LIFE IS STRANGE

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Introduction

Welcome to the world of Life Is Strange, a place where teen-drama and slice-of-life intrigue is the bread and butter. You will be spending the next 10 years here, and trust me, they will be intriguing. Whether its date-raping teachers and govermental corruption or world-altering powers that cause natural disasters, this world has a bit more than it initially lets on. Here take these to get started, **1000CP**. Your going to need them. Barring certain drawbacks, you will be starting off on April 11th, 2010, about a month before Chloe Price meets the enigmatic Rachel Amber.

Location

You know where you' re starting. Arcadia Bay, a hamlet of teen angst, and where your story begins.

Origin

Your new ten-year identity, determining your place in this teen-drama. Student origins are 14-18, Drop-Outs are 16-21, and Teachers are 22-46. Gender changes are 50CP.

Social Butterfly: You are what we would call an elite. You have it easier than most, being good with social cues and having a successful family to lean on when shit gets rough.

Art Student: Lookie here. It seems you know your cultures, philosophies, and social history. You are now the epitome of the word hipster. Make sure you don't get too full of yourself.

Background Student: Just another face in the crowd, huh? You wake at Blackwell or your housing. Your tuition is paid for, but you have no contacts and only five hundred bucks to your name. Are you going to stay in the background, or rock the world? This is the Drop-In Origin.

Science Geek: Wow..nerd much? You're a smart cookie, straight A student, and probably a teacher's pet. You have a functioning family, and enough resources to make something of your life after school.

Teacher: You really want to be a teacher? A major part of the bullshit of Blackwell is bureaucracy. Ok, you are now a new teacher at Blackwell. You're established as your own person, you may have a family but that isn't important right now. The only factor in your life is you and your students.

Drop-Out: You've been to that shit-stain Blackwell, fucking filled with its pretentious bullshit. You're better than that now; you're now an independent. You're going to do what you want to, and let nobody stop you.

Perks

Here's your interdimensionally-backed goodies. 100CP purchases are free for their origins and the rest are discounted.

General

Forgotten Tunes[50/100]
Life Is Strange has its mood-appropriate tracks and now so do you. This perk automatically takes every publicized song in whatever setting you are in and plays it mentally at appropriate times. You can toggle this on and off. For an extra 50CP, boosting the cost to 100CP, you can choose whatever song plays.

Never a forgotten moment[free/100]

In a plot whose original focal point included time-travel, you may want some ability to ensure you aren't getting groundhog-day finessed. Well here it is. For this jump and this jump only (unless you pay an undiscounted 100CP fee) you are partially immune to all time traveling shenanigans. They rewind? You can piggyback your consciousness to wherever you were at the time. They rewind to a point before your existence? Well, you're still there, just stuck in your body mod. Still, be careful, if they manage to erase the possibility of your creation or kill you in the past, you're a goner.

Seems the sun shines today[200/Free/Mandatory with 'Out of Time' Drawback]
If you don't want to contend with the giant fuck-off storm, here's your solution. No more will the storm threaten Bay or Bae, and all you have to do is spend that 200CP. You filthy casual scum.

No intrigue, all badass.[200/Free for Background Student]
A perk for those who need an alibi for drop-in, here it is. This perk can be toggled before entering a jump as a drop-in to automatically falsify a minimalist background for the jumper. Useful if you want to be publicly known without people questioning your origins.

Social Butterfly

Why dont you go and fuck your selfie?[100]
You are a master of taunts, jibes, and insults. You automatically know the best words to demoralize or joke with anything that crosses your path. You could easily become a Queen Bitch or Social Butterfly with skills like these.

Do your powers include mindreading**...**[200]
Maybe they do, but that's not the point. You have an almost psychic impression of anyone that you spend an extensive amount of time with. Recurring rivals, friends, teachers, family; it doesnt matter, you know them better than they know themselves, Combined with 'Why dont you go and fuck your selfie?' you could probably bully an insecure person to suicide within a month, if used constantly, or do the opposite.

Ugh, another shitty day.[400]

Why should you have to deal with the bullshit of 'consequences' if your [Insert Here] practically owns this place. Well no more. With this perk, any organization you or an affiliated party assist will have a tremendous tolerance for your possible bullshit or disobedience. This is, of course, relative to the amount of assistance you or the affiliated party offers. Hypothetically, if you and/or your family were the sole benefactors of a school, you would be guaranteed to graduate A-, and could get away with anything short of murder. But if you were just a popular school athlete, you could do nothing in class, still get a solid C- throughout your semesters, and maybe get away with being caught with non-dangerous contraband occasionally. This perk disables whenever the assistance is no longer given or appreciated.

You thought we were going to be best friends? Fucking. Ha-ha.[600]
Wow...you are an alpha capital B. Where some would insult others to secure their own place, you gain raw charisma more and more as you put people down. Slightly fucking with someone would give you a slight boost, while convincing someone to kill themselves would give you charisma to put Jim Jones to shame. The target does not have to be particularly innocent or virtuous, but the feeling has to be genuine. This perk would still give you the same amount of charisma for making Hitler cry as it would be for doing the same to a poor little religious girl. The buff is permanent, so even if you decided to stop being an asshole to people, you still would keep the raw charisma gained.

Art Student

When a door closes, a window opens.[100]
You are really good at a specific art field, such as drawing, writing, acting, photography, or singing. You still have to cultivate it if you wish to improve, but now you are guaranteed to be better than the common rabble. You can only purchase this once.

I'm in a nightmare and I can't wake up...[200]
School life can be hard, especially in this day and age. This perk is to help you when it comes to the saddest parts of life. Whenever it seems like the world is against you and/or your own, you gain a heavy boost to willpower, confidence, and a huge boost to all of your beneficial powers. No more will you be bullied into submission; you make your life for others to see, not the other way around.

I don't know, I almost went crazy there...[400]
Like Warren, if you ever get beaten up, you'll come back stronger. Like an anime power boost, whenever you completely fail a genuine fight, you'll be back, faster, stronger, and more aware. This perk has no hard-cap, but you need to be able to heal to get better. All the training in the world won't do any good for a dead body.

Spirit Animal[600]
Pick a specific type of animal, like the bald-white eagle or the blue whale. Done? Well now that specific type of animal acts as your spiritual guide. You have a sort an empathy to the animal type, like canines, vulpes, felines, piscis. During times of your life where you are faced with a lot of difficult questions, you can find the spirit of your animal type guiding you towards your answers.

Background Student

Just another face...[100]
One of those types of people, huh? Alright, you now are one of those types of people. You have a toggleable aura around you that makes you seem unassuming. This effect lessens when used against people who are naturally suspicious, or have seen some of your true capabilities.

How can you know a prism.[200]
You are very good at speaking and writing in codes, useful for conspiracy or whenever you want to fuck with people. These codes can be easily taught to allies.

I always suspected that son of a bitch.[400]
This perk will passively move the fates in your favor whenever you are investigating something. Suspect your wife of cheating? You'll overhear her talking to her second boo. Suspect that guy of murder? Well you might be able to find him speaking with disreputable people or leaving his phone unlocked.

Mystic Jumper[600]
You sort of have a personal danger sense. In the lead-up to small-scale events detrimental to your person, you receive a flash of what could happen.

So, now you know, don't go and take a sip of that wine, it's drugged. This doesn't work on large-scale events. You could predict getting shot, but couldn't predict a natural disaster.

Science Geek:

Fluorine. Uranium. Carbon. Potassium.[100]
You got the type of mind that REALLY knows chemical and chemical reactions. As a chemist, you can make potent and efficient drugs, like end-game Walter White type levels. And if you ever get into bomb making, you can make a killing. So**...** you kinda are capable of domestic terrorism and drug-making now, yay? Also, you're bound to be Ms. Grant's favorite with this.

Junkyard Specialist.[200]
Tinker I see**...** Alright. You now are an adept mechanic. You can cannibalize and remake most machines pretty easily, and with the right tools, you could make a working car out of a junkyard wreck and keep it properly functioning. And I've heard that the Junkyard has a lot wrecks in it, happy scouring.

Tech Wiz.[400]
Are you the return of HackerMan? With this perk it certainly seems so. You now have the skills of a blackcat hacker, anything from a DDOS attack to simply getting into someone's phone is child-play. Combined with the above perk, you can expect to know how to make anything from phones to drones.

Elementary Maxine![600]
You aren't omniscient, but you're pretty damn close. You have the sort of mind that could look at a situation and super-analyze it in thirty seconds. This comes with a toggle, so you won't fuck yourself over with your own mind. Holy Cripes! Batman, you have Sherlock-Vision!

Teacher

Class is dismissed.[100]

You are a voice of authority; people listen when you speak. They may not like it, but they at least are willing to listen. It may seem like a minor perk, and it is, but considering the nature of this world, you're going to need it.

Life is what happens when you're busy making other plans.[100]
You have a bit of wisdom to you. An empathy with the younger generation that most lack. You've been in their shoes before, you know their troubles. This perk helps you relate to the younger generation and those less experienced than most. No more will your only excuse be 'Because I'm an adult'.

Always take the shot.[200]
You have an encouraging aura around you that helps you convince others to make changes for themselves. Whether its to get out of a bad relationship, work on their art, or help you date-rape and photograph people, as long as you can frame it as something to help or develop themselves, others are more likely to listen to you, though it isn't guaranteed, and radical changes and/or propositions will likely be rejected.

Just imagine if you picked my photo though..[400]
You sure you want this perk? Umm**...**. Ok, well. This dialable perk makes you more 'desirable' to people that directly learn from you. This can be innocuous, allowing you to gain a quick rapport with any current disciples, or**...**. It can help you convince them to do things they otherwise wouldn't. To give you an example, after teaching a class for a week, with this perk at max power, you would be their favorite teacher ever. After teaching a class for a month, you could probably start a non-violent cult around yourself or an idea. Maybe you'll choose to become a respectable idol for them. Maybe you'll just bang them all. It's your chain, you can do what you want.

Don't you wander off into the dark.[600]
You words hold more significance than you could ever realize**...** You now have the gift of prophecy. In the lead up to bad events, you'll often have hunches. Like if a family member is going to drown, you may have dreams of fast moving rivers and feel slightly off near water sources. While you can act on these visions, their nondescript nature may lead to mistakes, so act wisely.

Drop-Out

Those were my beans![100]
You've had your fair share of less-than-reputable actions, that's just a part of life. Well, with this perk, you now know all the tricks of the trade. Peddling whatever you decide to sell will become easier and less dangerous. Always remember, never bring a knife to a gunfight.

You're exactly the type of person I want by my side in a war.[200]
With this perk, you have an increased chance of meeting those with the same interests as you. You're an artist? Well you might meet an up-and-coming artist. Military man? Find a Vietnam-veteran homeless man. This can help you find disciples, mentors, and peers alike. All you need to do is get to know them: you'll be friends in no time.

I never should have trusted that freak![400]
Don't you hate it when people use your drugs to date-rape your girlfriend? Well that is an issue no more. With this perk, anything you at once owned can't be used against you or your friends. They grab your gun and shoot are you? It jams. Try to drug your girlfriend? Doesn't work, must have been watered down. As an extra benefit, you automatically know when someone tries to this and who they are. Remember to update your kill-list frequently. This is toggleable and selective, for if you want to allow your friends to shoot you. Weirdo.

I sure hope you don't think we're buddies now.[600]
You now know how to intimidate anything and everything. You could be a known two-bit drug dealer, and eat your lunch in the police station. As long as you currently aren't causing trouble, people are more tolerant of your presence. This doesn't work against people you've directly wronged and it doesn't change their thoughts, only their temporary acceptance of you, so don't expect to make friends.

Power

SaveLoad[1000]
No you didn't read the title wrong, there is only one power. This is SaveLoad. You now have 12 save slots, 10 of them cyclically autosave day by day, and the other 2 are for personal use. If going by standard Jumpchain rules, they automatically clear when going into a different Jump. On the good side, nothing, and I mean nothing, besides you, is able to detect your time

manipulation. Another detriment is, any externally gained powers you get in between saves are lost, so no, you can't do this in tangent with the Social Butterfly capstone and achieve omega-level powers. But, If you have another 1up, then you can use your 1up to stay alive and then use your save and reload to reload to a point before the 1up was used. The limitations on the number of save slots are disabled after gaining your spark.

Items[Each 100CP]

Independent Housing[Free Background Student and Teacher]:
A crib to call your own, located in Arcadia for the duration of the jump. It seems to be a rather innocuous house, furnished, two bedroom, one living room, one kitchen, and one bathroom and shower, but the house has a secret. Hidden under the kitchen is what could be best described as a bunker, about twice the size of the one in canon. No furnishing, but with plenty of room to do so, this is your best bet for keeping you and your friends alive during the storm. In following jumps, it will be placed in a relevant position, or can act as a warehouse attachment. Oh, and no worry, the facilities are jump backed, and if destroyed, will reappear next jump or in 10 years post spark. It retains modifications.

Money[Free Background Student and Teacher]:
Quick bit of monetary freedom, $500. Teacher gets 10 free while Background student gets one.

Designer Wardrobe[Free Social Background]:
Some nice clothes, guaranteed to be popular among the modern-era socialites. Also, infinite generating outfits, you can probably make a killing reselling.

Chem Set[Free Science Geek]:
Domestic terrorism and drug making in your own room! This is a minimalist chemist set, all permits signed. Replenished daily.

Art Supplies[Free Art Student]:
A little kit for the inspiring artist. With charcoal, water paints, permanent markers, and oils, this isn' t the most extensive art set, but as a benefit. nothing here breaks or dries. Yes, you could drown a room in paint by leaving this upside down or use the case to deflect bullets.

Companions

The local taste[Free/50cp for further purchasing]
Really want this? Most of the people in this world are assholes. **.....**. Okay sheesh. You can take any one person from this world as a companion, free. Animal, child, adult, sentient tree monster. As long as they survive and you can convince them, free to go. You can pay 50cp to gain 1 more companion.

BFFS 4EVER![Free]
You can import eight of your companions for free with an origin and relevant 100cp perk. Hope you got them powers sometime before this, 'cause now is not the time.

Drawbacks[No Cap]

Farewell Hello..[Free]
So you want to start a bit earlier huh? Alright, here it is. Reduce your age roll by two years. You will now start your jump November 27th, 2008 and end it on November 27th 2020.

An Altered Moment[Free]
Life is strange has a lot of inconsistencies, some big and some minor. This perk smooths that over, changing some elements to allow for consistent story telling. This is partly based on Jumper' s preferences.

Out of Time[100]
Seems like things have been adjusted. No more will Max gain her time manipulation powers. Depending on your perks and perspective, this can be a good thing. But this just means that you are going to have to devise a method to keep Chloe from accidentally killing herself. If you want to keep her alive, that is. If you take this, you are going to need to take 'Seems the sun shines today.' At least you get it for free.

Go Ape![200]

Like the geek Warren himself, anybody that you try to initiate a romantic relationship with will not feel the same way. You can still stay friends, it's just that any more than that is a solid no.

Obsession[400][Must take 'Go Ape!' first]

Well this is bad. You now have an unhealthy romantic obsession towards an individual who doesn't feel the same way. Considering you're the almighty Jumper, I feel fear for what may happen to that person. Will you be able to forgive yourself for your actions? If they die, your obsession will move to somebody else. Hope you brought some companions to keep you sane.

I don't feel like an everyday hero.[600]

You know the dealio, no warehouse, items, out-of-jump perks, and powers. This goes for you and your companions. Hope you spec-ed well.

Remember Me?[1000]

Seems you don't, considering you and any possible out-of-jump companions now have no memories of your out-of-jump(Including your original life as well.) adventures. Luckily you'll regain them after year nine of your jump. Unless taken with the above perk, you still have all your powers. Hope you don't fuck anything up.

Endings:

So it seems that you've done your 10. Here's your final choices for this Jump.

Alright, let's bounce:

Time to head back home, let's hope it's still the same as you left it.

I could stay in this moment forever:

Guess you're staying? Ok, have fun.

Next time, on the Journeys of the Jarring Jumper:

New world, new problems. You know the dealio.

Notes:

This is my first Jump. Sorry if it's shit. I personally don't care if anyone decides to 'update' this jump, just remember to give me some credit.