

Mark Antony Jump

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Welcome to Mark Anthony. A film set in Madras during the mid 1970s to 1990s. The story revolves around Mark, a mechanic being raised by Jackie Martand, the notorious gang lord of Madras. Mark's dad Anthony was a friend of Jackie and was killed two decades ago along with his wife by rival gangs, so Mark hates his father for being a gangster and leading to his mother's death. One day, Mark finds a phone that can call to the past and decides to save his mother. The rest of the story is Mark finding out about the people who killed his parents and saving them from those who found out about the phone.

Take this 1000 CP and 4 tokens. Everything costs 100 CP unless specified. You can use a token to get something that costs 100 CP for free. You need to pay two tokens to get anything that costs 300 CP for free.

PERKS:

90's/70's aesthetic (free): As expected of a film set in the 1970s and 1990s, most of the characters and locations look straight out of that era. You can use this perk to make everything look retro. This doesn't inhibit the level of technology, just makes it look as if it was designed in the 70s or 90s.

Gangsta: You're a gangster. You've great knowledge on how to do illegal businesses. You currently run a small-time gang, but you have all the skills and ruthlessness necessary to run a huge gang. Use your talents well and you'd become the real mover of your city.

Indian movie hero(300 CP): You're no longer a normal man but an Indian movie hero. This means you're at least thrice as powerful as a comic book peak human and learn skills incredibly fast. You can withstand a tremendous amount of damage, enough to kill normal men twice over. This perk also gives you some plot armour and rule of cool that breaks physics.

Acting skills: A real actor makes everyone believe him and his actions. You could play the part of a best friend for decades and backstab your friend at an opportune moment. You could make everyone believe you're a saint and secretly sell their souls to the devil. This perk gives you a great talent in mimicry too.

Mundane job: You have a decade of experience in any mundane job.

Dance skills: You've a great skill and talent in dances of all kinds and people don't mind if you suddenly start dancing in the middle of the street, they'd probably join you in the dance, but don't expect them to keep dancing forever (most songs end in five minutes).

Double action(free): Your kids and ancestors have the same appearance as you. You can toggle it off.

Background music (free): You've a background theme that can be heard whenever you want. It can be toggled off and you can also decide if only you can hear it or everyone can.

Soulmate: Going on an adventure all alone would be boring and tough, once per jump you find a soulmate who complement you perfectly. They completely understand your motives and support you wholeheartedly in their own way. They're protected from all manners of effects that keep you two apart. Any soulmate you gain in one jump wouldn't act hostilely towards another soulmate. This perk can be toggled off at will so that you won't find new soulmates in a setting. This perk can also be used on a willing companion to make them your soulmate, giving them all the benefits of the perk.

Protection for loved ones: There are many people who would target your helpless friends or lover as a way to get at you. This perk makes it so they would target you instead of going at anyone else.

Artefact radar: Artefacts keep turning up near you. Most of them are of historical significance but some would have real power. Once or twice a year you would find something that's really useful to you and once a decade you'd find something that changes the world.

Revenge is best served cold: You've the patience and skills to plan a revenge for years on end. You can take all the insults and return them tenfold.

Sins of the father: Your predecessors' mistakes don't influence people's opinion about you. Your actions influence people's opinion about you.

Movie scientist(300 CP): You've a PhD in three different fields of study and you can create world changing inventions with a few years of work. Your intelligence is boosted and you have an eidetic memory. You can learn new fields of science really quickly and mix all the knowledge you have to make truly unique technology. (Buying this perk along with movie hero doubles the speed at which you create new technology).

Robust construction: Your inventions don't get damaged due to decades of disuse or mishandling.

Investigator: You've a knack for finding information about anyone. With a few days of investigation you could find dirt about anyone. This doesn't protect you from the people you chose to follow or blackmail.

Leader of men: You're a great leader, charismatic and kind, able to bring hundreds of people together as a single force.

Divine possession: Whenever you feel deep anger and rage, you can invoke the protector gods and become a force of nature, all your abilities increase tremendously (around 5 times). You can't manipulate your emotions for this boost, the anger and rage needs to come from within you.

Controlled change: You know just what to say to change the past for the best. The changes you make wouldn't adversely affect you.

Who are my friends: Get an instinctive sense about who will be your true friends and who will betray you.

Eavesdropping proof: You have an instinctive awareness of when people would overheard you, this works on technology too.

Swear like a sailor(free): You know enough swear words to make a sailor blush. Anyone you swear at would be inclined to do the things you tell them to, but don't use this too often on the same person.

Happily ever after (300 CP): With things like time travel, people keep coming back, so this perk makes it so the enemies you kill or the conflicts you resolve stay that way, instead of coming back again. No sequel hooks for you, from now on.

Sacred timeline (300 CP): You and everyone you care about are safe from changes made to the past or the future by someone else. So, there won't be any problems like someone killing your mother before you're born or killing you in the past. You also remember the original past so you can easily find the incident that led to any changes in the present.

ITEMS:

Time travel phone (100CP/300 CP): The central Macguffin of the movie. The device let's you select the date you want to call in the past. It has few restrictions,

1. You can call only to the past.
2. It only works for a single time per a number per day (so you can only call a number once a day in the past, you can always call the date before that day or call a different number and tell them to send the message to that person).
3. lightning interferes with the call, so be careful when it is rainy or stormy.
4. You get lifted into the air the first time you use the phone.
5. Only the caller remembers the original past.

All these restrictions get removed with the 300 CP purchase. You can decide if the device can call the future or not and how it affects the world. Also, you can decide if only you can remember the original past or only certain people you've approved to remember that would remember. The device needs telephone networks to function, in settings without telephones or mobiles, it may not work unless you introduce a telephone network. In futuristic settings, the phone gets modified to call via whatever network is available.

Indian cuisine (free): Endless amount of Indian food. Think of a food item and it will appear in front of you.

Endless guns: Enough guns to fill a store room, the ammo replenishes slowly over a day.

Jumper Club: A club large enough to seat 100 people comfortably. It makes enough money for you to live comfortably. Second purchase gives you a few more businesses all over the city, useful for money laundering.

House: More of a mansion really, it is maintained by two dozen servants and guards.

Anaconda V2: A huge grenade launcher. The earlier version was a minigun. You get both for 200 CP and they come with infinite ammo.

COMPANIONS:

You can pay 200 CP to insert all your companions into the setting. Each of them would get 600 CP. If you can convince any of the cast to follow you, they would become your companions. You can also choose if you want the original silk as your companion or the character who played her.

Best friend: Your best buddy since childhood, this person would always have your back. Their personality and background is for you to decide. They get 800 CP to spend on this doc.

Hype Man: Your number one fan, hypes your actions. Like a cheerleader. Slowly but steadily improves your performance the longer they're cheering you on. The boost resets after each combat (it stays for the entire fight, until you defeat all your enemies).

The gang: A group of 30 people who are members of your gang, you can add more members to this gang (the new members become followers too). All the businesses and territory you have at the end of a jump becomes your warehouse attachment and gets fiat backing. The gang takes a single companion slot and any powers or perks you buy for them would be distributed among them equally.

DRAWBACKS:

Alternate start(+0 CP): Want to start before the scientist makes the phone or start in the 1950s? This drawback is for you.

Early exit (+0 CP): Exit right after the movie ends.

Extended stay (+100 CP): Each purchase extends your stay by 10 years, only grants points for the first three times.

Jailed(+100 CP/300 CP): You've been jailed before the start of the jump and need to stay there for 10 or so years. The 100 CP option lets you use your powers after 6 months of stay inside the jail. The 300 CP option grants your powers and perks back after 5 years of stay.

Bad Rep(200 CP): One of your parents was a famous criminal. This gives you a social malus that follows your whole life. Any perk or power that mitigates this, doesn't work properly.

Police hit list(+200 CP): You're on the shit list of the cops and they'd use any chance to make your life miserable. My advice is to stay on another continent and keep your head down.

Backstabbing friends(+300 CP): One of your friends is going to backstab you. If you find and eliminate them, another one would take their place in a few years.

Tragic childhood(+300 CP): You've a tragic backstory worthy of a protagonist. Your parents are dead, your siblings have deadly ailments, your grandma needs a new heart, etc; you've real feelings for your family, so don't expect to take these 'easy points' and fuck off elsewhere.

Kid jumper(+300 CP): You start this jump as a 10 year old child. This makes your drawbacks more troublesome.

Dumbass(+300 CP): You're an idiot, the comic relief guy. You can decide if you're just book smart and dumb in social situations or completely stupid in all situations. The second choice doubles the points you get from this drawback.

No items(+200 CP): All your out of jump items are locked.

No companions(+200 CP): All your out of jump companions are locked.

No powers (+200 CP): All your out of jump powers are locked.

Highly sentimental(+300 CP): Your life becomes a melodrama on par with the greatest (or lamest) movies. Situations would conspire to make you sad or melancholic and cry everyday. Your emotions are all out of whack so you laugh or cry at the drop of a hat.

Hallucination(+300 CP): You don't know what's real or what's false anymore. You keep seeing stuff that isn't there, like people trying to kill you, ghosts floating in the air, etc;

Villainous monologue(+300 CP): You're prone to launch into villainous monologues when it least suits you.

Mechanic(+200 CP): You work a minimum wage job that barely provides you with enough money to eat. Any attempts to change the job won't work.

Sequel hooks (+400 CP): You've a hard time getting rid of enemies, they keep escaping to get revenge on you later or they've friends or relatives who decide to get revenge on you and your family. Make sure no one knows about the time phone or they would get their hands on it to end you.

NOTES:

Nothing much to add here, here's a wikipedia link.

[https://en.wikipedia.org/wiki/Mark_Antony_\(2023_film\)](https://en.wikipedia.org/wiki/Mark_Antony_(2023_film))