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The Time
Traveler's
Wife

From The Acclaimed Bestseller

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Jumpchain: The Time Traveler's Wife

A Jump By KaizeRorg

Welcome to the world of *The Time Traveler's Wife* (2009 film), where time is not a straight line but a tangled thread weaving together the fates of people through love, chance, and inevitability. This is the story of Henry DeTamble, a man afflicted with a rare genetic disorder that causes him to travel through time involuntarily, and Clare Abshire, his wife, who lives a linear life but constantly deals with the consequences of his jumps. Here, you'll step into a world of romance, drama, joy, and tragedy, where your actions can either strengthen the bonds between hearts or shatter them.

Your Benefactor (or perhaps a mysterious figure overseeing the strands of time) offers you the chance to spend 10 years in this world. You're granted 1000 Choice Points (CP) to carve out your place in this story. Will you be a time traveler like Henry? A steadfast lover like Clare? Or perhaps an outsider studying the nature of time? The choice is yours.

General Setting

The world of the film is a realistic modern Earth, set roughly between the 1990s and 2000s, with a focus on

Chicago and its surroundings. There's no magic or supernatural forces beyond the unique phenomenon of time travel triggered by a genetic condition. Time travel here is unpredictable, often dangerous, and comes with physical and emotional challenges. You can't take anything with you except your body (yes, clothes stay behind), and your jumps are limited to your own timeline—you can't visit the distant past before your birth or the far future after your death.

The social environment reflects the late 20th to early 21st century: no smartphones, a nascent internet, and a life filled with simple human joys and struggles. The central theme is love that transcends the chaos of time, but you'll also grapple with questions of fate, free will, and moral dilemmas.

Rules of the Jump

- You'll spend 10 years in this world, starting at a point of your choosing (typically the 1990s or 2000s).
- Your time travel (if you choose relevant perks or drawbacks) will be confined to your own timeline, with rare exceptions.
- You'll retain all acquired abilities and items after completing the jump, unless they conflict with the rules of your next world.

- Your actions can influence the fates of Henry, Clare, and others, but some events (like Henry's death) may be "fixed points" in time, difficult to alter.

Origins

Choose who you'll be in this world. Each origin sets your starting context and provides discounts on specific perks and items.

1. Time Traveler (100 CP)

You're a person with a genetic disorder like Henry's, causing you to jump through time involuntarily, appearing in your past or future, often naked and at inconvenient moments. Your jumps are chaotic, but with time, you might learn to control them. You start in Chicago, possibly already known as "that weird guy/girl who shows up out of nowhere."

Discount: On perks and items related to time travel and survival.

2. Beloved (0 CP)

You're someone tied to a time traveler—perhaps their partner, friend, or family member. Like Clare, you live a linear life but constantly face the ripple effects of their jumps: sudden disappearances, encounters with their "future" or "past" selves, and the need to keep secrets. You start in a small town or Chicago, with an established

life but a sense that destiny has something unusual in store.

Discount: On perks and items tied to emotional resilience and relationships.

3. Supporter (0 CP)

You're an outsider not directly involved with time travel but impactful in the lives of the main characters. You might be a doctor studying genetics, a family friend, or even a random bystander who helps a traveler in need. You start in Chicago or a suitable location, with a normal life but curiosity about the strange events around you.

Discount: On perks and items related to professional skills and observation.

4. Drop-In (0 CP)

You arrive in this world with no past, memories, or connections. No one knows who you are, giving you the freedom to forge your own path. You might encounter time travelers or their loved ones by chance, but you have no preordained role. You start in Chicago with minimal resources and a blank slate.

Discount: On perks and items tied to adaptability and independence.

Perks

Perks are divided by origin, but you can purchase any if you have enough CP. Discounted perks for your origin cost half price.

General Perks

- Temporal Intuition (100 CP, free for all)

You have an innate sense for temporal anomalies. You can feel when someone nearby has traveled through time or spot oddities in behavior linked to their jumps. It's not precise, but your subconscious picks up details others miss.

- Emotional Resilience (200 CP)

Living in a world where time is unpredictable can be tough. You possess incredible strength against emotional turmoil: separations, losses, or bizarre encounters won't break you. You find joy in small things and hold onto hope even in dark times.

- Random Luck (400 CP)

Time loves throwing curveballs, but you're a bit luckier than most. When you're in a bind (like appearing naked in public or losing something vital), circumstances often bend in your favor: a hiding spot appears, a kind stranger helps, or an unexpected solution emerges.

Time Traveler Perks

- Stress Control (100 CP, free for Time Traveler)

Time travel is stressful—you lose your clothes, end up in strange places, sometimes in danger. You’ve mastered staying calm, assessing situations, and acting rationally, even if you just landed in a snowstorm barefoot.

- Temporal Orientation (200 CP, discounted)

You have a better grasp of *when* you’ve landed than most. Even without clocks or newspapers, you can roughly gauge the year and location based on intuition and subtle cues (fashion, smells, sounds). This reduces the risk of trouble from ignorance.

- Body Stability (400 CP, discounted)

Your body handles the physical toll of time travel better. You don’t suffer nausea, dizziness, or weakness after jumps. Your wounds heal slightly faster, and your immune system resists diseases you might catch in the past.

- Master of Time Control (600 CP, discounted)

You’ve reached an extraordinary level of control over your jumps. You can consciously influence where and when you go (within your timeline), with accuracy down to a few days. Random jumps are less frequent, and you can linger in a desired time a bit longer.

Beloved Perks

- Fate's Patience (100 CP, free for Beloved)

Waiting for a loved one who vanishes into time takes patience. You excel at living in the moment, unbothered by uncertainty. Time flows easier for you, and separations feel less painful because you trust in reunion.

- Bond Across Time (200 CP, discounted)

You have a unique ability to sense your close companion, even if they're in another time. It's not telepathy, but you can catch their emotions or get a vague feeling they're in trouble. This helps you be there when they appear.

- Beacon Home (400 CP, discounted)

You're an anchor for those lost in time. Your home (or wherever you live) becomes a safe haven: time travelers are instinctively drawn to it, and its atmosphere soothes even the weariest souls. People around you feel loved and protected.

- Eternal Love (600 CP, discounted)

Your heart can love so deeply that the bond transcends time and space. Your feelings for someone (or theirs for you) never fade, despite years apart or temporal paradoxes. You can even "pull" your loved one to you across time, increasing the odds they'll appear nearby.

Supporter Perks

- Keen Eye (100 CP, free for Supporter)

You notice details others overlook: traces of a time traveler, oddities in stories, or inconsistencies in events.

This makes you an excellent helper or detective if you choose to unravel time's mysteries.

- Trusted Confidant (200 CP, discounted)

People instinctively trust you. Even secretive time travelers feel they can share their burdens with you.

You're skilled at keeping secrets and offering advice that helps others cope.

- Professional Aid (400 CP, discounted)

You're an expert in your field (choose one: medicine, genetics, psychology, law, etc.). Your skills rival the world's best, and you can use them to assist travelers or their loved ones. For example, as a doctor, you could study their condition; as a lawyer, protect them from trouble.

- Key to Insight (600 CP, discounted)

You have a rare gift for understanding time intuitively.

You can predict where and when a traveler might appear or identify "fixed points" in time—events that can't be changed. This makes you an invaluable ally or a dangerous foe.

Drop-In Perks

- Clean Start (100 CP, free for Drop-In)

You adapt quickly to new situations. Even with no past or ties, you find your footing: people don't ask too many questions, and you instinctively know how to blend into society.

- Independent Spirit (200 CP, discounted)

You're unbound by obligations or expectations. You can explore the world freely, untethered to people or places. This gives you flexibility in decisions but might leave you lonely if you don't find those you trust.

- Stealth in Time (400 CP, discounted)

You're adept at avoiding notice, even if you meddle in events. Time travelers, police, or curious onlookers are less likely to spot you unless you want them to. Perfect for those who prefer working from the shadows.

- Free Flow (600 CP, discounted)

You're an anomaly even in this world. Your actions are less constrained by time's "rules": you can slightly alter seemingly inevitable events or avoid paradoxes that would normally break reality. It's not omnipotence, but it grants more freedom in time's chaos.

Items

Each origin gets one 100 CP item for free. You can buy items from other categories, but without discounts.

General Items

- Time Notebook (100 CP, free for all)

A simple, reliable notebook that's always with you (even if you jump naked). It never gets lost or damaged, and its pages help you track your jumps or key events.

- Adaptive Wardrobe (200 CP)

A collection of clothes that always suits the era and weather wherever you land. For time travelers, this clothing appears nearby after a jump (within reason).

- Chicago Map (400 CP)

A detailed map of Chicago and its surroundings that updates based on the time you're in. It shows safe spots, hideouts, and even potential traveler appearance points.

Time Traveler Items

- Survival Bag (100 CP, free for Time Traveler)

A compact bag that appears nearby after your jumps. It always contains basics: clothes, some food, water, and simple tools (e.g., a knife or flashlight).

- Return Timer (200 CP, discounted)

A wristwatch-like device showing how long until your next jump. It doesn't grant precise control but helps you prepare.

- Time Safe (400 CP, discounted)

A small safe existing outside time. You can leave items in it in one era and retrieve them in another. It opens only for you and always appears in an accessible spot.

Beloved Items

- Memory Album (100 CP, free for Beloved)

A beautiful photo album that auto-fills with pictures and notes of your meetings with your loved one, even across time. It preserves every moment's memory.

- Love Garden (200 CP, discounted)

A small plot of land (or portable potted garden) that blooms year-round. Tending it calms you and reminds you of those you await.

- Letters Through Time (400 CP, discounted)

A set of letters you can send to your loved one, even if they're in another time. Write a letter, place it in a special box, and it appears to them at the right moment.

Supporter Items

- Medical Kit (100 CP, free for Supporter)

A professional first-aid kit that auto-replenishes. It has everything needed to treat injuries or illnesses time travelers might face.

- Knowledge Archive (200 CP, discounted)

A laptop (or document folder, if in an earlier era) containing info on genetics, time physics, and related sciences to help understand time travel.

- Safehouse Keys (400 CP, discounted)

Keys to a small house or apartment in Chicago, always available to you and time travelers. It's hidden from prying eyes and perfect for rest or refuge.

Drop-In Items

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

A set of forged documents (passport, driver's license, etc.) perfectly suited to any era you're in. They auto-update to match the time.

- Pocket Cash (200 CP, discounted)

A small amount of money that appears in your pocket whenever needed. It's not wealth, but enough for food, transport, or a night's stay in any era.

- Luck Talisman (400 CP, discounted)

A small item (choose: ring, coin, pendant) that subtly shifts odds in your favor. It's not miraculous but helps avoid trouble or find aid when needed.

Companions

You can take up to 8 companions if you have enough CP. Each is a character from this world or one you create, willing to follow you to other jumps.

- Canonical Companion (100 CP per one, 300 CP for up to 4)

Pick a character from the film: Henry, Clare, Alba (their daughter), or minor figures like friends or family. They retain their personalities and abilities but join you. E.g., Henry can time travel, but his jumps remain erratic.

- Custom Companion (50 CP per one, 200 CP for up to 4)
Create your own character: a time traveler, their beloved, or a supporter. They get an origin and 600 CP for perks and items (no discounts).

- Import Companion (50 CP per one, 200 CP for up to 8)
Import companions from past jumps. Each gets an origin and 600 CP for purchases.

Drawbacks

Drawbacks grant extra CP but complicate your life. You can take up to +600 CP worth.

- Random Jumps (+100 CP, Time Traveler only)

Your time travel happens more often and at the worst times: during meetings, sleep, or dinner. You can't predict them, and they're always inconvenient.

- Lonely Heart (+100 CP)

You feel disconnected from others. Even with loved ones, their absence (due to time or circumstance) weighs on you constantly. Loneliness shadows you.

- Social Awkwardness (+200 CP)

You keep landing in awkward spots: appearing naked in public, saying the wrong thing, or raising suspicion. People find you odd, and trust is hard to earn.

- Fixed Tragedy (+200 CP)

One major event in your life (e.g., losing someone close or a severe injury) is inevitable, no matter how you try to avoid it. Time keeps pulling you back to it.

- Anomaly Hunter (+300 CP)

Someone (a scientist, zealot, or journalist) knows about time travel and sees you as a threat. They track you, trying to capture or expose you, causing constant trouble.

- Fragile Body (+300 CP, Time Traveler only)

Your body struggles with time travel's toll. Each jump leaves you weak, in pain, or even unconscious. Injury risks during jumps rise.

Scenarios

Scenarios are optional challenges offering extra rewards for completing tough tasks.

Scenario: Change Fate

Task: Find a way to prevent Henry DeTamble's tragic death while preserving his bond with Clare and Alba. This requires deep time knowledge, cooperation, and possibly sacrifice.

Reward: If successful, you gain the "Time Key" —the ability to slightly alter fixed points in any world you visit. It's not omnipotence, but it lets you rewrite fate in key moments.

Scenario: Find a Cure

Task: Develop a cure or method letting time travelers fully control or eliminate their jumps at will. This demands scientific skill, resources, and possibly paradox risks.

Reward: You gain the "Genetic Stabilizer" —a device or knowledge to fix genetic anomalies in any world, healing

diseases, enhancing abilities, or removing unwanted mutations.

End of the Jump

After 10 years, your Benefactor offers three choices:

1. Stay: Remain in this world forever, keeping all your abilities and items. Live with Clare, Henry, or others, enjoying love and peace (or time's chaos).
2. Go Home: Return to your original world with your experience, abilities, and items. You might apply your time knowledge to real life.
3. Move On: Proceed to the next jump, retaining all you've gained. Time calls, and new worlds await.

Notes

- This jump emphasizes drama and human relationships over action or supernatural battles. Your choices should consider emotional fallout.

- Time travel here is limited: you can't jump to the distant past or future, only within your lifetime (roughly ± 50 years from now).
- For more action, take drawbacks attracting enemies or use your abilities creatively.