



Generic Movie Jump

v1.0

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Welcome to a... well, breathtakingly ordinary world. In this jump, the world is as normal as it can be, but you don't have to be.

In this jump, movies are the focus. However, what you actually experience is up to you. What will you do for the next decade?

You could be a **Movie Watcher** and thus be mostly mundane. Or you could be a little bit more extraordinary and be a **Movie Creator**; someone who has the resources and ability to create movies. Lastly, you could be quite special, and be a **Movie Explorer**, someone with the ability to fully enter and experience the movie from the inside, as a character in the film.

Take **1000 Film Points** to fund your adventures.

Starting Location

Your origin determines your starting location.

Earth

Movie Watchers start off here. This is Earth. Just a mundane, regular, echo of the world many jumpers come from.

Film Studio

Movie Creators start off here. This is a standard, normal film studio, the kind you'd find in real life.

Movie

Movie Explorers start off here. This is inside of an actual movie, one you know well. You, by default, occupy the role of an extra, a nameless figure in the background of a movie you enjoy. It is peaceful. It is safe. You start in the background of a scene you know by heart. There is a way out, it just takes some time to find it. When you leave you'll find yourself on Earth.

Age and Gender

You can freely determine both your age and your gender for the purpose of this jump.

Origins

Movie Watcher [Free]

You are a casual fan of movies and a regular film buff. You frequently go to movies and are probably a regular at the theaters in your area.

Movie Creator [Free]

You are a creator. Maybe you're a writer, an actor, or a director, but regardless of the specificities of what you do, ultimately you create. And you excel at creating movies.

Movie Explorer [200 FP]

You are something just a *touch* more... real than others here. You can enter and explore movies and can leave them quite freely.

Perks

Origins get their 100FP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Enjoyer [Free]

Above all else you enjoy movies. They bring you a level of emotional fulfillment, regardless of their quality and genre, that makes you feel a base amount of contentment and peace when you think about or watch them. You'll never grow tired of the fascinating art form of film. Of course, some movies are better made than others and you'll always have a special appreciation for those ones.

Movie Watcher

Film Buff [100 FP]

You are a living archive, a repository, of film trivia. You can easily identify actors or actresses even by their voices, and you know who has been in what films. You gain a mental archive that updates in future jumps for this knowledge and in appropriate settings it adjusts itself slightly to be topical, letting you know things like actors in stage plays and who is on holo-films.

Sharing [200 FP]

You understand what sort of movies someone else would like and you are masterful at convincing them to watch movies with you. You can easily share your passion for films with your friends, and when your friends watch films they enjoy with you they feel an enhanced sense of closeness and friendship with you. This is especially strong if you predicted they would enjoy a movie they had never heard of and they actually enjoyed it.

Genre Genius [400 FP]

You get buffs from watching films. These buffs only give you a slight, but real and noticeable, boost in an appropriate area keyed to the genre in question (such as watching slasher films giving you a boost with weapons, or a sci-fi film making you a slightly better scientist). If you enjoy other art forms in the genre (or a similar enough genre), such as TV shows or video games, you get a smaller but still noticeable buff.

Movie Channeler [600 FP]

You are capable of taking the spirit of movies you especially like and channeling them. This gives you a buff when you do things like quote a line from a movie that is relevant to your situation, or when you harness the essence of a movie character from a film you love, like Darth Vader if you are a fan of the original Star Wars trilogy. This buff will be of power proportional to how much you enjoy the character and setting they are from, so this is strongest when you're channeling a character you love from a film franchise you're a huge fan of, but this boost's flexibility is a strength of its own.

Movie Creator**Credits [100 FP]**

You will always get the credit you deserve, so long as you'd want to. It is impossible for someone to not know about your contributions to a thing, be it a project, a film, a song, or anything else, so long as you'd want them to know it was you.

Financing [200 FP]

You are remarkably persuasive at convincing people to give you their money. This is strongest when it comes to persuading people to finance your artistic vision, but this is a powerful skill and you can use it in a range of ways. This also makes you a skilled salesperson in general.

Movie Magic [400 FP]

You are exceptional at understanding visuals and you are talented at creating visuals. You can do this through purely mundane, practical means, or you can use technology and computer-generated images to do so. This also enhances your abilities with any visualization powers such as illusion or image creation, and even lets you use such things in ways that movie technology can capture it so you can use certain powers to freely create scenes for movies. This also enhances your understanding of all facets of movie technology and cinematography, though to lesser extents.

Trailer [600 FP]

You can create trailers in your mind's eye and share them with others with a glance. This allows people to see a fleshed out version of your vision before you've made it a physical reality. This starts off as something you can only do for films, but with enough creativity

and training you can do this for other things. This is enhanced by your charisma, imagination, and mental visualization, and thus with the right perks this can be seen as something truly impressive. You can also use this to show people completed versions of movies you've made from start to finish if you wish. Regardless of how you use this, the entire experience takes seconds for the people you use this power on.

Movie Explorer

Exploration [100 FP]

You can enter movies through any technology capable of projecting them or capable of displaying them. When you first receive this ability you'll only be in movies as an extra, one in the background who has no role other than to be set-dressing meant to make a place look more natural or otherwise real. As you use this ability you'll be able to accrue experience with it and eventually learn how to become a featured extra, someone with a real role that requires that they interact with something or someone. From here you can learn to be a character who is in multiple scenes, then a real character who interacts with the main cast, and finally a full main character. This takes time, but each increment of experience you gain lets you do more in the film and make various changes to the film's plot, even if it takes time and experience to figure out what you can and can't do. The more in-character you act for a given level of responsibility and privilege the faster you accrue the experience needed to ascend to the next tier of responsibility and privilege.

If you somehow die in a movie, or show (if you have Extraction), you get booted out of the technology you entered. You will be unconscious for a short while and wake up in pain, but you won't die, and trigger a chain or jump fail, with just this.

Acting [200 FP]

You are fantastic at giving off an air that you belong. You know what to say and do to look natural and like you're a native part of a place or to otherwise make it seem to make sense that you are somewhere. Based on your mannerisms alone people will not think that you are an interloper, intruder, or trespasser.

Scene Sense [400 FP]

You have an intuitive sense of when something important is about to happen. You can naturally tell the difference between when something is filler or fluff meant to pad out a scene or beat in time and when something worth noting, worth seeing, and worth understanding is about to occur. You also have a sense of direction that will guide you to where important stuff is taking place, letting you be where cool, important stuff is about to occur even if you wouldn't otherwise have known to be there.

Extraction [600 FP]

This perk expands the utility of Exploration. With this, not only can you enter T.V. shows the same way you can enter movies, but also you can take things and people out of TV shows and movies! The things and people you extract from TV shows and movies are bound by a few rules: they have no innate loyalty to you (but immediately return to their native settings if you are slain), their powers are capped at your personal overall power level (so if you do something like snag a movie-version of Superman he won't be able to do things like punch through a mountain if you aren't around that powerful as well), and

they can return home at will. This is a powerful ability, in creative hands, but it's not going to let you immediately and permanently bust your chain if such a feat was beyond you before you got this power.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100FP perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Movie Watcher

Golden Ticket [100 FP]

This is a replenishing ticket. With it you can go to a movie theater, stage, or any other equivalent area, for free once a week. This ticket covers a small party (up to 6 people), and includes a stipend for food as well. With this, you can always go on a movie date.

Concessions [200 FP]

In your warehouse, or home, there is a fully operational concessions stand that is always fully stocked with all of the greatest and most iconic movie foods like popcorn buttered to perfection and all sorts of drinks. This place gives you unlimited food.

Theater [400 FP]

This is two items in one. On a personal level it's a theater room in your warehouse that you can create copies of and attach to any properties you own, that also has unlimited subscriptions to the movie parts of streaming services. On a less personal item this is a vast movie theater that you own somewhere near your starting location or an appropriate settlement that will always make a tidy profit for you so long as there is some sort of audience who could come and watch the movies (This won't generate people out of nothing in, say, Generic Castaway, but in something like Bronze Age Collapse jump locals will come to the movie theater and enjoy films, even if it wouldn't natively make sense for that to happen).

Movie Creator

Fanbase [100 FP]

You have a fanbase of loyal supporters who will appear, in different circumstances relevant to future jumps, from here on out. These fans are your eager supporters, and they will joyfully start small clubs dedicated to your creations and adventures if they can. If you have powers that benefit from your fame or reputation this will be greatly

handy, but this also ensures that, so long as you keep creating, people will keep doing their best to financially support you.

Movie Laptop [200 FP]

This is a perfected laptop for movie development. It comes loaded with screenwriting, video-editing, and other sorts of handy programs. This is also a standard fiat-backed laptop, with things like unlimited battery, omniversal wifi, and other such basic features. Any movies made on this are subtly enhanced in every way, and while the individual improvements are small the overall improvements will be quite large.

Film Studio [400 FP]

You own a film studio that is decently successful and specializes in a specific genre you choose at the time you buy this item (and that you can change between jumps). This film studio employs thousands of people, and is always busily making movies. This will always generate a passive income for you, a very healthy income at that. In each jump this film studio can make and release movies based on concepts like jumpchains and show your adventures to the world.

Movie Explorer

Collection Of Your Favorite Films [100 FP]

This is a collection of your favorite films, five specifically. These films are fiat-backed and unbreakable, and will play in ultra high-def (or lower if you'd prefer that), and they will be possible for you to enter and explore even if you lack the proper perks to do so. However, if you do lack the proper perks than you cannot do things like take things out of the movies.

Remote [200 FP]

You have a unique remote you can use to speed up time, or even fast forward to specific scenes in a place like a movie. This remote is at its peak operational capacity while you are in a film as per the Movie Explorer origin, but you can use this to speed up time and speed past moments of peace and downtime if you wish. This is vaguely akin to a "Rest" feature in a game, but time you speed past counts for the sake of your time in a jump, and if something negative would happen to you during the time you're fast forwarding this would stop and you would be able to act as normal.

Silver Script [400 FP]

This is an updating script which you can summon at any time that runs you through the plot of any movie. This item can also predict how your actions would impact a movie, if you're in one, and can show you different paths that might result from subtle interventions and changes you decide to enact on a film.

Companions

Companions can purchase more companions.

Companion Import/Creation [50-200]

Standard companion importing or creating. With this you can import or create a single companion into any origin 50FP each or eight for 200FP. Such individuals get 600 FP to spend on their builds and cannot take drawbacks.

Canon Companion [50]

So you want to take any other existing character from this world. Well, then this option is for you. Anyone you meet here, if you spend the necessary points and convince them to join, can follow you along your chain as a companion.

Drawbacks

Another Universe [+0]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to. **This is a supplement toggle. With this you can select another jump and fuse this with it in a way that is conducive to your story and the narrative of your chain. Keep the point totals separate and devise builds for both settings, keeping track of drawbacks to implement and any other such valuable world modifiers.**

Plot is King [+0]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100]

For each purchase of this your time here is extended 10 years. You can purchase this three times for points, and afterward you can continue to purchase it purely for its extend-a-jump effects.

Judgmental [+100]

Plenty of folks here are a bit judgmental about people's hobbies and interests. Expect a lot of annoying remarks.

Loss of Popularity [+100]

Things you create will always be less popular than they should be. This isn't going to reverse their popularity or anything, but stuff you make will tend to start off as flops that only recoup their budgets over time.

Loss of Understanding [+200]

People will, from here on out, be much more ignorant as to the meaning of movies, even and especially ones that are not subtle about their meaning and messages. There will be many annoying remarks, particularly about movies you like, where people reveal how dense they are.

Least Favorite Type [+200]

Whatever type of TV show you like the least experiences a gigantic uptick in popularity as you enter this jump. For the duration of your stay people will be far more likely to recommend shows you just don't like, and such shows will experience surges of popularity.

Unpleasant Movie-Going Experience [+200]

You are addicted to going to the movies... Which is unfortunate, since you have rotten luck. Going to the movies never fails to be a rough time for you, with a series of events, all of which are pure coincidences, occurring that make each time you visit a theater a bad time.

Fandom Wars [+400]

Oh, people are REALLY intense about fandoms. This will regularly result in mild violence, and occasionally result in fairly intense violence. Events will unfold in such a way that you are regularly dragged into these conflicts.

Endless Debates [+400]

Oh no, people are really annoying about this now. The entire time you're here *discourse* about tv shows will be happening. Expect endless debates about what some shows *mean* whenever you look at the comments section of a show you like.

Movie Time [+400]

Somehow, once a week, you get sucked into a movie you don't like. This experience will be unpleasant, potentially a little dangerous, and altogether not a great time, but once the movie ends you get spat back out. It will only ever take a few minutes of real-time though.

Movie Reality [+600]

The writing quality of this setting has gone downhill, fast. This world is now colored and informed by tropes that hit the sweet spot between being the ones you hate the most and the ones that are the most dangerous for you. This will make your time here a lot less pleasant, and, if possible, more dangerous.

The Reverse Of A Fix-Fic [+600]

You start this jump sucked into an awful version of your least favorite movie. You need to make it through to the end of the film, but once you're done you get booted out and you don't need to experience this again. That said, this is a truly awful version of a film you just don't like. Everyone is less intelligent, less coherent, things look worse, the acting is worse than it is in canon, basically take your least favorite movie and make it worse in every respect.

Lockdown [+600]

You have no **Out-of-context** items, powers, or warehouse.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.