The Invention of Lying

Jump by 9anon



Welcome to a world where the human race never evolved the ability to tell a lie. It's a typical version of Earth, circa 2009 - people have jobs and cars and houses and families. But everyone tells the absolute truth: There's no such thing as deceit or flattery or fiction. People say exactly what they think…which obviously comes across as rather harsh, but they've got no choice in the matter - it's their nature.

Outside of personal relationships; Religion never emerged. Advertisements are incredibly straightforward and kind of plaintive. Movies are just a narrator sitting in a chair, reading off a dry account of real world historical events.

The plot follows Mark Bellison, a chubby little 40-something year old man with very little going for him. He's ugly, short, unsuccessful, and just generally a loser. This all changes when, after having his life fall apart around him, he suddenly thinks to say something that isn't true. This new ability allows him to turn his life around, and he even ends up marrying the woman of his dreams despite everything.

Here's **+1000cp** to help you make your way in this strange world.

History

You may choose your demographics and local history within reason, including dropping in without any local history, and you may start anywhere on Earth that would be reasonably accessible to your background…or your typical civilian, if you happen to be dropping in.

But regardless of your choice of demographics and history, you'll find yourself saddled with the following mandatory drawback.

Honest [Mandatory]: This is a world where people will take anything you say at face value, because it's the kind of world where people will only speak the truth. They simply don't have the concept of people being dishonest.

As such, you won't be able to tell lies for the duration of your stay in this world. You aren't forced to be as blunt and harsh as the locals are, and you can still tactically withhold information, but you cannot tell outright lies. This applies to you, and anyone you bring with you as well.

The exception to this drawback is anyone that's taken the **Liar** perk - they can say anything they like without restriction. Though discretion is advised as the people of this world are incredibly impressionable, so any supposed insight into some unknown truth about the world will likely lead to endless follow up questions. And probably a literal cult following.

Perks

You receive 1 discount per price tier.
Discounted 100cp perks are free.

Calloused Heart [-100cp]: With as blunt and, frankly, rude as people are in this world, you either build up a resistance to constant harsh truths or get beaten down. You've chosen the former path.

You possess incredibly emotional resilience, such that people constantly hammering down on your psychological weak points doesn't really cause you any distress. You're capable of handling pretty much anything, at least as far as your emotions go.

Employable [-100cp]: Despite the differences from most worlds you may visit, this is still a mundane modern Earth with a mundane modern society. Things still need to be done, and you still need a paycheck.

You may purchase this perk multiple times, each purchase providing you with decades worth of skills and knowledge in a particular job. Or even a hobby if you'd prefer that. This will make you among the best in any mundane world with your chosen field(s).

Funny Little Man [-100cp]: Mark isn't an attractive man, and despite the ostensibly, utterly pragmatic logic of this world he managed to make a good impression on the girl of his dreams. It just took a lot more for him to leverage his likability and get past the barrier of his looks.

You are very socially skilled, easily able to make good first impressions and quickly build your relationships with others - whether platonic or romantic. This is aided by the fact that people also just tend to like you more than they normally would, and that your appearance doesn't have as much of a negative impact on how others perceive you.

Blunt Force No Trauma [-200cp]: As mentioned repeatedly elsewhere, people here are very blunt…and nobody tends to complain, because everyone is that blunt and politeness is another thing that the local people never developed.

You can carry this forward with you: You can be very blunt and honest with people, even a bit harsh, without them taking it to heart or suffering social consequences for being kind of a dick. But this only applies when you want it to, so you can still provoke someone when you intend to.

Good Genetics [-200cp]: Society here is very attached to the idea that someone's physical attractiveness is directly tied to the quality of their genetics. Essentially, they just vocalize an ordinarily unconscious judgement. And as far as they're concerned, you have great genetics.

You are very attractive. You may choose how attractive you are, within normal human limits, and the manner of your attractiveness - the general character of it, any particular parts that stand out, and so on. You also don't need to put in much effort to maintain your looks, so you don't need to shape your life around them in order to be your very best.

Further, the positive impact of your appearance is greatly magnified in a social context, such that being a little attractive gives you the social advantage of being a supermodel. This

applies in other ways as well, like being a little ugly making people all that much less threatened by you as a potential sexual rival - assuming you choose to be ugly in some way.

Second Order [-200cp]: Much of the conflict in this movie directly ties back to Mark, in particular the runaway effects of his less-than-thought-through lies. For example, a comforting lie told to his dying mother cascades into the birth of religion in this world.

Provided you put in a little thought, you can get a very good sense for the knock-on effects of any action you might think to take. Your projections are incredibly accurate, though this accuracy is limited by your own knowledge and awareness. Though even if you're ridiculously ignorant, you'll still get a bad feeling about an action if it would cascade in ways that would be very inconvenient or even dangerous to you - you might not even know there's a dangerous creature in a building, but you would still get a bad feeling about the idea of entering that building.

Generational Talent [-400cp]: Before figuring out that he could say things that aren't true, Mark had gotten fired as a scriptwriter for this world's equivalent of movies. Part of this was not being terribly attractive and getting assigned to one of the more dismal parts of history, but he also just wasn't that good of a writer anyway. That was still true after figuring out lying, but being able to make all kinds of wild new stories put him head and shoulders over even the most eloquent recitations of dry and familiar history.

You have a similarly intuitive sense and skill for applying your powers to any tasks at hand, allowing you to perform better and provide better results than you could normally. You can also do this on the fly, allowing you to improve your result even as you gain new powers and improve with them.

Beyond that, you're incredibly creative. Even with the kind of flat and narrow background someone like Mark has, weaving what you have together and remixing it into novel and alien forms is just something you can do. New stories and concepts, new applications of your powers, and pushing the bleeding edge in any specialty of yours with breakthrough after breakthrough are in your grasp.

Legacy [-400cp]: The people of this world are very frank about their normally unconscious desires and judgements, most notably the fitness of any potential mates, with one's social status being far more impacted by physical attractiveness than usual. Legacy is important.

And you have a great legacy to hand down. Your offspring are guaranteed to be healthy and attractive, and any potential mates are unconsciously aware of this fact - finding you to be much more attractive than usual, even in spite of your physical appearance.

You may also selectively pass down the benefits of your perks and powers to your offspring, including this perk, allowing you to create a powerful lineage that carries the weight of your jumpchain. What you pass down may be chosen at any point between conception and birth, and you may choose certain things to emerge later on down the line - like your descendents developing certain perks at certain ages, traits skipping generations, or pre-selecting how this perk applies in later generations likes ensuring that only a particular sex benefits from certain effects.

Lie Detector [-400cp]: Not absolutely everyone in this world is so incredibly credulous. Mark and his son are capable of recognizing lies, and Anna is able to recognize some lies after Mark admits them to her. But you're even better than that.

You can always tell when someone is telling a lie, as well as the nature of that lie. You'll know if they are intentionally lying or repeating someone else's intentional lie, as well as the general intent of the lie in either case - like if it was made by someone trying to get out of trouble, lead someone into a trap, or if someone was forced to lie under threat.

However, this doesn't apply when someone is just flat out wrong, you simply know if the information is intentionally false.

Liar [-600cp]: In a world like this, being able to say things that you know aren't true is the kind of power that can make or break civilization. Even a comforting lie to ease the passing of a loved one can spiral into huge social movements, let alone the more petty benefits you can get from manipulating the utterly credulous folk who live here.

In this world, this perk counters the mandatory **Honest** drawback, allowing you to lie outright. This by itself is incredibly powerful given that people here have no concept of lies. You can say whatever and people will just take you at your word. Be careful not to start a religion, eh?

Outside of this world, people are simply massively gullible when it comes to your lies. Most people will take whatever you say at face value, but people who're highly intelligent or directly knowledgeable about whatever you're lying about can pick out discrepancies. And someone who's so paranoid they wouldn't believe anything you say still won't. So you can't go and rewrite someone's personality by dictating to them what they think and feel, unless they're already vulnerable to something like that.

The gullibility to your lies carries beyond yourself as well, ensuring that your lies are just as believable when communicated third, fourth, or fifth-hand as if you'd told them directly. So if you convinced a cop that your drunk friend is actually sober (likely by just saying your friend isn't drunk), anyone reading the cop's report of the incident would also believe your friend was actually sober.

Finally, this enhanced gullibility to your lies only applies to the lies you want it to, with the decision being made when you tell the lie. It should also be noted that your lies are still lies, and are still subject to effects that detect and prevent them.

Zone of Truth [-600cp]: As unpleasant as the locals are with the extreme oversharing and constantly hammering on personal flaws, there is a certain value in social interactions being so direct. There's so much less time and energy wasted on pussyfooting around.

If that's the kind of thing you want: You can force people to be honest, preventing them from knowingly telling lies. This includes choosing how honest they have to be (anywhere from technically honest, to narrating their every impulse and reasoning like someone from this world), and how long the effect lasts (from only countering the next lie, to expiring when certain criteria are met, to lasting forever). You need to be aware of your targets and they need to be nearby to be affected, but there's no escaping this otherwise.

Items

You receive 1 discount per tier.
Discounted 100cp items are free.
All items purchased here return, repair, and resupply each week.
You may combine these items with similar-enough items.
You may attach properties together.
When inserting a property into a setting, you may adjust it to better blend in.

Housing [Variable]: A comfortable living space that comes decorated and furnished to your preferences. It automatically cleans, repairs, and organizes itself when nobody is looking - and nobody questions the results of that. This property benefits from and retains modern utilities even when later inserted into locations without them. You don't need to pay to keep it, and you may insert it into an appropriate location of your choice at the start of each jump.

Apartment [-100cp]: An housing unit that's large enough for yourself, and maybe one other person if they are willing to share a bedroom with you. While not huge, it's decently spacious over all so you don't feel too cramped and can host a small party or something.

House [-200cp]: A large enough home for about 10 people, counting both bedrooms and common spaces, and maybe some more if people are willing to share space. It may also include a sizable yard for whatever outdoor activities you may have in mind.

Mansion [-400cp]: A lovely building that's large enough to house upwards of 100 people, including bedrooms and common areas, and a whole lot more if you don't mind packing multiple to a room. Also comes with a large patch of surrounding land, which may come with a tall wall to keep any curious riff-raff out.

Place of Business [Variable]: A physical business location under your ownership. It comes decorated and furnished according to the needs of whatever business you're running here. It automatically cleans, repairs, and organizes itself when nobody is looking - and nobody questions the results of that. It benefits from and retains modern utilities even when later inserted into locations without them. You don't need to pay to keep it, and may insert it into an appropriate location of your choice at the start of each jump. It also gets regular resupplies of anything the business uses, and it's always a legit business as far as any local authorities are concerned. You may choose what sort of business this is at the start of each jump, which may include just renting out the building for others to use.

Small [-200cp]: The sort of business that might have a few dozen employees at the most, and only has the space for a few dozen customers at a time. Something like a restaurant, one of those stores in a mall between the larger retailers or in a strip mall, a motel with a single floor - that kind of thing.

Large [-400cp]: Anything larger than described as Small. Usually the kind of business that needs a huge lot, a building with several floors, or a warehouse.

Passing Time [-100cp]: A collection of everything you need to enjoy some hobby, including a cache of appropriate media if you wish. And just as a mercy to you, this can include fictional media, because that's something that this world simply lacks on account of nobody knowing they can lie. Just try to keep it out of the hands of the locals unless you want to cause some chaos.

Walk-In Closet [-100cp]: A closet full of clothing and accessories, from which you can always find an outfit that's appropriate for any mundane circumstances you may be preparing for. Whatever the outfit, it is always comfortable to wear, perfectly fitting, and even slowly self-cleaning and self-repairing. And you can always get rid of unwanted apparel from this closet by throwing it back in.

Tower of Pizza [-100cp]: A continuous supply of delicious and not-so-nutritious modern junk food. This includes both shelf stable staples like chips, dip, candy, and all kinds of alcohol and soda, as well as fresher fare delivered on demand - like boxes of whatever pizza you want, all kinds of fried stuff, donuts, and whatever other fast food you can think of. Any waste automatically cleans itself up, so you don't need to worry about piling up a tower of pizza boxes or accidentally eating anything that's gone off.

The mostly shelf stable stuff automatically populates any kitchens and pantries you may have, while the fresh stuff is either delivered when in suitable settings or just appears.

Employment [-200cp]: A job with decent pay, great hours, and a manageable commute. You receive such a job at the start of each jump if you want it, and finding another such job is as simple as leaving your current one and looking for another. You may even choose what type of job you get, provided you have the skills to qualify for it - like needing decent medical skills to get a job as a doctor, or writing skills to become a screenwriter - though you don't need the actual documentation.

Transportation [-200cp]: A decent civilian or commercial vehicle of your choice. It doesn't need fuel if it would normally need it, self repairs at a rate to never need maintenance, and it never gets targeted for crimes - whether getting tagged by a graffiti artist or broken into by a thief. It's also always legal for you to drive, even if you don't have the proper insurance and documentation and such.

Contemplators [-400cp]: A cult that's composed of a few dozen people. They aren't anything special, but they implicitly believe the teachings of the cult. Speaking of, you're free to define the teachings and beliefs of the cult as you please, as well as your own role within it.

At the end of each jump, you may choose to either bring all members of the cult along as a group follower (including any converts who are still faithful), or to receive a new cult of the aforementioned size in your next jump. In order for someone to count as a convert, they need to earnestly believe in the teachings of the cult.

Papers Please [-400cp]: A folder of documentation that proves, bureaucratically, that you do actually exist. These documents update each jump to provide you with an appropriate background, plus any licenses and such that your skills and perks would qualify you for. They are also taken at face value by anyone who examines them, so they'll assume something like you not showing up properly in databases is a system bug rather than a matter of your documents being fake.

Companions

Create/Import [-100cp]: Each purchase of this option allows you to create and/or import up to 8 companions, each companion receiving 600cp to spend on perks and items.

You may also create or import 1 companion for free with the same benefits.

Export [Free/-100cp]: At the end of the jump, you may bring along anyone who's alive and that you've convinced to come along with you as a follower or companion, chosen individually.

For **-100cp**, you may choose to have favorable encounters with any particular characters you have in mind.

Local Expy [-100cp]: Each purchase of this option ensures that you'll encounter a local version of an established character from some other setting. They'll be a normal human and likely incredibly credulous, given the nature of this setting.

Drawbacks

No drawback limit.

Brutally Honest [+100cp]: Forget being able to hold back - you are just as bluntly honest as anyone else in this world, spouting off whatever stray thoughts you have no matter the delicacy of the situation or your own desire to not hurt others.

Center of Attention [+100cp]: People are strangely focused on your existence, even if they might normally ignore you. The reason may vary from person to person, but you're sure to have eyes on you even if you seem to be completely unremarkable…and they'll be sure to remind you of how unremarkable you are.

Long Stay [+100cp]: You'll be here for 20 years instead of the standard 10.

Normal People [+100cp]: As per the movie, it seems that most people you encounter really aren't that attractive. They aren't walking festering wounds, but most are just boring, making the few attractive people really stick out.

Amnesia [+200cp]: Congratulations! You don't remember anything from prior to arriving here. If you have a local history, that's your life now. If you dropped in, you're basically a complete blank slate. If you have dropped in and have the ability to lie, you are going to be as confused as everyone else.

Out Of Your League [+200cp]: You have a serious crush on someone who'll never look your way. You won't be able to shake this infatuation, but you can at least cope with it, so you aren't stuck turning into a stalker. It's still gonna suck.

Snub Nose [+200cp]: You are not an attractive person, physically. This normally wouldn't be as big of an issue in most worlds, but here it is a major social disadvantage because people are way more straightforward about their biases based on appearance. Expect to be reminded of it on a regular basis, especially if you're trying to date.

Soft Hide [+200cp]: You are very emotionally vulnerable. Which sucks in this world, because people here are very blunt, so you won't cope well with the constant jabs to whatever shortcomings you may have. And even if you're a perfect ubermensch, seeing how everyone treats each other is still gonna hurt.

Credulous [+300cp]: You are truly one of the locals now - you've completely forgotten the concept of falsehoods, and will believe basically anything someone says to you. Good luck if someone with the ability to say Things That Aren't starts talking to you.

Not Intelligent [+300cp]: Whatever your IQ was before, it is now ~85. You won't have that much trouble navigating society, but you are terribly uncreative, prone to impulsive decisions, slow to understand new concepts, and you have trouble grasping abstract concepts.

Power Loss [+300cp]: You lose access to any perks, items, and companions you don't acquire from this jump. This excludes the benefits of your body mod, as well as any companions you pay to import.

Unlucky [+300cp]: Life just keeps kicking you down the road - you are far more prone to failure than usual, both by your own hand and by bad circumstances. Assuming you can hold down a job for long, advancement isn't an option, and you're more likely to get caught if you try to work outside the system. People are just far less friendly with you than they might normally be. Things tend to go wrong when you're around. And so on.

The End

Stay Here / Return Home / Continue Chain

All drawbacks are revoked - you can lie again!

Notes

Changelog

2026-08-12;

- Jumpable.

2026-08-13;

- Added clause to Contemplators noting how devout someone has to be to become a convert.
- Rewrote Liar perk.
- Allowed 600cp perks to be discounted, including Liar.
- Added Zone of Truth to there's a choice of 600cp perks to discount.

Links

My Stuff

Live Document