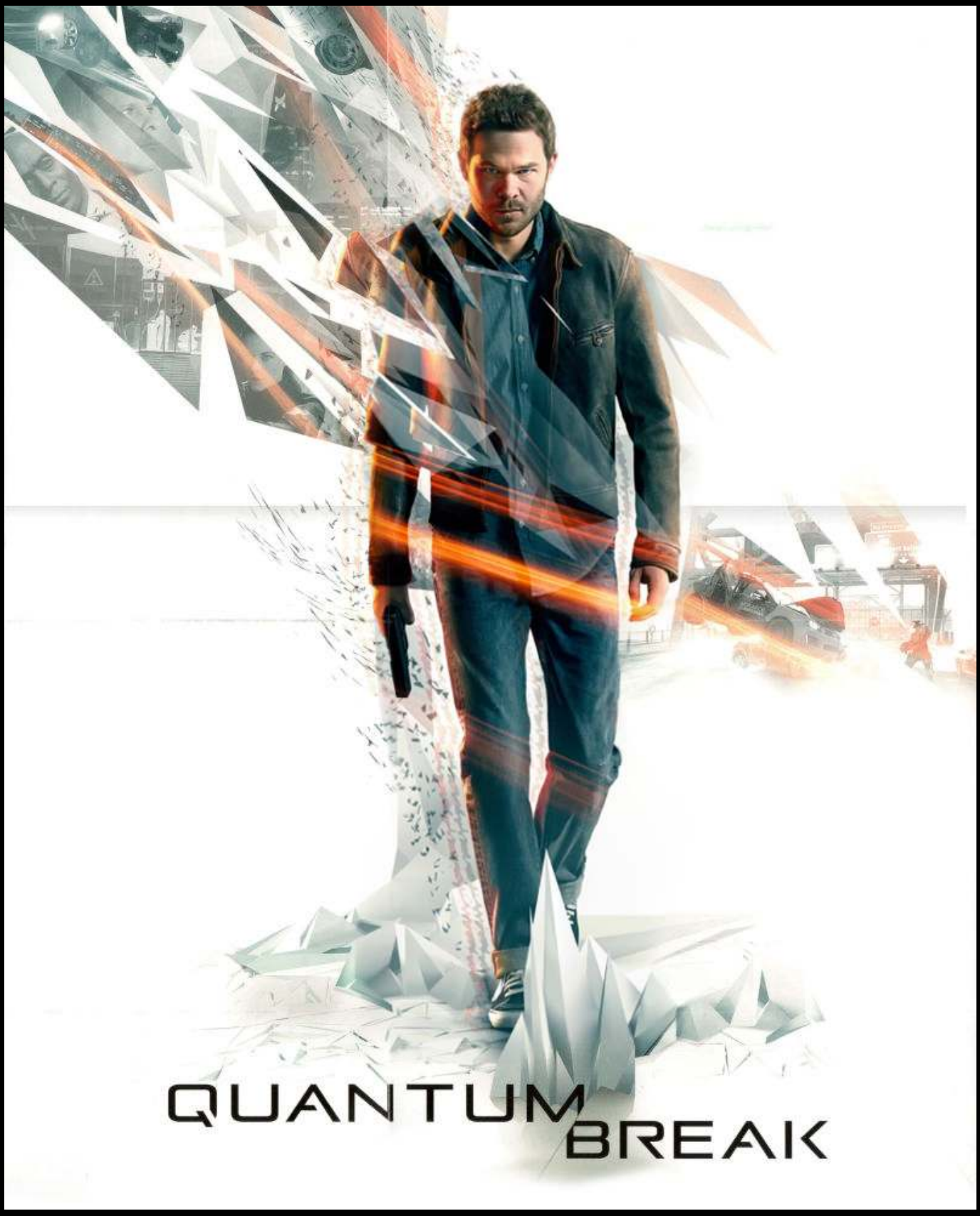


Quantum Break v1.1 (The “That’s not how time works” edition)
by GoodOldMalk

Introduction

“The number one killer is time. It destroys us all."

- **Jack Joyce**

Time, the final frontier. For a great part of our history we have chased time hoping to catch up to it, learn of it... maybe even control it. And while it has always eluded us we’ve never stopped dreaming of one day mastering it. But in this particular version of Earth, a scientific breakthrough is about to change the course of history as we know it.

Here, against all odds, mankind will finally learn the true secret of time, and through science, will find the means to manipulate and control it. This breakthrough will not come cheaply however. Mankind will learn far too late, that fate is very much real and unavoidable, and as a result, a tragedy will unfold that will come to claim all, for in tampering with time, the very fabric of time and space will fracture, and the world will be plunged into a great cataclysm known as the End of Time, where time flows for no one.

Only through the mastery of time can this world be saved, and only by accepting that the past is immutable, will the world ever move forward.

Welcome jumper to the world of Quantum Break!

You gain 1000 CP

Age and Gender

Roll 1d6+24 to determine your starting age. You may freely select your gender. Drop-ins may freely select their starting age instead.

Time and Location

You’ll arrive at William Joyce’s workshop in **Riverport**, back when the time machine was first activated on **February 28, 1999**. This jump will have you stay in this world for at least 10 subjective years. The actual end date will depend on how much you like to time travel.

Main Junction

Junctions offer the opportunities to expand your arsenal of perks and powers. How they are discounted, depends on the following selection. Selecting any of these junctions is not mandatory.

Chronon Active Lifeform / Stable Shifter

Chronon Active Lifeform (Free / Mutually exclusive with Stable Shifter) - This selection allows you to become a Chronon Active Lifeform. As a Chronon Active Lifeform, you seemingly generate infinite amounts of Chronon Particles, allowing you to power your time-related perks and abilities without requiring external sources of power. In addition to this, your strength and mastery over your powers grows when exposed to external sources of Chronon Energy.

*You may select one of the two options presented at each junction. The option selected is obtained for free, while the remaining option can't be discounted. You receive **Time Manipulation** for free.*

Stable Shifter (Free / Mutually exclusive with Chronon Active Lifeform) - A Chronon Disrupted Lifeform, or Shifter, can be considered the end state of Chronon Active Lifeforms, and exists as a superposition of all their alternate selves. They are normally incapable of demonstrating their powers outside stutters, but being a superposition of multiple lifeforms gives them their own unique advantages. As a Stable Shifter, you'll be able to project and maintain a single form at will, and your powers will grow leaps and bounds while in the presence of temporal anomalies, such as time stutters.

*All options presented at each junction are discounted. Discounting a 100 CP option makes that purchase free. You receive **Quantum Lifeform** for free.*

Origins

Any of these origins can be taken as a drop-in, in which case you forfeit any potential past history, memories, or work experience, and begin the jump with bare minimum paperwork to claim you exist. You wouldn't be the first person to come out of nowhere around here.

Executive: Not all opportunities in life lead to spectacular results, and not everyone is fit or willing to man the frontlines, but you seem to be doing just fine leading a company from the sidelines. You are a visionary, a leader, an executive, one that has set itself a goal to change the world, and in this particular time and place, in this specific corner of the world, there seems to be quite some juicy opportunities to make history.

Double Agent: You are a mole, a double agent. A person working for a higher cause that is willing to risk life and limb to ensure that everything happens as it should be. You've trained all your life for the inevitable future, and have reaped the rewards of your training. You have a stable job, a well kept body, and laser focused determination, but deep down you are ready to turn it around if it gives you the opportunity to do the right thing.

Fixer: You are a field manager, a fixer, a person who solves practical problems. The kind of problems for which people don't write a report about, and instead get solved behind closed walls. Your work forces you to operate outside of the public eye, yet the very clients that employ you tend to be the ones with the biggest presence. While not everything ends in a gunfight, you have to be ready to get violent if the situation demands for it.

IT Specialist: Some jobs operate in dark alleys, you operate in the digital counterpart. You're an IT engineer for a multinational corporation, while there's plenty of you to go around, there are tasks that can only be assigned to a selected few, who are not only regarded for their skills in their field, but also for their absolute discretion. The work you do is not always recognized or glorified, but there's no doubt that the people in charge have you on speed dial.

Junction 1

Temporal Regeneration / Temporal Resurrection

Temporal Regeneration (100 CP / Optional for Chronon Active Lifeform / Free for Stable Shifter) - You are capable of manifesting a form of temporal healing, allowing you to slowly but surely undo damage dealt to you, and even regenerate lost limbs or body parts over time. This includes indirect forms of damage, such as side-effects, mutations, or other ailments. This effect is slow enough that serious bleeding or sufficiently strong trauma may still take your life, but as long as you can pace incoming damage properly you'll be able to survive a heavy gunfight seemingly unscathed.

Temporal Resurrection (100 CP / Optional for Chronon Active Lifeform / Free for Stable Shifter) - You obtain the ability to rewind yourself back from the dead, re-appearing anywhere you've already been. You'll return in pristine condition, retaining all your memories up to the point of losing consciousness, and will appear at a location of your choice. This effect cannot be prevented or modified by anything short of drawbacks, and will become available once every jump, or every 10 subjective years, whichever happens first.

Perks

Each origin receives a 50% discount on their respective perk tree. Discounting a 100 CP perk makes that perk free.

Undiscounted/Freebies

A Timeless Mind (Free) - It takes more than a good memory to juggle the combined history of your past, your present, and your future. This perk makes your memory perfect, instant, and limitless, seemingly capable of retrieving even the most ancient of memories without delay. Your timeless mind and memories are capable of handling changes in the timeline without a hitch, allowing you to retain your memories and experiences without being affected by them. Not only that but, should you come across alternate versions of yourself, such as past or future selves, you'll be able to instinctually confirm their identity and cooperate with them without fear of your identity drifting as a result of your synchronized state.

Quantum Locked Timelines (Free) - When messing with time, it's best to be prepared for the inevitable breakdown of time and space. This perk protects you, and the universe you inhabit, from any attempts to be removed from existence, whether that's through reality warping, causality manipulation, or space-time manipulation, making it impossible for either of you to be culled, retconned, or otherwise deleted by any individual, god, or other form of otherworldly authority who could muster the power to do so, including yourself. This effect operates on the principle of active and passive observation, expanding the sphere of protection to any universes and timelines in which you have some form of presence.

No Time like the Present (Free / 300 CP) - It would be very sad if you jumped into this world, only to experience a series of inevitable tragedies that are impossible to turn around. This perk grants you an uncanny trait that helps you become an external observer whose observation of time defines the past, present, and future. This trait guarantees that actions you perform in your present will modify, to some extent, the existing timeline, allowing you to change the near future even if fate wishes to say otherwise. This will also allow you to lock down events you've directly experienced, protecting that past from being tampered. This condition only affects your present self, meaning past and future versions of yourself will be unable to change their timelines without your help.

For an undiscounted 300 CP, your ability to change fate will not be limited to the near future, allowing you to change the past and easily rewrite an entire page of history provided you have the means to do so, like with a time machine.

Executive

The Right Language (100 CP / Free for Executive) - You see, time is like an egg... and much like this metaphor, that egg is broken. This perk facilitates communicating complex messages, ideas, and theories, even highly technical ones, allowing any layman to understand you when you talk without problem. This can be useful to deliver messages effectively even if there's a language barrier, without needing to be overly verbose, and allowing you to push a quick explanation. Hell, you could eloquently explain why time can't be changed before everyone starts shooting at each other again.

PR Friendly (200 CP / Discounted for Executive) - Spin the story just right and others will do the work for you. This perk makes you amazing at manipulating the masses, including their leaders and the media. This can be useful if you wish to deflect scrutiny, shrug off responsibility, ingratiate yourself with the world, or just have others do what you want without them being none the wiser. This only works for as long as you maintain a modicum of goodwill with the public, and should you switch to a more hardline approach it will immediately crumble.

Hardline (200 CP / Discounted for Executive) - The hardest choices require the strongest wills, and your will has been tempered by time itself. This effect grants you an immense pool of willpower, mental fortitude, pain tolerance, and perseverance that extends to those who are willing to follow you, allowing you and your team to power through adversity unflinchingly, without losing sight of what's important and without shirking from acts that need to be done, guaranteeing that, even if the world is about to end, there will be someone willing to hold the line.

Loyalty Indicators (400 CP / Discounted for Executive) - It would be tragic to devote your entire life to a cause, only to end up surrounded by people who'd betray you the moment you are within reach of your goal. This purchase helps you create and maintain a special mental image of the complicated relationship web of all the people you've met, helping you navigate the cutthroat world of politics. This web is automatically updated without the need of external input, allowing you to identify new developments in the social circles around you even if you don't particularly understand the mechanics behind them. This will make it obvious where the loyalties of the people around you are, and while you won't be able to discern their underlying plans or motifs, you'll at least have, with certainty, knowledge of who's on your side and who isn't.

Double Agent

Level Headed (100 CP / Free for Double Agent) - Sometimes you have to chin up and take a stand, no matter how hard things get. This perk helps you always remain level headed in all situations, allowing you to make rational decisions even if you are currently experiencing the most excruciating physical or psychological trauma, without losing sight of the things that are important, such as your mission. This does not remove your ability to feel emotions or become sentimental, but you'll be able to prioritize your goals over your immediate impulses. In fact, if your emotions would give you an edge in a situation, you'll always find just the right amount of them.

Mrs. Nobody (200 CP / Discounted for Double Agent) - Living outside the grid can be difficult, and most jumpers are bound to experience this at some point of their lives. This perk facilitates infiltrating new locations or organizations without raising any flags about yourself or your background, even if said background is virtually non-existent. This can be useful whenever you decide to drop into a new place or land a new job, and will guarantee that the people who do look into your background will only find your past history to be unamusing or downright convenient. While this won't guarantee you'll land within anyone's inner circle, neither your nature nor your history will stand in the way of you reaching that position.

Trustworthy (200 CP / Discounted for Double Agent) - Maybe it's the fact that you stopped when you could have killed them, or maybe it's something about your face that seems familiar. With this perk, people you are trying to help will instinctively know that you are on their side, even if you happen to be wearing the uniform of the very people they are fighting against. In such cases, this perk will protect you against unwarranted aggression, or even retaliation if you've somehow antagonised them already, but you'll have to be quick on your feet to ensure that they don't turn against you. The people you are helping may still need to consciously process your information, but any explanation you do decide to give them would be, at most, a formality.

Crazy Prepared (400 CP / Discounted for Double Agent) - It pays to be prepared, and you've been doing this your entire life. This perk provides all the training and experience you'll need to step up against the elite of the elite. Starting from gymnastics, fitness training, and wilderness survival, social skills such as conversation, compartmentalization, lip reading, and face reading, training with modern weapons including knives, pistols, shotguns, and rifles, as well as close combat training in the best the world can offer you. In future jumps, your past self will also undertake a similar training regiment adapted to your new setting, providing you with the experience, the physique, and the appropriate certification needed to prove it. This effect works even for drop-in origins.

Fixer

Redemption (100 CP / Free for Fixer) - It would be a tragedy for you to finally get an opportunity in life, only for things to go south because of a simple misunderstanding. This purchase guarantees an opportunity to explain your side of the story to all relevant parties and, if possible, will clear up any misunderstandings and defuse potentially dangerous situations. Not only that, but people who try to revoke this opportunity out of convenience, such as traitors trying to incriminate you, will immediately flag themselves as suspicious. This effect only works if there's someone who could potentially be on your side, and will not work against people who've already decided to get rid of you. You'll instinctually know if such an opportunity is present or not.

Revenge (200 CP / Discounted for Fixer) - In a dangerous profession, when life is on the line, grudges are lethal and everything goes. This perk makes you far more sympathetic whenever you engage in acts of revenge or retribution, allowing most bystanders to instinctively know if you are in the right or wrong and making them far more likely to side with you whenever fate and other circumstances rise against you. They may not openly fight on your side, but at the very least they won't actively hinder you or stand in your way. With this, and provided you have a good reason to, it would be virtually impossible for an all powerful institution or corporation to openly act against you, even if you start mowing down their entire security forces with reckless abandon.

Supersoldier (200 CP / Discounted for Fixer) - You may not be a supersoldier, but hot damn is it hard to take you down, Jumper. Your ability to fight against seemingly overwhelming odds easily surpasses that of your peers, entering the realm of an action hero, and makes it possible for you to overpower even dozens of highly trained and armed elite soldiers with just regular hand-to-hand combat. This perk primarily works as a combat and luck booster, allowing you to always find the upper hand in situations where you are evenly matched or only slightly outmatched in 1-to-1 combat, and it will not work in situations where you are excessively outnumbered or overpowered. This also comes with the intuition that is needed to identify lost causes and dangerous fights, giving you ample time to plan a retreat or outright surrender in those rare cases.

First Turn Protection (400 CP / Discounted for Fixer) - It takes only getting surprised by a shotgun, and everything you've ever worked for will come tumbling down. With this perk, the first few seconds of an encounter against a new enemy or a dangerous situation will never result in your death or incapacitation, no matter how overwhelming the odds look. This form of plot armor will prevent you from biting the dust too early into a fight, allowing you to at least get your bearings and catch your breath before things get ugly for real. This will also result in enemies missing their very first attack whenever they first catch you by surprise, if only by a hair's breadth. This effect ends the moment you become able to fight back properly and will inform you of that, preventing you from abusing your pseudo-invincibility.

IT Specialist

Bluff Expert (100 CP / Free for IT Specialist) - For non-combat personnel, bluffing and blackmailing are the easiest way to get out of trouble. This purchase facilitates discovery of vulnerabilities in other people, be it physical, emotional, or psychological, and will give you an impressive amount of leverage when these are used for bluffing or blackmailing. You'll have a knack for where to look and what to say, and you'll easily convert any evidence you have at hand into a solid strategy to get you what you want, including avoiding confrontation. While it might be trivial to use such methods, just be mindful that if pushed around too far, or too often, people will usually fight back.

Indispensable (200 CP / Discounted for IT Specialist) - It’s easy for a white collar worker to be shoved by the side, but you seem to have an indispensable quality that protects you. This perk greatly enhances the image you project on all your benefactors, mentors, and superiors, making them extend a hand to you, or straight up take you in as their protegee. This includes plenty of lucky opportunities to ingratiate yourself with them, helping you reach the point of becoming an indispensable part of their plans. This effect will stick around as long as you don't deliberately antagonize or otherwise sabotage their plans, ensuring you won't be made an example if things go south. Just, be mindful of who you choose to side with, you might end up in the wrong crowd.

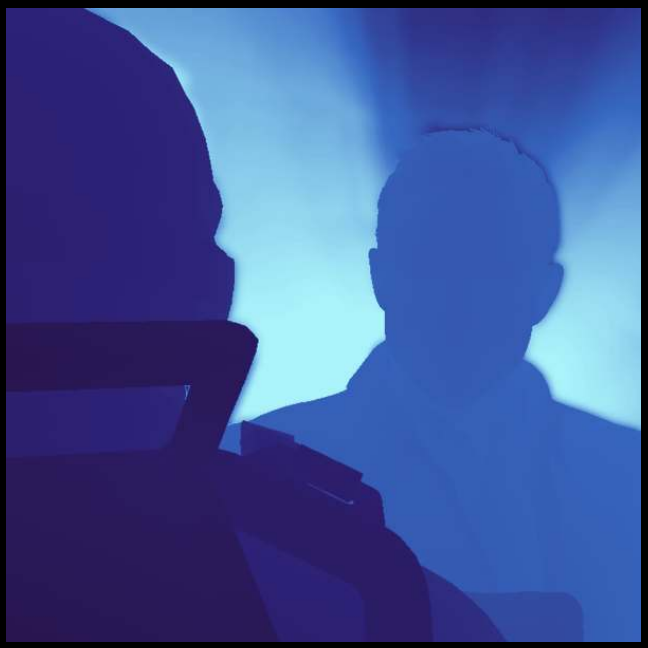
Self-Made Hacker (200 CP / Discounted for IT Specialist) - You seem to have a good knack for technology, at least when it comes to subverting digital and electronic systems. With this perk, any and all efforts to use technology in your favor will always be carried out painlessly and without too much trouble. This is primarily a luck based ability mixed with a little bit of intuition, allowing you to exploit technology without having to fumble about for hours, and will help you in your everyday hacking activities such as finding information, subverting systems, fooling traces, breaking passwords, or cracking security. You'll still need to get your skills from somewhere, but you could easily rely on your luck and intuition to find the learning material needed.

Head of IT (400 CP / Discounted for IT Specialist) - The hardest part of compromising a system is getting inside of it, and if you are already inside, then you've already cleared most of the hurdle. This perk guarantees that you'll always have the credentials needed to access any digital or electronic system with administrator access, allowing you to trivially bypass any form of security. The exact details of the credentials will depend on the system you are trying to manipulate, but in general getting administrator access will be as simple as using a generic username, like admin, and typing the first password that comes into mind. This will even work with more secure electronic systems like biometric scanners, ensuring that your own biometrics will always match that of a superuser. Just be mindful that this alone won’t help you convince a real human.

Junction 2

Chronon Locked / Chronon Stable

Chronon Locked (200 CP / Optional for Chronon Active Lifeform / Discounted for Stable Shifter) - All your forms now resist external attempts to affect your personal timeline, forcing them to fail as a result of Novikov's self-consistency principle of time. This means that entities attempting to mess with your timeline will always fail, for in trying to do so they'll create a closed time loop that will only guarantee that the future will occur as it already has before, effectively preventing the dreadful Grandfather Paradox. You'll still be forced to deal with their temporal shenanigans, but you'll always have fate on your side. This effect only applies to unwanted external interference, and will not deprive you from the opportunity to personally change your timeline should you unlock such an ability.



Chronon Stable (200 CP / Optional for Chronon Active Lifeform / Discounted for Stable Shifter) - New and existing powers and abilities will no longer manifest themselves openly, allowing you to remain inconspicuous in the presence of others, even against people or specialized instruments who could potentially detect them with careful observation. This effect covers mostly the perceivable side-effects, such as auras, power leaks, and distortions, as well as the preparation and activations of your powers to some extent, but it will not cover the actual consequences of unleashing your powers. In other words, while casting a fireball stealthily might be a lot easier, the burning ball of plasma flying around will be visible to everyone. This effect can be toggled at will on a case-by-case basis.

Powers

Powers offered here come in a package, they are separated in smaller chunks for ease of reading. You'll receive free powers in this section based on your Main Junction. These abilities will become inherent to you, and require no external energy besides stamina.

Chronon Active Abilities

Time Manipulation (400 CP / Free for Chronon Active Lifeform) - The ability to manipulate time at will. Time Manipulation is normally a unique characteristic of Chronon Active Lifeforms who've become exposed to large doses of Chronon energy, but you seem to have discovered the ability without needing to do so. Your ability to manipulate time is entirely instinctual and your mastery grows either through practice, or by strengthening your powers. It requires no sources of energy to operate, and is guaranteed to not induce Chronon Syndrome on yourself or others.

> **Stutterproof -** This simple power allows you to retain full control of yourself in the presence of temporal anomalies, including instances where time has completely stopped. This means that you'll be completely immune to time stutters, time manipulation, and other time-related anomalies. Besides the obvious benefits, actions you perform inside temporal anomalies can ignore the problematic time component, allowing you to perform otherwise impossible feats such as firing a gun and having the bullet move around despite time-space being frozen. This effect is always active on yourself, but you may use this power consciously to extend your protection to other people and objects through touch.
>
> **Time Vision -** This power allows you to see glimpses of past and future events around a given location, similar to ghosts or holographic recordings of events that have either happened or will happen. Your Time Vision is not particularly strong or accurate, and it will be nowhere near as powerful as the ability to create Junction Impacts, however as a welcomed side-effect, activating it will allow you to intuitively highlight key objects, places, and people that could be useful to you based on the combined information of your postcognition and precognition, ensuring that you'll only be presented with relevant information. This effect works even when time has stopped, and will facilitate sensory input in places where the laws of physics have become broken.
>
> **Time Stop -** The power to freeze time in a small, focused area. Time Stop forces entities entering the area to be stopped dead in their tracks until the bubble breaks. It can be projected over long distances, requiring no travel time, and only needing line of sight of the target point. The resulting bubble naturally decays over time, or after sufficient energy has entered the bubble. This decay can be sped up by applying external energy into the system, such as by firing upon it. Once the effect collapses, time resumes in the area, and anything trapped inside it will resume motion. This can be useful to stack multiple projectiles and guarantee a simultaneous hit. Unlike other powers here, Time Stop does not require constant concentration once fired, allowing you to chain multiple bubbles at once.

Time Shield - Quite similar to Time Stop, this power trades offensive capabilities for defensive power. This allows you to project a time-reinforced shield around you, forcefully displacing objects that attempt to enter the bubble, and generating a small shockwave that knocks back anything near you. Attacks that collide with the shield are safely dispersed away from it, and non-stutterproof entities that remain inside the field will be frozen in place. Unlike a Time Stop bubble, the shield generated by this ability has no limit on the amount of punishment it can receive, however it requires that the user remains inside of it at all times. Activating a Time Shield allows you to instantly reinvigorate yourself back to optimal conditions, rewinding any damage done to you. Time Shield requires a large amount of concentration, and activating any other power will collapse the effect.

Time Acceleration (Time Dodge / Time Rush / Focus Time) - The power to temporarily speed your own time until everything has seemingly stopped. This power can be used to traverse small distances in a flash, or to give yourself time to react to a situation. Time still flows normally for you during the effect, so motion won't be as jarring, however for everyone else it will be impossible to perceive you for the duration because of the impossible speeds at which you move. Because this effect accelerates your own personal time and is independent of the universe's time, you'll be able to use it even if time has been completely stopped. You are capable of more than just dodging and running while Time Acceleration is active, so in theory you could use it to fire a few shots, or even smack someone in the face, however because Time Acceleration requires an immense amount of concentration, any action other than movement will quickly result in the collapse of the effect.

Time Trigger - The power to manipulate the timeline of a specific target. Time Triggers can be used to rewind time, or forward time up to the present. These changes last only for as long as concentration is maintained, and as soon as the effect is dropped time will flow back into them until they catch up with their present. Time Trigger requires an immense amount of concentration, and activating any other power will force the timeline to start the playback. Despite this, Time Stop, Time Shield, and Time Acceleration can be chained to delay the time before the object reverts back to its original condition.

Time Blast - The power to produce explosive blasts of Chronon energy. Time Blast is a purely offensive ability that can be used as leverage against multiple opponents, and has the explosive power and reach equivalent to a grenade. The ability has to be prepared beforehand by concentrating enough energy, and once ready, simply pointing in the general direction where you wish to activate will be enough to set it off in your target location. This ability has no travel time, could be used to bypass obstacles such as Time Shields, and will detonate anywhere on sight immediately.

Stable Shifter Abilities

Quantum Lifeform (400 CP / Free for Stable Shifter) - Chronon Disrupted Lifeforms are the final stage of life for Chronon Active Lifeforms, and exist in a state of quantum superposition, existing simultaneously as all versions of themselves, including alternate timelines, and including past, present, and future selves. That alone allows them to demonstrate incredible feats of strength that no ordinary human could replicate. Shifters are normally, because of circumstances that create them, violent individuals driven by physical pain, but this purchase ensures that you'll be able to obtain their abilities without having to endure the excruciating effects of Chronon syndrome.

> **Quantum Immortality -** Being a superposition of all your possible selves, you are seemingly capable of withstanding any form of physical death that could be thrown at you. In reality, your ability to revive is limited by the number of alternate selves that could exist across the local multiverse. For a Jumper like you, this power manifests at all times as a form of plot armor that makes you nigh impervious to physical death, guaranteeing that you'll survive any lethal situations thrown at you. Do keep in mind, however, that if this protection is bypassed, then it probably means that there's no version left of you that could survive. Fiat-backed lives will still trigger as normal after this protection has been exhausted.
>
> **Overkill Protection -** This alone won't protect you from chain-failure but at the very least, all your fiat-backed lives must be depleted sequentially, one after the other, in order for you to experience final death. Any attempts to bypass your fiat-backed lives, or expend multiple of them at once, will result in failure.
>
> **Unified Will -** You possess a unique form of control over your entire existence, including other versions of yourself. This power facilitates interaction with multiple bodies, minds, and wills who could be considered alternate versions of yourself. As a Jumper, you'll always remain in control of all your different forms, no matter how deviant or unhinged they are, and you'll be able to guide their actions without the need of confrontation, discourse, and without fear of betrayal.
>
> **Shifter Physiology -** At a bare minimum, you now possess the intelligence, strength, speed, reflexes, and resilience on par with the best your race can offer, and you could easily overpower elite soldiers in hand-to-hand combat. Even though these benefits are a result of your superimposed state, they cannot be suppressed, and will work without problems even inside stutterproof locations, or outside of zero states.
>
> **Time-Space Empowerment -** You retain full control of yourself in the presence of temporal or spatial anomalies, including instances where time has completely stopped. This means that you'll be completely immune to time stutters, time manipulation, and other related anomalies. If you ever find yourself located within a temporal anomaly, such as a stutter, your Shifter Physiology will become empowered, allowing you to unlock additional abilities. Conversely, places where time has been stabilized, such as stutterproof zones, can potentially deprive you of these benefits.

Supernatural Endurance - The power to endure punishment far above what regular individuals can. Being in a state of quantum superposition, Shiters are capable of seemingly withstanding heavy firepower, as conventional weapons are unlikely to harm them, and even time-based weaponry would only help to level the playfield. Inside temporal anomalies, you'll be nigh impervious to physical punishment, to the point that guns and similar armaments will be virtually useless against you.

Supernatural Strength - The power to wield strength far above what is regularly possible. Empowered Shifters are capable of demonstrating immense strength far above what a regular human could use, and could easily overpower their peers with their bare hands. While your Shifter Physiology is empowered, you'll be able to throw around power armor wearing soldiers as if they were ragdolls with ease.

Supernatural Speed - When inside a temporal anomaly, such as a stutter, you are able to accelerate your movements until everything else has seemingly stopped. Time still flows normally for you during the effect, so motion won't be as jarring, however for everyone else it will be impossible to perceive you for the duration because of the impossible speeds at which you move. Unlike the Time Acceleration of a Chronon Active Lifeform, your acceleration requires no active concentration to regulate, giving you complete freedom to act while it's active.

Limited Teleportation - Shifters exist simultaneously everywhere and nowhere. This allows them to appear anywhere they wish. Your ability to teleport requires you to be empowered, and is limited to places where you could physically travel to while empowered. If it is realistically possible for you to be somewhere, then you'll be able to achieve the feat with just a thought.

Distortion Field - Whenever you are inside a temporal anomaly, you are able to manifest a distortion field that violently rips nearby space and time around you. This distortion field can heavily damage anything even without physical contact, but will not be harmful to yourself. When empowered, you are able to toggle this field at will.

Junction 3

Unbound Power / Permanence

Unbound Power (400 CP / Optional for Chronon Active Lifeform / Discounted for Stable Shifter) - This ensures that your perks, powers, actions, and other effects will not be constrained by time, removing their time-related drawbacks and limitations. This means that temporal limits and restraints, such as cooldowns, delayed activations, limited durations, or limited uses over a period of time can be ignored, allowing you to act without such restraints. This does not remove non-time related requirements, maintenance costs, or drawbacks, such as resources spent, adverse effects from use, or conditional clauses, meaning you'll still be forced to pay in full the price of continuously using your powers, and must abide by any other conditions they require.

Permanence (400 CP / Optional for Chronon Active Lifeform / Discounted for Stable Shifter) - This ensures that your powers, actions, and other effects you apply unto anything will be permanent, in the sense that they won't decay over time and in the sense that time alone cannot be used fight against them. This applies in all temporal directions, preventing time from being rewound to undo your actions, slowing or stopping time to halt their effects, speeding time forward to force the effects to run their course, or using alternate timelines to side-step or negate their effects. Of course this is not a perfect safeguard, as non-time related countermeasures can still be used to deal with them instead, but at least you'll have an edge against all Chronon Active Lifeforms and Shifters. You can control this effect, negate the permanent properties of any of your actions, and terminate their effects at will.

Items

All origins may apply a 50% discount on a single item in these sections. Discounting a 100 CP item makes that item free. The appearance of all items, including facilities, can be customized to your liking, provided their core functionality remains unaffected.

Everyday Items

You may import an item you possess into an appropriate purchase to grant additional functionality to it. The appearance of the resulting item can be customized to your liking. If lost or destroyed, items will return to your warehouse within 24 hours.

Primary Pistol (100 CP) - A standard issue pistol. This weapon possesses seemingly infinite amounts of ammunition. You'll still need to reload it manually, but finding a round, a clip, or a magazine will be as easy as checking one of your pockets. It comes with all the legal documentation required for you to openly carry it, if that's important to you. By default this is a standard issue Glock 19, but you may swap it for any other small firearm, such as a FN Five-seven, a Beretta 93R, or anything else you fancy.

Ammunition Backpack (200 CP) - Need ammo? This sturdy backpack has you covered! This backpack seemingly contains a perfect assortment of magazines, clips, individual rounds, and any other potential consumable ammunition that may be needed to power your weaponry. It is not particularly heavy, and generates ammunition infinitely. Finding the right ammunition inside it is always easy and intuitive, and can be done even without looking.

Custom Smartphone (200 CP) - This unamusing smartphone contains an entire suite of features, applications, and scripts that can be used to bypass digital and electronic devices, doubling as a skeleton key for devices like keypads, biometric scanners, and electronic locks. It won't do anything by itself to help you, but at least you'll have all the tools you might need if you can somehow provide the knowledge. The phone implements a custom OS that protects itself from non-authorized tampering, hacking, or tracing, is intuitive and easy to use, has an infinite data plan that connects to the local internet if available, and is both virtually indestructible and scratch resistant.

Chronon Field Regulator (400 CP) - This curious device was designed to repair temporal anomalies and even stabilize the universe's Chronon field, allowing its users to restart the time of the entire universe if it has stopped. It can also generate a stutterproof environment around it, blocking the effects of temporal anomalies completely. This particular version is in fact an improved Chronon Active model that is capable of recharging itself without external intervention, and has additional functionality that could

potentially be used to accelerate or slow the flow of time inside its radius, allowing you to potentially create a hyperbolic time chamber out of it. It's easy to use and contains detailed instructions on how to operate it, as well as blueprints to create more of them should you want to replicate this temporal technology.

Facilities/Attachments

All facilities purchased in this section will follow you to your next jump and update their appearance to blend seamlessly with the setting. Alternatively they can become a warehouse attachment, or import permanently into an existing property in a manner of your choosing.

A Good Hideout (100 CP) - Rather than being hidden in some obscure location, this hideout is actually hidden in plain sight near the outskirts of a low density residential district. People will not want to snoop around, or break into your property, and will not feel compelled to pay attention to you moving in and out unless you actually want to draw attention to yourself.

Faculty Building (200 CP) - This facility comprises multiple classrooms, offices, and multipurpose laboratories and is always located within a larger complex, such as a university or a research center. It will be automatically leased to the appropriate institution, who will perform all maintenance and pay you a modest fee monthly. This faculty building won't demand an ounce of your attention, and you'll be guaranteed a working office and a laboratory all for yourself.

Corporate Headquarters (200 CP) - A monolithic building emblazoned with your own logo. Your corporate headquarters are always located in an easily accessible location in the heart of a city, and will feature state of the art security wherever possible, including biometric access control systems, security checkpoints, and secure networking. It's protected against corporate espionage, and will prevent information leaks and protect important assets from being stolen. If it's attached to your warehouse, your corporate building will be designed to your specifications, otherwise its layout will change to match the local aesthetics.

Time Machine Complex (400 CP) - This facility not only houses a fully operational Time Machine core, but it can also house active security personnel ready to respond in case of an emergency. Your complex contains all the amenities needed to permanently house a military company of roughly 200 soldiers, including housing, food, clothing, weaponry, transportation, and executive needs, and will restock them at no cost to yourself. The Time Machine housed inside is tamper proof, can only be operated by yourself or your companions, and is perfectly capable of operating without triggering any rupture in the space-time continuum. In future jumps, the effects of time travel resulting from using the time machine will update to reflect the rules of the new setting.

Junction 4

Junction Impact / Time Breaker

Junction Impact (600 CP / Optional for Chronon Active Lifeform / Discounted for Stable Shifter) - The power to peer through time, revealing the future outcomes of two mutually exclusive choices. These outcomes are a string of events that will occur as a result of making that decision, and selecting one of the two choices will guarantee that the foreseen events will occur. When deciding between these two choices, the moment does not end until you make up your mind. While these specific outcomes are guaranteed to happen, the events in between and their details will not be made obvious. These fated outcomes are not mutually exclusive with fate itself, and depending on the nature of the universe it might be possible for others to work around your junctions. Junction Impact is a conscious and targeted ability, and must be manually activated with a specific dilema in mind before a branching choice is presented.

Time Breaker (600 CP / Optional for Chronon Active Lifeform / Discounted for Stable Shifter) - The power to create a stutter, a small moment outside of time where time itself does not flow at all. This ability can be used to completely stop time in the entire universe, where only stutterproof entities and locations would be capable of operating without repercussions. Breaking time usually requires an enormous amount of energy to work, but you seem to be able to do so with just a thought. As a result of the Fracture, time stutters you initiate in this universe will only last a small duration, usually no longer than a few minutes, but post-jump, your Time Breaker power will last for as long as you want, and will be complemented with the ability to mend back time, allowing you to heal wounds in time and restart the time of the universe at will, so that you can use your powers without any lasting consequence.

Companions

A Few Associates (100 CP) - With this option, you may import, create, or select up to 8 individuals to become your companions. The individuals selected can be canon characters from this jump. Each companion receives 600 CP to spend on Perks, Powers, and Items. They may select a starting origin, take junctions, and receive all discounts as normal.

Jumper Inc. (100 CP per 1 000 followers) - Trying to fight against time requires more than just a few hands. This purchase gives you an entire selection of highly trained individuals, up to 1 000 in total, or less depending on your needs, ready to fill all the roles needed by your company or organization. These individuals naturally fall into one of four categories: engineers, scientists, executives, and armed security forces, and while it might be heartless to say they are expendable, the reality is that they are. Your followers will continually replenish their ranks until they reach full strength and will be drafted from among the best of the best. They are loyal to you and your organization, meticulous, receptive to your input, and highly competent in their work as to not disrupt your every day operations. Not only that, but each and every follower possesses an exceptional ability to identify traitors in their ranks, and they will coordinate with you to dispose of them quickly and efficiently. Jumper Inc. followers will actively manage your facilities, organisations, and any other institution you need them to, and will receive formal training in your technology prior to the start of the jump.

Drawbacks

No limits on drawbacks.

Extended Universe (0 CP) - Ever wanted to fight alongside Jesse Faden? Or rub shoulders with the legendary Alan Wake? Well now you can! With this drawback you might weave other Remedy Entertainment narratives into your jump, allowing you to cross paths with the places and characters you know and love. This can include titles like Alan Wake, Control, or Max Payne, among others. You might decide how these elements come together, and if you've previously taken those jumps you may even maintain the continuity of your story.

Extended Stay (0 CP) - Nothing wrong with wanting to take things nice and slow. At your discretion, you may extend the total amount of subjective years you'll experience while inside this jump. At the end of the day, it's quite easy to add years to a jump when you can time travel. If at least 10 years of subjective time have passed, you'll be able to finish your jump at any time you want.

Alternate Junction (0 CP) - This toggle gives you the opportunity to select a different continuity, allowing you to change the canon surrounding the events of the jump. You may choose to follow the events of any artistic work that matches this universe including books, miniseries, movies, games, or even fan-made content. Note that this alone won't guarantee that the events of your new story will follow the new canon, specially given your presence, but if the story is left unchecked you could easily assume they won't deviate too much from this new source material.

Historically Accurate (+100 CP) - This drawback guarantees that an "End of Time" event will occur on October 10, 2016. The actual events leading to this moment may not match the canon, especially if you are involved, but you can expect some degree of similarity. This may not be a problem if you don't stick around for too long, but do be mindful that the more dire the situation gets in the future, the more likely it is for things to get violent in the past.

Reverse Time Adventure (+100 CP) - Okay change of plans, with this drawback you'll begin your jump on October 9th, 2016, in the Bradbury Swimming Hall, just a few minutes after the university's time machine has caused the Fracture. You'll still need to spend at least 10 subjective years here, but given the canonical events it's very likely you'll have to either time travel, or brace yourself for the End of Time occurring in 2021. This drawback also guarantees an appropriate timeline between 1999 and 2016, as per canon, and if you've taken Time Impaired this timeline will be set in stone.

Exposition Dump (+100 CP) - Listen Jumper, there's not much time, but I need you to understand that what's about to happen will change the course of history. For you see… This drawback will greatly increase the amount of exposition you'll randomly trigger when talking to anyone in this place. Scientists will gladly blabber about their findings, executives will force you to sit through their presentations, and even a random passerby will be more keen on dumping you their entire life story. What's worse, you seem to be incapable of turning a deaf ear to them, forcing you to attentively sit through the entire ordeal. This will be neither dangerous nor advantageous to you, so I hope you enjoy the story, Jumper.

Rival (+200 CP) - You hate to see it, but sometimes people drift apart in ways that can't be turned around. With this drawback, a companion, a family member, or a close friend will randomly decide to walk a completely different path than yours. While this alone shouldn't be problematic, the fact is that they will invariably see you as an obstacle to their new plans, one that must be removed by all means in order for them to succeed. It's up to their nature if this means that they'll immediately resort to violence or go for the kill, but at the very least you can expect to end up utterly neutralized if they manage to overpower you.

Traitors (+200 CP) - What's with people and their crazy ambitions around here? It seems no matter where you go, you'll always be subjected to the whims and fancy of people who quite frankly see you as nothing but a stepping stone to their plans. This means that anyone you meet will be more inclined to use you to achieve their goals, and will have no remorse to throw you aside or even dispatch you if entirely possible. Better keep an eye for knives behind your back.

Paranoid (+200 CP) - It's par for the course for most jumpers, but you seem to be a little bit more unhinged than normal. This drawback will drastically affect your perception and opinion of people around you, forcing you to see ghosts and plots of betrayal at every turn. More importantly, the more time you spend in this world, the more likely you'll start to engage in drastic measures to fix the potentially non-existent problems. With at least 10 years here, you are guaranteed to turn on your closest allies, and within 17 years you might just give up on the entire world.

Time Impaired (+300 CP) - Star Trek, Terminator, Time Cop, Time after Time, Quantum Leap, Wrinkle in Time, Somewhere in Time, Hot Tub Time Machine, Bill and Ted's Excellent Adventure, basically any movie that deals with time travel, are you saying this is not how time works?! Well yeah, and it's a shame that you seem to be incredibly dense when it comes to understanding time travel in this universe. With this drawback, whether it's from past experiences or just a very specific selection of media, you'll be completely incapable of accepting the idea that past events can't be changed, making you far more prone to attempting time travel in an effort to change both the past and the future. Not only that, but any perks that could potentially bypass the nature of this universe will be rendered useless. Just do your best, Jumper.

Chronic Pains (+300 CP) - I hope you are not squeamish about pain, Jumper, because things are about to get worse for you. For the duration of your stay, your body will be affected by a non-treatable syndrome that will cause short bouts of immense pain, so strong in-fact that it may cloud your judgement. These chronic pains will not be fatal by themselves, but there's no guarantee that they won't strike at an unfortunate moment. If you are a Chronon Active Lifeform, these pains will be more bearable the further you are from the End of Time, while as a Stable Shifter, these pains will be more bearable the closer you are to the End. Regardless of your nature, you'll enjoy a momentary respite whenever a natural stutter happens.

Against All Odds (+400 CP) - You seriously want to play hero, huh? Well, with this drawback, you'll be forced to remain in this world until January 16, 2021, exactly one day after the original End of Time was predicted to happen. This event is guaranteed to happen, so you better start figuring out how you are going to restart the time of the entire world... for at least a day. Note that this will indefinitely increase the duration of your stay, and only by succeeding at your task, or triggering chain failure, will you get out of your predicament.

Zero State (+400 CP) - Why does it keep happening?! With this drawback, any powers you had prior are now locked, including access to your warehouse and all items inside of it. You will still receive all items purchased here as normal, and any purchase you lose or is destroyed will have a tendency to appear out of nowhere within a few hours, almost as if someone had just recently returned it. I'd probably blame future-me for that.

Notes

- Quantum Break takes place on the same continuity as other Remedy Entertainment games. Especifically, it takes place 7 years after the events of Alan Wake (2009), and 3 years before the events of Control (2019), although only Alan Wake has been confirmed to be shared canon.

- Quantum Break deals with the problem of closed time loops, or for the uninitiated, the idea that all past events are fated to happen. While out-of-context powers regarding fate and timeline manipulation may be able to triumph in this setting, there's nothing in the lore that remotely suggests that it's possible to change future events when someone has already experienced them. So best take caution.

- The game ends with an ambiguous ending, potentially leaving enough room in the timeline for a sequel. The game deliberately ends on October 10th, 2016, the same date as the "first" End of Time happens. The actual End of Time is supposed to happen on January 15, 2021 according to Paul Serene.

- Time Travel in this setting is bound by certain rules:

    - Time machines are the most important part of time travel. Your arrival location is bound to the time machine, if it moves your final location moves.

    - The first time a time machine becomes operational marks the first point you could travel back to, this is a hard limit so no going back in time to kill Hitler.

    - You can only travel to a time when the machine is active, and it needs to be operational and powered up. If the machine is unpowered you can't travel to that date.

    - You can't travel from one time machine to another. They don't work like networked portals.

- Time Travel often falls into two tropes: Grandfather paradoxes, and Predestination Paradoxes. This universe operates on the latter, meaning any attempts to change the past will only guarantee that events happen as they already have. In grandfather paradoxes, the present and the future changes as a result of changing the past.

- I'd solidly rank this setting a mid-chain jump. Timestop is always busted, but it won't hold a candle to the Nasuverse, or Touhou.

- When and where you actually arrive in this world determines the beginning of your present. This is important if you didn't get the paid version of **No Time like the Present**, because you won't be able to change past events. Your journey will be a complicated mess of wibbly wobbly timey stuff.

- The Junctions in this document are not mandatory, but at the same time there's no reason not to take them. Chronon Actives get 1 perk for free (per junction), Stable Shifters get 2 perks discounted (per junction), hopefully that much is clear.

- **Quantum Locked Timelines** can protect you in those weird cases where you decide to kill your own grandfather in the past. You won't get reconned out of existence, but your grandfather would

still die. It will also protect Stable Shifters from losing their **Quantum Immortality** without a chance to fight back.

- Following lore, since **Time Manipulation** in this document is fiat-backed to not induce Chronon Syndrome, it becomes impossible to evolve from a Chronon Active Lifeform to a Stable Shifter. If you wish to have both sets of powers you must buy both.

- Removal of limited duration in **Unbound Power** vs. infinite duration in **Permanence**. The easiest way I could explain their difference is with spell durations and mana cost. Unbound Power could make a spell duration infinite, but you'd be forced to pay its cost every X minutes/hours/days, basically every time you'd need to refresh its duration. Permanence on the other hand would have you cast and pay its cost only once to make it last any amount of time.

- Taken literally, the **Quantum Immortality** power for Stable Shifters might seem game breaking, but you have to remember that even dying a single time without 1-ups constitutes chain-failure. The plot armor component is there to help frame this ability within the context of jumpchain since it would be very easy to brush any death as "I survived in an alternate timeline". Instead, if you managed to get killed, that's because there's no other version left of you that could have saved you.

- I know Glocks don't use "clips", calm down. The inclusion of individual rounds and clips exists because you can customize your purchase with another handgun that might use clips or individual rounds, like a C-96 Mauser or any revolver.

- The **Alternate Junction** toggle should facilitate a different narrative other than the original game. There is infact a book written by Cam Rogers by the name Quantum Break: Zero State that could be used as reference material. It should be noted that the events in this book are effectively a different timeline, similar to Junction Impacts, where most of the key events neatly align themselves to follow the canon of the game, but the rest is different.

- If you have any comments, please check the Google Doc!

Changelog

Changes v1.1:

- Reworded Main Junction mechanics. No actual changes.
- Temporal Regeneration can now target indirect forms of damage.
- Chronon Field Regulator now includes blueprints.
- Added drawback: Exposition Dump.

Changes v1.0:

- Jumpable release.