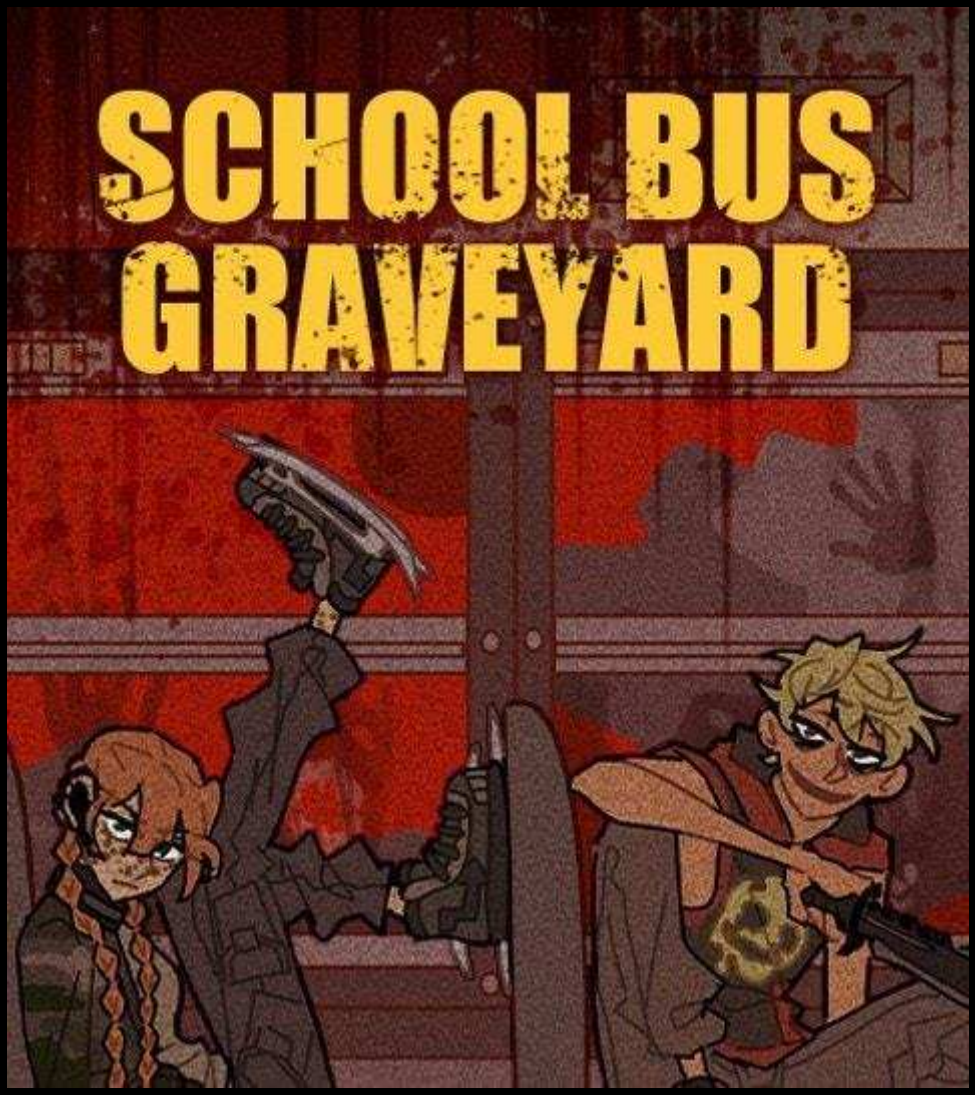


School Bus Graveyard jump
by PerfectlyNormalShard

Welcome, Jumper, to Earth, regular mundane Earth... planes, birds, Rock'd roll, science, and the hidden parallel dimension full of monsters that want to kill you! What? You don't have that usually, oh well…. Take **1000 Choice Points.**

Starting Location

In the middle of nowhere, literally, not too far from the capital. If you ran to the west, you will be picked up by a kind priest of preservation, whose job is to take care of the graveyard.

Origins

ALL origins are drop-in; age and Gender are up to you. Your age is 14+2d4 and 18+3d6 for Adults.

Leader
You are a leader, the head and brain of the team; that means you are also always responsible if shit hits the fan, you main character wannabe.

Team
All the power in the world doesn't mean much when your teammates are dragging you down; luckily for us, you are one of the best, and you especially know how to work in a team.

Adults [100 CP]
You're not a kid; you're a grown person, sure you might not have experienced something as bizarre, but your life experience certainly gave you insight.

Perks

Origins get their 100cp perks for free, and the rest are discounted to 50%.

General [Undiscounted]

Read or watch [Free]
You are capable of placing a filter on either reality or perception to live in the art style of the world. As a bonus, just for this jump, you are immune to a phantom's infection in a permanent manner.

Leader

Flexibility [100 CP]
Strength and agility are well and good, but not truly elevated without a flexible body. Be it years of training as a ballerina and a contortionist; your joints are like Jello, you're not world-class, but still definitely national class, enough to appear on TV at least.

In command [200 CP]
Well, it looks like someone's parents were in the army! Cause there is no explanation why you so naturally take charge and lead a group of strangers like they were your personal squad; from strategy to communication to interpersonal wrangling, you have what it takes to make a fine commander with no training.

Dimensional ear [400 CP]
Are your ears one of a kind, you know? Not only is your ear sharper than any human should be, capable of higher pitch higher than bats and lower than whales, it can hear a pin drop inside a concert or the flight of an owl, but its greatest attribute is to hear and catch frequencies of other neighboring realms, preferably those of dark, anomalous or corrupted dimensions, don't worry you can modulate all this or even tune or turn those off.

Nexus [600 CP]
Your birth wasn't a regular one, born on the Other side, infected by corrupted phantom, took your first breath on the correct side; at the exact time you exit, you have been stuck between, a nexus and a living fissure, this power is simple, as a living doorway, you can voluntarily send yourself or other to any adjacent dimension on the world, and especially the Other side, not only that your body adapt to dimension you're in to adopt similar properties to its inhabitant and share those adaptations with those you want, you can detect anyone that happen on the other side and can use it as a pseudo teleport or even tie it to your warehouse if you have one, or become it, finally, you can have an empty version of the other side too in case you want quiet, and as the nexus of the other side that mean you gain enhanced physical power and combat instinct and regeneration and Darkvision.

Team

Those eyes [100 CP]
For others, glasses allow you to see better; for you, they act as a limiter. Your eyes are a 30/10, closer to falcons than regular eyes, and this is paired with monstrous hand-eye coordination enough to become the finest sniper of the era, equal to the white death himself.

Those skills [200 CP]
You might be facing eldritch horror from another dimension; those fighting skills are sure useless on a CV. Choose a skill- mechanics, programming, anything really- you have several years of training in it, and for free you got decent self-defence skills too. Choose self-defence again, and it's straight CQC mastery.

This care [200 CP]
Compassion flows through you; you know how a soft touch or word is enough to diffuse tension in a team. Be prepared to be relegated to team mom on short notice.

That rage [400 CP]
For all their powers, an expert is a master of their body, soul, and mind; they can instantly recognize the most subtle and insidious influence and resist it, even if it should be impossible too.

That grin [600 CP]
Your relation to fear ain't exactly normal chump, for others it's a fight or flight, for you, it more of "this is getting fun" type,, and its not like you're a thrill seeker either, fear literally make you better and more present in the moment, it make you stronger than just with regular adrenaline with less backlash, it stay way longer and recover quicker, and it doesn't give you tunnel vision, its make you daring without being reckless, but that's not all, much like the phantoms of the other side, this state make you closer to them than other, in time you might even get a hybrid form similar to them, gaining their powers without their weaknesses, and eventually even control the phantoms provide you are much stronger than them, naturally your also able to control any similar infection and wrestle it into a positive form you have control over.

Adult

Just business [100 CP]
Gunning down kids sure isn't easy, as is those kids holding a grudge, whenever you're in "business mode" (toggleable), your emotions are shut down until you only follow the directive, unless voluntarily dispelled any actions made in this state will more likely but not guaranteed to be viewed more neutrally or objectively, so long as they are, killing them for fun certainly won't sweep this under the rug.

In the plan [200 CP]
Any budding secret project manager or rebellion leader needs to learn secrecy; you are a pro at corporate espionage and other grassroots secretive operations, how to recruit, how to lay low, and how to get people on your side- nothing supernatural but impressive.

For the kids [200 CP]
You may not be the greatest human around, but you surely make your kids be; you have the skills and charisma of a great parent, teaching your kids and imparting your worldview; they learn and develop far faster under you than a regular teacher, especially when they follow your path.

Pseudo-science [400 CP]
I honestly don't know how you do it; while it seems at first that it is pure brilliance or pure stupidity, you can intuitively recognize how to progress your understanding of any anomalous property you encounter, guaranteeing you that you can always research the anomalous and understand it, if not replicate it.

Greater Good [600 CP]
The greater good, a phrase use to justify cruel and ruthless act for a god, cause, whether this is true or not is irrelevant, here is what this power offer, first, any research you do, can be accelerated or made to pass breakthrough using questionable mean, which you can instinctively know, the more ruthless the better, however this is an inherently chaotic power and may cause unforeseen result in the subjects, second any participant of your project will be subconsciously made to suppress any defiance and follow your vision, which can only be broken by high willpower.

Items

You get 300 CP for this section only. Plus one discount per tier.

Housing [100 CP]
In case you don't want to be a hobbo, this modest house isn't too far from your location and is furnished at the bare minimum, and is stacked with enough food to last a month. There is also free electricity and water, though.

Tools of the Trade [100 CP]
You look like either a Robber or special Service, with the all-purpose, all-terrain dark clothes, earpiece, bag, and GUN; well, I guess you can survive the other side.

Tuition [200 CP]
This card allows you to gain tuition and acceptance to any one school you write the name of on; you can erase and write another if you want.

Schoolbus Graveyard [200 CP]
Well, that's quite the zombie apocalypse stronghold: multiple abandoned buses, high barbed wall, many projectors, and whatever survival tool you need in a box in the center, and a boombox for some reason.

Rich Rich Kid [400 CP]
With this, you are now a rich kid, a RICH rich kid, the type who can travel every day, every day anywhere, or crash a sports car every year; both your parent are definitely ceo of major companies at least, though as a kid, you won't get the full thing till later.

A Lab [400 CP]
Well, this lab is special. On the surface, it's a medical research facility for pathogens, manned by staff and scientists who act as followers, but deep below the earth is a state-of-the-art lab for any dimensional anomalies, with questionable cells and equipment, comes with guards too.

Criminal Connection [600 CP]
Guess your parent never told you about the blood of the mafia that's in your blood, but every year, you can call them for a MINOR favor, be it a new ID, shooting a lab, robbing a bank, or disappearing someone, but no more, the guys will appear from out of site and disappear just as quick corpse and all, like some analogue horror.

The Other Side [600 CP](free Nexus)
This is the whole point of the story, an alternate dimensions where time and space are adjacent to the real world, move something in the real world and it move in the shadow world, but the opposite is not; additionally, time spent there does not count as time spent outside, being essentially frozen, but people outside yourself cannot stay longer than an hour for now, you can access this dimension at any time, the phantom inside this one are docile but will not obey you, not without a certain perk.

Companions

Companion Import [100]
Import a single companion into any origin for 100cp each; they gain 600CP.

Canon Companion [free]
So, you want to take any other existing character from this world. Well then, this option is for you if you're convinced.

Drawbacks

Take as many as you want

Extended Stay [+100 CP]
For each purchase of this, your time here is extended 10 years. It can be taken multiple times.

loner [+200 CP]
You‘re an introvert; worse, your charisma is much lessened unless you are comfortable with others, which is never outside emergencies.

Clenched fist [+200 CP]
You are quite the pressure bomb; essentially, you have anger issues, the type that bottle, your also quite fond of violence, which isn’t cool on school grounds.

Funny guy [+200 CP]
Not really, you are quite cringe actually.

Science! [400]
Looks like the government got something on you; also, you're wanted by a certain organization.

Bully magnet [+400]
Bullies aren’t exactly known for their smarts; even if you can beat them up within an inch of their life, they can’t help it.

Compulsive disorder [+400]
Choose a type of disorder: ADHD, neurose, anything that hampers your day-to-day life.

Corruption’s cost[+600]
The more power you use, the more the barrier becomes, making phantoms appear in your vicinity or making you closer to them in temperaments

Fresh start [+600]
You have no memory of what you got or what you filled for this jump; this is a regular isekai for you.

Lockdown [+600]
You have no **Out of Context** items, powers, or warehouse.

Decisions

You have three choices …

Go to next Jump
Continue onto the new mysteries.

Stay
Stay and enjoy your current life.

Go back
Tired of all of it? Take this and go home.

Change Log

v1.0

Initial Template Creation