

Infinity Train Jump

Welcome to the world of Infinity Train, Jumper. While this world may seem like a mundane Earth like so many others, there is one notable exception. When a person experiences emotional trauma and finds themselves at a crossroads in their lives, they might be taken aboard the eponymous Infinity Train. These Passengers awaken in one of the many cars on the Train with a glowing number on their hand, and can only leave by getting their Number to zero by learning to overcome their problems and growing as individuals. The Train itself exists in a massive pocket dimension surrounded by endless wasteland, and constantly adds more train cars to itself. Each car contains a pocket reality themselves, which contain fantastical environments, challenging puzzles, strange physical laws, and other hazards. On their journeys, the Passengers are joined by Denizens, supernatural creatures created by the Train in order to guide them and help them learn lessons and grow as people, as well as populate the cars themselves. But all is not well on the Train. Strange robots roam the cars attacking Passengers and Denizens both, a cult worshiping the mysterious Conductor spreads anarchy across the Train, and insane and hostile Denizens seek to eliminate or trap any Passenger they come across.

You begin your own journey the night Tulip boards the Infinity Train. Take **+1000cp** to help you on your way.

Origins:

All sorts of people find themselves on the Train. As such, you may choose your age and gender freely.

Passenger: Humans from the outside world who have experienced some form of trauma or emotional turmoil, and are taken aboard the Train in order to help heal from these experiences, to learn lessons and grow as people. Each Passenger is given a Number based on the intensity of their problems, which changes based on the thoughts and actions of the Passenger. When their number reaches zero, a portal opens back to the real world, allowing them (and only them) to return home. Until that point, however, they are trapped on the Train. *You can choose to have a background in this world, or to take it as a Drop In option. You start in a random car.*

Denizen: Denizens are supernatural creatures generated by the Train in order to populate the Train Cars and to help Passengers grow, either by acting as obstacles for them to overcome, providing aid and advice, or by travelling with them as companions. Denizens come in a wide variety of forms, from sapient objects to talking animals to mythological creatures, and even more exotic things. *You start in the car that spawned you.*

Conductor: Someone needs to keep the Train running, to build the cars and to keep everything running smoothly. Whether you're one of the countless robots that operate the Train or a usurper trying to take control, you know technology like the back of your own hand (which you may or may not have) and have the skills necessary to keep the whole system working. *You*

start in the Engine Room, and can either choose to be an assistant to Amelia or One-One, or their replacement as the Conductor.

Perks:

Passenger:

Ready For Adventure (-100cp): Humans here seem to be a bit more physically active than they do back home, huh? Whether smashing through a steel shell with a pipe, surviving being crushed under a brick wall, or walking away from a long fall, you seem to be a bit stronger and more durable than should be physically possible. Not enough to win against opponents much bigger and stronger than you are, but maybe enough to turn a dangerous journey into a survivable one.

We Have Protocols For This (-200cp): While you can't prepare for everything the Train will throw at you, you certainly try. You're great at puzzles of all kinds, from mundane ones like crosswords and Rubik's Cubes to fantastical ones like the bizarre tests and landscapes of the cars. You are also skilled in figuring out the weaknesses in your opponents, both physical and psychological, and can figure out how to use them to your advantage. Furthermore, after dealing with a puzzle or opponent, you can create plans for similar challenges in the future, which can form the base for later plans and can be taught to others. Finally, with this perk you are skilled in survival skills of all sorts, from foraging and hunting to basic first aid, useful for when you're stranded in the middle of an alien forest, forty-seven cars away from help.

Learning Lessons (-400cp): Passengers are here to learn lessons and grow as people, after all, and you seem to be especially good at it. Whether it's an emotional lesson or a more practical one, you seem to learn much faster than your peers. Overcome years of emotional manipulation within a few weeks, or learn to dance in a single night.

The New Apex (-600cp): Your charisma is off the charts, Jumper! You can convince people of nearly anything, as long as you can get them to listen. Convince a madwoman to end her decades-long feud, charm an armed mob out to kill you, or even start your own cult.

Denizen:

Whimsical Form (-100/200/400/600cp): Every Denizen on the train has some sort of supernatural form or property that differentiates them from their mundane counterparts, and now you do too. For your first purchase, you can choose a form that grants you a minor or situational advantage, such as a small talking animal or animate object. Forms at this level are no more powerful than the average Passenger. For a second purchase, you can choose a form that grants you a more significant advantage, such as minor super strength, weak projectile attacks, or being made of steel or crystal. You can still be taken down by a skilled enough (or lucky enough) Passenger, but it's still more than enough for most of the threats on the Train. For a third purchase, your form is strong enough that it would take multiple skilled Passengers to take you down, or have powers that require specialised methods to deal with. Things like turning into shadows, teleporting, or controlling the minds of the vulnerable or unaware are at this level. For a fourth and final purchase, your form alone makes you a serious player on the Train as a

whole, and you are almost certainly the defining feature of your car. At this level, you might be an enormous giant, a sapient castle, or have the capacity to endlessly duplicate. *The first level is free for Denizens, and all remaining purchases are discounted.*

What They Needed You To Be (-200cp): The purpose of the Denizens is to help the Passengers overcome their problems, and you're one of the best there is. You instinctively know the personal issues and emotional scars of those you interact with, and intuitively know how to best help them overcome their problems and grow as people, whether that be through a fantastical adventure across a magical, extradimensional train, or just emotional support and a heart-to-heart conversation. The journey might not be quick or easy, but you'll get every Passenger's Number down to zero.

World Class Guide (-400cp): You truly understand how the Infinity Train works, far more than even most Denizens. Not the science and magic by which it operates, but the rules and laws that govern the cars, and the people and cultures that live within. You have a wide breadth of knowledge about the Train and its history, both common and secret, and if you need information or items that you don't already have then you can always call in a favor from any of your thousands of contacts across the Train. If it exists on the Train, you can almost certainly find it. In later Jumps, you will find that it is almost trivial to uncover secrets and make connections in any world you find yourself in.

Break The Mold (-600cp): One-One really broke the mold with you. Whereas most Denizens are stuck with whatever form they were born with, you have the ability to shapeshift however you desire. With this power, you can replicate the forms and abilities of anything possible under Whimsical Form, up to the third rank. However, you can only choose one or two powers at a time, and any form you take will retain some qualities of your base form, such as antlers or fur.

Conductor:

Just Like Programming (-100cp): You are a talented engineer and programmer, having been tinkering with technology for most of your life. You are familiar with most common human technologies. Furthermore, you are capable of reverse-engineering and jury-rigging exotic technology to a limited degree, so long as you can relate it back to something you're familiar with. You might not understand the operating principles it runs on, but fixing a magical shuttlecraft is just like fixing a golf cart, right?

They're All Just Numbers (-200cp): The Infinity Train is a vastly complex system, consisting of an endless procession of cars and filled with uncountable Denizens and Passengers alike. It would be far too much for one person to handle, but you manage. You are skilled at the administrative side of running the Train, from making sure each Passenger gets processed to maintaining the cars themselves. In later Jumps, you will find that similar administrative tasks are just as easy.

Control the Network (-400cp): You really are a master at this, aren't you? With this perk, you are a master at all things programming and hacking, skilled in both the mundane technology of

Earth and the computer systems used by the Infinity Train itself. Furthermore, you have learned a series of tones that allow you to hack into computer systems from a distance, so long as they can hear you. Each system has a unique sequence that gets more complex the more advanced the computer system is, but once learned you can issue commands from any audio system.

A New Conductor (-600cp): You might not be the true Conductor, but you can certainly fill the role. You fully understand the technology and magic that the Train runs on, from the gadgets used by the inhabitants of the Train, to the creation of Denizens, to even the reality-warping cars themselves. With enough time and resources, you might even be able to build a new Infinity Train, although such a project would likely take decades.

Items:

Passenger:

Donut Holer (-100cp): It's not a pipe, it's a donut holer! This wonderful product, certified by the Conductor, is used to punch holes in a wide variety of things, such as pamphlets, hats, and mechs, turning them into "donuts". This pipe is also completely invulnerable, making it useful as an improvised weapon in a pinch, and always seems to be around when you need it. Alternatively, you may instead import another item to gain these properties.

Harpoon Pack (-200cp): Used primarily by the Apex, this combination armor-weapon fires two grappling-hook-like projectiles from the ends of two batons. These projectiles can stick to nearly anything, from car walls to tree trunks to even other people, and can be used to climb or swing from. Careful, the cables are only made of rope. This purchase also comes with a free pair of Magnetic Boots, which operate similarly to the grappling projectiles in that they can stick to nearly anything, and can be used to walk up walls or even ceilings.

Number Radar (-400cp): This handheld radar system is designed to be able to detect Passengers, with larger Numbers corresponding to larger blips on the map. The radar has a massive range, easily capable of tracking targets several dozen miles away. Post-Jump, this device can be modified to track any one type of target per Jump.

Train Cannon (-600cp): One of two cannons taken from the front of the Train and repurposed into a rifle-like blaster cannon. Instead of causing physical harm, the blasts of energy this cannon fires will instead transmute the target into another form, which is determined by the orb set in the center of the rifle. This purchase comes with a Corgi orb and a Ghom orb, although more orbs can be gathered by dismantling Train cars.

Denizen:

Jumper Chalet (-100cp): Helping Passengers is hard work, and everyone needs a break now and again. Whether a cozy cottage in a snowy car, a clearing in a jungle, or something else, you will always have a place to return to after a long journey. Furthermore, you won't have any unwanted visitors while you relax. However, this protection goes away if people are actively looking for you, or if you interact with the outside world at all during your stay.

Memory Tapes (-200cp): Every Passenger has one, and now you do too. These video tapes contain the memories of a single person from birth until the moment of the tape's creation, and those who watch them can enter these memories as if they were really there. Be careful, however, as these memories are how the person remembers them, not how they actually happened. Even worse, those who view their own tapes may end up trapped inside these false memories, until they manage to reject the lies and uncover the true versions that they have repressed. This item gives you a tape of your own memories, as well as the means to make more: a via of the microbots used in the Passenger Farm. Simply place these microbots on the head of the target and they will begin to extract the memories in the form of a tape, which can then be wound and played in any VCR or film projector.

Shuttle Craft (-400cp): Useful for rapid travel across the Train, this vehicle levitates across the outside of the cars at incredible speeds. While not particularly durable, these shuttle crafts can turn a journey of months or years into a matter of days or weeks. Alternatively, you may choose to receive a Passenger Pod instead. While similar to a shuttle craft in most regards, these pods cannot be controlled manually, instead using autopilot to navigate towards the set destination. You also get in-flight entertainment in the form of One-One's documentaries.

Era-Stat (-600cp): This palm-sized dial was taken from its car and reprogrammed decades ago, and has somehow managed to make its way to you. While it is far weaker than it originally was, it is still one of the most powerful pieces of technology the Train has to offer. When placed on a target, the dial can be used to fast forward or rewind the physical state of the target to different periods in its existence. Turn a man into a baby or age a castle wall to dust. Does not affect the mind of the target, nor does it work on the cooldowns for Perks.

Conductor:

Uniform (-100cp): This snappy new outfit consists of a grey jacket, grey pants, a black belt, and a pair of well-fitting boots. These clothes are guaranteed to be suitable for most environments found on the Train, from blizzards to deserts, will repair themselves from rips and tears, and are self-cleaning. Alternatively, you may import another outfit to gain these properties.

Mech (-200cp): A robotic suit constructed from pieces of the Train, with a Passenger Pod for a head. This suit of armor increases your strength and durability, although it is lacking in agility. Comes with a free cape and voice modulator.

Sound Shield (-400cp): A black belt with an animated sine wave across its surface and the Conductor's emblem as a buckle, this device creates a bubble of sound around the wearer, cancelling out enemy blows and knocking back enemies in close range. Be careful, it's not invincible.

The Jumper Car (-600cp): A custom Train car of your very own! Whether you claimed a pre-existing car, somehow convinced the Conductor to make you one, or usurped them and created it yourself, you are nonetheless the sole owner of a Train car of your own design. This car can have any theme, design, and custom physics you desire, within reason, although it will

never be able to spawn Denizens of its own. This car will be at most comparable to the cars seen in canon, and attempting to abuse this will instead give you a broken car filled with jam, turtle statues, and pieces of a college campus. This car will be part of the Train in this Jump, but afterwards may be taken as a Warehouse Attachment or inserted into a setting as a standalone building.

Companions:

Custom Companion (-100cp): The standard custom companion option. You can create or import a companion, with a free origin, their origin freebies, and 600cp to spend on perks and items. They can take drawbacks that only affect themselves, but they can only spend the CP gained on themselves.

Canon Companion (-200cp): The standard canon companion option. So long as you can convince them to journey with you by the end of the Jump, you can take any one character with you as a companion. You are guaranteed to run across them at least once on peaceful terms.

Mirror Jumper (-400cp): Your mirror duplicate from the Chrome Car, who you managed to help escape into the Prime world through the use of a clever loophole. The Mirror Police were dispatched to hunt you down, but you managed to escape with your new ally. The Mirror Jumper has all the same perks and powers as you do, as well as three free purchases of Whimsical Form to represent their Reflection physiology. However, you must take the Absent Reflection drawback for no points, and the Mirror Jumper must take the Chrome Convict drawback for no points.

Broken Number (-400cp): You found this child wandering the Train alone, and for some reason they seem to have latched on to you. They appear to be a human Passenger, but their Number does not glow or change, and they have no memory of their own past. Still, they are remarkably cheerful despite the situation. They're a quick learner, and surprisingly charismatic, capable of worming their way into the hearts of even the most stubborn individuals. And, during particularly stressful moments, they begin to change into the form of a humanoid turtle. The Broken Number has the Ready for Adventure, Learning Lessons, and The New Apex perks, as well as two free purchases of Whimsical Form to represent their humanoid turtle form.

Rogue Servitor (-400cp): A long-lost robot from before Amelia's takeover of the Train, you managed to find and reactivate this servitor after decades of being offline. Damaged and disconnected from the rest of the network, it has chosen you to be its new master. Skilled in both combat and technology, the Rogue Servitor has the Just Like Programming, They're All Just Numbers, A New Conductor, and We Have Protocols For This perks, as well as three free purchases of Whimsical Form to represent its clawed robotic tendrils and gun eyes.

Drawbacks:

Absent Reflection (+100cp): For whatever reason, you seem to no longer seem to have a reflection. While this is unlikely to cause issues on the Train, the outside world is a different story entirely.

Numbers Also Go Up (+400cp): What on Earth did you do to get a Number this high, Jumper? While most Passengers have a Number in the tens or hundreds, yours is long enough to wrap around your hand and part-way up your arm. Not only will this take significantly longer to get to zero, you also have some significant psychological problems to make it that high. You're gonna be here for a while, Jumper. If you are a Denizen, you instead hate and distrust Passengers, likely due to prolonged isolation or some traumatic experience. It will take significant soul-searching and healing before you can overcome this. If you are a Conductor, you will instead be incapable of empathy towards other Passengers and Denizens. While you can use cold logic to predict how others will react to certain stimuli, you will never truly be able to bond with others or understand how they feel, which will make your job much harder.

It's A Pocket (+400cp): Wow, you are bad at explaining things. Your advice is often misleading, incomplete, or outright incorrect, forcing your Passengers to have to figure things out themselves most of the time. If you're a Passenger, you have instead made the wrong conclusions about the Train itself, such as believing that the highest Number "wins", or that the Conductor is out to get you. Whatever it is, these conclusions are guaranteed to be harmful and dangerous to you. Hopefully someone will be able to correct you before you do too much damage. As a Conductor, you will instead find yourself with complete amnesia in regards to the Train and your role on it. While you keep any technical skills you may have, the Train itself is as mysterious to you as it is to any new Passenger. You may find yourself being drawn to places or objects that relate to your former role, but your lack of knowledge may make this dangerous.

Make Things Right (+400cp): None of this would have happened if you had just been better. You feel incredibly guilty about the Train's current state of disrepair, and are dedicated to fixing as many cars as you can, and quarantining the ones you can't. However, given that these are reality-warping train cars and that many of them are inhabited, you will likely leave a trail of chaos and destruction in your wake. Hopefully you have someone to snap you out of it. Similarly, if you are a Passenger, you will often find yourself compelled to help people along your journey, even if they don't want (or need) it. Maybe you don't realize what you're doing, or maybe you feel that it's for their own good. Regardless, this behavior will cause more problems than it solves. If you're a Denizen, you will instead be incredibly flaky when it comes to helping your own Passengers. While you stick around when things are good, the second things get hard or dangerous you flee, leaving your allies behind. People are unlikely to trust you when they find this out.

Null and Void (+600cp): The Apex are a cult of children dedicated to raising their Number as high as possible, raiding train cars and murdering Denizens. And now they've turned their eyes on you. Maybe they believe you're an ally of the False Conductor, maybe they hate you for being a Denizen, maybe you just rub them the wrong way. Regardless, you now have a cult out for your blood. While they may not seem dangerous at first, the Apex are surprisingly crafty and organized, skilled in using the Train's technology and experienced in taking down supernatural opponents. If the Apex are pacified or removed as a threat, another, similar group will appear somewhere else on the Train.

Chrome Convict (+600cp): The Mirror Police, also known as Flecs, are police from the Mirror World, charged with protecting the border between the Mirror World and the Prime World. Believing you to be an escapee from their world, or an ally of one, the Mirror Police have dispatched two agents to hunt you down. These agents are made of solid metal and are armed with weaponized belt sanders, and can teleport between any reflective surface. Luckily, however, they need specialized skin suits to hunt you in the Prime World, and quickly melt away without them. Still, they are relentless, and if slain two more will soon take their place. The only place out of their reach is the human world, off the Train. Better keep a can of spray paint handy.

Ghom Bait (+600cp): A nightmarish cross between a dog, a cockroach, and a Dementor, these monsters live in the wasteland outside the Train and hunt Passengers and Denizens both, draining away the souls of their victims and rendering them into ash with seconds. And for some reason, you just keep running into more. It seems that whenever you leave the relative safety of the train cars, one or two Ghom will attack you.

End Choices:

Stay

Go Home

Move On