

Scott Pilgrim

... Somewhere in Toronto...

Things are about to get way less peaceful. A poor, jobless bass-player named Scott Pilgrim is about to start dating a High Schooler, which is part of a key series of events that lead to great revelations and monumental life changes for himself. You will be thrust into this world, which is like our own in MANY ways. Whether you want to entangle yourself in Scott's precious little life, or you just want to do your own thing (maybe join a band, sell-out to corporate, you know), you get to have...

1000 Choice Points!

Everyone starts in a small apartment in Toronto. Keep your Gender. Roll 1d8+17 for age.

You may 50cp to Switch your Gender and decide on an age between 18 and 26

Origins (Free)

American - Or some other place that WASN'T snowy Toronto. And by that, I mean you have no prior history on this world and flew in from somewhere else. No memories, but also no prior history or connections (except for the ones you brought/bought).

Evil Ex - Gah! How dare they abandon you like that. And for what! Some Pretty Boy Actor Slut (or someone like that). To heck with that. If they won't be with you, you'll make sure they won't be with anyone else. Violence may be necessary.

Indie Musician - Whether it's singing or playing an instrument, you are the proud (or maybe not so proud) member of an Indie band. You don't have much exposure, but that's gonna change. It's all about the art.

Corporate Sleaze - Art means nothing, profit is everything. You're an up-and-coming self starter. You may be small now, but you have ambitions. Nothing will stand in your way. You're gonna own this town.

Perks

Indie Beat/8-Bit Tones (Free/50cp)

Some delicious music to listen to. Your call, either a medley of indie music with lots of soul but low production values, or some funky chiptunes by famed composer Anamanaguchi. For a measly 50cp, you can have both, and they alternate to suit your mood.

100cp

Signature Move (Free American)

You possess a move or skill all your own. This could be some sort of dash punch, or perhaps a ball of ki-fire or something like that. Anyways, this move consumes some of your stamina, but is very hard-hitting. In addition, it is easy to integrate this move with other abilities you might possess, making for much versatility.

YUMMY! (Free Indie Musician)

When you touch a piece of food or drink, instead of eating it normally, you can instantly absorb into your body, causing it to disappear. Instead of filling you up or quenching your thirst, it rejuvenates your body, recovering your health and stamina. Note that this only counts for PREPARED food. Even if you are some otherworldly predator that considers every other living being “food,” you cannot use this to instantly kill and consume whoever you touch. If you turn them into a stew or some such first, then sure.

Good Thing I Picked up that Proficiency in Grade 5 (Free Evil Ex)

You have been trained in the use of a particular weapon. Could be something as mundane as a sword, as exotic as a bladed whip, or as impractical as a skateboard. You become an exceptionally skilled user of your weapon, able to integrate the weird idiosyncrasies of your weapon into your combat style (i.e, you can attack people while doing tricks on a skateboard, etc, etc.)

Sweet! Coins! (Free Corporate Sleaze)

Now, whenever you beat an opponent to death, they will implode or explode (depending on how much they are worth) into a pile/shower of coins, or whatever currently serves for currency in your location. No one will think there is anything wrong with this, unless you want them to. Can be turned on and off at-will.

300cp Perks

Subspace Highway (Discount American)

The Subspace Highway is a hidden pathway through the human subconscious. Doors to enter the Subspace Highway can be found strewn through-out any world you enter, and provide a rock-solid way of fast-travelling from one location to another. Keep in mind that, while you do instinctually know the locations of all the doors into the Subspace Highway, once you're in there you won't know where the rest actually lead to, so you will have to map each world you enter anew. Note that others can enter the Subspace Highway if they see you enter, but they will have difficulties finding an exit. Also, if you are REALLY strapped for cash, you can occasionally find flying piggy banks here, which provide a small amount of money. Each is usually just enough for bus change.

The Power of Love (300cp) (Discount Indie Musician)

You have obtained the Power of Love! It has given you the ability to materialize weaponry composed of your positive feelings and emotions. Not just Love, but Self-Respect, Understanding, and all that other good stuff. These weapons are preternaturally sharp and durable, and you could theoretically create an infinite number of them, but each strains your mind while it's active. Initially, you can only create a single type of weapon (swords, axes, etc.), but with practice and experimentation, you could create almost any kind of relatively simple weapon. Nothing really more high-tech than a Crossbow (even that is pushing it).

Twin Link (Discount Evil Ex)

This exotic fighting style revolves around fighting in tandem with an ally and combining your abilities. So long as you maintain physical contact with an ally, you unlock access to a large variety of combat techniques combining your attacks and movements. As well, while maintaining physical contact with an ally, your minds enter into a sort of subconscious link. This allows the both of you to intuitively coordinate your movements and abilities without thinking. Also allows you to finish each others sentences.

Award-Winning Roboticist (Discount Corporate Sleaze)

You have mastered the art of robotics, particularly of the combat android variety. These robots can vary in size from small human-sized automatons, to several-story tall mecha. You know how to create control mechanisms adapted to any shape and form, if you want to personally pilot your death machines, and you are an exceptionally skilled programmer as well. You can't create AI, but your programs are so versatile that your robots might as well be thinking on their own. You also know how to integrate any other forms of science and technology you understand into your robots. If you want to load up your robots with laser cannons and missile launchers, you'll find a way, just so long as you know how to build the weapons in the first place.

600cp

Finest Hour (Discount American)

In important confrontations, the sort one would expect to have with “boss” level foes, events seem to align in such a way to grant you unexpected allies and friends to back you up. Even people you barely know will come to your aid, providing their skill and expertise. Remember that couple you saved from those bandits? Surprise, their son is a wandering Kung-Fu Prodigy. Remember that commando unit that you lost contact with? Surprise, they’re rappelling down from the ceiling to back you up. The best part, is that a badass uplifting theme song will play just as they come in, bolstering your sides morale and demoralizing your enemies. This doesn’t just apply in combat situations. If you’re in court, an as of yet unknown witness will come out to testify for you, for example. This will also work if you’re more villainous or monstrous, except instead of your allies coming in, your opponent's other enemies will come in to help you beat them down. Even people that HATE each others guts will ignore their feud just to back you up, and they will leave amicably (unless you interfere in some way). This ability is completely passive, and you don’t have to worry about setting things up. Fate will ENSURE that you’ve got help with the bigger problems in life.

Mystical Powers (Discount Indie Musician)

Of SONG AND DANCE. You’ve combined the magical arts with the performing arts, allowing you to bolster any of your magical abilities as long as you perform a song and dance routine while utilizing them. You also gain a combative form of pyromancy, allowing you to throw fire and cast waves of flame, the ability to soar through the air as if held up by wires, and the ability to teleport any backup dancers or band members to join you when you initiate a performance (you can keep them with you or send them back when the performance ends). You also gain the ability to Throw a Concert, which allows you to temporarily break the

companion limit once per year, and summon all of your companions for one large performance. These companions must ALL play instruments or dance for the duration of the Concert, but they may weave their unique powers and abilities into their performance, creating something greater and more beautiful than the sum of its parts. This concert may last up to an hour.

Half-Ninja (Discount Evil Ex)

The blood of an ancient Ninja Clan flows through your veins. Superb assassins, you have inherited their ability when it comes to acrobatics, able to flip, leap, spin and even run up walls with the best of 'em. And goddamn are you *fast*. Your speed comes in short bursts, but you move so fast you become an indiscernible blur. In addition, choose one weapon that you own and know how to use. You develop a fighting style that adapts this tool into the perfect assassin's weapon. You know how to kill anybody COMPLETELY silently with this weapon, and you have also develop a method for silencing the sounds of any moving parts it has. You also don't leave a trace when you kill them. No bullet casings, no spilt blood, no burns, no nothing. You leave a body, but it's very tidy and clean, and it can be difficult to tell that it's a corpse at a distance or in the dark. You also become generally skill in all sorts of other ninja tricks, such as disappearing in a puff of smoke.

The Glow (Discount Corporate Sleaze)

This toxic little invention is your secret weapon. It's a strange sort of contagious, viral disease, spreading to anyone the infectee becomes intimate with, although it doesn't appear to spread using any traditional vectors. The infection causes a sort of retroactive narcissism, wherein the mind distorts its memories, causing the mind to see itself as having always been a hero, and as the center of the world (or even universe). Not only does this slowly drive away all friends and allies, it's slowly drives the infectee to madness, as it becomes more difficult to discern

which memories are real (none of them), and which ones were manufactured by the Glow (all of them). The only way to be cured of the Glow is to kill the original carrier, in this case you. Make no mistake, although it might start slow, the Glow can completely destroy anyones life, and they'll have no idea what happened. Use with caution.

I'm a Vegan (Must take the Vegan Police Drawback)

Being a Vegan means something very different in this world. Veganism isn't just a dietary choice, it's a way of life. One that gives you psychic powers. Powerful Telekinesis, starting off at the ability to lift a couple dumpsters at once, and Telepathy, allowing you to read the unguarded minds of non-vegan's with impunity. You can also release your psychic energy in a large explosion, starting at a size and force large enough to level a small department store. These abilities grow with training and practice, but pushing yourself too hard will have adverse effects on your body and mind. You also gain access to the Vegan Pledge. By upholding the pledge to never eat meat & dairy and/or meat & dairy byproducts, you gain a small but noticeable boost to your Psychic Powers. This affects all your Psychic Powers. If you break Vegan Pledge, you don't lose your powers, you just lose the boost. Note that whilst psychics from others will be able to defend themselves from your Psychic Powers, you will always have a slight advantage over non-Vegan psychics, just so long as you uphold the Vegan Pledge.

Gear

Cupboard of Tea (50cp)

This set of cupboards contains a seemingly endless supply of teas, including but not limited to: Blueberry, Raspberry, Ginseng, Sleepytime, Green Tea, Green Tea with Lemon, Green Tea with Lemon and Honey, Liver Disaster, Ginger with Honey, Ginger without Honey, Vanilla Almond, White Truffle Coconut, Chamomile, Blueberry Chamomile, Decaf Vanilla Walnut, Constant Comment and Earl Grey. Enjoy! Also comes with fine china Tea Set.

Secret Shop (100cp)

This shop sells all sorts of rare snack foods, books, movies, you name it. If it's out of print, out of production, or banned in your country, you can PROBABLY find it here. This shop will appear in convenient locations throughout your travels, always carrying something they didn't carry last time.

Pixelated Blade (100cp)

The latest in personal defence technology, this energized sword is razor-sharp, and the distorted pixel effect coating the blade makes it difficult for targets to tell when the cutting edge actually begins or ends. You may instead apply this Pixelation effect to one weapon within your possession, at no extra cost.

Wristbands (100cp)

These peculiar fuzzy wristbands help control your body's temperature. Taking them off cools you down to comfortably cool temperature, and putting them back on warms you to a comfortable warm temperature. They also slightly increase your ability to resist ailments caused by extreme temperatures.

Hyperspace Handbag (100cp)

This small purse or satchel, emblazoned with a shining gold star on the sides, serve as the gateway into a relatively small pocket dimension. You can store an exceptionally large volume of objects within here, and can draw one to your hands with but a thought.

Hyperspace Arsenal (200cp) (Requires Hyperspace Handbag)

Your Hyperspace Handbag now comes with a veritable arsenal of weapons! Each of these weapons is mostly mundane, except for a minor stat mod that makes each of them effective against a specific type of enemy. A baseball bat that deals more damage to the blond-haired, a pistol that is more accurate when used to shoot small woodland animals, that sort of thing.

Tickets to the Chaos Theatre (200cp)

These tickets allow you to get into the Chaos Theatre, a hip new nightclub, for absolutely free! For reference, Chaos Theatre currently exists only in New York, and will only exist in New York for a few years still, until the owner decides to open one up in Toronto. Although maybe not so useful now, upon completing your ten year stay, you may have a door that teleports you to the Chaos Theatre installed into your warehouse. At any time, you can come enjoy pumping music, flashing lights, and high-quality drinks. Not only that, any acquaintances you make in this Jump might occasionally be chilling here, allowing you to catch up, if you so desire. You and each of your companions get a ticket, and the Chaos Theatre expands for every ten companions you have. Note - All supernatural abilities are disabled upon entering the Chaos Theatre through your warehouse. Any enhanced forms you have are allowed, but you won't be able to utilise special qualities or abilities they possess, they are purely for show (or comfort). Same goes for companions.

Bionic Arm (200cp) (Each Additional Purchase Discounted)

This super high-tech robot-arm replaces an arm of your choice. In addition to being twice as strong, tough and fast as a normal arm, it can also stretch to a ridiculous length, allowing you to do hand-things from 20ft feet away (including punching)! Purchasing one gets a discount on the second. If that's not enough, you can replace each of your legs in turn, each purchase discounted like the second.

Super Fighting Robot (400cp) (Discount Award-Winning Roboticist)

What an adorable little robot! Adorable but dangerous! It's advanced programming turns it into an above-average fighter, allowing it to smash face with the best of 'em. Very easy to integrate new technology and systems into its chassis.

Extra Life (600cp)

Oh man, it's a flat floating head. Your head! Once per Jump, when you normally have been struck dead, you will instead wake up a few minutes later, rejuvenated and ready to continue. You only get one shot per Jump though. Don't waste it!

Companions

Bandmates (50cp) (Three free Indie Musician)

Kickin' it with the Band! Each member is skilled at an instrument of your choice (vocals counts as an instrument). The primary ability they possess is the ability to empower your supernatural abilities by playing music. This music, charged with friendship and companionship, increases the output of all your magical and spiritual abilities. The more Bandmates playing' the better the boost. Purchases may be stacked to give a single companion skill with multiple instruments. May be purchased up to eight times. Free Import

Hangers-On (100cp)

Oh man hipsters everywhere! You gain a companion, either a new one or an import, with an origin and 300cp to spend on perks. Maybe purchased up to four times. On the fifth purchase, you may import a full crew of eight. Free Import

Sassy Gay Roommate (200cp) (Discounted if they share your Gender)

Hey there guy (or girl)! This roommate comes with the ability to charm their way into the pants of anyone of the same gender, as well as a propensity for dealing wisdom and advice. They will (almost) always have your back, and won't mind worrying about the finer details, such as bills to be paid, or the lease on your apartment. Free Import

High School GF (300cp)

Starting at the Age of Twenty, this girl five years younger than you will fall MADLY in love with you due to sheer coincidence. They have an origin and 500cp of their own to spend on perks, with discounts. Additionally, at one point before they hit the age of eighteen, you must make a choice to accept or reject their (romantic, not sexual) advances.

If you accept, they become impossibly loyal, and can never be compelled to work against your interests for any reason. They trust you implicitly, no questions asked. They can also sniff out those you are pretending to be your allies or are

planning on betraying you, and will be able to pinpoint the exact moment (though not circumstances) this betrayal will come to a head.

If you reject, their loyalty is tempered, and they become highly competent when working on their own. They won't have feelings for you anymore, but they still desire friendship, seeking to prove that they aren't just some geeky-stalker-fangirl. They are also excellent at calling you out on your mistakes and flaws. Never in a way that damages you mentally, rather, they help remind you of who you are and avoid making mistakes. If you tell them to stop this, they will grudgingly shut-up.

Free Import

Twin Brother/Sister (400cp) (Discount Twin Link)

They share the exact same physical body as you, except for an inverted colour scheme and perhaps some different clothes or accessories. You both think very similarly, allowing them to help advise you on problems that you might be having. They are also the perfect combat partner, able to mimic your movements and actions exactly (minus any supernatural abilities they don't have access to).

Drawbacks

Vegan Police (+0, Vegans Only)

No Vegan Diet, No Vegan POWERS! You get two, and only two, chances. If you ingest Meat or Dairy Products or Byproducts three times, the Vegan Police will come in and use their de-veganizing rays to completely drain you of your Psychic Powers. As a side effect, all of your other powers and abilities will be seriously weakened until the end of the Jump. This drawback goes away at the end of the Jump, and any powers that were weakened or that you lost come back.

Deleted Scenes & Outtakes (+50cp)

Things aren't going NEARLY like how they should be going! The added difficulty comes from not knowing what comes next. Things will occur in a manner different than how they were supposed to play out.

No, the OTHER L-Word (+100cp)

You have difficulties expressing your feelings to the ones you love. Hate and anger are fine, but telling your friends and allies that you have their back, or that you appreciate what they do will be exceedingly difficult. Expect holding a steady conversation with a lover or girlfriend to be damn near impossible. You can eventually learn how to beat this and talk normally again.

P-Pirates are in this Year (+100cp)

Are you kidding me? What the hell are you wearing? For your entire time here, your sense of style and fashion is way off, causing you to dress yourself in ridiculous manners, ensuring that everybody laughs at your stupid and embarrassing appearance. Gives you a decent sized hit right in the confidence and willpower, you know?

You mean like some sort of Job System? (+100cp)

The basics of reality and living the average life confuse you. Things like how to advance in your career, how to plan your meals and purchases so you won't go hungry, and the back and forth of personal relationships. You will learn with time and practice, but the first step is always the hardest, isn't it?

Chau Down (+200cp)

This dangerous person is obsessed with you to a dangerous degree. They will attempt to hurt and drive a wedge between you and your allies. They will never kill, but they have no problem telling your allies about the things that you hide from them, sowing dissent and distrust amongst you and your friends.

Weak Spot (+200cp)

Somewhere on your body, like say, the back of the knee, lies your weak spot. If this weak spot is struck, it instantly disables you for five minutes, leaving you at the mercy of everyone around you. Regardless of what form you take, this weak spot will always be somewhere on your body. Try not to let anyone get too physically close, they usually... find it due to pure happenstance (and exploration).

Jumper vs. the World (+200cp)

You can't go two feet outside your door without getting into a fistfight. The streets of Toronto are littered with punks and bullies that want to bust your head in, acting similar to the random mooks in your average beat'em up. The only places you will be able to seek solace are the buildings you sleep in, and MOST of the various shops throughout the province. Dead mooks respawn once a week.

Jumper vs. the Universe (+200cp) (Requires Jumper vs. the World)

If they aren't with you, they're against you. The only people NOT hostile to you are people that run shops, as well as the friends and acquaintances from your origin (and your companions). Everyone else wants to beat your face in for some reason. About half of them remain normal beat'em up mooks, the other half become upgraded in some way, wielding dangerous magics, forbidden ki powers, or high-technology. These bosses and minibosses respawn once a month, and learn how to counter some of your powers every time they come back. The rest of the mooks now respawn once a day.

The Infinite Sadness (+300cp)

You must now take Scott's place. All your abilities have now been powered down (or maybe up) to Scott's levels. Unfortunately, your life isn't as precious as his. All of his friends and family distrust you, and know that something is not right. You will have to make your way through life without getting a little help from your friends. And remember, though he may wind up as the best fighter in the province, not one of your most dangerous opponents come from the province. This is because you have an additional mandatory goal: be in a serious relationship with Ramona, the only person that doesn't start off hating your guts, by the end of ten years. Your starting time and location also changes to the age of 16 at St Joel's Catholic High School somewhere in Northern Ontario, where you'll get into a fight that... probably isn't as great as you'll remember it being. If you succeed and manage to end your ten years in a stable relationship with Ramona Flowers, you may take her as a companion.

Legion of Evil Exes (+300cp)

Oh no! It turns out that your girlfriend/boyfriend has a veritable ARMY (seven) Evil Exes to contend with, each with their own unique shtick and abilities. Each one is harder than the last, and their abilities scale. The first one will be a bit a pushover, and will explain the mechanics of the Evil Ex system, but the rest you will have to beat through a mixture of skill, trickery, and luck. The last Ex will ALWAYS be slightly more powerful than you are, even in your own field of specialization. In addition, your GF/BF is stripped of and becomes immune to any supernatural bonds of loyalty. If you aren't in a stable relationship with them by the time your ten years are up, you fail the Jump.

The Glow (+300cp)

You are now infected with Gideon's Glow. Enjoy your memories as they rewrite themselves, casting you in the brightest light and causing you to forget the small details and mistakes you've made. You will slowly drive those you love away, and you won't have any idea why. Once you have no more friends and no one you can truly rely upon, a physical manifestation of the Glow known as the Nega-Jumper will manifest with all your powers, and will attempt to taunt and torture you before taking your life and replacing you.

Ending Options

Return Home

Stay Here

Move On