Eastrail 177 Trilogy Jump

By FancyFireDrake



It is November the 16th in the year 2000. The day of an horrible tragedy known as the Philadelphia Train Crash. In this disaster involving 132 passengers, 131 would die. Among the ones who died would be Clarence Wendell Crumb, father of Kevin Wendell Crumb. A young boy who, due to horrific child abuse, would develop a **Split** personality disorder and become something horrific in the years to come. To the point that some of his split personalities would work together to kidnap three girls on November 10th in 2016 as sacrifices to the being known as Beast that would awake as a 24th and final personality.

However aside from the many victims there would be ONE Survivor. David Dunn, who was never sick in his life. Not even once. He didn't suffer so much as a single bruise during the train wreck… as if he was **Unbreakable**.

And the one who instigated all of this? Elijah Price. A man with bones so brittle they could break at the slightest touch. He would become obsessed with Superheroes… and in an effort to find one, an antithesis to himself, become the Supervillain Mr. **Glass** causing many acts of terrorism including the Philadelphia train crash.

In the days after the crash David Dunn would start his journey to become the Overseer. Years later the Beast would awaken and lead the Horde against the impure and unbroken. And in 2019 the two would met… and end up being escorted into a Mental Hospital alongside Elijah to be cured of their 'delusion' of possessing superpowers. Unknown to anyone however, there is a final faction in this conflict. One who has an interest in making sure there is nothing… super in the world.

This is the World you arrive in.

Here are **1000 CP**. Will you be a Hero, a Villain or something else entirely?

Location and Time

Unbreakable (2000): David Dunn's Origin Story. After being the sole survivor of a train crash, he would be sought out by the very man who instigated it. Elijah, who finally found what he has been searching all this time. Over the coming days David would struggle with this responsibility but eventually accept what he is and become a Hero.

Split (2016): The Origin Story of the Horde. Kevin Wendell Crump hasn't been in control of his own body in a long time. Instead Dennis, Patricia and Hedwig, two darker sides of Kevin's psyche and Hedwig being a child with the power to take control over who is in charge of the body, are planning to awake a final personality called the Beast. To do that they have kidnapped three, in their eyes impure girls, Macria Claire and Casey. Casey would be the sole survivor of this event, being recognized as a fellow broken by the Beast.

Glass (2019): Where it all ends. The Beast, David and Elijah all cross paths, are apprehended and put into a mental asylum. Doctor Staple tries to make them belief that they aren't comic book characters, merely affected with delusions. Her true goal however is not as simply as 'curing' her patients. Instead she, alongside numerous other individuals, intent to make sure they wont cause Chaos in the world. Should she fail to 'cure' them… well they killed superhumans for 10000 years. Three more wont matter much for them.

Eastrail 177 Trilogy (2000): Why restrict yourself to one chapter of the story? You may opt to see this through from beginning to end, starting in the time of unbreakable and finishing the Jump by the end of Glass.

Origin

You may freely decide Age, gender and whether or not you have a history in the world.

Hero (Free): A Superhero…. Even fictional they can be an inspiration for many. But what would happen if one wouldn't be so fictional after all? You must have found out exactly that and decided to use such an opportunity for good. Beware of your foils though.

Villain (Free): Every Hero needs an adversary. They need you to keep their story going. What made you the way you are? Abuse? A need for validation? What will you unleash upon the world and with what means?

Commoner (Free): You're… no one. No one important. Just one of the many faces in an otherwise unexceptional world. The exact way it should be. Though in the event anything extraordinary should make its way to you… well you'd probably be prepared for such a thing.

Perks

General Perks

Shayamalan Twist (300): This World was constructed by a man famous for his twists. His surprises that shock everyone. Such a gift for twists may be yours as well. You have a talent for surprising the people around you and being unpredictable in your plans.

Sign Right Away (300): On a certain metaphysical level, the final part of this Trilogy had incited great excitement in not only the fans but also the actors. Samuel L. Jackson adored playing Elijah Price, and would ask "When are we making that motherfucking sequel?" whenever he ran into Shyamalan, Bruce Willis similarly signed on to the movie before even reading the script and James McAvoy got to great lengths to get into shape of a true beast. You can incite similar excitement and dedication to your plans and plots. Give people a good taste of what is to come and those working with you will be guaranteed to give it their all while others affected will be excited and supportive. Than comes simply the matter of delivering on those demands…

The Showdown (300): The great climactic battle between good and evil! The climax of any good superhero story. Now you may enforce one such meeting. Once per Jump you can force an adversary of yours into a climactic face off situation no matter the circumstances. This must however be a one vs one kinda situation but at least you could decide place and time (like in a remote location at night where no one will see you two and no one has the risk of being hurt).

Hero

Everything is so easy for you guys (100): But its never been easy for you right? Heroes don't always fight Monsters. Sometimes they simply survive them. Prove themselves unbreakable in a different way. Casey Cooke is such a Hero, having overcome her abuser and the kidnapping of the Horde. Just like her you can, eventually, overcome whatever Trauma plagues you.

Pee on Yourself (100): Sometimes it may seem like a bad situation is unavoidable. The suffering is just gonna keep continuing. However till you manage to free yourself from such constraints, there are things one can do to survive. You have a sixth sense almost for either avoiding awful situations or surviving them, knowing what to do to keep going and suffering the least.

Bringing the Light (200): When people are stuck in darkness, doubting their way, all it takes are a few words to bring them back to the light. This perks effect is twofold. On one hand you are able to inspire people to be better, use what they have for the betterment of others if they are inclined to. On the other you are able to reach through to people who, for one reason or another, can not or are not acting like themselves. This could be because of mind control or because of a different personality usurping them. This just allows you to get through to them though, not allow you to redeem them right away.

No Shooting Friends (200): Sometimes… people make extreme things trying to prove something. In such a state they are unpredictable and could do things with fatal consequences. Its good than that you know exactly how to calm someone in that situation down, and stop them from doing something unwise.

Was it still there the sadness? (400): Everyone can have difficulties figuring out who they are, what they should do with their life. Not you… not anymore. You are always able to find something that gives you fulfillment and happiness. Not only that it is laughably easy to integrate such things into your life and goals with neither suffering for it. Say you get joy from being a Hero? Your private life will not suffer for it.

Perfect Sidekick (400): Every Hero needs a Sidekick. An ally. A mission control. Someone who can aid them in the fight against evil. Joseph had no small part in David's exploits as the Overseer, in a way being his first believer since childhood. You have all the skills needed to become a capable Sidekick to any Superhero. You know how to get information in record time, advise one on missions and in general have a sense for how to help someone the best.

Chose to Protect (600): Of all the things David Dunn could have done with his life, he chose to protect people. Being a Hero was always within him, he just needed time to accept that. But once he did there was nothing stopping him. You are perfectly geared towards being a Protector of the innocent. Your powers will never harm anyone you don't want to, have a great set of skills useful to shielding people from harm and saving them from danger. Furthermore if you need to learn a skill to protect someone you find yourself being able to Master that skill in record time.

Get through that door (600): The mark of a true Hero is to keep going when the odds are against him. The kind who would go through a metal door with his pure strength and will to save others. The more dire the situation and the more great the risk, the better you are in return. Your strength will increase, up to a quarter of what you usually wield, and what strength you have will work at its peak.

Villain

I Believe (100): Doubt is a dangerous thing. It could ruin the greatest man and shatter something powerful. Fortunately for you, you are great at keeping believe in yourself. No one, not even mind control, could shatter your confidence in yourself. This doesn't however translate to hubris and pride ad you are still able to see your own faults and work on them.

Broken and Pure (100): The Broken are the more evolved, the ones who should inherit this World. To others you can exude the presence of one who was broken and has become stronger as a result. Those who consider such thinks important will see you as a kindred spirit.

KNEEL! (200): You are intimidating. Your voice can be booming and send chills down the spines of anyone who can hear you and you know what to say to be the most scary. In general you have a terrifying presence, like an apex predator that is finally unleashed.

I wasn't a Mistake (200): It's a precious gift to know your purpose in life. Maybe it is to awaken superheroes or be an Avenging Angel. One way or another you know a truth about yourself. Something that you are good at… your purpose perhaps or an answer to a problem that has been bugging you. This gives you a sense of self affirmation that could push you to your greatness. You know wat you are… what will you do now?

The Exact Opposite (400): You know how you identify a villain? They are the opposite of the Hero. You can designate one person to be the opposite off. Your efforts will be greater when working against them, but to do so you must be able to form a narrative connection that makes you their opposite? You use fire and they ice? Are you a genius and they a flying brick? The deeper and more meaningful this opposite is the better this Perks effects will be.

Sounds like the bad guys teaming up (400): There are two types of villains. The physical and the intellectual threat. What if such beings were to team up? Such team ups may be made very easy for you, as you can tell when someone would be useful for your plans, willing to work together with you and for what reason they would work with you. Such team ups will be surprisingly effective as you compliment each other greatly.

Cardboard Prison (600): What Prison can ever hold someone in Comics? Not even here have they managed to imprison Superheroes forever, just needing a well-executed plan. You can get the same uncanny ability to escape constraints. Your plans of escape are fool proofed. Sooner or later you'll escape to continue your work. When has a Comic ever ended after all?

I truly am… a Mastermind (600): The most dangerous villains are always the ones who challenge a Hero not with their brawn but with their brain. Much like Elijah you have such a dangerous brain, capable of hatching elaborate plans and schemes. Be it for acts of terrorism or even outwitting Ancient conspiracies as if they were foolish children. You could make it so that even when your enemies think they won and killed you, you would get the last laugh.

Commoner

Unsuspecting (100): Who ever notices the three leafed clover? No it's the fourth leafed… the odd ones… that stand out. The ones that need to be monitored. You on the other hand are great at making yourself appear unassuming and non-threatening. Lying comes to you easy and no one would think your anything other than a normal person, until you mess up or they are REALLY observant.

There can't be Gods Among Us (200): What would a world of Heroes and Villains really look like? It would be pure Chaos, causing incredibly destruction. Just look into any Comic Book. Its best to ensure such things can't appear and to find them before they do. You are great at tracking people you want to find down, especially if they happen to be 'extraordinary' in some way. Keep in mind finding doesn't translate to beating.

Kryptonite Factor (400): Everyone has a weakness. Even supposed Gods. A great mind might have a broken body. An unbreakable man might be especially susceptible to drowning. You know just what these kind of weaknesses are in a person and those you don't know you can easily find out. Of course you'd only need that if superhumans really existed. But they don't right?

Delusion of Grandeur (600): The mind is a powerful weapon, but not as great as the one who can influence the mind. You are capable of manipulating people with a terrifying efficiency. Your words can sow seeds of doubt in the most convinced. After a few 'therapy sessions' you could possibly make them believe whatever you want, turn them into devout followers or broken messes questioning their whole lives. This isn't mind control, instead the power of mere words twisting people. The scariest part of this perk is however what you can do with superpower individuals. By making them believe they don't have powers, you can in fact strip them of such.

Items

General Items

Commoners get a +300 CP Stipend on Items.

The Twist (500): This video holds with it some truth about the World you are in. Undeniable proof that when the public were to see it they would belief for it IS the truth. What that truth is? Anything really. It could be that Superpowers exist, magical beings are reality, an Ancient group is manipulating the World, what the afterlife or the setting is like, if there are Dark Gods etc.. Choose some truth to apply to this tape and send it out to enlighten the masses. You have one such video per Jump.

Hero

Shotgun (100): This Shotgun is self reloading and cleaning and will always be in top quality. It is strong enough to stagger the likes of the Beast for a bit, though the real Beast would shrug it off.

Green Coat (200): A stylish green coat that will hide your identity from the people around you, be they you're villains or to be saved victims. Also self cleaning, self repairing and with guarantee to make you feel comfortable in it no matter the environment or weather.

Overseer HQ (400): You have your own Headquarters from which to conduct your Superhero business. In the back of a store of your design, the store by itself heaping a decent profit without your intervention, is a set of rooms perfect for any up and coming Hero. Computers for Intel, bedrooms for some rest are only the start, as it updates for anything you may need. A Hero with a fable for using Guns might find a set of Guns and bullets here. It is also impossible to interrupt your 'work' and the secret room will not be found by those you don't want it to find.

Comic Book Shop (600): A place where stories of greatness are gathered. This Comic Book Shop (which can be fused with the Overseer HQ purchase if both is taken) will be guaranteed to give you a nice profit. Imortant individuals of a Jump will find themselves drawn to this place, allowing you to make contact with them. Finally there is a special comic book stash exclusively for you. Reading these may give you hints about any future plot twists coming your way. If the comic of this stash your reading has the villains try and entrap the Hero in a cage underwater, you should be weary of being near the Oceans for example.

Villain

Limited Edition (100): A special Comic Book about your adventures. It can be done in any art style you wish and will always entertain you. Works retroactively for any Jump you previously visited and never runs out of pages.

Glass Cane (200): Unlike the one of the epitomes Supervillain, this Glass cane is indestructible despite its material and shape. Having this on you will always steady your walk and make any pain you feel from movement non existent. Can also shape into a wheelchair for when your injury is that great.

Zoo Hideout (400): A small hideout that has anything you need to live comfortably in. It will be impossible to find by any Law Enforcement and in a backroom are three normal, human victims no one will be looking for. They would be good 'food' for whatever you may try to feed and you will find three new victims a week after one is… 'used up'.

Dangerous Information (600): The perfect item for any who seek to cause Chaos. This is a dossier of information that would make a Terrorist attack or a similar event easily doable without anyone tracing it back to you. You can assign one target to this dossier per year and the dossier will give you all the information you need. Maybe setting a fire on specific stages will ensure that no one could survive the catastrophe to give one example.

Commoner

Doctors Coat (100): With this Coat you can make yourself appear like a convincing and capable Doctor no matter where you are. Hospital and Asylum staff and similar things will consider you a Doctor and will not bat an eye at your presence.

Camera System (100): A state of the art surveillance System that you can apply and create with ease. Just by thinking it you can place these Cameras on any location that you have control of. They are always running, never need maintenance and Footage is easy to view over a Main Computer. Just be careful no one uses these recordings against you.

Meeting Restaurant (200): This restaurant with exquisite cuisine and loyal to you alone staff is the perfect place to hold meetings with any associates. No one will interrupt the meeting and anything that happens here will stay here, with no one ever finding out.

Three Leaf Clover (200): This Tattoo, by default a three leaf Clover, will when shown to certain individuals identify you as a member of any group you'd like. This could be anything like an Ancient Conspiracy or just a club downtown. You'll be seen as one of their own, not a high up individual but a member all the same. Anyone outside of that circle will however not make the connection.

Lobotomy Equipment (400): Some minds are just too great to keep uncontained. This lobotomy set is the answer to the masterminds. If you restrain someone on this table, escape by themselves will be impossible. Its true power is however the set of tools with which you safely can do a lobotomy on them. It doesn't matter what or who they are, even a spiritual being, it will work and pacify them. Unlike an average lobotomy however you have much more options as you can freely decide what changes to make to their mindset and perception. You could turn a hateful terrorist into a devoted follower for example. You can also undo any of these changes at any time.

Doctor Files (400): This folder can be assigned one person and will then proceed to reveal everything you need to know about that person. This concerns anything, from blood type and allergies, superpower summaries and of course what weaknesses they may have. The person this folder applies to can be switched out and replaced with ease.

Super Asylum (600): This Asylum is a place were you have total and complete authority, staffed by unflinchingly loyal workers. Whatever practices you use in this Asylum will be seen as legal and necessary to treat the patients and any patients that you put inside will not be able to flee by themselves, seemingly having infinite 'storage room' for such cases. Even so called 'superpowered' individuals are powerless to escape, the Asylum possessing special means to restrain and contain anything you manage to drag inside.

…Of course not that these measures would be needed. Its not like they REALLY have powers right?

Clover Group (600): A Group of like minded individuals that align themselves with your goals. Their members have unshakeable loyalty and many resources with which to aid the cause you all unite for. Your at the Head of this Organization and seen as an ally by them. Their funding and support alone could let you do great things across the centuries, or hide great things.

Powers

While there are only two powers in this World known, there must have been many other 'Supes' in the years before the Overseer and the Beast. Possibly powers such individuals may have had are listed below. You may buy one or more of the below powers.

The below Powers except Overseer and Horde are all fanmade attempts to fill out the power section and give some idea for other powersets.

Hero and Villain get a +300 CP Stipend on Powers only.

Dusk Eye (100): You have perfect sight no matter how dark it is. Sounds simple right? Hey not all of these can be broken.

The Contortionist (100): Your muscles, tendons and ligaments are incredibly flexible. You could twist and turn your limbs in ways normal humans could never come close to, being able to impress even the best athletes.

Painless (100): To you, pain is a non-issue. Your body doesn't register pain. You still feel other sensations but anything hurtful just slides off of you. Be careful you don't destroy yourself because your body didn't warn you though.

Ice Man (100): Your body is incredible resistant to cold. You could spend hours in the deepest cold without harm, even climb Mount Everest in shorts.

Iron Stomach (100): You can digest and eat everything. Metal, Plastic, you could even digest a plane one piece at a time without any lasting harm.

Human Bat (100): You have a sort of echolocation. You could walk around blindly and simply because of soundwaves make out exactly where you are and what your surroundings are like.

Eros (100): You have a talent for… certain things. You are visually very attractive and seem to just appear appealing in every way it can be sensed to targets of your attraction, maybe because of pheromones you give of? You are also an expert at what you do in the Bedroom.

Recall (200): Your brain is incredible when it comes to remembering. You could even 30 ears from now perfectly recall the weather of a certain day and what you ate at which hour.

Natures Friend (200): Your body seems to have a calming effect on animals. Maybe you give of certain pheromones but Animals of any kind simply seem to love you. They are utterly docile around you and will be easy to befriend, even understanding orders you give them.

Empathic Enigma (200): You are incredibly good at getting into the mental state of people around you. You can with a glance make out how a person is really feeling from the way they're body acts subconsciously alone. You'll always know what someone is feeling.

Quick Slash (200): Your natural reaction time is incredible, able to perfectly slice and hit something going several hundred miles per hour.

Lightning (200): You can withstand up to 20.000 Volts without risk to your body and channel electricity through your body, easily boiling water or delivering shocks.

The Marathon Man (200): Your endurance and speed is of the charts. Your almost like say… Usain Bolt on a Motorcycle, able to keep such speeds up for hours on end.

The Fishman (200): The Water is your home. Your body seems almost perfectly made for the seas as you can swim faster and dive deeper than any other human. Pressure doesn't affect you and you can stay underwater for far longer, your lungs even able to endure breathing in these environments.

Brainblast (300): You get brief spurts of inspiration and can learn much easier than any other person. In record time you could learn what there is to know about theoretical physics. Basically this makes you the peer of other great minds in history like Albert Einstein and Nikola Tesla.

The Impaler (300): You have a set of large fangs in your mouth that can easily pierce skin and flesh. Not only that they almost seem to act like straws, as you can suck out blood from anything you dive into. Drinking such blood works invigorating for you and gives you a brief boost in strength.

The Crafter (300): You seem to just… know how something can fit together. How it would be most durable and what materials to use. You could make the best tables in the World to give just one example. Anything build by you, you can now it will be the best you could have done.

Dire Berserker (300): When a situation is desperate people can do incredible things. A mother could lift a car to protect her baby due to the sheer adrenaline within her. What if that could be controlled? You can loosely control the adrenaline inside your body, essentially allowing you such a natural powerboost whenever you like.

Eternal Monk (300): You do not need any sort of sustenance to sustain yourself. You could live in the prime of your life for decades without ever needing to eat or drink.

Rejuvenate (300): Your body's natural healing properties are incredible. You heal 20x as fast as a normal human.

Martial Marvel (300): There are so many fighting styles people have thought up. Taekwando, Karate, Kung Fu to only name three. Learning such styles, any fighting style, is childsplay for you, as you can easily learn, adapt and alter fighting styles for your uses. Analyzing them is easy for you. Give it some time and you would be the greatest martial artist in the world.

The Overseer (500): The powers of David Dunn. You never get sick, your body is incredible durable and you can exert great feats of strength. You can bend steel with your bare hands and survive a train crash without a scratch, surviving other events that ought to kill a man without harm. The more you belief in your strength the stronger you seem to get, though it aps out at what is seen by David Dunn. Not only that but you have the curious ability to detect evil. You instinctively know if someone is good or evil unconsciously and if they are trying to hide something r are guilty of a crime. If you touch them you can even emphatically see a persons past evil deed.

The Horde (500): The powers of the Beast. Your body chemistry can change in regards to your dominant personality. If you would act like you have diabetes you would have diabetes for example. You can design up to 22 other personalities with this option, taking on mundane traits when having these personalities. You will always be able to take control and can decide just what the personalities are and what they are good at. However this cant be anything 'extraordinary' like the powers listed here.

The extraordinary part of this power is in your final personality, which is you but powered up. You have the strength to bend metal bars, challenge the likes of David and are also rather durable. You can take a Shotgun blast without issue and heal from such an event. You also possess superhuman

speed and agility matching that of the Beast and can climb on any surface, seemingly mimicking capabilities shown by certain animals.

Custom Power (100-500): Are none of the above options appealing to you? Do you have a different idea for a power? Than you may design it here. Depending on how useful it will be or how powerful it is it can cost anything from 100 to 500 CP. Take the listen Powers as a guideline for how powerful a power could be.

Companions

Import (50): You may import one Companion at a time for 50 CP. They get an Origin, 600 CP to spend and any stipends they apply for.

Export (Free/100): If you can convince anyone from this World to follow you on your adventure you may take them with you for free. If you pay 100 CP you will meet with them favorably and have a guaranteed yes.

Drawbacks

The Tip Toe Man (+100): You just get the worst kind of nicknames. It doesn't even matter where you are or what you do you'll get an awful name that you WILL dislike. Even worse these names spread like wildfire and people will know you by at least one of them.

You Like Kevin Now?! (+100): Romance is gonna be… weird for you in this Jump. Basically you have the romantic ideas of a nine year old like Hedwig. You think kissing can make someone pregnant for starters and are otherwise… well it might be adorable to older ladies but is just gonna be weird for everyone else. Your not gonna get the girl in this Jump.

What a Twist (+100/+200): You just get surprised about anything. You pretty much never see a twist coming that will happen to you in this Jump. Alternatively much like a certain director, it seems you get… a lot of flag for any surprised you may do. You can pick both variations for +200 CP.

Purified (+200): You were broken in the past. Maybe it was horrific child abuse or the 'games' your uncle forced to play with you. One way or another you have some sort of trauma from that suffering, not impossible to overcome however. On the bright side a certain Supervillain would love you if you ever met and he found out.

Kryptonite (+200/+400/+600): You have some sort of weakness that affects you. It weakens your power and may even be a way to kill you. There are three levels to this drawback. At the first level this merely exists. At the second level it is easy to find. At the third level your enemies are guaranteed to know about it and it will be used against you on a regular basis.

Split in Pieces (+400): You have your own set of different personalities, made up of the many beings you were in your past Jumps. The one who is holding the 'light' is in control of your body. However not only that, but there are guaranteed to be some personalities that have goals you do not agree with and keeping them from taking the light and usurping you will be a sever challenge.

They called me Mr Glass (+400): Your bones are unable to develop a certain protein Jumper. This has made them incredibly fragile. A fall down the stairs would force you to spend months in a wheel chair. A tight hug and collapse on the ground could end up fatal. Simply being in a carousel could cause you great suffering.

It's amazing to meet you (+600): "*Hello and Welcome to our Facility. It's amazing to meet you. It is simply extraordinary. Maybe this will all make sense if I explain who I am. My name is Dr. Ellie Staple, and I'm a psychiatrist. My work concerns a particular type of delusion of grandeur. It's a growing field. I specialize in those individuals who believe they are superheroes or otherwise possess… extraordinary abilities. And you… you are the most fascinating case I've met so far. This term… Jumper. This concept of Jumpchain. You actually believe to have visited fictional works and to have gained power from them! Frankly it is… astounding. I believe treating you will be the height of my career.*"

You are now a patient of the same Asylum David and the Horde would enter under the 'care' of Ellie Staple. Inside this Asylum your powers will not work and access to your items and warehouse is impossible. Even more 'supernatural' aspects of your Bodymod are unavailable. Should you ever make it outside of the Asylum your abilities will be 'nerfed' to match that of David Dunn and the Beast at best. If you end this Jump being under the impression that you really were never on a Chain you fail. Staple for the purposes of this Drawback will have all the Perks and Items of the Commoner Tree. Good luck.

Treatment Partner (MUST HAVE TAKEN IT'S AMAZING TO MEET YOU)

J. C. (Free/Requires It's amazing to meet you): *Oh hey! You're the new patient at the Asylum right? Nice to meet you. You can just call me J. C.. You know its kinda funny were here for the same reasons. You're here for being a 'Jumper' right? Well… I am a Jump-chan~. At least… that's what I 'think' I am. The Doctors insist I just got too invested into some threads and posts on reddit.*

…Hehehe… you know interesting that a 'Benefactor' and a 'Jumper' would be here. It would be funny if I'd send you on a chain wouldn't it? Definitely… entertaining?

Okay cards on the table to clear confusion right now. This companion IS in fact Jump-chan. Well… sort of. This is a human looking, seemingly completely normal, version of your mighty benefactor. They are about your age and are with you at the Asylum and considered affected with the same delusion. It isn't REALLY them, they wouldn't risk harming their own personality by depowering themselves and the like. Its more like an Avatar of them that is tailormade to be a partner for you during your treatment. They behave like your benefactor for the most part but lack their incredible power.

If you overcome the drawback than you may take them with you on your chain. They will be a free Import and get 800 CP to spend.

Should you however be 'cured' they will be cured as well and be released with you. For the rest of the Jump you'll stay in contact and can become great friends… who knows maybe even more?

By the time this 'Jump' would end Jump-chan, the real one, would nudge her Avatars head a little and realize her true power. Depending on what your relationship is this Avatar may then decide if you deserve to continue your chain…. Or simply if they'd like to still /or again?) be your benefactor. If they decide yes than you simply move on to the next Jump, but having lost anything you gained from this Jump.

Choice

The time of your Jump is done. What to do now?

Go Home: Enough of the supernatural? Very well, you go home with all you gained and my personal thanks.

Stay: Having grown attached to this more 'super' World? You are free to stay here with all you gathered.

Move on: As usual than? Very well to the next Jump.

Notes:

-Some of the Hero Perks are inspired by Casey due to her sort of taking a 'Hero' role in Split, even colour wise where she at the end wears Green like David Dunn.

-The Commoner perk tree has intentionally less Perks. You're taking the role of a 'VERY normal human' after all. Why should you have so many Perks to buy?

-It is noted that the conspiracy has been acting for over 10000 years and that inspired the Power section. Most of them are fanmade and inspired by possible 'real life heroes' that could have existed or, post Glass, will exist considering what happens. In fact some powers are taken from ACTUAL people in real life (someone actually did eat a plane once piece by piece and there is in fact a guy who is perfectly fine without eating or drinking anything… no seriously he was watched by a camera team for weeks). I just didn't want that section to only have two perks.

-J. C. is not the REAL Jumpchan. She/he/they would never risk screwing themselves over like that. Instead they are simply an 'avatar' of sorts. For anyone wanting to seduce their benefactor now is your chance.

-Oh Shayamalan… I have a love-hate relationship with you. In one moment you taint Avatar forever and in another you give us Unbreakable. Honestly I find this whole setting fascinating, even if the controversy Split and Glass get is justified. In particular the ending leaves a bad taste in my mouth. David deserved better. At the very least I felt like this setting deserved a Jump.