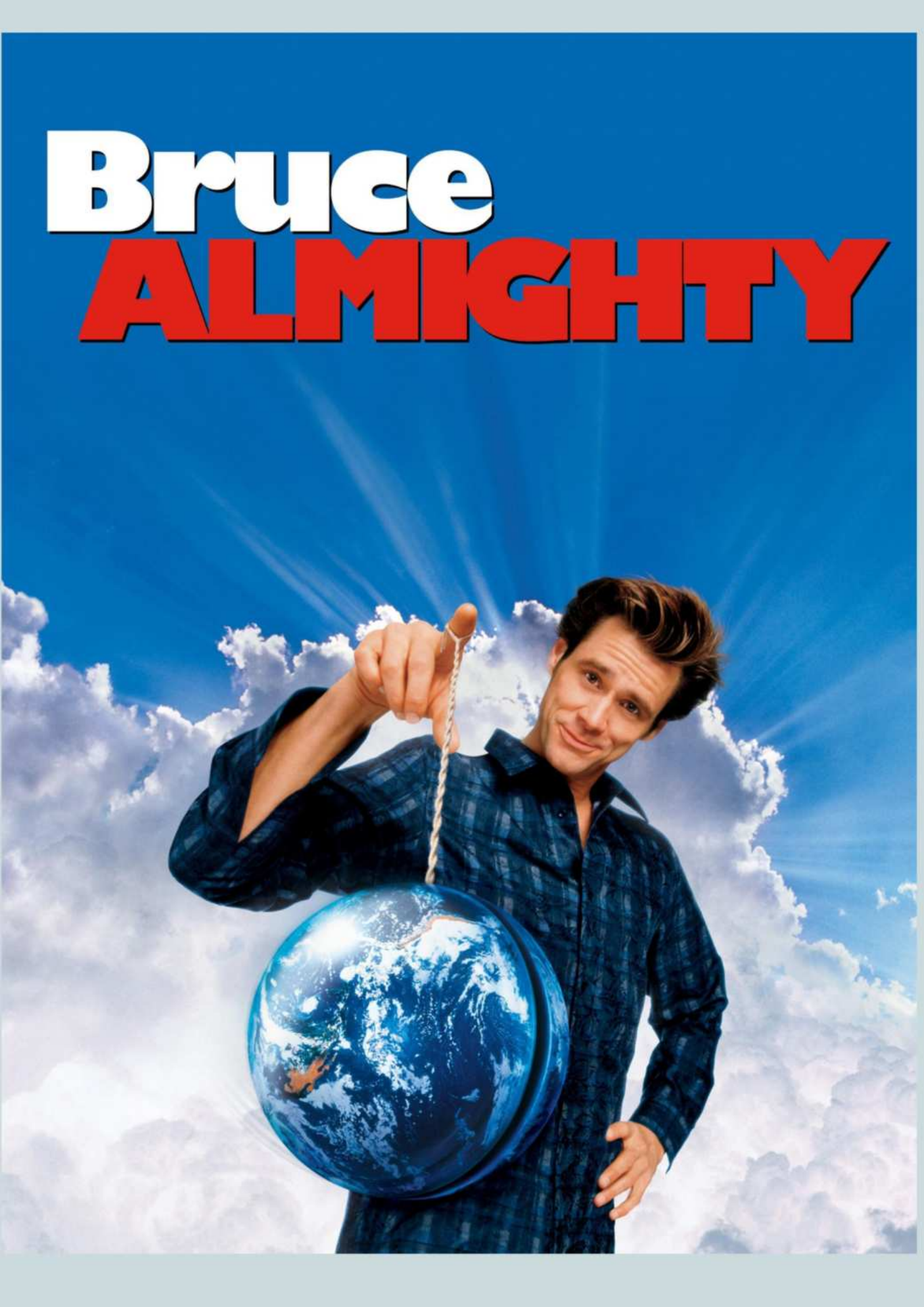
Bruce ALMIGHTY



Jumpchain: Bruce Almighty 0.1

Welcome to the world of *Bruce Almighty*, where an ordinary guy from Buffalo, New York, gets a shot at being God—or at least tasting what it's like! Your Benefactor (perhaps Morgan Freeman in a crisp white suit) grants you 1000 Choice Points (CP) and the chance to spend 10 years in this funny yet surprisingly deep universe. Here, you can work miracles, wrestle with the consequences of your whims, or just try not to mess everything up. Will you be the new Almighty, a skeptic, or a mere bystander? The choice is yours!

General Setting

The story unfolds in Buffalo, New York, in the early 2000s—a typical American city filled with everyday folks, local news, and mundane struggles. But everything shifts when Bruce Nolan, a down-on-his-luck reporter, is handed divine powers by God Himself, tired of Bruce's complaints. The world remains realistic, spiced with supernatural flair:

miracles happen, prayers get answered (sometimes too literally), and chaos ensues if details are overlooked.

This is a place where humor meets morality—Bruce learns that power isn't just fun, it's responsibility. You'll step into this tale, where you can aid Bruce, take his role, or watch it all unfold from the sidelines.

Rules of the Jump

- You'll spend 10 years, starting when Bruce gains his powers (2003).
- Your abilities and items carry over post-jump, unless they conflict with the next world's rules.
- Divine powers here have limits: you can't directly override free will or destroy the universe—God (or your Benefactor) keeps things balanced.
- You can alter the plot (teach Bruce a different lesson, change Grace's fate, or meddle in his career), but some events may be "protected" by a higher power.

Origins

Choose your role in this world. Each origin provides discounts on specific perks and items.

1. Almighty (400 CP)
You're a person gifted with divine powers, like Bruce. You can perform miracles, reshape reality, and hear prayers, but with great power comes chaos and accountability. You start in Buffalo, perhaps after a visit from God in an odd spot (like a warehouse).
Discount: On perks and items tied to divine power and creativity.

2. Beloved
You're a close companion to the Almighty, like Grace Connelly. You live a normal life but are tied to someone wielding divine might, forcing you to deal with its fallout. You start in Buffalo with a job, a home, and faith in better days.
Discount: On perks and items linked to emotional strength and support.

3. Skeptic
You’re a cynical observer, akin to Evan Baxter or Bruce’s coworkers. You doubt miracles and believe everything has a logical explanation. You start at the TV station or an office, with a career and healthy skepticism.
Discount: On perks and items related to logic and professionalism.

4. Drop-In
You arrive in Buffalo with no past or connections, a random witness to divine events. You’ve no set role but total freedom to explore. You start on the street or in a café, with a blank slate.
Discount: On perks and items tied to adaptability and independence.

Perks

Perks are grouped by origin, but you can buy any at full price. Discounts halve the cost for your origin.

General Perks

- Sense of Humor (100 CP, free for all)
Your ability to laugh at yourself and find humor in any situation makes you the life of the party. Even in chaos, you keep it light and upbeat.

- Random Miracle (200 CP)
Sometimes your wishes come true in unexpected ways. Want coffee? It appears. Need rain? The sky clouds over. These are small miracles, but they add some fun.

- Voice of the People (400 CP)
You hear “prayers”—the thoughts and desires of those around you. It’s not telepathy, just an intuitive grasp of their needs. You can help or ignore them, but the noise in your head is unavoidable.

Almighty Perks

- Divine Gesture (100 CP, free for Almighty)
You can alter reality with a flick of your hand: move clouds, turn on lights, or make a dog talk. Small miracles are your playground.

- Chaos Creator (200 CP, discounted)
You excel at staging grand (and hilarious) events: the moon draws closer, stars spell words, cars fly. Consequences? That's someone else's problem.

- Prayer Control (400 CP, discounted)
You can filter millions of prayers, hearing only what you want and responding with precision. "Yes" or "no" is your call, and chaos becomes manageable.

- Divine Charisma (600 CP, discounted)
Your presence inspires awe. People see something greater in you, trusting and believing your words. You're a god in mortal eyes, even without miracles.

Beloved Perks

- Unshakable Faith (100 CP, free for Beloved)
Your belief in goodness and love never breaks, even when the world crumbles. You inspire others by example.

- Shared Heart (200 CP, discounted)
You sense your close companion's emotions, even

from afar. This bond helps you support each other through tough times.

- Power of Forgiveness (400 CP, discounted)
You can forgive any mistake and help others improve. Your patience and kindness transform people for the better.

- Anchor of Reality (600 CP, discounted)
You're a rock for those lost in divine power. Your presence grounds them, reminding them what truly matters.

Skeptic Perks

- Sharp Mind (100 CP, free for Skeptic)
Your rational outlook finds logic where others see miracles. You quickly uncover explanations and solutions.

- Professional Success (200 CP, discounted)
You thrive in your career—journalism, business, or otherwise. Colleagues respect you, and bosses value you.

- Skeptical Filter (400 CP, discounted)
You're shielded from divine influence: prayers don't reach you, and miracles don't sway you. You stay true to yourself, no matter what.

- Master of Competition (600 CP, discounted)
You can outshine anyone—even the Almighty—in their own game. Your plans and ambition make you a serious rival.

Drop-In Perks

- Accidental Witness (100 CP, free for Drop-In)
You often find yourself near key events, from Bruce's miracles to his flops. It's your chance to step in or just enjoy the show.

- Independent Spirit (200 CP, discounted)
You're unbound by this world's fate. Freedom of choice is your strength, and no one dictates your path.

- Luck in Chaos (400 CP, discounted)
When everything falls apart (and it often does), you come out unscathed. Random miracles or others'

mistakes work in your favor.

- Shadow of God (600 CP, discounted)
You wield divine power indirectly: not creating miracles yourself, but guiding them through others. You're an unseen puppet master.

Items

Each origin gets one 100 CP item free. You can buy others without discounts.

General Items

- Divine Remote (100 CP, free for all)
A remote that tweaks minor reality aspects: sound volume, wind speed, light brightness. No batteries needed.

- White Suit (200 CP)
A sleek white suit like God's. It stays clean, comfy, and lends you gravitas.

- Prayer Computer (400 CP)
A laptop displaying all prayers within a mile. Answer them with a click—or ignore them.

Almighty Items

- Glowing Finger (100 CP, free for Almighty)
Your finger glows like Bruce's when you work miracles. It's flashy and helps you focus.

- Book of Wonders (200 CP, discounted)
A tome of miracle ideas: candy rain, talking animals, and more. It updates with your experience.

- Sphere of Influence (400 CP, discounted)
A small orb that widens your miracle range. Now you can shift weather across a whole city, not just a street.

Beloved Items

- Faith Ring (100 CP, free for Beloved)
A simple ring reminding you of love and hope. It calms you in tough moments.

- Happiness Album (200 CP, discounted)
An album that fills with photos of your best moments. It's always with you, even in chaos.

- Beacon Home (400 CP, discounted)
A cozy Buffalo house that remains a haven of peace, no matter the divine antics.

Skeptic Items

- Truth Recorder (100 CP, free for Skeptic)
A device that records only facts, ignoring lies or fantasies. Perfect for busting myths.

- Work Contract (200 CP, discounted)
A document ensuring steady, well-paid work throughout the jump.

- Analysis Glasses (400 CP, discounted)
Glasses revealing flaws in others' "miracles." You see where magic's just a trick.

Drop-In Items

- Fake IDs (100 CP, free for Drop-In)

A passport and license perfect for the 2000s. You're a citizen from day one.

- Lucky Dollar (200 CP, discounted)
A bill that always returns to you. Enough for small expenses.

- Secret Cache (400 CP, discounted)
A hidden Buffalo spot stocked with food, clothes, and tools for divine chaos.

Companions

Up to 8 companions, if you've got the CP.

- Canonical Companion (100 CP per one, 300 CP for up to 4)
Bruce, Grace, Evan, or even God (in human form). They keep their traits and join you.

- Custom Companion (50 CP per one, 200 CP for up to 4)
Create your own: a new Almighty, friend, or skeptic.

They get an origin and 600 CP.

- Import Companion (50 CP per one, 200 CP for up to 8)
Bring past jump companions. They get an origin and 600 CP.

Drawbacks

Take up to +600 CP to spice things up.

- Eternal Whiner (+100 CP)
You complain constantly, like early Bruce. It grates on everyone.

- Random Prayers (+100 CP)
You accidentally answer stray prayers, sparking minor chaos.

- Divine Wrath (+200 CP)
God (or a proxy) is peeved and sends petty trials: rain, breakdowns, bad luck.

- Love Crisis (+200 CP)
Your relationships crumble due to divine power—or its lack. Expect drama.

- Prayer Overload (+300 CP)
All city prayers hit you at once. The mental noise is unbearable.

- Skeptic on Your Tail (+300 CP)
Evan or another cynic hunts your secrets to expose you.

Scenarios

Optional challenges with rewards.

Scenario: Better God
Task: Prove you're a better Almighty than Bruce, managing his powers without chaos and keeping Buffalo in harmony.
Reward: "Divine Balance"—the ability to wield power without side effects in any world.

End of the Jump

After 10 years, choose:
1. Stay: Live in Buffalo, with or without divine power.
2. Go Home: Take your gifts back to your world.
3. Move On: Head to the next jump with new abilities.