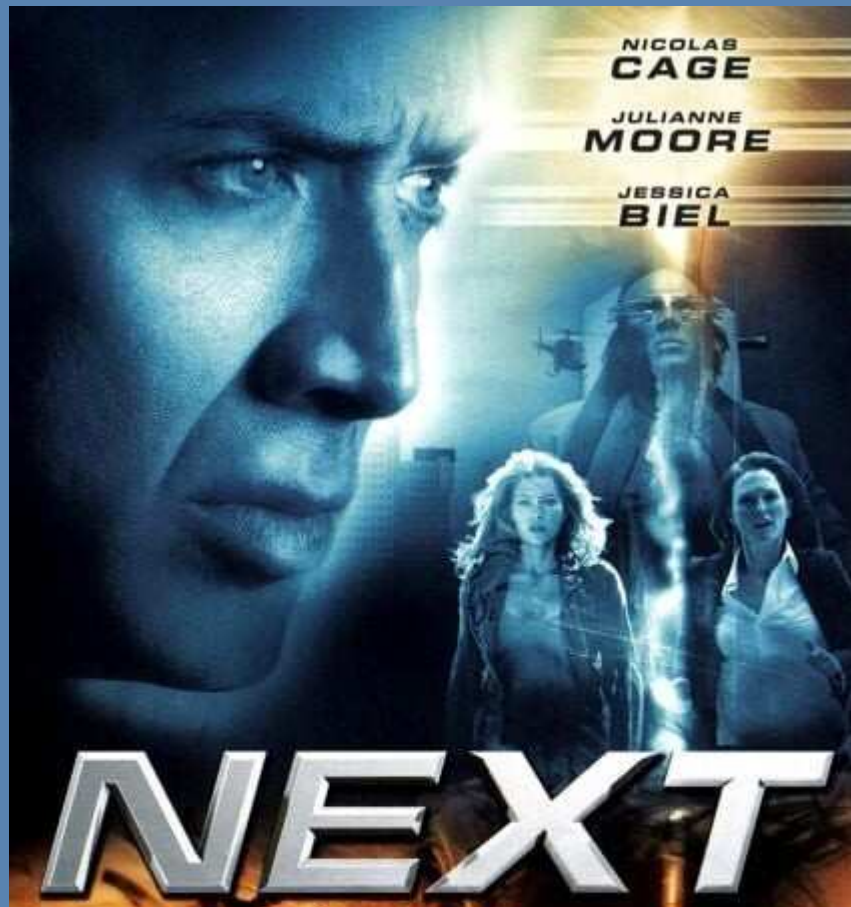




You've probably seen a lot of those shows. Mentalists, magicians, illusionists. You'd be shocked to know sometimes – not often – but *sometimes* it's the real deal masquerading as an act. Hiding behind a few \$50 tricks. Hiding in plain sight. Because if the magician doesn't do that, the alternative is impossible for others to live with.

- Cris Johnson

Welcome to the world of *Next*, a 2007 film featuring a man can who see into the future for a short amount of time, the woman he is inexplicably linked to and the FBI agent after him for his abilities. Also featuring terrorists, a nuclear bomb, the American southwest, several poorly thought out decisions and occasions of extreme collateral damage.

You will be here for a single week, beginning one day before Cris is chased from the casino following his magic act. Assuming things remain the same, you will have a day or two to relax following the film's conclusion before your departure.

Take these +1,000 Choice Points to make some purchases in this world that will help keep you alive and safe.

Best of luck.

Starting Location

Where would you like to begin? You can pick your location freely.

Las Vegas, Nevada – The City of Sin and our protagonist's current place of residence. Care to make a gamble?

Los Angeles, California – Soon to be the site of a massive terrorist attack. Also home to several world class restaurants and Disneyland is only a short distance away.

Flagstaff, Arizona – Surrounded by the lovely Coconino National Forest and close to the Grand Canyon, this city has been a popular vacation spot for many years.

Origins

Well, now that we know where you are, shall we find out who you are?

Any of these options may be taken as a Drop In if you so wish, offering you the discounts for your purchases but not the memories and social connections that would otherwise come with each Origin.

Roll a d8 + 20 for your age in years or pay 100 CP to choose any age you wish.

You can keep your current sex or pay 100 CP to change it to something else.

The Psychic – Your powers have shaped your life more than any other aspect of who you are and not necessarily for the better.

The One – You are the world to someone, so much more special than you know, and it may soon become very apparent just how normal you are not.

FBI Agent – There is a massive amount of death and destruction heading your way in a very short amount of time. Your job is to bring justice and law to the world, but there is a saying about eggs and omelets that seems to fit the situation.

Perks

All of the Perks below are discounted by 50% for those who took the specified origin. Your discounted 100 CP Perks are FREE.

Please note that FREE Perks are not mandatory. Only take what you wish to take.

General

Precognition [FREE] – Here's the thing about the future. Every time you look at it, it changes because you looked at it. And that changes everything else.

You now have the opportunity to see the truth of those words yourself, Jumper. You have the psychic ability of precognition – the ability to see into the future and know what will happen before it happens. Specifically, you can constantly see every possible result of your every possible action as far as two minutes ahead in time.

Now, this does not make you an all-knowing god. You can only see your own future, you cannot see outcomes that are not possible for you to create and you cannot see further ahead than that amount of time.

At least, not yet.

Just as Cris had his full potential unlocked in the events to come, yours are unlocked at the beginning. You don't even need to track down and have sex with a near-stranger to do it. You must simply work to grow into them. The above limitations are merely your starting point. As time passes and you gain more experience, your precognitive capabilities will likewise expand until you can look ahead as far as you wish.

Mental Acuity [FREE] – To see the world as it will be, as it could be and as it is all at once can be a staggeringly difficult feat. Not for you. You always know exactly how to safely and easily utilize any psychic or mental ability you have. Additionally, you can handle comprehending the universe through

multiple dimensions and times simultaneously without any issue at all. Split your hypothetical self through a hundred different variations of the same downhill run while a train falls after you to find the one set of actions that will see you standing at the bottom without a scratch while being chased by a load of angry FBI agents? No problem.

Nouveau Shamanic [FREE] – A style of acting developed by... someone... that offers a more genuine performance by increasing the actor's imagination without restraint. Put more simply – do not act, simply be. You are now an utterly fantastic performer with a wide range of styles. You could easily make a long Hollywood career off of this talent alone, but more training and experience will see your acting skills skyrocket to the peak of human capability in little time.

Bolstered Immune System [FREE] – All this travel usually means a long list of needles to defend against local illnesses. Not for you. While this does nothing to prevent you from contracting any mundane disease, this will help you fight them off before they ever begin forcing you to experience symptoms. Even suffering from multiple microbial invasions at once will not affect this. You would have to be on the brink of death before something like the Black Death would even begin to affect you. You also will not shed any microbes that could infect others, ensuring that you will never be case zero for any outbreak. Please note that this only works on natural, mundane illnesses – any disease designed by intelligent life or supernatural in nature will still affect you in full.

The Psychic

Stage Magician [100 CP] – Let's get this show started! You are now an experienced stage magician and know a wide variety of both mental and physical magic tricks. You also have a great deal of luck in getting customers for any performances you set up. It seems you never have a night where the tickets are less than 90% sold out!

Many Coincidences [200 CP] – Taking opportunities for all they are worth only matters if there are opportunities to take in the first place. Now a series

of useful coincidences, nearby items, helpful people and more will abound whenever you have need of them. They want to cut off all possibility of your escape? No chance.

Every Day You Sit There [400 CP] – When you perceive later and now simultaneously, one would think it could do strange things to your sense of time. When you see a meeting that has yet to happen, when you live through it over and over for years, how long did you spend waiting for them in truth? Was it years? Was it decades? Was it longer? But you choose to keep waiting. Waiting and waiting and waiting. It is a good thing you have the patience to do so, feeling years both real and imagined pass you by as you wait for that one single moment.

Walk It Off [600 CP] – Even with precognition, you cannot always get out unscathed. From a broken nose to getting blown up, the average action movie hero gets some shit thrown their way. Still, they can usually manage to get back up and keep trucking along. Now you can do the same. You have the guts and grit to face down against impossible odds and get back up to keep trying when those impossible odds kick you square in the soft spot.

The One

Wait For Me [100 CP] – Though time and distance may grow ever larger, your relationships will never suffer or degrade for it. Someone you love will love you forever. Those you love will be loved by you forever. Only by making a conscious decision to let go will those things ever change.

I've Seen You [200 CP] – Soulmate, true love, the other half... the name for this can be many things, but they all mean the same thing. Somewhere in the world, there is someone with whom you will just click. By your will, they may begin receiving visions of you and how they can meet you one day, should you wish to meet them yourself. You will not know this person until you meet them, but they are guaranteed to be perfect for you and you for them.

One Little Problem [400 CP] – You can shut down any potential sexual encounter with a simple refusal. The other party will accept your decision and back off with no hard feelings over it.

Limit Breaker [600 CP] – It can be hard to tell if there is anything odd about you when what is odd only occurs around others who can say the same. With just a touch and your own will to make it happen, you can remove previously hard-wired limits on someone else's powers. For example, letting a precognitive with a two-minute range see a few days ahead with no issue at all.

FBI Agent

Five Days [100 CP] – Do you have other ideas for a given set of orders? You can get out of a direct command and be given leave to pursue your own interests by claiming what you are after is something that can help your organization.

Responsibility To Help [200 CP] - Isn't it frustrating to see someone who could solve all of your problems just sitting on their ass? When you call out those more powerful than you on their inaction towards things they could certainly help with, it will get through to them.

We Got Him [400 CP] – From a combination of dumb luck, Johnson's poor decisions and her own investigative skills, Agent Ferris managed to locate her man from over a state away after he made a clean escape. Now you too have the same luck and skill at tracking down fugitives. No one will escape you for long.

Maybe That's His Limit [600 CP] – You excel at finding true supernatural phenomena and sorting it from the charlatans and urban legends. Additionally, you can find out the true limits of someone's powers and character with only the barest of context clues.

Items

If any of these are lost, destroyed or stolen, they will respawn good as new in a location of your choice 24 hours later. The exceptions are the replenishing items, which will respawn in a manner listed in their description.

All of these items are fiat-backed to accept any upgrades/modifications you apply to them and will carry those upgrades/modifications forward into future Jumps. If you have any similar items you would like to import into your new purchases to give them their qualities, feel free to do so.

All of the properties that include an option to have personnel generated for you can consist of either NPCs or attract locals in the setting who you can hire.

The Psychic

Diner [100 CP] – A small diner that serves great food and offers you a small, but consistent income from its sales. You have a paper trail proving your ownership should you need it. It comes with its own personnel to run it, never runs out of supplies and can incorporate any type of ingredient or food you introduce to it from future settings. The utilities are all fiat-backed.

Magic Act [200 CP] – You have a ready-to-go entertainment venue for any show you would like to put on. It contains a variety of props for any possible performance you would like to give. It comes with a paper trail to prove your ownership and has a crew of stagehands to help you set things up. The utilities are all fiat-backed.

A Car [400 CP] – Now this is nice. A very fancy two-seat sports car circa 2007. It is indestructible, never needs maintenance or fueling, remains clean no matter what happens to it, has every amenity you could ask for in a car and has the strange quality of never letting you feel stiff, sore or uncomfortable no matter how long you have to drive.

Casino [600 CP] – A glitzy casino just for you. It never gets accused of cheating nor can anyone who plays within it manage to cheat. There is a paper trail proving your ownership of it should you need it and it is staffed by its own personnel. It is completely indestructible, remains clean no matter what happens to it, never needs maintenance or restocking of anything and the utilities are all fiat-backed. It is guaranteed to rake in an absurd income for you.

The One

Perfect Shampoo [100 CP] – By washing your hair with this, you will never suffer a bad hair day no matter if that bad hair day involves kidnapping, hostage situations, bombs and gunfights.

A Job [200 CP] – You have a middle-class job of some kind, something that lets you travel a bit while doing what you love and making a good wage from it. You can choose what this is at the start of each Jump.

Rustic Motel [400 CP] - A cozy motel with a boonies look that always brings in a good income for you to enjoy. It is completely indestructible and always stays clean no matter what happens. The supplies never run out and your guests who check in feel compelled to follow the rules until they check out again. It comes fully staffed and there is a paper trail proving your ownership of it should the need for such arise. The utilities are all fiat-backed.

The American Southwest [600 CP] – Exactly what it says. The American Southwest is a geographic and cultural region of the United States that includes Arizona and New Mexico, along with adjacent portions of California, Colorado, Nevada, Oklahoma, Texas, and Utah. And now all that territory and all it contains is yours for the low price of 600 CP. A better bargain than the Gadsden Purchase, yeah? We'll leave it up to you if it includes the modern day infrastructure and populations.

FBI Agent

Drugs [100 CP] – A trio of small white pills, each of which can be dissolved into any liquid of no more than 16oz weight to form a tasteless, odorless anesthetic guaranteed to safely render the one who ingests it unconscious for five hours. Once all three pills are used, a new set of pills will appear in a week.

Command Trailer [200 CP] – A fully outfitted surveillance trailer with all the hi-tech gadgets you could ask for circa 2007 Earth. The equipment and trailer will never malfunction or need maintenance, will always keep clean no matter what and will never need restocking of any of its supplies. It has a fiat-backed supply of power and comes with a paper trail proving your ownership of it should such a thing become necessary. It has a small staff to help you run everything.

Organization [400 CP] – You have a high-ranking position in any one organization you choose in each setting you enter. You will have a paper trail explaining any long absences you may have gone through prior to rejoining your comrades and no one will think negatively of you for it.

Nuke [600 CP] – Aren't you supposed to stop these from being used? Well, in any case you now have your very own high-yield nuclear bomb, about the size of a travel trunk. It is clean, so you will not have to worry about any radioactive fallout, and the blast radius is enough to utterly annihilate a city as large as Los Angeles. You can set it to detonate on a timer or by a phone call. You get a new one once per Jump.

Companions

Import [100 CP] – Bring in your full roster of Companions. Each of them will receive a +600 CP stipend to make their own purchases and they can each take up to +400 CP worth of Drawbacks.

Export [100 CP] – Would you like to take a setting native or natives along with you when you leave here? With this you simply obtain their consent and they will all follow you further along the chain.

Create [100 CP] – Pay this 100 CP price now and you can create a custom Companion from the options given above. They will have +600 CP to spend on their build and you can inflict up to +400 CP worth of in-Jump Drawbacks on them.

Scenarios

Armageddon – Well, things have gone slightly pear-shaped.

The bomb went off. Seems that in this universe the precognitive who can tailor his responses to always achieve his desired result did not sleep with a woman who had just recently broken up with a controlling creep of a boyfriend. No good deed goes unpunished, yeah?

As a result, Cris did not get a boost to his precognitive abilities and he was not able to foil the terrorist plot. Los Angeles is now a smoking crater, everyone is wondering what happened and some people with big guns and itchy trigger fingers have just signed some rather devastating orders.

Now it's looking like World War 3 is right around the corner. The United States has not historically responded with grace to terrorist attacks and France is a very tempting target right now, what with the Francophone extremists loudly proclaiming what they did. France has allies of course, but it is not like Uncle Sam is short on friends or "friends" of his own to call on.

In short, it's a mess.

This is where you come in. Ignore the original starting date. You are going to begin one week after the bomb goes off, when the marching orders for an American invasion of Europe are going to start being distributed to the armed forces. Unless you have a lot of confidence and some abilities to back that up, we very much recommend taking at least one instance of Extended Stay for this. Your job is to somehow defuse the war and bring out peace to the world again by whatever means you can.

Cris Johnson may be willing to help you should you spring him from the FBI's holding facility. We highly recommend not letting one Agent Ferris learn of your abilities. She does not make sensible decisions when it comes to securing the cooperation of super-powered individuals.

When peace is officially declared, you will have succeeded.

For your reward, you may take these:

- Take any one purchase from this document for free.
- Give Peace A Chance [FREE] – It is never too late or too far gone. For any large-scale conflict you decide to involve yourself in, there will always be a chance – even if a slim one – for you to bring it to a peaceful halt in such a way that all sides will willingly cease hostilities and abide by a fair agreement.

Break The Bank – Time to get rich!

Before your week in the Jump ends, you have to be asked to leave or kicked out of every casino on the Vegas strip for excessive wins. That's over 40 gambling houses to get a payout from. They will certainly be watching you like a hawk by the end, if not outright sabotaging you, so keep a sharp eye out. Please note that taking any instances of Extended Stay will not give you more time to accomplish this. You will have exactly one week from your insertion date and no more.

When the last of them has shut their doors to you, you can walk away with these:

- Gazillionare [FREE] – Wow, that's a lot of money. That's a *lot* of money. You now have a bank account with a perfectly respectable financial institution in the setting and your spending limit is... well, it isn't. Buy whatever you want Jumper, as long as the seller accepts currency.
- Let Off On A Technicality [FREE] – Winning a lot of money in a casino is not illegal as long as you play by the rules, but they will tell you to beat it anyway if you keep at it. No more! You can be as annoying, as scheming, as greedy as you want and no institution or organization will give you the boot or even so much as a warning unless you are caught red-handed breaking a rule.

Equal Rights Movement – Something random can happen once in a million years or a million times in one year. If you do not know the exact

circumstances that cause the effect, who can say how rare or common it really is?

Like, say, psychic powers.

For this scenario, we are going to make some assumptions about this setting.

1. Cris Johnson is not the only psychic in the world or even in the United States. He's just the one who got noticed the most.
2. Now that a government-backed agency has begun to pursue and draft a single psychic for the war on terror, it is probably willing to do the same to others.
3. Most people do not want to have their door kicked in and be told that they work for Uncle Sam now.

It's time for a march, Jumper. Or a demonstration. Or... actually, we'll leave it to you.

Before the Jump ends (and we recommend taking at least one instance of Extended Stay for this), you have to gather up and motivate enough psychics to come out of hiding to prove their existence to the world at large and win legal protection for them from the United States of America, if not the entire world.

You win this challenge when it is a federal law to discriminate against a psychic individual.

Now take your reward:

- I Have A Dream [FREE] – Bias, prejudice and stereotypes of all kinds fall to your arguments. You can rip apart people's negative beliefs about other groups and get them to accept them, if not as brothers, than as sentient beings worthy of basic respect and decency.
- Do Not Fear The Superman [FREE] – A man with the ability to see the future is still a man. Societies you take an active hand in shaping will slowly grow to become more accepting of supernatural phenomena in general, eventually leaving it as just another issue to be treated no

differently than education or income. Wait, bad examples. Perhaps dress code?

Drawbacks

You can take up to +1,000 CP worth of Drawbacks. If you want to take still more after that you certainly can, but you will receive no more CP for doing so.

While your own Benefactor's house rules will certainly trump whatever this document says, for those who prefer to follow local law we have the following – these Drawbacks are not insurmountable. They are intended as challenges, not stumbling blocks. Unless you have something that ensures your efforts to mitigate and work against Drawbacks fail (such as the Everything Is Worse! Drawback from the Universal Drawback Supplement), these can be at least managed.

All of these Drawbacks will vanish at the end of the Jump.

Supplement Mode [FREE] – Use this Jump as a Supplement for another.

Bought On Credit [Variable] – If you have some patience, you might be interested in this. For everything you buy and are willing to not receive until the end of the Jump, you will gain half its value back in CP. Temporarily forgoing a 100 point Perk would see you getting 50 points back, as an example. As a one time offer for this Jump you can gain +200 CP by temporarily foregoing the Precognition Perk.

Enforced Poverty [+100 CP] – You have a daily spending limit of \$30 for every day you are in this setting. Any more will result in whoever you are trying to buy something from refusing to accept your money for any reason.

You're Stalking Me Now?! [+100 CP] – You have an abusive ex that will not take no for an answer. They manage to find you every day and you will have to dissuade them, escape them or fight them off every time. Crippling them, killing them or locking them in some inescapable situation will not work. The good news is that they are no stronger than any regular human, other people can intervene and should you use any supernatural abilities to deal with them each day they will feel no urge to blab about it.

Poor Impulse Control [+100 CP] – For someone who can see every possible outcome, why do all of yours always end so destructively? You tend to go for solutions that do technically work, but also cause a lot of destruction and bring a lot of attention down on you.

Extended Stay [+100 CP] – By taking this you will stay in this setting for a full decade rather than a single week. Can be taken up to five times for points.

Hunted [+200 CP] – Someone in the FBI knows about you and is after you for their own reasons. Maybe those reasons are good, maybe they are bad, but either way they are certainly going to be bad news for you if this person gets their hands on you. Even worse, they are not working alone. Better start moving.

Jackass [+200 CP, Requires Hunted] – As if being hunted wasn't bad enough, your enemies are stubborn beyond the point of reason and just stupid enough to think they are intelligent. Wasting FBI resources to hunt someone you have good reason to believe can only see two minutes into the future when a nuclear bomb is going to go off somewhere in the United States who knows when? Well, assuming they can see the bomb coming, that would give you just enough time to call the mayor of whatever location is about to get a murderous sunburn and tell them to kiss their ass goodbye. How helpful. Regardless, the FBI is now focused entirely on you to the detriment of all of their other goals.

Injured [+200 CP] – You begin with a painful, but not debilitating injury. It has been given appropriate medical treatment, but you will be spending your entire week here recovering. Should you take an instance of Extended Stay, you will be several weeks in recovering. For a lesser +100 CP, it is already healed but some pain will linger for the rest of the Jump.

Powers Removed [+300 CP] – All out-of-setting Perks and abilities are disabled. You can only take this if you have any out-of-setting Perks or abilities to lose.

Companions Removed [+300 CP] – All of your out-of-setting personnel are forbidden from entering this setting, although they can still make their purchases if you are still willing to pay the importation fee. You can only take this if you have any out-of-setting personnel to lose.

Items and Warehouse removed [+300 CP] – All of your out-of-setting Items are banned for the duration of the Jump. You cannot access your Cosmic Warehouse or any of its equivalents until the Jump has ended. You can only take this if you have any out-of-setting Items and/or a Cosmic Warehouse or any of its equivalents to lose.

Tick-Tock [+300 CP] – There is a nuclear device set to go off in whatever city you've arrived in. You must find and disarm it before 72 hours have passed else you will fail this Jump.

In The Chair [+300 CP] – You start out this Jump imprisoned by the FBI. You are cuffed to a steel chair and your eyelids are locked in place, forcing you to watch all the major news broadcasts in hope that you will see something useful to them. They have no intention of ever letting you go and you must somehow enact your own escape before the Jump ends or you will fail the Jump.

In The Vest [+300 CP] – You start out this Jump in a bomb vest and held hostage by the vaguely European terrorists responsible for the theft of the nuclear bomb before the film began. Your life is nothing to them. You might be a useful meat shield if the Feds show up, but otherwise the only value you have is in a gruesome death, something that will shock America. You must somehow get out of the bomb vest and escape the terrorists before you die or you will fail the Jump.

Crippled [+400 CP] – You begin with a debilitating injury. It will permanently impact your life here. Blind, deaf, missing a limb, missing an organ – your choice. It has been given appropriate immediate medical treatment, but you will be spending most of the week here just learning how to function without whatever it was you lost. Should you take an instance of

Extended Stay, you will be months in healing and adjusting. For a lesser +300 CP, it has already healed and you must simply learn to live with it.

Final Choice

Stay – Take another +1,000 CP to make some final purchases and enjoy the rest of your life in this mostly mundane world.

Go Home – What was that saying about the seeing man in a world of the blind? Let's see how your original world handles a true precognitive running around.

Continue – The chain stretches ever on, jumper. It's time for the next Jump.

Notes

V0.9 – 04/22/2025 – Changes made to Items/Scenario/Drawbacks section. Grammar/spelling cleaned up.

V0.95 – Changes made to the 100 and 600 Perks in The One tree. Change made to Bought On Credit for the Precognition Perk. One more scenario added.

V1.0 – 04/29/2025 – Font size changed, final spelling errors corrected. Watched the movie again and realized Cris never clearly looked outside of his own future after hooking up with Liz, so removed that from the precognitive Perk description.