

Chronicle

By Anon303

Introduction

Welcome to the world of Chronicle, Jumper. It's not all that different from the one you were born in, at first glance at least. Actually, even at second or third glance it seems eerily similar to the Earth you're used to. But that will change soon. You arrive the day a party like any other takes place in Seattle and three teenagers stumble upon something that will fundamentally change their lives. And perhaps even yours. In order to acclimate yourself to this change of location, you may have your usual stipend of **1000 Choice Points**.

Location

Seattle:

It's a city. In America. An American city. Honestly, what else do you need to know? You can find standard city stuff here, from a vibrant nightlife to a myriad of cultural avenues to explore, especially performing arts, and all sorts of shops, companies, and people. There's also the Space Needle, city icon and tourist trap alike. Nothing special going on here though, at least not yet.

Origins

You may freely choose your age and gender, as long as you could still conceivably attend high school.

Drop-In:

You just show up one day somewhere in Seattle, a Jumper with no past. Even though you lack a history, you still got the keys to a well furnished house, any credentials and documents you need, and enough money to coast by for a few months in your pockets. Even though nobody is sure if these things have existed before today, you won't have to answer any uncomfortable questions. Additionally, owning a house hasn't stopped you from being enrolled at a local high school, so you better get yourself a backpack. There's no escaping the grind.

Awkward High Schooler:

Ah, school. That beautiful stage of your life when you're trying, and likely failing, to figure out how everything works. Your parents might be sick or abusive, you might get bullied at school and have no friends, and your teachers might be assholes, but you have little to no power to

change that. Well, at least that part about power should change soon. Fret not, for there is light at the end of the tunnel, if you do not cause it to collapse before you reach it.

Social Butterfly:

While high school can easily be the worst time in their lives for some people, you thrive in it. Less like a social butterfly, and more like a social shark, you are somehow liked by everyone, fit enough to dunk some scrubs on the court, and likely active in student politics as well. Although you might have some other problems in your life, nobody can deny that you're a go-getter kinda guy, and they can't help but admire you for it.

Mostly Average Guy:

While some people tend to stand out in one way or another, negatively or positively, most are simply one shade of average. But being a background guy or gal has its advantages too. You can just cruise throughout the day without being bothered by assholes or fanboys, got a circle of friends to rely on, and a hobby or two. Perhaps even philosophy? No matter what, it'll surely help you wade swiftly through the swamp that is high school.

Perks

Perks for your origin are discounted by half, and your 100 CP perk is free.

General

Powers (free):

What would you do if you had the power to do whatever you want, Jumper? No matter what your answer to that question is, you'll be able to prove it to the world soon enough. Through strange means, you have gained the potential to do great things, though you might not notice it for the first few weeks. But after some time, you will come to realize the existence of what might be described as a new sort of muscle. One that allows you to use a power commonly called telekinesis in fiction. After you first begin to use it, even moving a baseball around for a few seconds will be too much overexertion, the strain making your nose bleed. But like any other muscle, this one can be trained as well. Throughout the course of a few weeks, if you trained regularly, your power would grow by leaps and bounds, allowing you to easily move around cars, fly, or create a protective forcefield around yourself. And just a mere month after that, you would be able to throw around buses like they weighted nothing, easily fly through skyscrapers without harm, and create telekinetic pulses and vibrations to push away dozens of cars or threaten the structural integrity of multiple high-rises. If you kept at it, who knows how much stronger you could become.

If you want to, you may instead gain these powers from a strange crystal, far down a hole in a Seattle forest, perhaps alongside a few others, some teenagers or your companions. That will

cause you to develop what could be called a psychic connection: should one of you experience an extreme emotion such as anger or fear, your nose will start bleeding heavily as if you had overused your powers, and you will even start to vaguely hear voices and sounds around them.

A Lonely Fortress (-100):

Sometimes, all is not well in life. But what should one do to remedy that? There is no universal answer. Different people have different ways to deal with problems, not all of them wholly beneficial. Some might rush at them head first without thinking, and others might perpetually run away from them. And you simply put up barriers. For all things that bother you, and for all that you cannot deal with, you can put up mental walls. This way, you lose all emotional investment in your ailments, so they will never be able to bother you again. It's almost like watching something as an outside observer instead of experiencing it yourself. Of course, this doesn't solve these problems or make them go away. Homelessness, abusive parents, bullying, and a thousand other possible miseries don't disappear that easily. Not feeling their weight on your shoulders might even make them more difficult to deal with in the long run. But that's a small price to pay for peace, right?

The Lion Does Not Feel Guilty When It Kills The Gazelle (-200):

And I think that really means something. Namely, that as the new apex predator on the planet, you are free to kill whoever you want without any consequences. It might sound a tad nuts, but if you wanted to, you could adopt a similar moral system, or even a completely different one. Perhaps you are a staunch solipsist and believe that only you are truly real, or perhaps you are simply someone with a particularly optimistic outlook on life. But no matter how you choose to define your morals, as long as you stick to them and your values, you will gain an immense amount of determination, enough to do whatever you think has to be done, protests and opposition be damned. Let's just hope that it is a noble goal you chose.

Who Wants To Be Mundane? (-300):

What are the chances of just stumbling upon the only supernatural object on earth, and even getting superpowers out of it? For you, it is the next best thing to certainty. Perhaps it is a proclination towards the magical, or a distaste for the mundane. But whatever it is, it leads you to experience things beyond the common and accepted, beyond what is perceived to be real and what is not. You could trip over long lost technology of an ancient and incredibly advanced civilization during a walk in the park, discover evidence of alien life as you are abducted in your sleep, meet a fairy while tending to your garden, or find out the hard way that the curiosity you bought at the flea market is more than it seems. So rest assured that no matter where you go or what you do, you will never have to suffer normality again. Even on worlds that, at first or even third glance, seem entirely normal at first, there are specks of the fantastical, hidden just for you to find.

Lifting Yourself Up (-600):

The powers you have gained here work just like an invisible muscle. Ignore them, and they will stagnate. But actively use and train them, and you will see just how far dedication can take you.

And now, all other abilities in your repertoire gain the same potential. Exercising your powers will increase their strength, no matter of what nature they might be or how mighty they already are. Unlike normal exercise, where after a certain point further progress becomes simply impossible, you will always see the same gains if you keep on putting in the time and effort. Don't neglect you real muscles, though. Playing superman is only fun if you also look the part.

Drop-In

Magnetic Personality (-100):

What a coincidence it is that the only people in the world with superpowers are all in the same city and quickly become friends. But if you were involved in that, it wouldn't really be coincidence, would it? Somehow, you attract like-minded people to yourself, and are able to build relationships with them in mere moments, should you choose to do so. But this isn't limited to such a nebulous quality as personality: should people with special powers exist in a world, you can be sure that you'll quickly meet them.

Secrecy Insurance (-200):

While having actual power for once is great, it can be a real pain in the ass never being able to use it. It's impossible to know if those people dissecting governments are fiction or not, after all. But thankfully, you've found somewhat of an outlet. As long as a use of your powers can be explained away in literally any way, whether it be CGI, parlor tricks, or some natural occurrence, people will always assume those things to be the cause instead of anything supernatural. And even if you ever went overboard and the world found out, you can rest assured that although some might react negatively, you will never be harmed as a result of your gifts being revealed.

Still Human (-400):

Not all people handle power well. Even being the manager of a fast-food branch might go to some people's heads, let alone the ability to contest with most military forces. Some might even get the idea that they are beyond mere humanity, that their abilities give them the right to kill their lessers with impunity. But that's just not you. Even if your objective superiority might be evident to all, you'll never forget your roots, and will remember that everyone has their own struggles to deal with. Even that one dumbass driver honking at you for the past few minutes. Your powers won't go to your head or corrupt you, no matter how strong they might be, and even others cannot force their corruption onto you. No, if you go down a wrong path, it shall only happen due to your own judgment, unclouded by all things external.

Supernatural Savant (-600):

People have all sorts of talents. Some are good at sports, some have amazing voices, some are great at computer games, and some are ridiculously good at using their superpowers. Wait, scratch that, the last one is just you. You have an inborn talent for using any extraordinary abilities you might have in your arsenal, and coming up with new uses for them. In just a few weeks, you could go from only being able to use rudimentary telekinesis for the movement of

small objects to creating barriers with it, easily shaping and moving gases and liquids, affecting things you cannot perceive with your senses, diverting and controlling energies such as lightning, and feeling your surroundings through telekinetic feelers. One might even wonder if the original power was capable of such feats, or if you invented them yourself. But there's no need for wonderment: if you diligently train and experiment with your abilities, you will see yourself able to use them in ways impossible to grasp for any others, pushing both the power and yourself beyond their limits. So long as you are creative, the various tricks and specializations you invent this way will allow you to advance your power in ways beyond just raw strength, and perhaps topple even giants with the metaphorical sling.

Awkward High Schooler

Main Character Morality (-100):

Nobody can be perfect all the time, not even someone like you. But how he deals with failure, too, is what marks a great man. Oftentimes though, just how you are perceived on your bad days can make all the difference. And that is certainly the case for you. Whether you're an outright asshole to everybody around you, have a case of mild sociopathy, or just got through an awful breakup that left you irritated, the people in your life will always keep the good times they had with you in mind, and will stay convinced that at your core, you're a good person and a good friend. Even if you really aren't.

Even Bad Guys Need Sleep (-200):

Sleep is one of the best things in life. The ability to just turn off your mind for some time and escape the woes of life often goes awfully underappreciated, not in the least because it does have its drawbacks: one is left completely defenseless when asleep, and the mind is addled with more than a few problems if you lack it. That's why your body decided it'll just do away with those negative aspects. Whether you're asleep, unconscious, or in a drug-fueled haze that renders you unable to act, it is guaranteed that no harm will fall unto you. Your enemies may still bind you to prevent your escape, but you won't get hurt, either due to you waking up in time before anything happens or nothing happening at all. And since you are able to rest without fear, you'll also do so restfully, with all sleep being entirely enjoyable. You won't even be groggy in the morning anymore!

With Great Power Comes Great Leisure (-400):

The power you have at your disposal is enough to make you untouchable to most anything you might encounter, true. But even you have weaknesses. If you don't concentrate to keep up your defences, or aren't quick enough to raise them, you are just another human, with all the vulnerabilities that entails. But no more. Pondering over this problem, and possible solutions to it, has caused you to gain quite an interesting skill. You no longer need to focus your concentration on abilities you wish to use. Wanna spend your whole life being surrounded by a forcefield without ever thinking about it? Why the hell not, as long as you can take the strain. You don't even need to be conscious for your power to keep on working: if you wanted to, you

could set your cruise speed to a comfortable tempo, fall asleep, and wake up having flown to the Bahamas for a quick vacation. You can also set up your powers to do some more complicated stuff, such as making a camera fly around and film you or automatically repelling everything within a set distance of yourself. Do keep in mind that all this is simply you unconsciously directing your abilities, so they will still cost whatever they usually do: take care not to die because you forgot to turn off an exhausting ability. But if you play it smart, you'll find that it'll at least decrease the chance of getting shot in the back.

Misery Loves Company (-600):

All the negativity you experience in life - all the fear, anger, and jealousy - are, as their name suggests, not something one would like to feel. At least not most of the time. In combat though, that bit of anger can mean the difference between staying down and losing or getting up again for one last round. In your case, said difference is far beyond mere mentality and adrenaline. As you feel more and more miserable, no matter what shape that misery might take, you will see yourself become hardier, in both mind and body. You'll find enemy attacks registering less and less in your mind as you shrug off even the most gruesome injuries, ignoring the pain and soldiering ever onwards despite how they should normally hinder you. Even as a limbless wreck knocking on Death's door, you would still find it in you to knock over your adversaries like a bowling pin and tear them to pieces with your teeth. Your wounds just make you fight all that harder, letting a weak teenager shatter bones like glass, and you become more in tune with your body and surroundings, seemingly dodging attacks on instinct you couldn't have seen and moving with the grace of a martial arts master. This also affects your powers, as you are using all available resources to bash some heads in. Somebody who could scarcely lift a rock on a good day might just tear their foes in half, if they were cornered enough, and use their powers with a focus and skill they normally couldn't have dreamed of.

Social Butterfly

Chad 101 (-100):

Humans are social creatures by nature. Combining that with a lack of any predators due to being the dominant species on the planet means that survival of the fittest doesn't refer to the strongest anymore, but rather the most intelligent and charismatic. And you definitely are fit in the latter regard. With looks that make you a 10/10 in the eyes of any part of the populace, a seemingly inborn intuition for social situations and how to successfully navigate them, and a presence that endears you to most anyone you meet, you are thriving in the urban jungle. But you aren't just eye candy. You are able to enthrall people with a mere few words, whether that be through some well placed jokes or interesting conversation. A career in politics would definitely suit you.

Setting Priorities (-200):

Now, while being able to charm your way into people's pants puts you ahead of a good part of the competition, it would be awfully embarrassing to fail at what comes after, right? While your

skills cannot be said to be supernatural, you are no beginner at the game, and no matter whoever you choose to spend the night with, they'll be sure to leave satisfied and looking for more. Any self-proclaimed casanova might be able to do the same, though. What sets you apart from the rest is that, curiously, your skills in the bedroom are enhanced by any powers you might have. While lifting a bed with your mind might only make you the stallion of your local high school, becoming one of a thousand superman references would have you recreating scenes of your favourite two dimensional adult entertainment. Of course, you also know perfectly just how to use those powers in R-rated ways. Did you know that telekinesis is defined as, among other things, being able to make objects vibrate? Just take care not to become too /d/eviant with that gift.

I Just Do My Best At Everything (-400):

So many people are simply living life without doing anything with it, only talking and thinking, but not acting. And then they see you, and wonder about how you are so far beyond them. If only they knew how simple it is. Well, for you at least. You simply get up every day, motivated, refreshed, and full of energy, and do your best at everything. Without fail. This doesn't mean that you don't make mistakes, of course, but rather that you are able to give 100% at everything you do, at all times. And you are able to do this without accumulating any stress or fatigue, whether it be physical or mental, that would hinder you from doing so. While others might be surprised at how mundane your secret to success seems, having this outlook on life does work wonders on where you end up.

The Game Of Life (-600):

Some people might think that the modern "apex predator" would be a being with powers surpassing those of humanity, capable of tearing apart humans by the dozens. They are mistaken. The true apex predator of this age is a social one. You represent this idea. Your natural charisma is off the charts, and with just a smile and a few words, you can convert most anyone to your cause, whatever that is. You instinctively know just how to adapt yourself and your mannerism to persuade your audience, whether that is a single person or a large group of people. Even if someone fundamentally disagreed with everything you stood for, it would only take a few drops of honey-laced words to make them rethink their stance on the matter. Furthermore, those people who you attract will feel themselves compelled to spread word of you and your goals, being imbued with a large fraction of your charisma while doing this. This scales with your position and authority. As a high school student, you could win the hearts and minds of the whole student body and the town surrounding the school in only a few weeks, while a politician would see much of the country become loyal to them in the same time.

Mostly Average Guy

Sidekick Stupidity (-100):

Life's too short to simply ignore its few exceptional occurrences simply because of an emotion as petty as fear. That's why, although you might still become scared now and then, it won't stop

you from doing the things you want or need to do. Even mentally quaking in your boots facing down your fears, you'll be able to keep a clear head and approach the threat logically, with a mind unclouded and a heart unbounded. It also won't stop you from making stupid decisions, though, like jumping into a hole without knowing about its depth or contents. Do stay smart even in fearlessness, yeah?

That One Guy In Freshman Philosophy (-200):

Definitely isn't you. But you're still quite the philosopher. Whether it is Schopenhauer, Kant, or Descartes, you've got a fitting quote for every possible situation, and the ability to convey it without looking pretentious. You also have the necessary mindset to truly excel in philosophy, able to look at situations from all possible angles, both inside and outside the box, a surprising insight into human nature, and the ability to write down your thoughts concisely in an easily readable format. Who knows, if you put your back into it, people might even quote you in the future.

A Helpful Hand (-400):

Not everyone is well, even though they might not look the part. And oftentimes, their inability or refusal to ask for help leads them spiraling further and further downwards, until they are stuck there. But you are the preventive care they need. Almost instinctively, you can recognize if a person you spend some time with has got any problems, ranging from depression to financial trouble or simply social anxiety. And if they are experiencing tough times, you are able to talk to them as a friend without being turned away. They will find it surprisingly easy to open up to you, and simply talking and spending time with you is enough to immediately alleviate their problems, continuing until they fade completely as they interact more with you. The content of these conversations doesn't matter much, and even such platitudes as "Just be yourself, bro" will lead to gratitude instead of ridicule. This even affects things outside their control, such as money problems or abusive relatives. And even if you should leave them sometime afterwards, these problems will never pop up in their lives, as if they had been permanently purged from their very being.

I Get Knocked Down (-600):

But you get up again. Life is never gonna keep you down for long. You might fail, and you might fail hard, but in the end, you'll always end up in the right direction. Whereas others might lose hope after watching their life crumble before their eyes, sinking into a pit of misery, never to climb up again entirely, you bounce back from any failure. And even if you should lose everything, that just means you get the opportunity to build it back up again, better and more enduring. This is made especially easy by the things you learn from your failures: whether a mistake was entirely your fault or completely out of your control, you will know exactly what led to it, and how to prevent it from happening in the future. Combined with the fact that no matter what happens, avenues will never become entirely closed to you through bad decisions on your part, or just simple coincidence, you are truly able to learn from your mistakes by actively making them. Instead of living in fear of your flaws and imperfections, you can go out there in the world and work at them until they become your strengths. So don't mind being a smugly

pretentious teenager trying and failing to get your crush to notice you by pretending to be above all the plebeians. As long as you keep on trying and failing, you shall come to see the truth: namely, that acting like an idiot perhaps isn't the greatest help in your romantic ventures.

Items

Found Footage Film (free):

Records of all your adventures, past jumps included, as if everything around you had been filmed from all possible angles, in any resolution you want. Who knows, with that at hand, you might even be able to make a found footage film of your own adventures?

Comfortable Silence (100):

A well-fitting and entirely plushy hoodie, either grey or black. When you wear it, people won't bother you, and you'll finally have some peace from your surroundings. Of course, this only works as long as you don't do anything too attention-grabbing; don't expect to be able to rob a bank unhindered with this.

Camera (200):

This, my friend, is the last camera you'll ever need. Perfect in all ways a mortal camera can be, it possesses any feature or ability a camera can possibly have, and some more, including and combining the technologies of all cameras you have ever seen, and updating itself to include all you will see. It is also able to record anything and everything supernatural, even if it normally wouldn't be visible or noticeable at all. And as a last bonus, it is truly indestructible and will come to your side in an instant should you ever lose it. Why would you let such a beauty out of your eyes, though? You may freely choose its shape and design.

Holiday Home (300):

A positively huge mansion with an even more gigantic garden accompanying it, able to accommodate hundreds of people. And it is now in your possession, all paid for. You may choose however it is designed. It'll always be clean and dust-free, and any part of it that gets destroyed, including furniture, will repair itself the next day. So don't worry about holding that huge party you've been planning here. It also comes with all the personnel such a luxury home could need, such as cooks, gardeners, maids, and even in-house entertainment. How they get paid is a mystery to even them, but that is not something to worry about. After this jump, it'll attach itself to your warehouse, and you may choose to have it inserted into any future backgrounds you choose, as something you always had, or perhaps an inheritance from an eccentric uncle. And if you want to work on it in your spare time, you can rest assured that it will retain any modifications you make to it.

One Concern Less (400):

Money is one of the most common causes of unhappiness. Or rather, the lack of it is. But it looks like you've finally won the rat race, and are beyond such concerns. You will never lack the

money you need to live in comfortable luxury, no matter how much it might be. Whether you want to buy groceries, a private jet, or your very own island, you will always happen to have just enough cash at hand. Don't expect to be able to buy a country, though. Where these windfalls come from is subject to change depending on the situation: perhaps you got a government grant, perhaps a distant family member left you a large inheritance, or perhaps you just find a credit card with an indefinite balance in your pocket one day, its existence left unquestioned by anyone who might otherwise care about such things.

A Strange Cave (400):

Oh my, what have you found here? A hole somewhere beyond the reach of curious eyes, it leads to a rather large cave several hundred feet in the earth, where you'll find a crystal structure the size of a car. Strangely enough, it reacts to the touch of any life forms by changing its colour and emitting complex radio waves, resulting in a moderately large nosebleed and nausea for humans. But those occurrences are just side effects. The actual purpose of the crystal is to give other people the Power perk, with all that entails. After this jump the cave becomes a warehouse attachment, and you may make it appear anywhere you want in future jumps. The crystal will also work on any other lifeforms you might meet in your travels.

Companions

Canon Companion (-100):

Did someone in this world grab your attention? For 100 CP, you will be able to take them with you to transverse other worlds. They will also get a stipend of 800 CP to spend on items or perks, and are able to take drawbacks.

Companion Import (-100/-200):

But perhaps you have already made some friends in your journeys. You can either import one companion or more for 100 CP each, or 8 companions for 200 CP. They will all get an origin and 800 CP to spend as they please, and may choose drawbacks as well. Alternatively, you are able to make entirely new acquaintances of yours companions, whose age, gender, personality, and history will be up to you, working under the same rules as the companion import options.

Drawbacks

Awkward (+100 CP):

Social activities definitely aren't your forte. You often stutter, can't hold eye contact when conversing with others, frequently are creepy around the other sex, and can't seem to understand why people won't care about your favourite niche hobby. While you might become friends with other outcasts, don't expect to become one of the popular kids around the block.

Stalker (+100 CP):

Looks like you've got a crush, Jumper, and you love her enough that she's constantly on her mind. But you don't think you're good enough for her. That's why, for the past few years, you've been pretending to be someone who you're not. Like a pretty cool guy acting like he's really into philosophy, thinking himself above others, and generally acting pretentious. But in truth, your crush likes your real personality, and would actually get it on with you if you only realized that. Quitting it with the constant stalking would probably also be a bonus. Too bad that you don't remember taking this drawback. If you manage to overcome that flaw of yours anyway, you'll get the girl, though.

Weird Quirk (+100 CP):

You're pretty weird, aren't you? You've got a certain quirk that makes you stand out, but not in good way. Choose anything like running around in cosplay all the time, filming literally everything you do or see, being unable to go a minute without being the centre of attention, putting so many barriers between you and other people that normal social interaction becomes nigh-impossible, or refusing to engage in even basic hygiene. While some people might be able to see past this, it certainly won't make you any easier to talk to.

No Escape (+100 CP):

Looks like things aren't going well at your home. Expect a lot of awkward silences and everyone avoiding each other. Perhaps your mother is cheating on your father, but he's too afraid to do something about it, or maybe one of your parents has died, with your other one being perpetually depressed. Either way, it's likely that you won't want to spend all too much time at home.

Parental Prison (+200 CP):

But of course it can always get worse. Congratulations Jumpers, you now have a mother you love with all your heart. Except she's deathly sick and will die in a few months, greatly affecting you. Well, at least you've got your dad helping you through the trauma, right? Nope. He's busy being jobless, getting drunk every day, and beating you for pretty much anything you do. Oh, and it should go without saying, but of course you'll also have to deal with money problems. Have fun. You could be plagued with other circumstances, but they will always be on the same level of suffering as the above scenario. This drawback is mutually exclusive with No Escape.

Bullied (+200 CP):

Man, you're a total loser, aren't you? Most people in your school seem to think so as well, and they'll make sure you know it too. Getting called names, having your possessions stolen or destroyed, and having pretty much no friends are going to be a constant in your stay here. Not even the teachers like you particularly much, so don't expect any help from that side either.

Apex Predator (+200 CP):

Your mentality is a bit out of whack. As your powers grow, or if you already have some abilities from other jumps, you'll come to consider yourself the apex predator of this planet, above all others. Steal anything you want to have? Why not. Beat up or even kill people who have wronged you? Just another tuesday. If there's anything you could justify an apex predator doing, you'll do it without a bad conscience.

Gee Jumper! How Come Your Benefactor Lets You Have Two Superpowers? (+300 CP):

Most of earth's population, all of them in fact, excepting you and perhaps three others, are humans with no power to speak of. Meanwhile, you've got enough of it to eventually play the part of the superhero (or villain, I'm not judging) like it's nothing and protect yourself from most of earth's military might. Wouldn't it be pretty unfair if you had even more than that? Apparently you think so, because as of now, you'll have to live the next 10 years here with only what you got from this jump.

Short End Of The Stick (+600 CP):

You truly got it. For the next ten years, you'll be miserable pretty much every day. Being bullied, having no friends, your parents hating you, having no money, being sick all the time, getting beaten up by the drug dealers in your neighborhood. And don't even try to look at a member of the opposite sex, or you'll swiftly find a rape accusation finding its way to you. If there's anything you can imagine making your life worse, you can expect experience it at least once. But at times it seems as if you'll almost be able to turn the whole thing around and change your life. You know, getting the girl you always had a crush on, beating your bullies, and winning the lottery. Only for everything to come crashing back down again even harder. Don't even try to kill yourself, you'd just end up a paraplegic. Honestly, why would you do this to yourself?

Lunchtime (+600 CP):

Disregard the choice you would have otherwise been given: you will gain your powers from the aforementioned crystalline structure underneath Seattle. But is it really just a mineral that gave you these abilities? Of course, the answer to such a cliché rhetorical question can only be a resounding "no". In reality, said crystal was a Massive Omnivorous Geodesic Organisms. Formed in the Archean Age, when the surface of the Earth was still covered in lava, these beings are crystalline rock formations that can get as big as a half mile wide. They move themselves through the manipulation of electromagnetism, and used to feed on the protein that existed in the minerals back then. As the Earth's crust formed, they got moved further and further towards the core of the Earth, where they live and thrive to this day, numbering in the hundreds of millions. And when it is time to eat, they burrow a tunnel up to the surface, usually at the bottom of the ocean, where they then create a radio wave to attract mammals and higher life forms. These unfortunate beings are subsequently turned into telekinetic drones, able to manipulate electromagnetic fields, albeit at the cost of an intense strain on their brain. These drones, who are all connected in what might be called a hive mind, are then ordered to collect food for their creator until its feeding period ends and they are absorbed by it.

But the specimen you encountered was already at death's door, and it died during the drone making process. Leaving you with telekinesis, and none the worse for wear. But now, that is no longer the case. Five years into your stay here, another one of these beings will surface, right in the middle of a major city. Just imagine the sight: hundreds of thousands of telekinetic humans in flight, acting as one towards the fulfillment of one goal. Fortunately, that goal is simply the gathering of food. But more unfortunately, drones seem to be the perfect food source, and this particular rock is not going to let one go that easily. No matter wherever you might go, the sky will be blotted out by your pursuers. But at least you can die with the knowledge that your charm extends even to minerals.

Ending

Stay: Have you come to like this world? Maybe you like its relative normality, or how you may very well be the only one with powers here. Either way, you get another 1000 CP to spend in this jump, and settle down here.

Go Home: Ah, home sweet home. I can understand wanting to come back to your home universe. As above, you get another 1000 CP to spend in this jump, and will retire on the Earth you have been born on.

Keep Going: Whether it is power or adventure you desire, you've decided to keep on jumping. I wonder how far you are going to make it?

Notes

100 CP drawbacks are fixable with noticeable effort, while the higher level ones are here to stay for the entire jump.

All perks that are always "on" so to speak, such as Who Wants To Be Normal or Secrecy Insurance, can be toggled on and off if you wish.

The stuff about MOGOs doesn't ever come up in the movie, and the only information about them is from a short interview of the screenwriter. Unless you take the relevant drawback, you're free to fanwank how you got those powers.

Relevant video: <https://www.youtube.com/watch?v=G1vOaQDd0V4>

How the telekinesis might progress is pretty unclear. What's shown in the movie might be the limit, or you might be able to train it up with pretty much no power ceiling stopping you. It's up to you, really.

There was a sequel intended for the movie, which sadly got cancelled. Its manuscript might be interesting for some: <https://www.docdroid.net/n1bYe0C/martyr-2.pdf#page=96>

Of particular interest might be how Matt develops his telekinesis:

>I got that flu and I figured if I could visualize me grabbing and crushing every little virus, I could be healthy again. And it worked. So then I was like, if I could visualize me stimulating the cells to repair and knit together...and I guess that works too.

Feel free to decide whether you want the telekinesis to work just like it is shown in the movie, or whether you want to include the information from the screenwriter and the manuscript.