



Jumpchain
By GoneAnon

Charlotte

Charlotte is in fact not the name of a person, but of a short-period comet. Once every seventy-five years, it passes the earth, raining a tiny amount of dust onto it. Children who inhale this dust will find that when nearing their teenage years, they manifest supernatural abilities, though they are gone by time they reach adulthood. These abilities, whilst sometimes very powerful, almost all have some flaw to them.

Due to where the dust lands, the locations of these powered children tend to be grouped closely, with singular towns or cities hosting many of them. In an alternate timeline, Japanese scientists captured these children and experimented on them. A great prison break allowed one of them to go back in time and set the world on the timeline you will be visiting.

Here, a school for people who may develop abilities has been built. The student council, consisting of four weakly powered individuals, is on the lookout for people with abilities. Their goal is simply to warn them to hide what they can do, so that no malicious groups target them.

You start a week after a body snatcher is drafted onto the school council.

Backgrounds

Drop In [Age D9+8 or 2D8+20]

You appear in this world with no new memories. Very quickly you find out that the student council have been stalking you, with video evidence of your abilities. They ask that either you never use them again, or that you join their school, and student council.

Ability Wielder [Age D9+8]

At some point in recent years you manifested a supernatural ability, that you managed to keep hidden from the wider world. Expect the student council to come looking for you at some point, for a quick word.

The Syndicate [Age 18]

A group of powered adolescents, brought together by a time traveller and a power-finder. You work to set up schools around Japan, keeping safe the children who develop these abilities, whilst yourself staying mostly in hiding.

Gang Member [Age D8+8 or 2D8+20]

You are a member of a violent group. It can be a street gang, a small military force, or working under a warlord. You were hired, or forced in under threat, because of your power, and the group may have many other ability wielders under them. This could be a group in any part of the world.

Researcher [Age 2D8+30]

Maybe you're one of the 'good guys', or maybe you're only out to learn, with no consideration as to who gets mangled as part of that. You have been hired to research ability wielders, and what their powers can do. Are you out to weaponize them, or simply find a cure?

Locations

Roll a D8 for location or pay 100CP to choose it.

Whilst we're here, you can also pay 50CP to change your age and gender to whichever you please.

1. Japanese School (Free Choice: Drop In, Ability Wielder)

You start in an ordinary Japanese school, somewhere in the same city as the Sea of Stars School. If you have any sort of supernatural ability, the SOSS student council will be coming to give you a visit very soon.

2. Sea of Stars School (Free Choice: Drop In, Ability Wielder)

This is a school for people with supernatural abilities, or for those who may well develop them. The student council is composed of a body snatcher, invisible woman, instant-mover, and a girl haunted by a dead pyrokinetic. None are as powerful as they sound. An outsourced power-finder will show up every now and again to tell them the location of an ability wielder, who they should warn to keep on the down low.

3. Student housing (Free Choice: Drop In, Ability Wielder)

You start off in the building for student housing. This could either be for a normal school, or for the SOSS. Do you have a house here? If not, you should probably leave before someone questions the dude wondering around outside kids houses.

4. The City

You start off in the same city that the SOSS is located. *Which city is that?* Uh, a Japanese one. *What part of Japan?* The part with super powered children, so let that be your focus.

5. The Syndicate Secret Base (Free Choice: The Syndicate)

You start off in the large underground base of The Syndicate. These are the good guys, so if you tell them you're here to help then they might just let you. If not, they aren't a particularly lethal bunch anyway.

6. Combatant Owned Area (Free Choice: Gang Member)

Unlike the rest of the options, this can be anywhere in the world. It's a camp, building, or village currently owned by a group who are frequently involved in combat. They may be a gang, a resistance movement, or just a village that keeps getting into fights. If you took the 'Gang Member' background, you're part of their group. In less than a year, expect the One-Eyed-Grim-Reaper to claim the powers of your people.

7. Ability Research Lab (Free Choice: Researcher)

I thought the malicious labs were non-existent in this timeline? If the Japanese government is like those of the western world, I'm sure they'd have a few in secret. If you picked researcher, you're working here to experiment on those with abilities, in the hopes to weaponize them. Any other option starts you off bound in a room, ready to be worked on. Alternatively, but only if you have the researcher background, this can be a helpful lab, built to help handle and cure these abilities.

8. Free Pick

You can appear anywhere in this world. Wherever you go, so long as it is a civilised part of the world, there will be a similar situation going on as there is here.

Perks

All perks are discounted to their origin

Drop In Perks

The Popular Kid (100, Free Drop In): You hold a great deal of confidence, both in your abilities and self-worth. You will never be nervous in a social situation and find it easy to chat with people in a way that makes them think positively of you. You are also much more attractive than the average person.

Big Cheater (200): Why bother studying for an exam, when you can simply cheat your way through it? You know all the best ways to cheat without being caught and can effectively put it into practice. This perk also helps you use your less conspicuous supernatural abilities for this purpose.

Little Investigator (300): You are skilled at following and investigating a person. You can easily tail them, even if they try to shake you. When recording them, you can always keep them in frame, and will catch important footage, even amongst shaky or fast paced movement. You can easily tell when a person behaviour is strange or points towards the supernatural being involved.

“I’m used to it” (400): Some abilities result in you getting seriously hurt every time you use them. A cryokinetic might freeze off a finger. Someone with super strength may break their arms lifting a car. A mind reader may get migraines from straining to listen to thoughts. These are less of an issue to you. Any survivable injury taken whilst using your own abilities, even things like organ damage or a lost limb, will eventually heal. These injuries will also heal at five times the rate of otherwise inflicted ones. Furthermore, pain caused by your own ability is massively diminished, though you still know it is there. How this effects other powers, or particularly odd abilities is up to you.

Idol (500): You have all the talents needed to be a famous idol in Japan. You can sing, dance, and act with the best of them. Your stage presence is exceptional, and you know how to act as cutesy or attractive as needed, with people seeing your body to be fit for either. Expect to be easily picked in auditions.

Ability Wielder Perks

Sportsman (100, Free Powered Child/Teen): You are the head of a sports club at your school and are very skilled at that sport. This can be anything that could be practiced normally at a school club, such as football, archery, or swimming.

Close Calls (200): If a person catches you using a hidden ability, they are much more likely to assume they were imagining it than the truth. Even if they understand what you're doing, they will be unlikely to see your face or remember your looks. If they took a photo or video it will come out blurry and hard to see what you're doing in it.

Super-Mundane (300): Powers don't need to be reserved for combat or great shows of force. You are very skilled at bringing your abilities to use in everyday life. This could be to get around, helping keep the house straight, or to aid you in a sport or hobby.

Friends In Powerful Places (400): People with special abilities will be much more willing to use them to help you achieve any goal of yours. This will help even if they normally dislike using it, so long as it does not go against their own morals. They may be willing to join a powered team if you're convincing.

Proving Grounds (500): In a city, it can be hard to find a place to test a new power, especially if it requires a lot of space. Wherever you are, you can easily locate a place well suited to test your new abilities, and whilst doing so have a hugely diminished chance of anyone tracking you or coming across you by chance.

The Syndicate Perks

Secret Keepers (100, Free Syndicate): When running a large, secret group, it can be very hard to keep information on the inside. This perk should help a little with that. If you can make a person promise to keep information secret, it will be far harder for them to tell anyone else it. For someone who is already loyal, or in good standing with you, this means they will likely never tell it. Anytime they consider doing it, they would be wracked with great guilt, and all their emotions would point them away from doing so. Even a spy who gathered the information simply to sell it on would find it a great strain to part with, possibly just giving up on their job rather than going through the stress of telling it.

All Together Now (200): You are talented at finding people to join your group or organisation, even if it would be otherwise niche or off-putting. This effect is tripled if it is a group that a set of people might need in their lives, for example a civil rights group for a minority race being persecuted, for bringing in those same people.

Again, And Again (300): No matter how many times you go through the same hardship, you are willing to repeat it if it is needed for your goals. You could go back in time dozens of times, reliving the same few years over and over, with your body slowly degrading, and still come out the other side sane and ready to re-do it. The more important the goal is to you, the more you can endure and put up with to get to it.

Plans C Through H (400): You are skilled at coming up with multiple plans for how to achieve something. If ten things could go wrong, you have ten different backup routes. You need not wait for the exact situation, when you can simply plan around the variations of it.

Selling Out (500): Money talks, and it can just as well divide. With enough money, you can easily buy out any company, group, or building, so long as there is a way in. Want to be the owner of a company? Get his board of staff to kick him out. Want your own personal army? Pay a shifty country enough, and they'll ignore international treaties to help you. An old man loves his hand built, lifelong home, and swears he'll never sell it? Wave some cash in his face and his mind may well change his mind.

Gang Member Perks

The Hard Way (100, Free Gang Members): You are a master at your art, and your art is torture. You know the most effective ways to cause someone pain, with the tools at hand. You can make them feel blinding and mind breaking pain, without ever doing permanent damage to them. The saying about not getting good information from torture certainly isn't true for you, with all the info you get being the truth.

The Trenches (200): When part of a fighting group, you will often find yourself in a battlefield or controlled territory. In situations like this you can easily survive. Naturally, you know safe places to travel in it, and how to interact with the people within. You can easily spot traps and it's much more likely for enemy fire to go around, rather than in you.

The King (300): Combative groups face constant mutinies. As new abilities develop, and strengths are pushed, a person may feel they are better suited for command. For you however, this is not the case. Whilst new recruits may turn on you, and people may leave, those you see as the proper members of your group will never betray you.

Crossed A Line (400): Keep on pushing and see how lucky you get. Well for you it has nothing to do with luck. When you are pushing the boundaries of a social situation, you know exactly where the line is drawn. Anything that you would do or say that would offend a person or group will first give you a mental warning of that before you do it.

Mountains Of Molehills (500): In every world you go to, all of the biggest groups, companies, and organisations have a mole on the inside willing to give you information and act in your favour. They will likely be a mid to high level person in that group. That's high enough to get to sensitive information, though likely illegally, but not to have any serious influence in it.

Researcher Perks

PhD (100, Free Researcher): You are an expert in many fields of biological and medical sciences. If it involves living organisms found on earth, you likely know all about it. You even have the PhD to prove it.

Ground Zero (100, Free Researcher): When there's a medical anomaly, in a person or group, you are very skilled at working out the initial cause of it. Working out the virus that caused certain symptoms, or that supernatural abilities were caused by comet dust is child's play to you.

In Due Time (200): You can device a series of procedures that will cause latent powers to manifest in anyone, with minimal stress. This will not grant any powers they would not have had, just ones they will have much later in life or only have a chance to manifest during their lifetime.

Research Funds (200): Wherever you go, it is much easier to get research funds for your scientific or technological innovations. So long as you can come up with a reason why it may be beneficial to them, they'll ignore other factors like bad press or the need for human experimentation.

Homely Labs (300): They call you Doctor Stockholm. Once your subjects have settled down in your lab, so long as you give them a comfortable experience when they are not in the experiments, they will not bother trying to fight back, rebel, or escape.

To The Limit (300): By studying a supernatural person in a lab, you can determine every limit and weakness of their abilities, even ones they themselves do not know about. You can also help them work against this weakness, or actively create the tools to use it against them.

The Good Doctor (400): If all the evil doctor business is too much for you, there is an alternative. With this you are charismatic in the lab, and able to easily chat with your subjects. Those who are scared will feel reassured by your company, and those who are angry will be calmed. So long as you take good care of them, you can easily earn the trust and friendship of your subjects, making you many powerful allies depending on who they are. This will have much less of an effect if they are held by you against their will.

Artificial Enhancements (400): Power enhancing drugs can allow a low-level ability to match up against legitimate threats. Luckily for the people here, you know how to create them. Whilst they'll start off weak, in time you'll figure out how to make truly powerful enhancements.

Giver Of Power (500): You are exceptionally skilled at creating the event that leads to powers. In this world, that involves having a young child inhale minute particle of the comet Charlotte. In other worlds, you may see new abilities, and learn how to recreate what led up to those people abilities.

Empowered Machines (500): You have become successful at making machines that can have a power wielder plugged into it to use their abilities. An example is a machine attached to a sedated teleporter, using their power to teleport objects.

Powers

All powers are discounted to their origin

Drop In Perks

Vanishing (100, Free Drop In): By targeting a person you can become completely undetectable to them. They will not see, hear, or sense you, and even supernatural powers or abilities they have will not be able to find you. This only works on one person at a time.

Body Thief (200): By looking at a person, you can transfer your mind into their body, for five seconds. For all intents and purposes their body and powers are yours, for the duration. The downside to this is your body is left empty and unprotected for those five seconds, and the lack of consciousness means it will likely fall on its face.

“Teleportation” (300): You can move from one point to another at a rapid speed. With this you do move through the space in between, just at speed too fast to see with the naked eye. Whilst active, your perception speeds up to let you observe the scene as you move. Your power slows you upon reaching the point, but not to a complete stop. Wear a helmet and pads whilst using this.

Pyrokinesis (400): You are capable of summoning flames into your hands or pointing at an object and causing it to combust. You are also immune to burns from heat, and fire.

Spiritualism (500): This ability allows you to open yourself up for possession, letting any person who has died within the last five years take complete control of your body. You must call them by name for this. Your mind will be put to sleep whilst they control you, and so you will be unaware of their actions. They have all their powers and supernatural abilities from when they were alive, and any of yours you grant them access to. After an hour, or if they try to cause harm to your body, they will be automatically removed.

Ability Wielder Perks

Thoughtography (100, Free Ability Wielder): At any point, you can create a polaroid style picture in your pocket, that shows what you are looking at. The picture can also be set to have an x-ray effect, letting the picture show what's on the other side of an object. This can be used as if the top layer had been transparent, or simply ignore what's in-between and take a photo as if nothing had been blocking the view.

Airwave Vibration (200): You are capable of vibrating the air. To start, this will allow you to alter or mute sounds. With practice it could create sounds as you command, or switch from independently vibrating the air, to forming it into kinetically charged pulses.

Flight (300): A basic flight ability. Allows you to fly with ease and agility, at the speed you could run.

Telekinesis (400): A psionic ability that allows you to pick up nearby object from afar. Starts off weak but can affect dozens of objects at once.

Collapse (500): Your ability is both incredibly powerful and dangerous, even to yourself. This ability causes nearby objects to begin to collapse under their own weight, cracking and breaking. This is especially effective on buildings, being able to collapse the average home seconds after activation. With practise, it could do the same to a fortress. However, the ability is flawed. During times of extreme fear, it will activate automatically, with you powerless to cease it. I hope you can survive an entire building falling onto you. After this jump, you will have full control over it.

Syndicate Powers

Finder (100, Free Syndicate): At random timings you will be told the exact location and full powerset of a person of note, within thirty miles.

Safe Passage (200): You can pass through any solid material as if moving through syrup. This is incredibly tiring and after walking through a few walls, it will feel like you have run a marathon.

Sleeping Beauty (300): You can put any person you can see to sleep. Five seconds after putting someone to sleep, you will too. During these five seconds you can carry on using this ability. With this you could put a crowd of dozens to sleep in seconds.

Changing Their Past (400): You have the power to alter memories. By touching a person, you can locate memories and either delete them, or precisely alter them. Altered memories may have happened in a different way, or with people removed. This ability cannot create entirely new memories. It will also take a few minutes of touching them to find a memory to alter.

Time Leap (500): Three times per jump you can travel back in time. Doing this will cause you to wake up in your body as you were on that day. Each time you do this your eyesight will worsen dramatically, with that third jump blinding you. If in any other way you permanently lose sight in either eye, or even temporarily whilst it's covered, you will be unable to go back in time. Post spark, this ability can be used as much as wanted, with no ill affect.

Undiscounted Powers

The Gang Member background gets 500CP to spend here, on account of having no discounted powers of their own

Courage (50): You are incredibly brave, able to almost entirely shut off fear, to the point there will never be any negative effects attached to it, such as freezing up, or shaking. This won't make you anymore foolhardy, and you will still be able to judge your own limits easily.

Zoom Vision (50): You can zoom and adjust your eyes as if they were binoculars, or a microscope. You could use this to look at a microscopic organism, or to clearly see things from miles away.

Sleepless (50): You will never again need to sleep. However, you may still sleep if you are tired from physical activity, or just want some time out of the world. If you choose to sleep, you will instantly, and can set a time for when to wake.

Omnilingualism (100): You are capable of understanding and speaking every language currently in use on earth, as if it were your native one, and could easily pick up new or dead languages through study.

Super Jump (100): Your legs are enhanced, able to jump high enough to land on the roof of a house. Similarly, so long as you land on them, you can survive a fall from any height. Though this could allow for some immense kicks, you'd probably break your legs attempting that.

Hand Of Frost (100): You are able to instantly freeze an object on touch, covering it in frost. Don't think too much about the science and physics behind this.

Exhalative Deletion (100): By blowing onto an object you can 'delete' it, instantly wiping it from existence. This doesn't allow you to breathe any further, so you will need to get close to what you wish to delete. If using it on something massive, it will only destroy around where you blew.

Ability Wielders On Map (100): By holding a map of the nearby area, you can see the locations of ability wielders as small red dots. You are also able to see anyone who will develop an ability at some point soon, as orange dots.

Worsen Illness (100): By touching a person, you can make anything that would be considered an 'illness' worse. In this setting, that includes the development of powers, making a person that would later have one instead manifest it now.

Mind Reader (200): You are able to read the mind of anyone you have sight of. This will tell you the words in their heads, but unfortunately will be in their own language and not yours.

Power Reading (200): By touching a person, you can tell roughly what all their powers are. This can also be used inwardly, to see all the abilities you own.

Will Of Midas (200): Any object you that you can see can be transformed into solid gold, by pointing at it.

Spike Creation (300): Focusing on the area around you causes dozens of sharp spikes to erupt from the ground, made out of the relevant materials. This can be used more carefully too. For example, causing a single spike to appear under someone, and impale them.

Teleportation (300): A short ranged teleportation ability, that allows you to move up to fifty meters. This can be used rapidly one after another, for quick movement.

Healing (400): By touching a person or creature's wound, or a sick area of the body, you can rapidly heal it over a few seconds.

Explosion (400): By charging up your body for ten seconds, you can release a massive explosion, with you as the origin, enough to level a large building. You will be completely immune to the blast.

Lightning laser beam (400): From your hands, you can produce a powerful telekinetic blast, that takes the appearance of lightning, able to arc between targets as you wish.

Forcefield (500): You can generate a circular forcefield around you, that is powerful enough to block tank fire. It can also be rapidly expanded, to knock back the people and objects around you. You can have the ability set to an on state, so that if you fall asleep or pass out it continues to work.

Plunder (1000 – Grants Body Thief for free): Arguably, the most powerful ability in this universe. For the duration of your jumping, it will allow you to steal the abilities of people by taking over their body with Body Thief and claim them as your own. The downside to this is the strain it takes on your mind. The more abilities you steal, and the greater the strength of them, the more your mind begins to slip away from you. After forty or so abilities being claimed, your memories will start to be affected, and with the lack of understanding leads to emotional volatility, in situations that are now foreign to you. At this point, taking further abilities will worsen this effect, until you eventually forget who you are. By actively and purposely avoiding the usage of a plundered ability for three years, you can cause it to vanish.

Items And Properties

Uniforms (100): You now own a wardrobe of infinite Japanese school uniforms. They are the perfect size for whoever you want to be wearing them, letting you put one on your twelve-foot half-giant friend.

Pizza Sauce (100): A large refrigerator, with an overly sweet theme to it. Inside, it is stacked with regular meals made with too much pizza sauce, and a few extra jars of it too. Will never run out, giving you infinite food, however you will probably start to hate the taste pretty quickly.

Camera (100): A video camera, that never runs out of battery or storage space. Takes videos in almost lifelike quality and can easily send the videos wirelessly to any device you own.

Key Chain Of Phrases (200): Alright for foreign phrases, with the real use as a good luck charm. With this, you are a little less likely to be killed or seriously injured, and your plans are more likely to succeed.

Mental Institute (300): A large building and grounds, outfitted with rooms for the mentally ill. Also has staff working in it, though they can never leave the area.

Safe house (300): A cool underground base, with rooms for planning, games, leisure, and housing a group of twenty.

Research Lab (500): A fully functioning research lab, perfect for testing out supernatural abilities, finding cures and vaccines, or ways to turn the people with powers into weapons.

~~Xavier's~~ Syndicate's School (600): A large school for people that have or may develop abilities. Includes teaching staff, and an apartment block for the students to live in.

Comet Dust (600): Replenishes weekly. Having a child or teen inhale this will grant them a supernatural ability, until adolescence.

Companions

Canon Companion (100): If you can convince a canon character to come adventuring, then you are free to bring them with you.

Companion Import and creation (100): You can import a companion and grant them 400CP to spend here. Alternatively, you can create a brand-new person, from the backgrounds.

Little Sister (100): A super sweet young girl, left in your care. She believes herself to be your little sister, and it's up to you whether that's correct. She has 400CP to spend, though will probably end up buying the fridge of pizza sauce. May send you on an episode of depression if she dies.

Gang Of Followers (200): A group of eight powerless people, who see you as their leader, and would be willing to go to war for you.

Drawbacks

Take whatever you want

Left To Own Devices (+100): You have been left in a situation that you are not quite equipped for. If you're a student, you may be living alone without a parent to guide you. As a scientist, you may be working on a project you are underqualified for.

Repeated Annoyance (+100): Everyday, something happens or goes wrong that is really very annoying. It will never be something that severely impacts your life, but it will always be enough to put you in a bad mood for a while.

Noticed (+200): Someone has taken note of your existence. It's only a few small articles in papers, or a badly made website, but there's rumours of you and your powers. Whilst the general public would laugh the idea off, some may come looking for you.

A Wicked Drive (+200): You are angry, violent, and destructive. Whilst you have the common sense not to use your power in a way people will notice it, you have no problem using it indirectly to cause trouble. Expect to get into a lot of trouble from talking back to the wrong people.

Of Those Closest (+300): A very close family member has recently died, and you're still reeling from it. Your life has become a depressed repetition of eating and sleeping. Nothing is worthwhile. You don't want it to be, anymore.

Charlotte (+300): The effect of the comet on the world has been far worse than it was in canon. Many more young people have been granted these abilities, and most of them have chosen to use them to cause trouble. Expect some supervillains to appear, with this.

Puppet (+400): A Mafia group have found some way to take control of you. You are now their slave, and will be forced to follow their orders, with agony awaiting you if you try to turn against them.

The One-Eyed Reaper (+400): The One-Eyed Reaper is a monster of a man, that lost his sense of self. He used his Plunder ability to steal the powers of others and forgot who he was from the mental strain. A few months after this jump starts, he will be given your location and a list of your powers. All he needs is to see you, and your powers are his.

The Vaccine Is Complete

Return Home: The comet caused this world far too much pain, even with the limited scope of the abilities. Time to return home, where such things never happen.

Stay Here: Was everyone cured, or did you change the timeline too much? Either way you have likely left your mark on this place. So, stick around with it.

Move On: More powers to plunder elsewhere. Onwards you go.