALL. YOU BETTER BE ABLE TO FEND OFF A GOD.	+300CP
DAMNED	I DON'T KNOW WHAT YOU DID BUT IT LOOKS LIKE DARKRAI HAS TAKEN TO MESSING WITH YOUR MIND. EXPECT HORRIBLE SANITY-DISTORTING NIGHTMARES TO PLAGUE YOUR SLEEP AT LEAST ONCE A WEEK, PROBABLY MORE.	+300CP

LIKE I SAID, YOU'RE GONNA BE SPENDING 10 YEARS IN THE WORLD OF POKÉMON. AFTER THAT, WELL, I LEAVE THE CHOICE TO YOU.

HOMeward BOUND

YOU RETURN BACK HOME.

YOU AWAKEN IN YOUR BED THE DAY YOU LEFT AT THE AGE YOU WERE ORIGINALLY. YOU CAN KEEP YOUR SKILLS, 5 POKÉMON PLUS YOUR STARTER, AND ALL OF YOUR GEAR AS A TOKEN OF MY APPRECIATION. IF YOU FEEL LIKE TAKING OVER YOUR WORLD WITH THAT STUFF GO NUTS.

OR

NOT GOING BACK

YOU ELECT TO STAY.

YOU WILL LIVE OUT THE REST OF YOUR LIFE IN THE WORLD OF POKÉMON. ADVENTURES, FUN, AND EXCITEMENT WILL LAST FOR THE REST OF YOUR DAYS. IN YOUR HOME WORLD, YOU HAVE GONE MISSING AND WILL NEVER BE FOUND.

OR

THE NEXT ADVENTURE

YOU MOVE ON.

IF I FIND THE LIFE YOU LIVED SUFFICIENTLY ENTERTAINING AND TO MY FANCY, I WILL MAKE YOU ANOTHER DEAL. TEN MORE YEARS-IN A NEW WORLD. YOU CAN KEEP 5 POKÉMON PLUS YOUR STARTER, YOUR SKILLS, AND ALL YOUR GEAR. TIME IS STILL STOPPED AT HOME.

ONCE YOU MAKE YOUR CHOICES, PREPARE FOR THE ADVENTURE OF A (NEW) LIFETIME! GOOD LUCK, HAVE FUN, AND BE ENTERTAINING!

DEBRIEF: POKEMON TRAINER CYOA

CONGRATS ON FINISHING THE POKEMON TRAINER CYOA.
HERE'S A FEW THINGS YOU SHOULD KNOW.

- ANY AND ALL FLAWS YOU HAVE TAKEN ARE HEREBY REVOKED.
 - ALL PERSONALITY CHANGES FROM IDENTITIES CAN BE REVOKED IF YOU WISH. MEMORIES FROM THE IDENTITIES BECOME INACTIVE: AVAILABLE TO ACCESS FOR INFORMATION, BUT NO LONGER AFFECT YOUR PERSONALITY.
 - FRIENDS YOU MAKE STAY BEHIND, BUT YOU MIGHT SEE THEM AGAIN...
 - POKEBALLS ARE STORED IN A POCKET DIMENSION WHEN NOT IN USE.
 - POKEBALLS CAN BE SUMMONED/BANISHED AT WILL.
 - POKEMON CANNOT BE KILLED, ONLY KNOCKED OUT.
 - KO'ED POKEMON RETURN TO THEIR BALLS AUTOMATICALLY.
 - POKEMON CAN BE FULLY HEALED BY TAKING AN 8 HOUR REST.
 - POKEMON DO NOT AGE SO LONG AS YOUR ADVENTURES CONTINUE.
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JUMPCHAIN SUPPLEMENT: COSMIC WAREHOUSE

Over the course of your adventures you're probably going to collect a metric ton of stuff. Weapons, armor, technology, cars, big evil laser beams, everything but the kitchen sink. You're going to have trouble storing it all. However, I might be able to help you with that.



Introducing: the COSMIC WAREHOUSE!
40,000 Square Feet of empty space.
And as of now, all of it is yours to use.

The COSMIC WAREHOUSE is contained within its own pocket dimension that you will always be able to access no matter what universe you're in. This provides not only a safe place to keep your stuff, but also a good method of keeping things between adventures.

The COSMIC WAREHOUSE can be accessed via a special key. When inserted into any door with a lock, the door will open a gateway into the COSMIC WAREHOUSE. You are the only person who can take the key out of the lock, the gateway remains so long as the key is in the lock, and if ever lost, you will find the key in your pocket a few minutes later.

A few rules do exist surrounding the COSMIC WAREHOUSE, however:

1. As long as you are inside the COSMIC WAREHOUSE, the doorway can't be closed.
2. Living people can't be stored in the COSMIC WAREHOUSE.
3. Other people can enter the COSMIC WAREHOUSE with you, but they leave when you do.
4. When the door to the COSMIC WAREHOUSE closes, time stops inside it.
5. Only one door to the COSMIC WAREHOUSE can be open at a time.
6. The gateway to the COSMIC WAREHOUSE is only as big as the door that created it.

It isn't very inviting, with nothing but fluorescent lights and a concrete floor, but maybe you can change that a little. Here's a budget so you can redecorate.

+150cp

JUMPCHAIN SUPPLEMENT: COSMIC WAREHOUSE

UTILITIES - Can't be run to outside of the WAREHOUSE.

Electricity - Wires the WAREHOUSE with electric outlets and lightswitches. - 10cp

Plumbing - Installs running water and sewer pipes. Bathroom not included. - 10cp

Heat / A.C. - Installs thermostats and a temperature control system. - 10cp

Local Net - Adds a secure link to the current universe's Internet, if it exists. - 30cp

ForceWall - Adds a forcefield to the gateway to seal the entrance behind you. - 20cp

GravityLink - Lower or turn off the WAREHOUSE's gravity for easier heavy lifting. - 10cp

STRUCTURES -Minimum 2000 sq ft. each, can be larger if you wish.

Shelving - Basic metal shelves to keep your goods on. Numbered for sorting. - Free

Terminal - Computer system that tracks all items brought into the WAREHOUSE. - 10cp

Robots - Automated sorting system. Stores and retrieves items automatically. -20cp

Housing - A fully furnished home with hookups to all purchased utilities. - 20cp

Workshop - Workspace full of tools and parts. Good for fixing all sorts of things. - 10cp

Medbay - Fully functional medical bay. Can fix up anything that still has a pulse. - 20cp

MISCELLANEOUS -Various things you may find useful.

Portal - Replaces key with a portal, can be opened on any surface. 80 sq ft. max. - 30cp

Link - Requires Portal. Open two Portals and use the WAREHOUSE as fast travel. -30cp

Stasis Pod - Take one person with you. Can be purchased multiple times. - 20cp

Free Space - Doubles size of the WAREHOUSE. Can only be purchased once. - 30cp

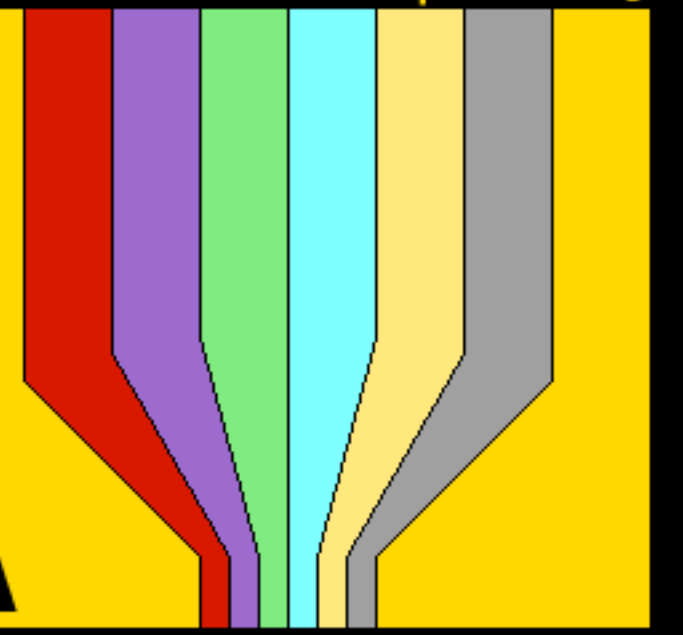
Food Supply - Provides a constant food supply. Enough to keep 5 people fed. - 10cp

Loft - Allows you to stack structures on top of each other. - 10cp

Hardsuit - A metal exosuit that doubles your lifting strength. Not good in a fight. - 10cp

Return - You may spend ten more years in a world you have visited before. - 20cp

INFAMOUS CYOA



Welcome to the world of InFamous! In this world, a small subset of the population, known as Conduits, have powers that make them far more than human. Any Conduit can absorb energy from a power source, storing it within their body and expending it later in a number of different forms.

Guess what you're going to be?

Here's a budget for customizing yourself.

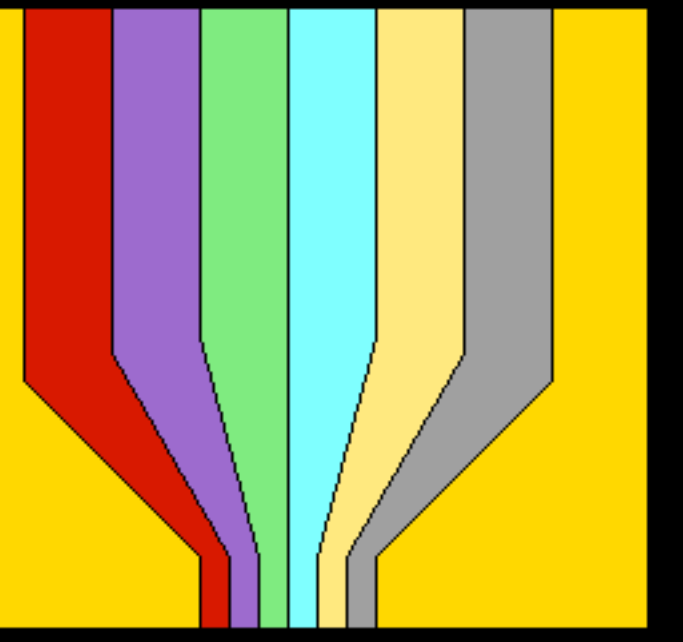
+1000 ^[Choice Points] CP

Remember that you keep your gear from past adventures. Some choices may be redundant to what you already have.

Let's begin.

The World

*Assumes Good Karma Ending For All Games



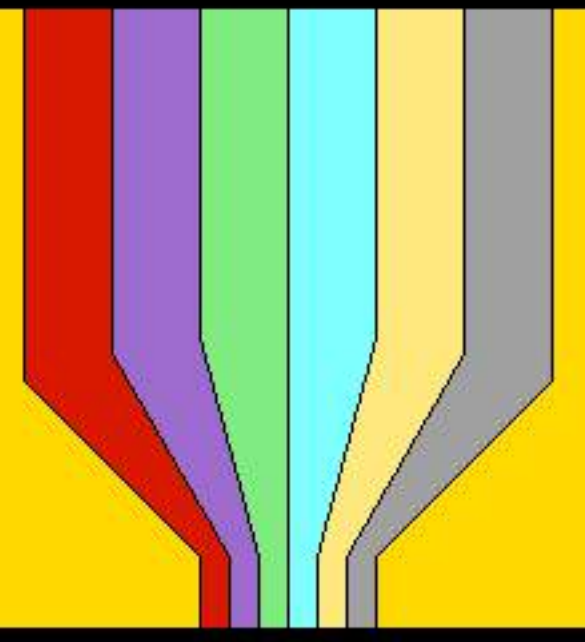
You are going to be dropped into your brand new life shortly following the storyline of InFamous Second Son. Big bad government organization is destroyed, peace for everyone, everything is perfect, no not really.

Public opinion on Conduits still varies across the nation. The D.U.P. is down for the count, but Martial Law is still in place by the military in certain Conduit-heavy cities.

This life will be a little more open-ended than most, because you won't be following the game storyline. Go forge your own destiny!

Might want to be careful though.

Starting City

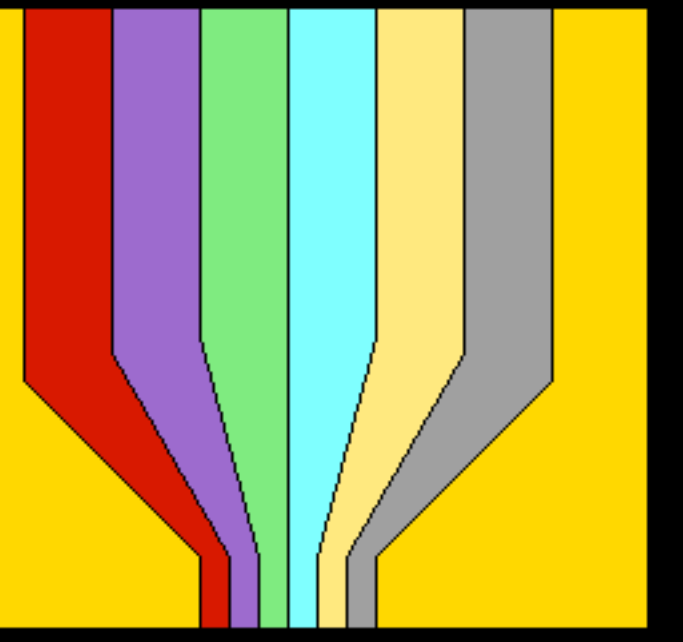


Roll 1d8 To determine which city you start your story in.

Or choose for yourself. **100cp**

1	Seattle Basically the Conduit equivalent of Mecca, Seattle has become a "safe haven" of sorts, a place where Conduits can live without ostracization. Just don't cause trouble, the police hire Conduits now. Public Opinion: Conduit Friendly - Crime: Low - Military Presence: Low	
2	New Marais Following the activation of the RFI 7 years ago, New Marais has been an advocate of Conduit rights. The Conduit population is relatively low, but monitored by the military. Public Opinion: Conduit Friendly - Crime: Moderate - Military Presence: Moderate	
3	Chicago Honestly this city hasn't changed much since Conduits started popping up. Crime has increased, but the D.U.P. effectively purged Chicago of Conduits. The D.U.P. has since up and left. Public Opinion: Mixed - Crime: High - Military Presence: Low	
4	Los Angeles A flashpoint for Conduit-perpetrated crime, L.A.'s gang warfare has grown to the point where the army has been called in to help resolve the situation. Public Opinion: Mixed - Crime: Moderately High - Military Presence: High	
5	Phoenix Following a major conflict between anti-Conduit protestors and Conduits that ended in several hundred deaths, the army has effectively occupied the city to keep the homicide rate low. Public Opinion: Conduit Hostile - Crime: Moderately Low - Military Presence: Occupying	
6	Houston The nerve center of the anti-Conduit movement, Houston is a place where rogue Conduits are hunted relentlessly by soldier and civilian alike. Expect people to hate conduits and carry guns. Public Opinion: Conduit Hostile - Crime: Moderately High - Military Presence: Moderate	
7	Empire City Empire City is basically a wasteland now. Seven years on and recovery efforts are still turning up dead bodies and looters amongst the rubble. Not a nice place to live. Public Opinion: Conduit Hostile - Crime: Very High - Military Presence: Moderate	
8	Free Pick From any of the other seven places as a starting point.	

Origin



Roll 1d8+17 for your age.
You keep your gender.

Or make these choices yourself. **100cp**

You are getting an entirely new life in this new world, from birth to the age selected above.

Now you have a choice. What was your life like in this world before you became a Conduit?

Drifter

- +You have no second set of memories affecting your head. Your mind is yours and yours alone.
- As a Drifter, you've got nothing. No cash, no credit, no job history.
- You have no connections, allies, or friends. Nobody besides your landlord knows you even exist.

Free

You wake up in a condo in the city you selected. It's sparsely furnished but livable. You own the deed to the place.

On a desk is a box containing any gear you purchase, as well as a driver's license and a birth certificate.

You realize you have access to your Conduit abilities, but also that you have no history or connections in this world.

Soldier

- +You have military training, which includes First Aid, survival, and firearms use.
- +You serve with a combat unit of brothers in arms who are totally cool with you being a Conduit.
- Because you are a Conduit, the Military will expect you and your unit to Get Shit Done.

100cp

Your father was a deadbeat and a drunk, so to get out of the house you joined the military with your mom's blessing.

After a year of Basic, you and your unit were tasked with responding to Conduit-related crimes in the city you selected.

While trying to stop a Conduit thief though, you were shot. As a result your Conduit powers activated. In front of your unit.

Student

- +You have a stable life, a place to live, and nobody knows that you are a Conduit.
- +As long as your secret is safe you have a pretty good chance of live a perfectly normal life.
- You have a ton of student debt, though it is manageable you shouldn't expect to pay it off soon.

100cp

You are a college student at a college in or near the city you chose. You're getting decent grades, paying off loans, living life.

And then your Conduit abilities start kicking in. This is going to cause issues, probably involving you getting less sleep.

Enjoy trying to keep your GPA up and live the college life while hiding the fact that you could kill everyone on campus.

Prisoner

- +You have people in a few government agencies that owe you favors for omitting their names in testimony.
- +You have an airtight identity provided for you legally by witness protection.
- You have several scars across your body from the torture. Expect some pretty bad nightmares.

100cp

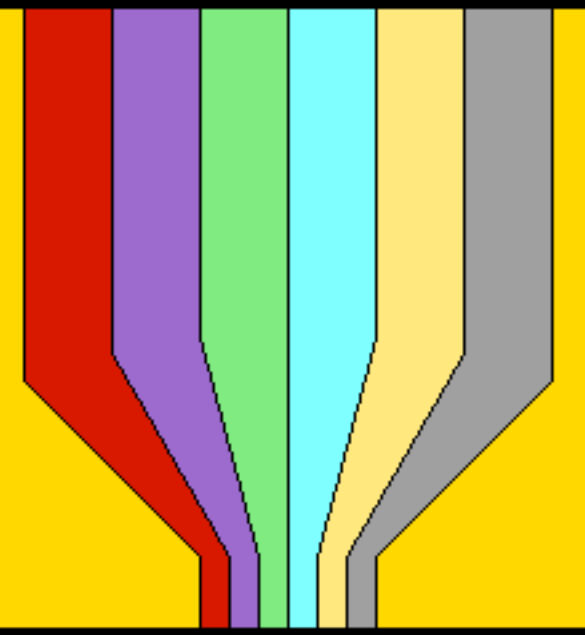
A year ago, you submitted to genetic testing for a job application. They found the Conduit gene in your DNA.

Locked up by the D.U.P., you were subjected to excruciatingly painful torture. As a result, your Conduit powers awakened.

When the D.U.P. fell, you testified against them. Witness Protection has relocated you to the city you chose with a new ID.

Be aware, this actually does affect your mind. You gain another 18-25 years of memories. This will affect your thought patterns, instincts, and how you respond to situations. You are still yourself, but overcoming the drawbacks of your new life will take time and willpower.

Conduit Type



Conduits derive their powers from a specific source. This can be anything from Fire or Air to Smoke or Neon or Video. You get to pick from one of a few different sources. Each one has its own strengths and shortcomings, and you can only pick one.

Smoke Shot: Rapid fire low damage slow fireballs, charges for a more damaging Cinder Blast. Sulfur Bombs act as a smoke grenade, choke opponents. Smoke Thrusters allow for gliding.
SMOKE recharges from a variety of sources. Fires, exhaust, broken machinery, etc.

Neon Beam: Long range, high damage, low fire rate. charges for a powerful Phosphor Beam. Stasis Bubble: levitate targets for a short time. Light Speed: fast running, can run up walls.
NEON recharges from specialty lights, anything not a standard incandescent or CFL.

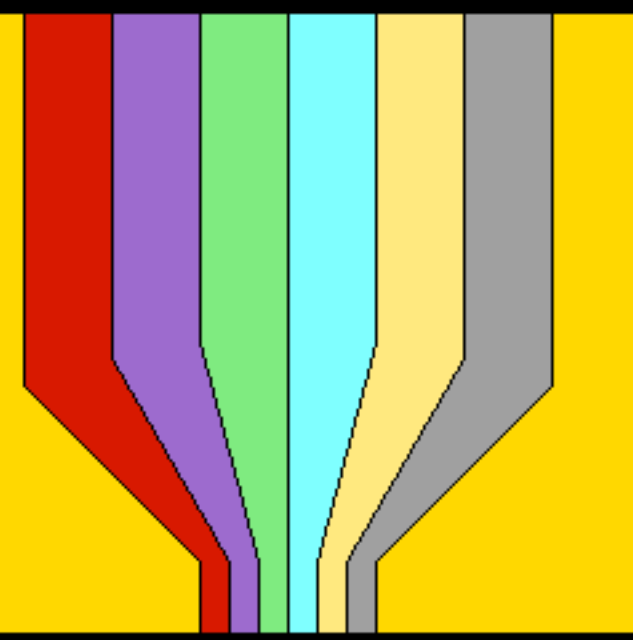
Video Torrent: Continuous stream of low damage pixels. Shroud of Invisibility: Turn invisible. Video Surge: glide on digital wings. Bloodthirsty Blades: Fires explosive sword projectiles.
VIDEO recharges from video sources. TV screens, computer monitors, etc.

Shatter Blast: Shoot ice shards like a shotgun. Ice Shield: Can block projectiles, explosions. Ice Grenade: Explodes on contact, can freeze enemies. Ice Pillar: Create a platform of ice.
CRYOKINESIS recharges from any source of cold liquid water. Lakes, rain, etc.

Arc Lightning: Continuous, can chain to multiple targets. Pulse Heal: Heal others' injuries. Overload Burst: Concentrated bolt, can chain. EM Shockwave: Omnidirectional energy pulse.
ELECTROKINESIS recharges from any electric source. Lightning, wires, etc.

Concrete Shrapnel: Burstfire concrete shards. Concrete Wall: Form a waist high barrier. Constrain: encase target in concrete, 2m range, target must touch ground. Blocks powers.
CONCRETE recharges from touching concrete. Buildings, sidewalks, etc.

Additional Powers



Want more powers? Buy more powers!

Strength 100cp

Your physical strength is enhanced above that of most humans. Bench press a car!

Free: Drifter

Durability 100cp

You can take a bullet. Or ten. You still heal slowly, and enough damage will still kill you.

Free: Soldier

Stamina 100cp

Start running, keep on running. You can stay moving without stopping for most of a day.

Free: Student

Regen 100cp

Healing Factor! You can heal from most non-lethal wounds in seconds.

Free: Prisoner

Toggle 300cp

Mentally turn off your Conduit powers at will. No need to focus on not breaking your stuff.

50% off: Drifter

Subdue 300cp

Nonlethally restrain your target, taking them out of the fight. Touch range.

50% off: Soldier

Focus 300cp

Slow down time perception to 10% of normal. Lasts up to 60 seconds, 5 minute recharge.

50% off: Student

Analytics 300cp

Improves situational awareness / perception. Keep track of everything while in a fight.

50% off: Prisoner

Energy Form 600cp

Assume a form made of your Conduit type. Powerful, but drains energy reserves quickly.

50% off: Drifter

Transfer 600cp

Grant allies your basic ranged power. Allies cannot recharge, you give them your energy.

50% off: Soldier

Autocharge 600cp

Slowly recharge your power reserve without draining a source. Fully charges in 10 days.

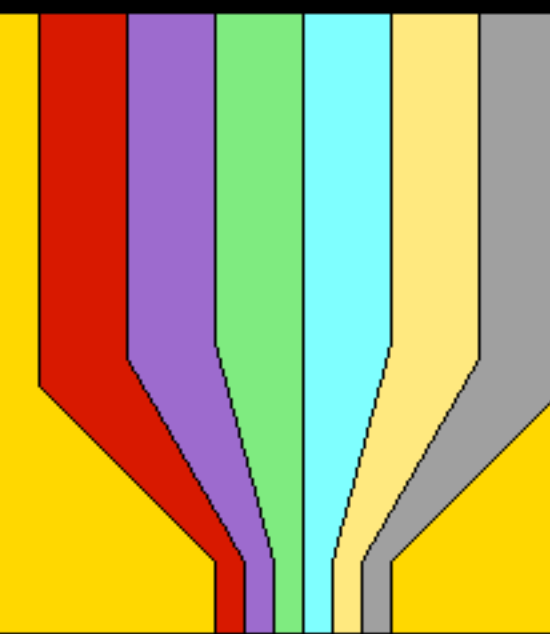
50% off: Student

Extra Power 600cp

You can take one power from a different Conduit type. Draws from same energy pool.

50% off: Prisoner

Gear & Supplies



Welcome to the Shop! Supplies here are hard to come by elsewhere.

Expanded Space Bag

An over the shoulder sling bag. Bigger on the inside. Durable to the point that you can't damage it with your powers.

100cp

Conductor Weapon

Energy-conductive alloy melee weapon. You can channel energy through it into enemies. Can be any melee weapon.

200cp

Light Body Armor

Kevlar/Nomex weave vest and leg armor. Lightweight, fits under normal clothes. Reduces incoming damage.

50cp

Hardened Cell Phone

A smartphone specially made to resist your conduit abilities. No need to focus on restraining your powers while using it.

Free: Student 100cp

Biocapacitor

A specialized device that can store your Conduit Energy for later use. Can store up to your energy pool's worth of power.

Free: Prisoner 200cp

Bioconverter

Converts sunlight into Conduit Energy. If left in sunlight for a day, will refill half your energy pool.

200cp

Safe House

A shelter that only you know exists, the Safe House is a place to hunker down or rest your head without getting spotted.

Free: Drifter 200cp

Motorcycle

This motorcycle has been retrofitted to run off your conduit energy. 1/10 of your energy pool will take you up to 350 miles.

300cp

Hardened Laptop

A laptop that can take a sniper round. Resists your conduit powers, top grade components. Charges from wall outlet.

Free: Student 100cp

Combat Stims

A specialized injection tool that can fabricate adrenaline shots on the fly. Makes 5 doses per week, maximum of 10.

100cp

Rebreather

Mouthpiece that filters breathable air from any environment except a vacuum. Good for swimming or gas grenades.

50cp

Bug-Out Kit

A kit containing a knife, bedroll, and several other survival supplies like flares and tools. Good for rooftops or the wild.

Free: Soldier 200cp

Hypervisor

HUD glasses that displays tactical data, minimap, etc. Can see through walls for 60 seconds with a 5 minute recharge.

100cp

Tracking System

A pack of 20 tracking devices with a handheld locator to find them. If one breaks, locator has blueprints for more.

100cp

Crossbow

Small handheld crossbow. Medium range, can fire normal bolts and knockout darts. A good ranged nonlethal option.

100cp

Wingsuit

With the right conduit power, you could probably stay flying in the air without having to hit the ground.

50cp

Parachute

There are certain falls which even your Conduit powers can't save you from. Don't go splat on the pavement.

50cp

Glock 17 Handgun

A basic 9mm handgun. Comes with a box of 500 rounds.

100cp

SPAS-12 Shotgun

Military grade shotgun. Comes with a box of 100 shells.

200cp

M16A4 Assault Rifle

Military grade assault rifle. Comes with a box of 1000 rounds.

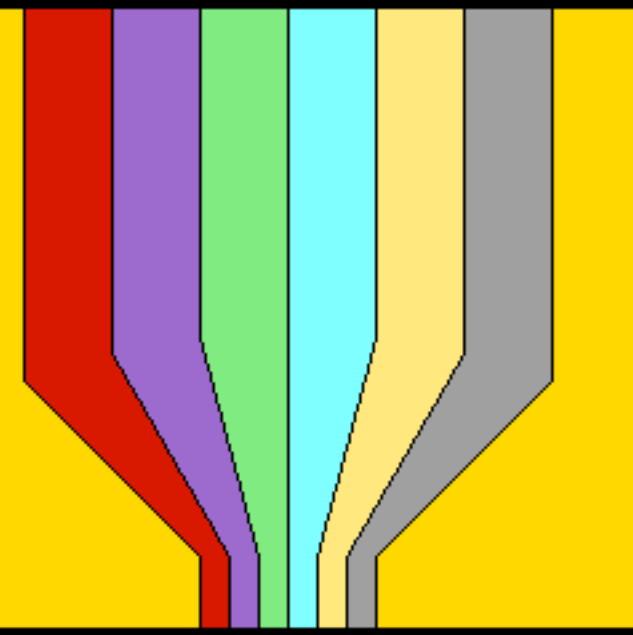
200cp

M110 SAAS Sniper Rifle

Military grade sniper rifle. Comes with a box of 200 rounds.

300cp

Setbacks & Future



You can take up to two Setbacks to gain up to a maximum of 600cp.

Leak +100cp
Your body slowly loses stored Energy over time. You lose 1/4 of your maximum per day, so recharge as often as possible.

Habit +100cp
You have become addicted to draining energy from a source. If you don't recharge at least daily you'll undergo withdrawal.

Disliked +100cp
For some reason people are naturally inclined to distrust you. You can still make friends but it will take time.

Shorted +100cp
Your energy reserve is somehow far smaller than it should be. You can only store half as much energy as you normally could.

Disabled +200cp
Your legs are messed up pretty bad. You can walk, even run for short intervals, but don't expect to do parkour or sprints.

Emotion +200cp
Control over your powers is linked to your emotional state. If you panic or get overemotional your powers will run wild.

Listed +200cp
Your name has been added to a few government watchlists. Expect difficulty in any dealings with the government.

Inked +200cp
You have the emblem of a staunch anti-Conduit group marked on your arm. It can't be removed. Other Conduits will notice.

Greenlit +300cp
A local but powerful gang believes you somehow wronged them. You are marked for death. Good luck staying hidden.

Remnant +300cp
An unofficial remnant of the D.U.P. has been hunting Conduits. You're next. They will try to capture and experiment on you.

Control +300cp
Using and holding back your powers becomes much harder. Expect things you hold to spontaneously break.

Stalker +300cp
A serial killer Conduit with the same level of power and gear as you sees you as a worthy opponent. Watch your back.

You will spend ten years in the world of InFamous. After that, you've got a few different options concerning where you will go from here.

GO HOME

Take everything you have and go back to your home universe.

Enjoy being the only Conduit on earth.

STAY HERE

Stay in the world of InFamous. If a world of political turmoil and superhumans being assholes is your idea of fun, go nuts and stay here!

MOVE ON

Next World!

Keep your powers, gear, and move on to the next world. Adventure Ho!

DEBRIEF: INFAMOUS CYOA

CONGRATULATIONS ON FINISHING THE INFAMOUS CYOA.

STUFF TO KNOW:

-ALL SETBACKS ARE REVOKED.

-YOU GAIN COMPLETE CONTROL OVER YOUR ABILITIES. YOU CAN HOLD THINGS WITHOUT FEAR OF ENCASING THEM IN STONE / FRYING THEM.

-ORIGIN MEMORIES BECOME INACTIVE, CAN BE ACCESSED FOR INFO BUT DON'T AFFECT YOUR PERSONALITY UNLESS YOU WANT THEM TO.

-FRIENDS YOU MAKE STAY BEHIND, BUT YOU MAY YET MEET THEM AGAIN IN THE FUTURE.

-YOU CAN KEEP ANY CASH YOU HAVE ON YOU, IT MAY COME IN HANDY IF YOU EVER GET TO ANOTHER WORLD THAT ACCEPTS US DOLLARS.

-THANKS FOR PLAYING!
