

Teenager Marty McFly was going about his daily business, with no greater ambition than a date with his girlfriend, a nice pickup truck, and having his band perform in the school dance. All that changed one evening, when his much older friend, reclusive inventor “Doc” Brown unveiled his greatest creation: A time-travelling car.

Libyan terrorists, from whom Doc had stolen the plutonium to power his creation, then turned up and shot the Doc. Desperate to escape, Marty used the car and was sent back thirty years, to 1955. There, he accidentally messed up his parents’ first meeting and had to figure out how to get them back together, and how to power the time machine to go… Back to the Future! And save his friend.

Then Doc goes to see the future of 2015 and, on seeing how Marty’s family imploded after his son was arrested, brings the lad back to straighten

things out. In the process Biff Tannen, an antagonist from the first movie, borrows the time machine to give a Sports Almanac to his younger self in 1955, creating an alternate, crime-ridden 1985 to which the two return. They then go back to 1955, the day Marty departed, to steal the Almanac back. Marty gets it but loses it when Biff calls him chicken, there's a chance and he gets it back and destroys it just before the time-machine was struck by lightning and apparently destroyed with Doc inside, but actually sent back to 1885.

After finding the time machine hidden for him in a cave, Marty and 1955 Doc discover that Doc died shortly into his stay in the Old West, and Marty goes back to save him, just as Doc meets the love of his life, a schoolteacher he saves from death. After going back, the time machine is destroyed and Marty has learned not to be so thin-skinned, derailing his bleak future.

Now you too can participate in these adventures, with the help of these 1000 choice points.

AGE, GENDER, ETC

Keep it or change it, whatever makes you happy.

LOCATION

Your starting location is Hill Valley, California, site of all the films. The question then is not where you're located in space, but in time. Roll a die or choose freely from the following list.

1. Oct 24, 1985, one day before Marty's eventful trip to the past
2. Nov 5, 1955, the night Doc had the idea for the flux capacitor, and Marty arrived in the past, seven days before the lightning storm.
3. Oct 20, 2015, one day before Marty Jr would have been pressured into crime

4. Oct 25, 1985-B, Biff's timeline, one day before Doc and Marty arrive back
5. Jan 1, 1885, the day Doc arrives, 7 months before his shooting death
6. Wait a minute, I have a time machine! Start whenever you like.

ORIGIN

Up to you if you replace the canon characters, or appear as a Drop-In

Kid (free) You're a teenager, or young man, juvenile, whatever! You're figuring life out and it'll be great!

Scientist (free) Somewhat older, but a classic. You are an expert in engineering and physics.

Bully (free) You're a brute, a thug and other, less printable things. You should be ashamed, but your size and strength, as well as reputation, makes it so easy to get away with things.



PERKS

The Power of Love (free) The power of music is with you, whether a rocking ‘80s playlist or Alan Silvestri’s masterful scoring. You can silence this at any time, and choose if only you hear it or everyone can.

It’s California (free) Everyone here is *at least* as good looking as Hollywood star Christopher Lloyd, yourself included.

Darth Vader from the Planet Vulcan (-100 cp) Whether it’s Doc scamming Libyans out of plutonium, Marty forcing his father to the dance, or Biff foisting the Almanac on his younger self, there are a lot of skilled liars selling some whoppers here. Including you, now.

Johnny B. Good (-100 cp) You can play the guitar, and have an encyclopedic knowledge of rock songs up to 2015 and how to play them.

Cool (-200 cp, free 1985) The spirit of the ‘80s fills you. You’re just plain cool, with an easy and unshakable self-confidence that draws people to you. You also can play the musical instrument of your choice and dance.

Neat! (-200 cp, free 1955) The aura and chipper spirit of the idealized and idyllic 1950s permeates you. Things around you become cleaner and neater, people struggle to be rude to your face, and you can be gosh darned nice!

You Have to Use Your Hands? (-200 cp, free 2015) You’re accustomed to the wonders of the 21st Century, and while you couldn’t necessarily whip up a Mr. Fusion by yourself, when it comes to simple future-tech like holograms, computers, or hovercraft you are something else. You’re extremely good at computer programming and hacking as well.

What Doesn't Pay Now? (-200 cp, free 1985-B) Surviving on the streets of Hill Valley is tough, and you have to be tough to make it here. You know how to handle a switchblade, pick a pocket and run any number of street cons. You can handle yourself in a fistfight and walk in such a way as to deter even the most bloodthirsty of gang-bangers.

Crack Shot (-200 cp, free 1885) The Old West has settled in your very marrow. You can shoot and ride with the best of cowboys, throw a lasso with ease, and drink more than any three men.

Skater Boy (-100 cp, free Kid) You know how to use a skateboard, and can do all kinds of flips and stunts. That might not seem like much, but it saves Marty a fair few times, as does the agility he learned from it.

Excellent Timing (-200 cp, discount Kid) Time is crucially important and you are very good at hitting your mark. You could hop off a skateboard, and run over a car just in time to land on the board as it comes out the other side, or hit a wire in the hundredth of a millisecond it was electrically charged by a lightning strike.

If You Put Your Mind To It (-400 cp, discount Kid) You can do anything. Your will and resolve are endless, and it gives you impressive self-control. Even when all seems lost, you pick yourself up and press on.

History is Gonna Change (-600 cp, discount Kid) Your future hasn't been written yet, nor can your past control you. You cannot be erased from history or existence, nor can your future be predicted.

Great Scott! (-100 cp, free Scientist) You easily infer things from small hints, making leaps forward in your thinking when inspired.

It Must Be Destroyed (-200 cp, discount Scientist) One wonders how Oppenheimer would have responded if he knew his future. You know the ramifications of every technology you might create or introduce, how they'll be used and abused.

Plagiarism (-400 cp, discount Scientist) The ancient art of stealing other people's hard work, and most profitable for a time-traveler. Given any opportunity to take something apart and examine the workings you can reverse-engineer pretty much any form of technology, even if it's a fusion reactor from another century or an anti-gravity drive that breaks the known laws of physics.

Jules Verne (-600 cp, discount Scientist) An inventor does not thrive merely by copying others. You need to have the imagination to visualize new ways of doing things and the engineering skills to actually make those things a reality. Your sheer scientific talent matches the likes of Emmett Brown, while your imagination is equal to that of Jules Verne, who envisioned phones, submarines, automobiles, helicopters, space travel, video calls, news programs, tasers and solar sails over a century before they became possible. Hell, in several cases we're still waiting to see if they ever become a thing. Such is your imagination and talent that very little exists that you cannot eventually build. Time machines, flying cars, shrinking rays… if it exists in sci-fi, you'll get there.

Mad Dog (-100 cp, free Bully) You have a fierce temper and people know it, stepping lightly around you as a result. You're very intimidating when you want to be and can draw on your rage to easily dispel most fear.

Meathooks (-200 cp, discount Bully) Who ever heard of a wimpy runt being a bully? You're tall and strong, and know how to throw a punch.

Didn't Match the Bullet (-400 cp, discount Bully) You'd think someone like you would be in a jail cell, but no. Whether it's bribes, threats or

incompetence, it's astonishingly difficult to connect you to any crimes. Witnesses fall silent; evidence goes missing. You're not completely untouchable, but if there's any chain of events that will lead to you escaping justice, that's what'll happen.

CEO of Biffco (-600 cp, discount Bully) You're actually a pretty good businessperson- some would say the best businessperson, simply tremendous. Given almost any amount of seed money, you can grow and diversify your investments into a substantial fortune, and you're really good at parlaying money into other forms of power.

ITEMS

Power Laces (free all) All your shoes become very comfortable, and lace and tie themselves with the press of a hidden button.

Self-Drying Clothes (free all) All your clothes automatically dry themselves, and the wearer, moments after you get out of the water or rain.

Hydrator (-100 cp) This wonderful machine, rather shaped and sized like a microwave, can completely dry out any foodstuff, converting it into a tiny form that keeps good indefinitely, and can rehydrate and cook it at need.

Arcade (-100 cp) A small Warehouse attachment or facility, with every arcade game that existed in 1985, and no need for quarters.

Plutonium (-300 cp) Now what are you planning on doing with this? A regenerating supply of plutonium, enough to generate 1.21 gigawatts in a pocket reactor.

Sign of the Times (-100 cp, free Kid) A musical instrument, either a guitar, or if you lack the skills for it, a harmonica. Blends into each time period.

Pickup Truck (-200 cp, discount Kid) A very nice, very expensive way of moving yourself and a fair amount of cargo.

Hoverboard (-400 cp, discount Kid) Similar to the skateboard, but this one floats and so can be used over even very rough terrain. Even if you went off a cliff, you'd just glide gently down to the bottom. Comes with power, so it runs fine over water.

Briefcase of Cash (-100 cp, free Scientist) A suitcase containing a fortune in money appropriate to every nation and time-period on Earth. To convert money, just place it inside. Updates to future Jumps.

Bulletproof Vest (-200 cp, discount Scientist) A vest that can stand up to an AK-47 at close range, even the military in 2020 doesn't have anything this good. Eminently concealable, and makes you very good at playing dead.

DeLorean DMC-12 (-400 cp, discount Scientist) A luxury car that, on hitting 88 miles per hour, will transport you through time to the date and time entered on the dash control. Helpfully has a Mr. Fusion to power the time circuits, and a 2015 flight conversion.

If you'd prefer something wilder yet less iconic, you can make yours a tricked-out locomotive.

Nice Car (-100 cp, free Bully) A 1946 Ford Super Deluxe Coupe made into a convertible, this is a stylish way of getting around. For some reason no one will consider its presence to be remarkable, even in an era that doesn't know automobiles. And while it's no armored car it's still made with a solid steel frame and body, so it'll rip right through the flimsy plastic and sheet-metal cars of the modern era like tinfoil.

Loyal Henchmen (-200 cp, discount Bully) It's good to have friends, and now you have three loyal Followers, whether they're kids, bodyguards or fellow banditos.

Sports Almanac (-400 cp, discount Bully) This book lists the winners of every horse race and major sporting event, world-wide, for the next forty-six years after Insertion, in this and every ensuing Jump.



COMPANIONS

Great Scientist (free) A Newton, Einstein, or Copernicus of your very own. That is, a loyal doggo Follower named for a great scientist. Ageless and respawning if killed.

Marty, You've Gotta Come With Me (free) If you want to invite any canon characters to join you in the chain, go right ahead.

A True Friend (free) Import one person into an untaken Origin, with 1000 cp to spend. Can be taken twice.

A Whole Gang (-100 cp) Bring in any number of Companions with 800 cp apiece.

DRAWBACKS

The Animated Series (+0) The Animated Series canon, with Doc taking his kids on field trips throughout history, now happens.

Can't Hold His Liquor (+100 cp) A single shot of liquor can make you pass out instantly.

Collecting for the Coast Guard? (+100 cp) Whether wearing a bright orange vest, or a gaudy 1950s interpretation of a cowboy outfit, your clothes will always be anachronistic and stand out.

Hello, McFly! (+100 cp) For some reason, people keep thinking it's appropriate to make a point by rapping on your skull.

He's a Wimp (+200 cp) You're not very good at handling pain, or peer pressure, and it's kind of a big problem. Naturally this overrides any perk you would have for negating pain or shame.

I Hate Manure (+200 cp) Somehow, you always wind up falling into a dung pile or having one dumped upon you. That's just gross.

Kid and a Crazy Bug-Eyed Old Man (+200 cp) Forget replacing any characters in the narrative. Doc and Marty seem convinced you'll bring about a bad future unless they do something. They won't hurt you, but their antics will be beyond aggravating, stalking and elaborate set-ups, see what they did to George McFly and 50s Biff.

The Libyans (+300 cp) Or Banditos, Bikers, Cyborgs, etc. Someone out there wants you dead, and is all too happy to try and make it so. Trying to escape by time-travel will just land you in hot water with a similar group in another time period, you need to face some problems head-on.

Trouble Magnet (+300 cp) Wherever there's a fight, or a problem, it spills over onto you. Prepare to spend a lot of time up to your eyeballs in drama.

Nobody Calls Me Chicken (+300 cp) You have a major problem, you fly off the handle whenever someone calls you a coward, or a chicken, or yellow or any equivalent. You can be dared into doing the stupidest things this way. Fortunately, you can overcome this given a great deal of time and effort.

Disrupt the Space-Time Continuum (+400 cp) Your powers are certainly disruptive, and unwanted here. For the duration, you're stuck with what you purchase here and your Body Mod.

Vanishing Act (+400 cp) Maybe you accidentally broke up Marty's great-grandparents, or swiped the time machine. Either way, you've butterflied away the plot and Jump-Chan is Not Happy. You have one month to fix your error, which will be possible regardless of what it was, and to make sure the plot of the trilogy happens exactly as in canon, at least in the broad strokes, or you will slowly fade away.



I've Gotta Go Back- Home again, home again, the sweeter for your travels

I Like This Timeline- Or you could always stay with the friends and family you found.

Where We're Going, We Don't Need Roads- Your next adventure awaits! Coming soon to a theater near you!

Jump written by Aehriman, special thanks to heridfel, blackshadow111 and cglasgow