



BioShock Infinite Jumpchain
by Ferlovskar

"There is always a lighthouse, there's always a man, there's always a city."

Welcome jumper, to the world of Bioshock Infinite! Set in 1912, this world is both entirely different and startlingly similar to our own world during that period.

Thanks to the Lutece particles, the floating city of Columbia could be constructed.

What is Columbia then? It is a fundamentalist-christian theocratic white-ethnostate, led by one Zachary Hale Comstock, more commonly referred to as "the Prophet". It is a place rife with inequality, bigotry and the violent suppression of minorities and the poor. Many conflicts are brewing here; the nascent Vox Populi—led by the wrongfully framed and vilified Daisy Fitzroy—seek a revolution and gather more followers every day, Cornelius Slate—former career soldier who became disenchanted with Comstock's whitewashing of the war—will lead his battalion of war veterans to capture and deface the Hall of Heroes, and amidst all the chaos going on, a man named Booker DeWitt will cut a bloody path across this city in search of redemption. What path will you take here, I wonder?

+1000 CP

ORIGIN

Age and Gender can be freely chosen.

Any Origin can be a Drop-In.

Lamb

You might very well be but a normal, though sheltered, citizen. This background makes you part of the large majority that live their life in Columbia, the one that will soon be terrorised by the warring factions and different threats running about. Choose any simple occupation that can be held by a citizen of this age, and it's yours. Those in charge have little vested interest in you, though perhaps this might not need to be the case...

Soldier

Were you at Wounded Knee perhaps? Maybe you're part of Columbia's garrison, a fresh face from the barracks ready to do your duty? Whether you are an old soldier or new, and despite your allegiances, you are trained for conflict and war. Your current occupation will be focused on holding the peace, or dispatching undesirables.

Scientist

You are a (wo)man of science! Having graduated top of your class from a prestigious institution, you were then quickly and happily dragged into the world of research and invention. You currently serve as part of a well-respected institution focused on unravelling the mysteries of the universe!

Preacher

The lambs of the lord need a shepherd to guide them, a task you have gladly taken upon yourself! You are part of the clergy/main political party of Columbia, spewing Comstock's propaganda and holding sermons for the sake of societal stability. Perhaps you are more than a blind follower worshipping Comstocks boots, perhaps even a contender for his position?

Tycoon

With great inequality, there comes great possibility for profit! You are a successful, or soon to be at least, industrialist of high Columbian society, probably a contemporary of Fink. You start out with a well established business under your control, perhaps exploiting your workers can allow you to grow it fast? Better watch out for the brewing threat of the Vox Populi though!

LOCATION

*You can choose to start either in the City of Columbia,
or in a rocket currently ascending towards it.*

PERKS

100 CP Perks are free and the rest discounted 50% to their Origin.

Thin Air - Free

While strange technologies are surely at work to keep the climate pleasant for the folks up there in Columbia, your case is one where their failure would amount to little. You possess strong lungs and a healthy body, capable of thriving even in areas with very thin air and low pressure, as well as a hardy sense of balance that leaves you immune to the ill effects of rocky ships or the moving platforms of this city.

Vigorous Jumper - 100 CP/600 CP

Taking a gulp of the right brightly coloured, and highly stylized, bottle around here can grant your superpowers, would you reckon? As I'm sure you want a piece of that, take this perk to frontload these gulps; a bonus is avoiding the painful activation they usually come with! For 100 CP you possess (2) Vigors of your choice. Can be bought multiple times.

For 600 CP, you not only possess all Vigors, including those from Burial at Sea such as Old Man Winter and Peeping Tom, but they are also all fully upgraded.

Despite what you pick, you'll eventually be able to develop unique abilities with your Vigors, such as the Zealots ability to teleport through the Murder of Crows vigor.

Naturally SALT-y - 200 CP

First of all, your natural reserves of Salt (the resource in your body used for Vigors) will slowly recharge themselves, and start off quite high! Slowly means slowly though, meaning you need a downtime of hours to fully recharge your reserves. Secondly, consumables which normally recharges salts slightly (such as coffee, soda and cigarettes) now provides a much larger recharge, almost comparable to salt phials, and now also recharges any mana reserves or similar you have slightly.

Constants and Variables - 200 CP

When you go to another universe, where there is a version of you, you'll gain a highlight reel of alternate-you's life and who they are as a person. This won't do much to change your personality, at most perhaps providing you different perspectives on things, but the knowledge you gain can be useful for taking over their spot or impersonating them, or just to understand what the locals' reactions to you will be.

Shield Infused - 300 CP

A magnetic-repulsive shield around one's body can come in handy.

It sure can, seeing as Columbia is a place where you have a high risk of: getting shot at, being electrocuted, having your eyes pecked by murderous crows and more. It blocks all damage that hits it but can be depleted, strong enough attacks will destroy it and deal damage to you with the force left over. At its current strength, the shield can block a couple of bullets from the standard firearms here; with time it can grow to defend against sustained fire from multiple sources at once and powerful explosions (should you find enough infusions). It will start to recharge itself after not taking damage for 5 seconds, and reaches its full capacity in around 1-2 seconds.

You can turn it on and off at will and can sense how close it is to breaking.

A Second Siren - 600 CP

How curious, it seems you have somehow repeated the process that the late Lady Comstock was subjected to, and all that without having had to expire first! You are now a Siren; suspended in a state between life and death. What being a Siren entails is that you have assumed a ghostly form, can fly, send out damaging shock-waves with your voice, resurrect nearby corpses to fight for you through a unique form of tear-manipulation and become temporarily intangible and invisible. Your flight can allow you to blast through iron bars with your form, you can continuously resurrect the same bodies over and over again as long as they aren't completely destroyed, the act of raising corpses heals you and slightly makes you permanently tougher. During the jump, you are stuck in this form, but afterwards it becomes an alt-form that you can switch to and from freely. Outside of your Siren form, you still keep your deadly voice and corpse-raising abilities, including the latter's self-healing.

LAMB

Innocent Lamb - 100 CP

You have an innate curiosity and wonder for life that will never truly go away, no matter what or how much you experience. It is simply easier for you to enjoy life, to find delight in the small things and to truly appreciate the breathtaking effect of the large ones.

I Found Something! - 200 CP

Friends might become irritated at how you always beat them at “I Spy”, but blessed as you are you can’t really help it! You are naturally highly observant, like a crow looking for valuables or a bird of prey scanning the underbrush for potential food. The blessed part of this is that you are very lucky at finding useful items, useful both to yourself and potential allies. The rate at which you encounter these might sometimes have people question if you aren’t hiding extra supplies from them!

Well Read - 400 CP

Not having to focus on an expensive and highly specific education, or the rigors of military service, sure left you with a lot of time to learn whatever caught your interest! Thanks to this you have gained an understanding of a wide variety of subjects, including: medicine, navigation, lock picking, code breaking, literature, art, music, physics, weapons, structural engineering, architecture, singing as well as the ability to speak and read French. Your reading speed is also increased to the human maximum, and you will always be able to find comfort and joy in reading and learning.

Tears In Reality - 600/1000 CP

You have gained control over the space-time portals known as Tears, able to manipulate the fabric of reality itself! Depending on what price you pay, you’ll gain access to different levels of this ability. No matter your choice, you won’t cause tears to spontaneously appear in a large area around you, unless you wish them too.

For 600 CP you can act tactically—open tears to bring in allies, equipment, create cover, manipulate the battlefield, etc. You can open and close existing tears (of which there will be a similar amount to the ones in-game around you at all times), teleport in and out of reality (similar to Boys of Silence) and you start out capable of opening one tear at a time, but can improve your ability to open more at the same time. A curious thing is that you will always be able to open a tear that brings forth the sky-rails of this place (placed where they fit in your current surroundings...)

For 1000 CP, you reach endgame Elizabeth level. With this you can create tears at will, allowing you to effortlessly create doorways to other time periods or realities (in as great a number as you wish). You can also use tears to enact changes to the current universe as well, merge different realities together (you can choose which parts of the different realities are dominant and so) and view every event across all the different timelines simultaneously. This last part is more like a limited omniscience than true all-knowing, as you have to look for the things you want to know, and can miss important stuff. The mentioned things are not the extent of your powers though. With more experience, you could do things such as forcing people to experience the lives of all their multiversal counterparts (driving most insane).

SOLDIER

Suspicious Nosebleeds - 100 CP

Whenever your mind has been messed with, whenever you are trapped in an illusion, when history has been retroactively changed, the timeline has been manipulated, etc—you will soon find yourself experiencing frequent, though harmless nosebleeds. The knowledge of this perk and what it does will also never leave you.

Externalise the Pain - 200 CP

You Jumper, have a strange technique that allows you to power through any pain inflicted on your poor body. By letting out a painful scream, giving voice to the hurts you received, you lessen the impact the pain has on your functioning, enough to practically ignore it. You still do understand the pain and its severity, but you'll never drop your gun, curl up in a ball on the ground, black out from the pain, or even twitch a single finger, as long as you give this sign of how painful it really is. This works somewhat on emotional pain or mental strife as well, allowing you to continue to function in the moment, even when faced with the sudden loss of a dear friend or the vicious attack on your mind by an eldritch telepath.

Bring Us The Girl - 400 CP

You are a truly incredible detective, possessing supreme investigative skills and luck at finding leads. Also, when you are looking for someone, circumstances will allow you to eventually reach them. Even if they are separated from you, by great lengths of time and/or space, you will find the means to get to them, relatively swiftly (even when they should be far beyond your reach, conventionally) as long as the means to do so exist in the setting.

One Man Army - 600 CP

Like Booker Dewitt, you are a veritable one-man-army! You could realistically wage a war on a city, by yourself, and win. Through a combination of sheer physical formidability, situational awareness bordering on the supernatural, mind boggling skill at ranged and close quarters combat as well as a reaction speed that will make most enemies seem somewhat slow moving and dull in their actions, you are someone who can reliably take on large squadrons of enemies at the same time and come out victorious, often without having taken much if any damage at all. Though you are most effective in urban environments, where you can use the surroundings to your benefit, with the right tools and equipment, armies will fall before you even in disadvantageous terrains.

Kill the Outcome - 800 CP

When there is an infinite number of your enemies, it might sometimes seem as if you'll never be free of them. Take this perk then, to make sure of your future peace! When you kill someone this perk can activate to rid the multiverse of all their different counterparts. You can choose when this activates, and can limit it to only killing the versions of them that would go on to become them (or close enough to them that any differences become pointless to argue over). This could allow you to get rid of Comstock without hurting Booker, or perhaps to pop over to the MCU and solve their Kang-problem for them.

SCIENTIST

Endless Banter - 100 CP

A high-education like yours came with many arrogant peers, those who always sought to prove themselves superior to others. To survive and match wits with people like these you had to adapt, and adapt you did splendidly! You are clever with wordplay to an extent that lets you effortlessly trade veiled insults and backhanded compliments with the most astute of conversationalists. The way you command the field of banter might be a source of frustration for those subjected to your talents, but to observers you'll provide ample entertainment in the way you outmatch and tear down those who challenge you.

Sabotage Proof - 200 CP

When thinking of how to get rid of an accomplished scientist/inventor, many might be tempted to go at them through their own technology, staging an "accident" that can all so easily be explained away by an experiment going awry. For you, this need no longer be a worry, as you will always survive accidents and attempts on your life stemming from your own technology.

Siphon Construction - 400 CP

You have conquered the art of constructing siphons, the devices that drained Elizabeth of her quantum energy and kept her tear-abilities under control. The siphons you create need not necessarily be made to hurt or control the target, creating small-wearable siphons that allows a target a better control of their own powers and/or a way to shut them off is also very possible. You can, of course, also create the larger siphons which can drain/control a person from large distances away, create traps with siphons to temporarily force people to use their powers in certain ways (such as in the creation of the Siren), make small siphons that people cannot remove without a lot of know-how (or your expertise), and similar things as well. You can create similar devices for other energy types, such as magic, chakra, etc, with startling ease, should you have even a rudimentary understanding of how they work.

Quantum Physics 101 - 600 CP

You possess the genius of the Luteces combined with their knowledge of quantum physics, allowing you to potentially recreate their tear-devices, the flying city of Columbia, and more. Understanding the methods of stuff like cross-dimensional hopping, time travel, the "true nature of things", etc in future jumps also becomes much easier with this, as your mind is built to grasp such things.

Scattered Existence - 800 CP

Perhaps you were a lab assistant caught in the wake of the Luteces' little "accident". The fact of the matter is that your existence has been scattered across the multiverse and its timelines, yet you still live. Thanks to this, you now exist all across space and time simultaneously, allowing you to appear wherever and whenever you want; this ability can be used at the speed of thought. As you exist everywhere at once, trying to trap you with dimensional/temporal shenanigans is hard unless one can focus/gather your existence somehow (a feat in and of itself). Also, this state of being has stopped your ageing, allowing you to potentially live forever as an immortal master of space-time, as long as no one puts a stop to you that is, and makes it so that you require no rest, food or sleep (though you can of course indulge should you wish to). While you can certainly spend the rest of eternity exploring the multiverse, wouldn't such a journey be lonely if made all by yourself?

PREACHER

Father Jumper - 100 CP

You have an appearance, and bearing, that makes you seem truly trustworthy, dignified and wise, the match for any saint or priest. This also affects your clothes somewhat, shifting them and your posture slightly. In dirty rags, you'd be the humble messiah; in the finery of aristocrats, the stately and divinely blessed lord. This perk helps most with first impressions or influencing people who only ever glimpse you from afar, as no extra charisma or suaveness is granted by just this perk.

Good Help Is (Not) Hard to Find - 200 Cp

Comstock sure was lucky to find a genius scientist to help him create the flying City of Columbia. Also, to think that the daughter he kidnapped from another reality—solely for the purpose of providing him an heir—would turn out to have reality bending abilities? Similarly to Comstock, it is easy for you to find competent folk to bring into your employ when you go looking for them. While they will not all be geniuses or possess strange abilities, most simply being highly competent, you will occasionally run into truly exceptional people (of their respective fields); though it is up to you to successfully recruit them.

Mirror of Sin - 400 CP

Letting go of your past sins can be difficult for many. Burdened by a guilt that stops them from moving on, there are plenty who would love the ability you now possess. When you choose to, you can move on from your sins, unburdened both mentally and spiritually, essentially removing any mental issues and/or bad karma you might have had as a result of your actions. This will in a way, make you a new person—as the regular you couldn't have let go of the things you had done in this way. You can choose, somewhat, what kind of person you want the new you to be (a warrior, a saviour, etc).

You can also baptise others, to help them achieve a similar result; you could probably do much to mould the new person they become should you be charismatic enough. Those who seek to flee themselves will most probably be extremely grateful to you.

Shepherd of the Flock - 600 CP

A very good poker face, an absurd talent at public speaking—your sermons capable of entrancing thousands and convincing them to follow you, manipulating people into worshipping you even—and all the skills of a seasoned, and very successful, politician. What could you possibly need all this for, jumper? Planning to start a cult, maybe overthrow a country or two? With capabilities like these in your corner, you could go from a nobody to being a central member of the government in a few months at most, and then on to lead your own city state should you wish.

The Prophet - 800 CP

You have somehow gained the gift of prophecy that Comstock claims to have, perhaps you lost an eye in an alternate dimension? Whatever the reasoning behind it, this ability expresses itself in three ways.

The *first* is by giving you general visions of the future, of important events to come both for the world at large and also for yourself.

The *second* lets you predict the attacks of your enemies. Both strategically, where and how they will strike, and tactically, seeing their moves in combat before they make them.

The *third* is the ability to predict the actions of “the False Shepherd”. Each jump you can pick one person to be your False Shepherd. This gives you great insight into their personality and history, almost as if you’ve lived their life, and allows you to always know their current location and goals.

TYCOON

Golden Gregariousness - 100 CP

The top entrepreneurs shake hands and dine with the leaders of the columbian political party, many of them even having a spot in the government. To survive this lifestyle and prosper one needs to be charming and know when and which palms to grease; you are, of course, naturally quite proficient at this. Your greatest talents lie not only in conducting bribes, but also with winning goodwill through less overt gifts of wealth (such as hosting extravagant parties or giving sizable donations to someone’s campaign).

Columbian Inventor - 200 CP

To think that you actually know how to make all the products that your company produces, such a rarity is commendable! This perk grants you knowledge of how to create the different commercial and security products of Columbia, from the turrets, gunships, etc. You of course also know how to produce the tools and industry required for the mass production. Lastly, you are very skilled at writing blueprints; ones that can easily be understood and followed (depending of course on the complexity of the machine) by most.

Lion Among Sheep - 400 CP

A businessman of wealth and influence like Jermiah Fink didn’t get to where he is by playing nice, and neither will you... While you are highly skilled at managing a business and making it prosper, your greater talents lie in screwing over others to advance your interests. Whether this comes by tricking potential workers into living in company towns that basically makes them your slaves, by outmaneuvering your rivals or by straight up sabotaging an opponent, you’ll find that efforts like these create disproportionate results for you, increasing your own standing and wealth far more than it should. While you can go far with this perk, watch out so that the people you screw over don’t come back for revenge...

Veni! Vidi! Vigor! - 600 CP

Vigors are the new fad here, and everyone wants a piece of the action; good then that you can now provide amply for their needs! With this perk you receive the knowledge of how to create the existing Vigors in Columbia (including those shown in Burial at Sea) and also the capability of creating more with different effects, perhaps some based on the supernatural of future jumps?

Stolen Inspiration - 800 CP

The Fink brothers can attribute their rise to prominence to the tears around Columbia allowing them to steal ideas from other universes. While they were lucky to find such tears, you need not hinge your success on such an ephemeral quality. For you, tears showing advanced inventions, masterclass art and music, completed forms of your own projects/prototypes, novel ideas for city planning, and more! While these tears are mostly

random in what they show you, they tend to fit your current goals and you can choose when they show up. Furthermore, anything you see through a tear, one stemming from this perk, you will be perfectly able to understand how to replicate it. Even should you be an amateur musician, you could perform the song heard from the other side, and any fool could construct advanced automatons if seen through this perk.

ITEMS

*All Origins receive their respective 100 CP Items for Free
and a 50% discount on their Item-Tree.*

Sky-Hook - Free

This melee weapon/mobility tool is a must for getting around quickly in Columbia. It is magnetic, allowing users to make large leaps and latch onto the sky-rails and hooks around here. Its internal motor also allows for very messy and gruesome kills, should you stick in an enemy.

Mini-Songbird - 100 CP

This item is a small automaton in the shape of Columbia's greatest guardian! At the size of a regular bird, this ally is more cute than fearsome (though it can still rend flesh with its talons and has the strength to lift a man up high). Its mannerisms are even more birdlike than the larger version, but it can perfectly understand your orders and follows them with an intelligence that surpasses that of a bird.

Vigor Suit - 200 CP

A suit similar to those of the Firemen, but not a torture device. This advanced combination of exoskeleton and armour has an enhancing effect on a vigor of your choice, having been designed to make use of its effects to the highest degree! Not only is the vigor in question easier to use and less taxing, but the suit itself can be enhanced in some ways by it. A Shock Jockey vigor could have the armour constantly electrocute foes/liquids and the Fireman equivalent would have superheated weapons and armour (though insulated so that the wearer feels none). The suit also makes you stronger and more durable than a normal man.

Captain's Treasure - 200 CP

Your very own ship! Taking the form you want, whether that be a private zeppelin, a merchant's cargo ship, a gunship or a ferry ment for carrying large crowds of people on scenic routes—it is yours and yours alone! You have all the skill needed to fly this thing, and are familiar enough with it to walk around blindfolded for hours without ever getting lost or sidetracked.

LAMB

Travel Compatible Wardrobe - 100 CP

This item will when you need it create a new outfit for you, tailored specifically to you and your needs. It will fit whatever your current circumstances are, to always fit in with the locals

(whether that be a fancy masquerade-ball, the uniform of a guard, a factory worker's attire, and so on).

Voxophone - 200 CP

A personal Voxophone which will gain recordings of people you meet, mostly significant allies and/or enemies. The discs will contain short snippets of their history/personality and sometimes current goals and actions. It will be useful to get a better picture of the kind of people you are dealing with, and can sometimes reveal vital details.

Monument Tower - 400 CP

This large tower doubles as both a luxurious resident and a research facility. The resident part has almost anything you could want; from an indoor pool, an extensive library, a gym, etc. The research facilities at the bottom come with equipment and a team of scientists who can help you understand and perhaps construct equipment to utilise, control or even enhance any supernatural powers you might have. You can, of course, stick someone else in here, using the tower and putting the observation rooms to full effect (though a cage, it is at least a gilded one).

Whistler & Songbird - 600 CP

This is a dual item, giving you both a protector and the means to summon him! The first part of this item is called the Whistler, a metallic instrument resembling a pan flute, and can be used to play distinctly clear notes. What it can also be used for though, more impressively perhaps, is to play a certain tune that will summon the Songbird from the sky! The Songbird is a powerful protector, a large biomechanical monstrosity roughly resembling a bird of prey, and is capable of tearing through large airships or skyscrapers without stopping. If somehow destroyed or damaged enough, the Songbird won't be ready for summoning until a day has passed.

SOLDIER

Your Box - 100 CP

This small wooden box comes with a loaded gun, some coins, and a picture of a person important to your background.

Vending Machines - 200 CP

This item will cause vending machines to appear in "safe areas" for you where you can switch out weapons, restock on ammunition/health/salts, etc; they can allow you to pick from all the weapons found in the game. While not very useful in the middle of battle, for extended campaigns they can be your greatest asset in the form of replenishable supplies and equipment. A version of each vending machine is also added permanently to your Warehouse.

Unstable Shield Infusion - 400 CP

This large bottle of yellow liquid seems to stutter and blur through space, almost like it's glitching in and out of reality constantly... Drinking from it can enhance your magnetic shield, if you have it, and otherwise grants an, initially, slightly weaker shield to those who partake in it. Thanks to its unstable nature, it is impossible to investigate the contents of the bottle, but it will also refill itself after a couple of days (and will reform close to you if destroyed or lost).

Interestingly enough, it seems to be emptied and filled separately for every person (meaning ten or fifty people could drink from it in a row, but each of them would have to wait the normal duration for future, shield-strengthening, gulps).

The Jumper's Populi - 600 CP

You have under your command a large and competent army. Apart from the regular rank and file it also contains dozens of Vigor users (with a few significant ones like Firemen), loyal Handymen and reprogramed Patriots and Mosquitos. The army comes with a fleet of zeppelins and gunships, all outfitted with Gun, Rocket and Barrage Automaton. They are all as fanatically loyal to you as Slate's men were to him, ready and willing to die for you and your cause should you but ask it. With an army like this, you'd have a good chance of taking over Columbia, or destroying it.

SCIENTIST

Silver Coin - 100 CP

This silvery coin, engraved with your own face, will always result in heads when thrown. If there is something wrong or otherwise unnatural with the laws of reality, the coin will instead land on tails.

Personal Siphon - 200 CP

This small and wearable device allows people who wear it to use and control unruly powers, though not at full potential. This one is special in that it can instantly adapt to any power, no matter its source, without you needing to calibrate or rebuild it first.

Luteces' Notebooks - 400 CP

The notes of Robert and Rosalinda Lutece, concerning their works and findings in the field of physics, especially quantum physics, and the nature of tears and the multiverse. Important to remember is that this is not a collection of textbooks meant for teaching, this is the personal journals of eccentric geniuses which can provide great insights and ideas for invention, but be hard to parse through or follow for someone less knowledgeable. In future worlds, you will receive similar notebooks with comparative commentary on the local physics/metaphysics.

Tear Device - 600 CP

Having been reduced to a size small enough for you to carry it easily with one hand, this contraption can nonetheless open tears into other dimensions. While the main attraction is that it allows for dimensional travel it can also, potentially, be used to spy on other realities ahead in time of your own to fake the gift of prophecy, or advance fields like science and music ahead by several decades or more, should you have the know-how.

PREACHER

Revised History Book - 100 CP

This here is a collection of stories detailing Comstock's life and the founding of Columbia, bound in a beautiful leather book. This is not only the official story though, with it comes

many additions explaining what parts are lies, what was left out and the true motives behind actions taken. In every future jump you can choose one religion/country/organisation for this book to apply to, and it will update itself accordingly.

Propaganda Murals - 200 CP

A group of artists that create beautiful and evocative statues, murals and propaganda posters of you, at your behest. Why they have decided that you are the greatest thing since sliced bread is kind of unclear, but at least they aren't asking you to pay them! Any building, country or other place that you own can come with many of their creations already strewn about, erected, etc. You'll gain the equivalent in future worlds, or you can choose to take this group with you and you can allow this group to access any art-related perks you have, your image deserving nothing but the best to bring it forth!

Hand of the Jumper - 400 CP

A large and luxurious airship, with all the amenities of high-living (including indoor gardens and ponds), outfitted with the most advanced weaponry found in Columbia. The staff is highly competent and just as loyal to you, and the ship comes loaded with hundreds of Motorized Patriots, all made in the image of you (or another figure of your choosing), that can swiftly be deployed to rain down upon your enemies or turn against intruders who dare to board it. The ship will repair itself and restore its stock of Patriots every 24 hours. The robots and the ship retain upgrades you or allies make.

The New Eden - 600 CP

A beautiful and serene city similar to Columbia, consisting of several floating islands (that can be rearranged and commandeered however you wish). It has a small standing army of Motorized Patriots, armed militia, and various gun, rocket and barrage automatons placed in strategic positions. You can decide the culture and morals of this city somewhat, though it will start out with a strong sense of patriotism and with a loyalty bordering on worship of you as their "prophet". In future jumps, it can appear floating in an area of your choice. You can choose a city themed around Rapture instead, at the bottom of the sea, and can buy this Item twice to gain both versions.

TYCOON

Lucky Raffle Ball - 100 CP

A baseball with the number 77 written on it in bold red paint. While this ball is on your person, you are extra lucky at getting out of hairy situations, such as a tavern brawl, a violent riot or a terrorist attack.

Handy Protectors - 200 CP

A pair of unnaturally large and powerful Handyman bodyguards, humans artificially bonded to large mechanical suits. They possess great strength, speed and durability and can leap great distances, electrocute targets they grab onto and throw balls of lightning. This particular pair has had most of their emotions deadened and are completely loyal, highly skilled at their duty of protecting you, and are monsters to fight for most. Can become companions should you wish, in which case their emotions will be restored.

Jumper Manufacturing - 400 CP

This here is enough to make you the richest man in Columbia, next to Fink that is. You have a conglomerate that basically has monopoly on everything produced, from weapons and vehicles to household goods and toys. In future jumps you can place this item in a country of your choice, and where such things aren't allowed, the monopoly is still mostly maintained through secret subsidiaries and dealings with other companies.

Jumper Town - 600 CP

Your very own company town! In the middle of the town there is a large tower with a golden statue of you on top, the tower being your head office and very well defended against possible attackers. The town has reserves of ADAM which will allow you to create more vigors/experiment with new ones and comes with productionlines ready to produce the current existing Vigors of Columbia! Thanks to special circumstances regarding the legal status of this city, and the control you have over its different institutions (such as the guards), you are essentially king here and can get away with much more than you really should. The town is full of loyal automatons, mostly gun automatons so as to not damage the city in case of a fight breaking out, which assists the guards and ensures your peace is kept.

COMPANIONS

Import - 100 CP

Import an existing Companion. They gain 800 CP to spend on perks and/or items.

Canon - 100 CP

Take a canon companion from the jump with you on your journey! You need to convince them first, and you can't pick Elizabeth or the Luteces with this option.

Elizabeth - Free/200/400 CP

The face of this setting, and by some accounts the true protagonist of the story told. As there are infinite lighthouses and infinite Elizabeths, you can choose to have someone like the one in the game or someone with a different theme, perhaps one more aggressive, one wild-west themed, one with the noir style of Burial At Sea's Elizabeth, the one from the original trailer, etc.

For Free you get a version that keeps her memories and skills but not the powers, essentially the one from after Burial At Sea.

For 200 CP she is capped at gameplay level, capable of showing you tears around you and of opening one (or more after training) at the time.

For 400 CP you get endgame Elizabeth, power-wise. Similar in power to the 1000 CP tier of the *Tears in Reality* perk, she can bend reality to her will.

The Luteces - Free/200/400 CP

To take both Lutece twins with you, and all for the price of one companion? What a steal!

For Free they will be unable to interact with future worlds, but will show up here and there to snark at you, give you advice, or just provide companionship in lonely times.

For 200 CP they are gathered again, no longer scattered. They will follow you on your journey, but have lost their ability to travel freely through time and multiversal-space. They still keep their genius intellect though, and will surely be as big a boon to you as they were to Comstock, if not more so.

For 400 CP you get a pair that keep their immortality and their ability of traversing space-time freely, essentially both possessing the *Scattered Existence* perk.

Alternate You - 200 CP (Discounted Scientist) or 800 CP (Undiscounted)

A genderbent version of you from a different universe! They possess a very similar, though distinct, personality to you and equal abilities.

For 200 CP they are an alternate version of your background here; they come with all the perks and items you have bought in this jump.

For 800 CP they are an alternate jumper-version of you. They have completed the same jumps, have the same perks and items, etc. They will get their own version of Perks, Items, etc that you buy in the future and will follow you along the chain, essentially sharing your jumper slot. How nice to have an equal along for the ride!

Lady Siren - 200 CP

This ghostly and ghastly apparition is the Siren version of Lady Comstock. She has calmed down somewhat and has taken a liking to you, probably due to wanting to move on from everything that was her old life and twisted identity. She has all the powers described by the *A Second Siren* perk and is very adept at using them in combat.

In future jumps, the Siren-form becomes an alt-form and she regains her human form.

Comstock the Good - 200 CP

An alternate Comstock whose baptism turned him into someone actually striving for the good of all. Has more experience than a regular Comstock as his aged appearance actually is the result of normal ageing, not a premature one caused by messing with tears.

He has the equivalent of the *Prophet* perk, with his *False Shepard* always being the one person in the jump with the greatest capability and chance to commit great evil.

Anima Ex Machina - 100 CP

A Motorized Patriot which has, somehow (probably a unique interaction with a tear), achieved sapience. Out from the metal form of his helmet echoes the voice of a man, and he has somehow (probably still due to tears) achieved a range of motion that makes his mannerism (and potential for acrobatics) very human. He is a jolly fellow, though more than willing to commit brutal violence against your foes, and likes telling bad puns and discussing philosophy. Interestingly enough, both his form and the ammunition of his gun seems to regenerate over time, accompanied by a slight buzzing reminiscent of tears.

Not So Silent Boy - 100 CP

This talkative Boy of Silence took a liking to you and decided to stick around. You don't really know how he exists yet, as the creation of those like him lies in a doomed alternate future.

He acts like a snarky teenager, though supposedly being a bit older than that, and uses his ability to teleport in and out of reality to confuse and harass foes. He also has excellent senses only enhanced by his special helmet, one he prefers to not take off in most circumstances.

Purified Lunatic - 100 CP

The lunatics were ordinary citizens of Columbia who were driven mad and granted supernatural powers by being exposed, through tears, to every version of themselves across time and space. This one is still (somewhat) sane however, functioning as a normal, if

eccentric, person most of the time. They dealt with the exposure to their alternate selves by compartmentalising them into different internal archetypes (such as a warrior, a doctor, a chef, etc), and can at will assume a chosen mentality, which comes with the particular skill set their alternate self possessed as well as a slight change in their personality. They can also choose to become intangible at will, and will automatically assume this state if knocked unconscious. They only possess the body of a normal citizen, meaning their soldier self won't be fully useful until they have trained themselves, but anyone trying to read their mind deeper than their surface thoughts are in for a ride...

DRAWBACKS

Take as many as you wish.

Rational Fear: +100 CP

You are, to put it simply, pant-shittingly terrified of heights. Even if you somehow possess the ability of flight, great heights still make you want to curl up and cry. You can work to overcome this slightly, but many parts of this place will make you very uncomfortable for a long while. Better stay indoors and away from ledges!

Fragmented Memories: +100 CP (Unavailable to Drop-Ins)

Why is your nose bleeding?

Your memories of your background's past are somewhat fragmented, like you used bits and pieces of your old memories to create new ones—a false narrative created by the wants and wishes of your background.

For another 300 CP, this includes all of your memories from out of jump as well, one wonders what kind of narrative you'll have created with the Jumpchain as part of the inspiration...

Premature Ageing: +100 CP

Due to your background's exposure to tears you have become much older, being at least in your sixties physically. This process has both rendered you sterile, and makes you weaker physically and tired more often. Powers like the Vigors will also take a bigger toll on you, though you can still use them and function like a much younger person most of the time.

False Paradise: +200 CP

Seems Comstock has less control than he would have liked over this place. Columbia is no longer the seemingly perfect and picturesque paradise. Large gangs of vigor junkies roam the place, malfunctioning Patriots and automatons go berserk in city centres, tears open randomly to spew out rampaging creatures or machines. Furthermore, the corruption of the city officials, and the abuse of those lower on the social ladder, is both more obvious and severe. Overall there is just more danger and cruelty to this place than before, though not aimed at you and you alone thankfully.

Painful Activation: +200 CP

Vigors are usually quite graphically painful to acquire, even though they fix you up after. Now all your other supernatural abilities, when first used, will have the same effect. Also, overuse

of other abilities can also turn you into a Vigor-junkie type of character. If other abilities are locked away, the downsides of Vigors are instead enhanced greatly for you.

Songbird's Ire: +200 CP

The Songbird itself now sees you as an enemy. While you aren't that likely to encounter him often during your time here, as he spends most of his time guarding the tower and later looking for Elizabeth, he will occasionally go out of his way to hunt you down.

Second Shepherd: +300 CP

You have the same level of notoriety as Booker DeWitt, in Columbia. Comstock cares only slightly less about stopping you, and might change his opinion if you showcase significant power.

Hostis Populi: +300 CP

The Vox Populi hate you almost as much as they hate Comstock, and will send hit-squads and assassins after your scalp.

Buried at Sea: +300 CP

An alternate version of Elizabeth hates you. She will journey to this universe in a couple of years and while she can't outright delete you, she will bring in allies from other universes, enact changes to make the current world more chaotic or lessen your advantages, etc. She herself is also a dangerous enemy, highly proficient with tears, wielding multiple Vigors, and with a high proficiency with firearms and combat at her back.

Think of this Drawback as being hunted by an interdimensional assassin, a highly proficient one at that, with magical powers and the ability to rearrange the battlefield and summon obstacles/allies at will.

Siphoned: +400 CP

Your out of Jump powers are locked away.

Baptised Jumper: +400 CP

An "evil" version of you, the Comstock to your Booker so to speak. They have access to the same powers and abilities that you do, though everything not based on their mental prowess is weaker due to their aged form. They have experienced the same life as you so far, but some jumps back they made a different choice that changed them entirely, essentially making them a new person. Thanks to this their current goals are misaligned with yours, and they will try to stop you at all costs. They possess the Prophet perk (whether you have it or not) with their *False Shepard* being you.

The Sodom Below: +400 CP

Well, it sure seems like Comstock had good reasons to ascend with his city into the sky, as the earth below is no longer very friendly to humanity. The different sins of humanity run rampant with constant wars, parasitic decadence, horrific cruelty and more. Some forms of demons have also risen up from the depths of the earth to walk amongst humans, committing dark deeds or just outright slaughtering their way through cities. While most of this is contained down below, constant incursions are launched to infiltrate or destroy the city in the sky. Columbia has become something of a modern Ark, the only place left for civilization (and that is despite all its own problems).

The Lamb Arisen: +600 CP

The Columbia you land in is changed. Comstock is dead since long and the one who rules Columbia is an aged version of Elizabeth, one who broke under the years of isolation and torture and became a true successor to Comstock, willingly doing his bidding and ruling the city with an iron fist. Boys of Silence patrol the city, reserves of lunatics are hidden all over (ready to be activated and pour out), the Songbird constantly prowls the night looking for discontents. Elizabeth herself is also not an easy threat to be removed. She is always guarded by a second Songbird that was constructed or brought in from an alternate reality years ago, and her practice with tears has given strong results—making her a true master of manipulating the battlefield.

Any Drawback concerning Comstock has him replaced by this version of Elizabeth, meaning she sees you as a big threat if you are the *Second Shepard*, or that she has your tune if you are suffering the bonds of *C-A-G-E*.

C-A-G-E: +600 CP

Comstock has a special tune, one that will force you to obey whoever plays it. Currently you are kept close to him, acting either as a bodyguard, enforcer, advisor, assassin or whatever profession fits your abilities, and Comstock's interests, the best. Breaking free by your own won't be easy, better hope your Companions or allies can free you from Comstock (even as you do your best to defend him) or you'll be stuck as his slave for the whole jump.

NOTES

Drawbacks:

-Alternate worlds: Drawbacks that make the Vox Populi or someone hate you can't be avoided by moving to another world as that version of them will gain the same grudge. The only Drawback this doesn't apply to is Buried At Sea, as only a singular assassin comes for your life with that.

-CAGE: this Drawback allows Comstock and Elizabeth to make lasting commands. It is less mind-control while the tune plays, and more absolute commands while the tune plays. Only the wording needs to be followed though, and a wily jumper might easily slip their bonds and escape or surreptitiously work against their new master. But the commands already instated means the jumper can't strike directly against their charge or simply escape.

Tears (post-spark): while tears only work on the current multiverse during the jumpchain, after spark the whole omniverse is subjected to their power, allowing a jumper to merge together and manipulate realities on an omniversal level. Merge DC with Marvel, give a Dracula the memories of all his (very) different selves, create permanent doors from every world in the omniverse leading to one singular universe (a central hub for all to converge!) Tears can potentially be used to great effect when defending or combating foes. Using only the portals, enemies' attacks could be rerouted into alternate universes, and enemies themselves dropped off in empty realities or hostile places.

Changelog

Ver 1.0 - Finished the jump :)

Ver 1.1 - added some general items and cleared Drawbacks & Perks up some in the Notes section. Thanks to the feedback from r/jumpchain!