Sam (2015 Movie) Jumpchain

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The year is 2015. A Misogynistic guy named Sam ends up entering a mysterious shop after getting drunk at a party and wakes up as a woman after drinking the magic tea the shop owner gives him. The rest of the movie is about how Sam now Samantha grows as a person and if she finds the shop once again.

Take these 1000 change points (CP) and make your decisions.
Everything costs 100 CP. You can apply four discounts to get any four things for free.

Perks:

Female speed talking (Free): It's a known fact that the adult male brain is incapable of understanding female speed talking but you can somehow understand anyone even if they're speaking really really fast, as long as you know the language, of course.

Goodbye Cynthia: You don't enter relationships with unpleasant people. Or separate amiably if you're already in one such relationship.

I am Jumper: People believe you when you're telling the truth. Even the most outlandish chain of events can be believed if you tell someone the truth.

I am Jumper's cousin: You can take over your family members' duties or jobs without any prior experience or references. You need to put in the effort and show some tangible results though.

Male Gynecologist: While male gynecologists do exist, it may not be the case in other settings. You don't get discriminated against or not given a job you're capable of doing as long as you can do the job successfully.

Nice workplace: Sam's office is a terrible place for women to work at, due to the boss harassing women regularly. Whatever office you work at has good colleagues and bosses who don't harass or bully anyone in the office. In non standard workplaces unlike the modern office, any small organisation or group you're a part of has no harassment or bullying. Additionally, people gain the credit and benefits they deserve for their work and ideas.

Smooth talker: Despite his misogynistic ways, Sam was a smooth talker who was regularly in a relationship with women. Despite your inner personality, you're good at seducing or charming people with your outward behaviour.

Skinny, stupid and drugged out of your mind: Maybe not the last part (maybe not the entire perk title) but you're as pretty (or handsome) as a model. And your weight doesn't change beyond your preference even if you eat too much or don't exercise. As for stupidity or lack thereof, this perk doesn't work for that.

A job: Living in New York or wherever else you prefer is hard without a job. You have a job that's perfectly suited for your skillset or interests and pays well enough to let you live comfortably in the city you live in.

Education: You've a decade or more of education in whatever field of study you like. Your qualifications in that field get updated with each jump.

Strong bond of friendship: They say relationships work better when there's a strong bond of trust as a core of the relationship. You have deep bonds of trust and friendship with those you've a relationship with. (Basically your lovers are also your best friends).

Do you know how this place got its name?: You do actually. You are a master of the local lore, history and secrets of whichever city you live in. It updates to include the history of the new place you move to.

I am Sam: While Sam didn't have any control over his forced transformation into a woman, you can shift between a male and a female form at will. There is enough familial resemblance to make people believe that you're a sibling of yourself. In settings with more sexes than the usual two, you can gain more forms you can shift between.

I'm your only friend: Your friends don't mind if you're being an asshole as long as you have their back. There will be arguments and fights but they don't leave you unless you want them to.

Doing my best: In a cast full of hammy or lukewarm actors, the lady who played female Sam did her best and played the role of a man who turned into a woman wonderfully. You're one such wonderful actor. You can enter the role so perfectly that people don't notice anything wrong with how you act and think it's all natural unless the role demands you be weird.

Image Consultant: You're an expert when it comes to fashion and clothinh. You know which kind of clothes suit the person and event and how to design beautiful clothes.

I do kickboxing: Well, Cynthia may have been lying about this but you do know how to fight. You aren't at the level of fighting three or four guys at once but you can defeat two people at the same time as long as they aren't using guns or swords. Knives are manageable.

It's a wager: They say ‘don't bet things you don't plan on losing’, but in your case people seem to forget that and wager anything as long as you word it in a way that panders to their confidence.

Crash course on femininity: Not just femininity but you can learn decades worth of knowledge in weeks or impart it in the same time as long as you or your trainer is a master of the subject and is teaching it one on one.

Decent Jumpers are rare: Wherever you go, you'll be seen as a worthy lover by single and attractive people of your preferred sex or gender. Once you get into a relationship, it'll be up to you to keep the relationship going.

It's the androgens: You smell nice. The type of nice depends upon the person. You can always toggle this off or select who this works on.

27 new frequencies on the radio: You understand people really well. What they're thinking, what they're feeling and if they're trying to steal your man away from you. Really experienced actors can throw off your estimates so you should still be careful.

Items:

The little shop that wasn't there yesterday: You own a mysterious shop that appears and disappears as it pleases. It usually appears to those in need of help or punishment and gives them their just desserts. The ‘customers’ can't find the shop after they leave it unless they've changed for the better. The customers can't damage the shop or the employee (an NPC follower) running the shop. The shop has a magical effect that makes those who see it want to enter it and peruse its items. It usually has relatively mundane magical items (on the level of potions that can turn someone into the opposite sex) suited for a mundane world but its catalogue gets updated with each setting you visit, adding items based on things and powers from those settings. You can set some guidelines on who and when the shop should appear to and it'll follow those guidelines faithfully. Additionally the power of the items in the shop improves with each jump you visit so the sex change potion might gain the power to retroactively edit the past of the target next jump and so on.

Blank check: This checkbook can let you buy off anyone as long as you've enough money. The amount depends on the person and what you're trying to make them do. A corrupt person is easy to buy off while a sincere and honest person needs a lot more money.

False records: Sam didn't receive any of these when he was turned into a woman but these documents give you a false paper trail in the system. It looks real enough that no one questions it's validity and regular usage of this documentation makes this give you a better and more solid backstory (fake photos in social media, etc)

Apartment: A nice three bedroom apartment in the city. Which city? I don't know and I don't care. All the expenses are paid off every month without fail. It changes form to fit the setting.

Ad Agency: Or any other small to medium sized company. It makes enough money to employ a dozen people permanently and give you enough profits to live comfortably (in an upper middle class way). The company's business changes with the setting and keeps the profits relatively same. The employees count as followers. You can expand the scope and size of the business but you've to do it the normal way. Any employee who joins it counts as a follower at the end of the jump and the company retains any changes you made to it.

Car: A car. You know how it works. It doesn't need refueling and repairs itself overnight.

Wardrobe: A wardrobe filled with clothes for all occasions and sexes. The clothes fit you perfectly and repair themselves when damaged.

Companions:

There aren't that many characters in this movie but you can take any canon companions with you on the chain, as long as you can convince them. Sam and Doc are a package deal though. She won't be coming without him and vice versa.

You can create or import upto 8 companions for free. They gain 300 CP each to spend on perks and items. You can pay 200 CP to import as many companions as you want.

Drawbacks:

Early exit (+0 CP): The movie takes place over a period of two to three months so you can leave as soon as the plot finishes. You can't take any drawback if you pick this (except supplement toggle).

Supplement toggle (+0 CP): The entire story is set in a neighborhood in New York (we don't know anything about the rest of the world) so you can supplement this jump to some other jump. You'll be taking the purchases and drawbacks from this jump to that jump.

Extended stay (+100 CP): Extend your stay by ten years per each time you pick this drawback.

Lockout (+100 CP): You don't have access to your out of jump perks, items or companions. You gain 400 CP if you choose to lockout all three.

Paging Doctor Jumper (+200 CP): You always get a phone call at the exact wrong time and you feel compelled to answer it. It's a minor annoyance but stopping something important just to answer a phone call would lead to problems.

Obsessed girlfriend (+200 CP): Or boyfriend. Really likes you and wants to control your actions. You don't like her or him.

She's dead (+200 CP): Your libido that is. You don't have any sex drive for your stay here. Don't think you can get free points if you're asexual, in that case she's alive (hyperactive libido).

Disability (+200 CP): You don't have an arm or a leg or an eye. Can be taken upto six times to lose arms, legs and eyes. You can't heal them during your stay here and while arm and leg prosthetics exist, they need to be at the tech level of 2015.

I don't remember (+300 CP): The movie takes place on earth and while there could've been differences in how things might play out here when compared to real life, now the events of this world take place exactly like real life and what's worse is that you forget all your knowledge of what happened post 2015 in the real world.

Misogynistic pig (+400 CP): Or Misandrist or whatever. You have a really really low opinion of the opposite sex and while you try to keep it hidden, it gushes out once in a while.

Creepy boss (+400 CP): You've a boss who harasses you at work verbally or physically. You can leave the job but there will be someone like that wherever you go next. And yes, you do need to work for your entire stay here. The level of harassment would be like Seymour's, saying creepy things, doing creepy stuff like giving you a hug or massage when you don't need it, etc;

Notes:

I don't know why I made a jump for this movie. Maybe I wanted a comfy enough jump that could be the start of a jumpchain?

I am Sam: I don't know how pregnancy and menstruation work if you're switching between your male and female forms. Fanwank something that works best for your chain.

The movie ends before we know what happens with Sam's status as a person with zero documentation about her in the system. One fanfic for the movie (yes, there were two fanfics for this movie on AO3) has it so that the shop owner made it so all her male documentation shifts to the female version and people slowly forget the male Sam unless they were really close, in which case she can fabricate a fake story about how male Sam left the country and people will believe it and forget about him eventually.

The movie is on YouTube. I won't say it's a great movie but it's good enough if you have a hundred minutes to spare and nothing better to do.