

Groundhog Day Jumpchain

By mostlyskeptic

Also thanks to all who made suggestions on reddit. It helped a lot.

Just put your little hand in mine and together there won't be a jumpchain we can't climb. It's time to rise and shine campers and set off on a journey right back to where you started. That's right it's GROUNDHOG DAY. Prepare to hate Sonny and Cher by the end of this jump as you are going to spend 10 years waking up every morning to them, that is unless you find true love and can break the curse. Pfft. Yeah right. If you don't, expect to spend the next 3652 days (leap years) repeating the same Groundhog day over and over again in a small town in Pennsylvania. Don't forget your booties. It's cold out there.

Take 1000cp to start

Location/Time

Obviously you appear in Punxsutawney, PA on Groundhog Day. You wake up to the iconic I've Got you Babe coming from the clock radio on the dresser to your right. It says 6:00 on the dot. Just like Phil there's a blizzard coming that will

block all travel by car out of town. There is no getting around this blizzard so you're stuck here just like Phil. That is unless you are some strange uber powerful being with the ability to fly or some such nonsense

Age/Sex

You are whatever sex you were at the start of the jump but can pay 50cp to change it.

Age is set to 24+1d8

Origins

Drop in:
That's right I don't know where you came from or where you're going but I've got you babe. You gain no new memories or skills and people don't know who you are. Of course they didn't know Phil either and he did alright.

Wise Cracking Weatherman
You are the talent. You have a charisma behind the camera that few can match, at least in the local weather scene. You have a degree in meteorology but you have been rather lax in keeping up to date as you have better things to do. If you take this origin you replace Phil Connors in the same crew.

Luckless Larry
Yeah you are always ignored and passed over for someone else but at least you look damn good in a sweater. You're a cameraman by trade and a damn good one. You're also rather handy under the hood of a car. If you take this origin you replace Larry in the crew.

Pushy Salesman
You could sell ketchup to a woman in white gloves, snowcones to eskimos, you get the picture. You also have a very peculiar laugh and a tendency to get very pushy if a potential mark, I mean customer, tries to get away. If you take this origin you replace Ned in the town.

Out of your League
You are attractive, very attractive. The kind of attractiveness that causes fender benders and divorces. You are also cultured with a degree in the arts from a prestigious academy. In short, what are you doing slumming it at a local tv station? If you take this origin you replace Rita in the crew.

Perks

Perks for origins are discounted with the 100cp perk free for their respective origins.

Undiscounted Perks

400cp: Loop it
Once per jump (or every ten years) you will find yourself put in a time loop. It will be more likely to occur when you're having some down time, you are in a relatively closed environment or during a locally celebrated holiday but could happen at any time! The loop will last ten years and not count toward your jump length, however you can end the loop at any time with a thought! I don't know why you would though.

(This perk brought to by BlizLightning)

0cp: You done looped up
Works just like the above version except you can't end the loop yourself unless you figure out what you need to do! Like the scenario in this jump there will be some task that you must complete before the loops will end. There will be no clues and you may need to do anything from saving a baby bird to becoming elected mayor in one day! Good luck! These loops will still end after ten years of looping and won't count toward your jump but are more likely to involve circumstances that you'll personally find unpleasant (eg. woken up in an unpleasant way every day, harsh weather, stuck somewhere you hate) you know, to properly motivate you to try and end the loop early!

(This perk brought to by BlizLightning)

Drop in

100cp: Timing

With enough practice your timing is damn near perfect. It will be to the point that after a few loops you can be there the instant some old ladies need a tire change or just in the knick of time to catch a young whipper snapper falling out of a tree. Don't expect any thanks though he never does.

200cp: Never Bored
You have the ability to do any task no matter how repetitive and mundane without getting bored. In fact you find it downright fun. The more repetitive a task is, the more the dopamine drip is a drippin'. Be careful or you might be caught in a stupor staring at paint dry.

400cp: I Remember All
You have perfect recall and a mind capable of storing a huge amount of memories, at least multiple life times worth. Calling up those memories will be instinctual and you can search through them using auditory keywords, images, or of course thoughts/etc. You also of course can hide or outright delete memories so traumatic memories won't haunt you.

600cp: We did what?
Don't you hate it when you have to do the whole song and dance of explaining the loops to someone not aware of them? Everyday the same conversation rehashing the same talking points. Ugh. Not anymore with this you have the ability to copy and transfer memories. You can copy their memories of the loops and then transplant them to them every morning.

Will work on those that do not want the transfer but they can corrupt the memories if they try hard enough. This won't hurt anyone as it is more akin to a corruption of a file on a computer, it just makes them unusable to you. Anyone unconscious will not have the ability to defend themselves so this would not apply in that case.

Wise Cracking Weatherman

100cp The Camera Loves Me
You have a presence behind the camera. Whenever you are being recorded you gain confidence and charisma. You also won't forget your lines.

200cp: Insert Joke Here
You have a way of always knowing what to say whenever you are trying to be funny. Never again will you think ‘If only if I had thought of that then’ when it comes to a witty comeback or joke. Instead you will have one instantly.

400cp: Fearless
You have faced death and lived to talk about it. This shows in the ability to face any obstacle without a hint of fear or self doubt.

600cp; I'm a god but not the God
Or at least you think so. You have the ability to at any time predict the weather for the next 24 hours accurately and without any mistakes. The longer you study the climate around you the longer ahead you can predict up to a year ahead.

You can also do this to a lesser degree of certainty with anything you could in theory interact with in your immediate area for the next 24 hours. Won’t work for lottery numbers as they are part of chaos theory and chance but you will be able to an extent predict the stock market or any human driven non-chance events. Due to chaos theory and random probability anything past 24 hours is far less accurate to the point that trusting in it could backfire spectacularly.

Luckless Larry

100cp: Have Camera will travel
You are a wiz behind a camera. You always know how to frame someone to make them look their best and seem to always know where to set up for the best lighting as well.

200cp: Walk it off
It doesn’t matter how hard you get knocked down or how many times you get rejected you always get back on the horse. This results in a nonchalance that can play off getting snubbed like it didn’t phase you at all causing those that snubbed you to take a second thought. You can leverage this for a date or similar small opportunity.

400cp: Wrench Monkey

You know your way around vehicles and can fix virtually anything. You also have a sixth sense when it comes to diagnosing a problem and can do so just by looking at a car for a few minutes. Even if someone deliberately tampered with it.

600cp: Fake it till you make it
You have the uncanny ability of lying through your teeth about your capabilities and having people buy it. The longer this deception goes on without people discovering the lie the better at the capabilities you are lying about become. Will not grant supernatural powers.

Pushy Salesman
100cp Silver Tongue Devil
You have the ability to speak eloquently and without tripping up over your words. This effect is magnified in cases when you are trying to make a sale or close a deal.

200cp: Bazinga
You are a shameless kiss ass and people love you for it. The more you play up someone's strengths or achievements the more they will respond to you. Flattery will apparently get you everywhere.

400cp: Successive Salesman
Any person or organization you have sold to before will be far easier to sell to again. This applies to other areas of your life. If you sell yourself to a woman and she sleeps with you it is far easier to get her to do it again. If you sell yourself to a company in a job interview its easier in the future to sell yourself when it comes time for promotion. Really when you think about it isn't life just one long sales pitch?

600cp: Life Insurance
Since you are an Insurance salesman you have access to the best insurance money can buy. Your life insurance is particularly on point. If you die at any point after the jump you will find yourself 24 hours earlier with the chance to redo that 24 hours. If you die again in that 24 hours it's game over I’m afraid but this could literally be a lifesaver in any other situation.

During this jump every time you die you will have a life insurance payment of $1000 cash in an envelope on the nightstand. This will be cumulative so if you are really suicidal you could be a millionare by the end of the jump. This money follows you to your next jumps converted to local currency of course.

Out of your League

100cp: Whiplash Looks

You are so good looking people get whiplash looking your way. You are at the very least a 9/10 and that's only because you're humble too. You also seem to always look your best even with little upkeep.

200cp: Cultured

You have a degree in the arts from a prestigious foreign academy. While there you picked up a lot of their culture and even picked up a second language of your choice. You are fluent in said language to the point native speakers are surprised you aren't from there.

400cp: Vivid Imagination

When you read a book you can picture it as though it were the best made movie you have ever seen. You also have a way of describing what is in your mind in such a way that it would make even the best poets and playwrights envious.

600cp: Dream big

The bigger you dream the more you accomplish. That was always the case really but now its fiat backed. It doesn't matter how big the dream you can accomplish it if you never give up and it is physically possible to achieve. So becoming President is completely possible, building a faster than light spaceship? Not so much.

Items

Same as with perks, origin items are discounted and 100cp items for origins are free.

Undiscounted Items

50cp Bag of Cash

A suspicious bag full of cash amounting to $5000 will be next to you when you wake up. We don't want you to have to result in thievery right from the get go now do we?

400cp Punxsutawney, PA
This quaint little town can really grow on a person and for your warehouse that becomes quite literal. After the Jump your warehouse holds a new addition, the whole town of Punxsutawney, PA and its inhabitants come with you (however they are not companions unless you spent CP for them). It will update each jump with new teachers appropriate to each setting so you can continue on your self improvement.

Drop in:
100cp: Radical Radio Clock
You have a radio clock that is so radically loud it will wake up anyone regardless of how heavy a sleeper they are. And just to make sure it does the only way to turn it off is to destroy it completely. When done, those that were awakened by its alarm will be instantly energized like they had the best cup of coffee in the world. The clock will magically repair itself a few minutes after it is destroyed.

200cp: Box of Transpondence
Isn't it annoying having to go out and buy milk every loop because you didn't the day before they started? Not anymore with this you now have a 1 cubic foot box that will join the loops with you. Will be next to you when you wake up in this and future jumps.

400cp: Stamp Of Ownership
Once a jump you can use this stamp to claim ownership of a reasonable house or apartment. No Mcmansions or private islands, houses and apartments an average middle class family could afford. Ownership of this house or apartment will follow you across your loops and again when you move on to another jump becoming an attachment to your warehouse or inserted into the setting if it makes sense.

Wise Cracking Weatherman

100cp: It's never too early for flapjacks

You have an endless supply of flapjacks. Umm flapjacks. Also comes with anything that is normal for pancakes/flapjack like Butter, Syrup, Jelly, etc. You never have to worry about it being too early for flapjacks with this perk.

200cp: Pocket Piano
You have an electronic Keyboard that is small enough to fit in your pocket and needs no batteries or power. It is some newfangled tech from Japan. Though it starts from about the size of a 90's cell phone it expands into a full size keyboard. Any practice or work done on this keyboard results in a boost to both learning speed and creativity.

400cp: Toaster of Doom
You have a toaster, this toaster can kill anything, well anything not immortal or that could not conceivably be killed with an average household's worth of electricity. No taking down Superman with a toaster. That would be ridiculous. To take effect the toaster must be physically touching the victim. It doesn't need to be plugged in and can be used as a normal toaster of course.

Luckless Larry

100cp Work Van
Yeah it's not much but it's a reliable van that never needs fuel. It has a 110v household power supply for equipment that provides a constant 15amps. Also has a couple secret compartments only you know about.

200cp: High Tech Camera
You have a camera that will always be as High Tech as any camera you have ever held. Already though it is as good as the best 4k Cameras of the modern day. You can scale this effect if you need to be period accurate not to stand out but you will most likely have the best camera in the world in 1993. Can be changed to film digitally (which the internal memory can hold a whopping 100 petabytes) or on actual film. If for some reason you don't have film you can push a button to make a reel instantly appear. Never run out of film again. This camera and its film are immune to the loops, so you can see things filmed in previous loops.

400cp: Sweater of Suaveness
You have a sweater that when worn makes all the girls swoon. It can be as tasteful or as tasteless as you want but either way it boosts your attractiveness by at least 3 out of 10. You also get some moves on the dance floor when you wear it.

Pushy Salesman

100cp: Sales Sedan
You have a nice car, something an elite salesman such as yourself would have. It will always be clean, never needs refueling, and if it's lost or destroyed it will return to the nearest road at the start of the day.

200cp: Super Specs
You have spectacles that allow you to zoom in so much you can see a flea on a dog's back from 50 yards. They also allow you to see a faint glow around anyone that might be interested in something you have to sell.

400cp: Necklace of Anchoring
Through your network you have tracked down this priceless necklace. Once someone puts it on they become resistant to time shenanigans. This only functions as a way to bring someone along on the loop in this jump but after this jump it can be used to make the wearer truly immune to time altering powers or events.

Out of your League
100cp: Watch
This watch is accurate, down to the same level of accuracy that atomic clocks have. It needs no winding or power nor any maintenance or adjustment and even automatically adjusts for daylight savings time and timezones. The watch is indestructible, and if it is lost or stolen it will appear back in your pocket whenever you think of it. During this jump it also functions as a counter for the number of days you have been in the time loop. This is replaced with a date function after this jump.

200cp: Food Voucher

Show this voucher to any restaurant that common people eat at and you can eat absolutely free. Will not work at restaurants that the average middle income family would be financially ruined by eating at.

400cp: Book of Many
You have a book that contains every publicly available book in the world within its covers. This updates in each new jump but would only include what is available in a Public Library or School/University or something similar. How it works is while holding the book and before opening it, simply think of the book's title and it will be there when you open it. Also functions as a journal that will keep what you write saved through this or any other time loops.

Companions

50cp: Punxsutawney Phil
You have an adorable little furry familiar. He doesn't talk much but expect to have all shorts of attention from the opposite sex if you are holding him as who could resist petting his adorable self. He also can predict the length of winter accurately by his shadow. So that's neat.

50cp: Import
Your standard import companion option. For 200cp you can import up to 8. They get 600cp to spend and can pick an origin.

50cp: Canon Character
Convince a canon character to join you on your fucked up galvanting across the multiverse. They get 1000cp to spend at the end of the jump but no discounts.

50cp: Create a buddy
They get 600cp to spend however you/they want and get to pick an origin.
Design them however you want physically/personality/etc.

Scenario

True Love
You somehow have done what me the eternal skeptic thought impossible, you found true love amongst the few people in this tiny town in Pennsylvania. Really

this is its own reward but that seems kinda cheap so take this chainsaw with it you can carve a perfect ice sculpture of your soulmate. This ice sculpture can be swapped with the real version at any time, even if they are dead and in the afterlife. Never be separated from each other for long. Also this ends the Loops early.

Drawbacks

Can take up to 1000cp in drawbacks.

0cp Just say no to Polka
Don’t want to spend the next 10 years stuck in a never ending polkafest during a perpetual Groundhog Day festival? Well can’t blame you there, can be swapped out for any setting that involves time loops. Edge of Tomorrow (although that one seems ill advised), Palm Springs, and Christmas Do-Over are just a few examples. If none of that works for you, you can change the location and time to any place and any holiday.

100cp The Internet Was Right.
Director Harold Ramis's headcanon was 10 years of loop. However, the Internets usually go with WhatCulture's estimate of 33 Years, 350 days. Turns out that was right, so you'll have lots of time to train. Of course, that's the time it took him (and you) to get out via the completed scenario. Otherwise you'll be here for 10,000 years. Try not to go too crazy.

(This drawback brought to you by horrorshowjack.)

100cp Most Persistent Puddle on the Planet
You have a puddle that seems to follow you around. Once a day no matter how much you try to avoid it you will step in a muddy puddle at least up to your knee. Expect to have people that witness this to make jokes about it as you walk away.

100cp Ugly
You are ugly, like distractingly so. Don’t be surprised if people start recruiting you to join the circus. Can’t be taken with the Out of your League origin.

100cp: Disabled

You are missing a limb or eye and can not restore it until post jump. No matter what powers or tech you have.

200cp: Officer Loop
Usually your nefarious deeds don't follow you through loops seeing as no one remembers. Not so anymore. Officer Loop may not realize there are loops but he somehow is still on to you. Maybe his bad impression is bleeding through the loops or maybe you just look shifty but either way expect him to always be tailing you and waiting for you to mess up. Obviously he's not omniscient but expect getting away with crime in his town to be much harder.

200cp: Smooth as Concrete
You have a way with words, not a good way mind you but a way. You stumble over your words and get really nervous whenever speaking with more than one person at a time. This goes double for anyone that you find attractive. Hope you like being lonely.

400cp: Faulty Memory
You suffer from a lousy memory. The more loops go on the more you forget what happened in them. Don't expect to remember much of anything from more than a few dozen jumps back.

400cp Death is Final
You know how whenever Phil died in the movie he always came back at 6am the next morning? Not so much with you my friend. If you die you die the same as any other jump. Better watch your step, it can be a real doozy.

600cp Powerless
You start this jump with only the perks/powers that you gain from this jump and are cut off from your warehouse or any inventory perks. Must be at least your 3rd jump for you to be able to take this drawback.

Endgame Choices

Stay - Maybe you've developed a liking for this world

Go Home - Uh huh. Like you really thought of choosing this one.

Go On - Continue on your Chain.