

LIMETOWN

That fateful day on February 8, 2004, was the first time most people had heard of Limetown. The day where reports of violence rang out, implying a truly horrific disaster. The police who came were stopped by a gathering of countless mercenaries under an unknown employer. By the time the police were allowed in, the town's former inhabitants were gone without a trace, with the exception of the body of Oscar Totem, the head researcher of Limetown. It appears that Doctor Totem was burnt alive. Despite the sudden disappearance of over 300 men, women, and children, this event was quickly buried in the 24-hour news cycle. Over ten years have passed.

However, there was at least one person who couldn't forget. The reporter Lia Haddock began her own investigation into the survivors of Limetown, broadcasting her findings for all to hear on American Public Radio. Lia has personal connections to this town, her estranged uncle: Emile Haddock. Against all odds, she finds a lead. There are still survivors from Limetown. However, those she interviews rarely live long afterwards, and each lead only adds to an increasingly bizarre story of ESP, classism, corporate espionage, cover-ups, the enigmatic "Man They Were There For", and even follow-up projects for the technology developed at Limetown.

This rabbit hole just goes deeper and deeper. Whatever you plan to do here, take these 1000 Choice Points to help you along.

ORIGINS

Choose age & gender freely.

OUTSIDER - +100 CP - It wasn't until after the 2004 mass-disappearance at Limetown that you became involved. Not to say you don't have a personal stake in this, just that you weren't physically there when shit hit the fan. Perhaps a reporter looking for the truth, a mercenary for a guilty party, or just someone too curious for their own good.

SURVIVOR - FREE - Whether you escaped The Panic that destroyed Limetown or the sinking of The Bridge, you got out. After signing a phone book of NDAs, a nameless organization took charge of hiding you, and paying out a hefty sum of hush-money. However, with all the dangers Lia's investigation has brought to light, you may not be safe for much longer.

CONSPIRATOR - 100 CP - You weren't just involved in Limetown, you were one of the responsible parties. Perhaps one of the researchers, a mole, a legbreaker, or maybe a pencil-pusher who only recently discovered they were assisting in one of the biggest conspiracies of this nation. Whatever you are, you are far from innocent.

INVOLVEMENT

How you became involved in these events.

NOTHING - FREE - Turns out you weren't involved from the start, not even indirectly. You don't have any personal motivation to speak of for involving yourself in this whole debacle. You have the option to do so anyway, but it's your choice. You may not even have a history in this world at all.

RELATIVE - FREE - Maybe you lost family to the Limetown Disaster, be they a parent, a child, a sibling, you might even be related to Emile himself. Whatever the case, the fate that befell your loved one has filled you with determination to get to the bottom of this, one way or another.

LIMETOWN - FREE / 100 CP **OUTSIDER** - The experiment that started it all. Under the guidance of Emile Haddock and Oscar Totem, this entire town was designed to test telepathic technology. All citizens were arbitrarily sorted into the experimental group who had the technology implanted into them, and the control group, the technology fundamentally changed how people communicated, both sides seeing themselves as the "chosen people". The end result was The Panic, where the control group rioted and executed Oscar Totem, before an unknown third party killed and disposed of the control group before relocating the experimental group.

THE BRIDGE - 200 CP / 300 CP **OUTSIDER** - After the fall of Limetown, the organization that ended The Panic and stole its technology began to perfect it. No longer requiring an invasive surgery, this technology took the form of a basic contact lens. Though seemingly improved in every way, the contacts had a way of magnifying the emotions they shared. Nightmares, trauma, phobias, all these negative thoughts gave birth to a sadistic boogeyman called Glass Joe, who drowned every child onboard and locked away all the adults in the theater to burn down with The Bridge.

OUTSIDER

50% OFF FOR ORIGIN, 100 CP PERKS FREE FOR ORIGIN.

POISON APPLE - 100 CP - You bear an uncanny talent for making people talk. Not torture, mind you. You just have this intuition for what people want to hear, and how to nudge strangers into giving you their whole life story, even giving you intel you never knew you needed. Be careful they don't say anything that will put one or both of you in mortal danger.

FOCUS ON THE MISSION - 100 CP - Do you know how bomb disposal specialists cope with all that stress? They tune out everything that isn't the mission, and so can you. Whether it's the anxiety of meeting a known murderer, days of torture, or keeping your cool under a strict countdown, your mind stays solely on the job and nothing else.

FIXER - 200 CP - Even when seemingly all leads on a case have dried up, you can use a combination of logic, intuition, experience, and dumb luck to find new ones that not even governmental bodies could find. Vital witnesses facing imminent death will always seek you out to tell you what they know before whatever fate is to befall them.

TWIN LINK - 200 CP - Should you have a twin, the two of you are able to communicate emotions across any distance and are even closer than regular siblings. Even with relatives who lack that genetic bond, there's a much weaker connection that compels you to feel attached and protective of one another, even if you've hardly ever interacted in person.

DO YOU DREAM? - 400 CP - You've developed a psychic ability wholly distinct from Emile's mind reading. When you dream, you will occasionally receive prophecies about the future. You may not even realize this is happening at first. At first, you'll only have such a dream maybe once every other month, every other week once mastered. At its peak, you can predict events spanning multiple days over the course of a single dream.

SPOILS THE BUNCH - 400 CP - Emile isn't the only psychic around. You'll find that the greater your own psychic abilities become, the more you seem to draw other psychics towards you, and the more likely psychics will appear in your own family. Maybe you'll give birth to a pair of psychically linked twins, or by sheer coincidence, your brother marries a precog, even if the psychics in that world number in the double digits.

MULTIPLE CHOICE - 600 CP - You are a liar, one of the best liars on the planet. You can fake emotions with such realism that someone you just met will trust you like an old friend and throw together convincing backstories in an instant. Even your thoughts lie. You can hide your actual thoughts and memories under false ones that are solid enough to fool an experienced mind reader, even one who can ordinarily detect lies. Enough torture may shake the truth loose, but it'll take quite a lot of torture.

SURVIVOR

50% OFF FOR ORIGIN, 100 CP PERKS FREE FOR ORIGIN.

ROLES TO PLAY - 100 CP - In accordance with Oscar Totem's ideals, every citizen of Limetown was given several specific roles to fill. You have competence and years of experience in 3-5 mundane, non-research roles. You could be a chef, a janitor, a nurse, a police officer, etc. Potential employers can intuitively sense your competence in these specific fields.

LOST AND NEVER FOUND - 100 CP - As one might expect, the survivors of Limetown tend to be a bit jumpy. You have a sixth sense for when your current shelter is no longer safe, though this can sometimes trigger prematurely. When the time comes, you have the ability to be physically and mentally prepared to leave behind your current life within 72 hours.

REVEREND OF THE END - 200 CP - You have a talent for converting trauma and paranormal experience into charisma with those who hold a similar affinity. Perhaps your brushes with death can gather whole congregations of those on death's door, or your dealings with futuristic technology makes it easy to sway experiments to suit your personal ends.

NEUROPLASTICITY - 200 CP - Like the children aboard The Bridge, you possess a childlike flexibility that lets you take to outstanding technology or powers like a fish to water. It takes you the least time to grow comfortable with them, to uncover creative uses for them, and to bring out their full potential. You're also the first to discover any side effects.

HAVES AND HAVE-NOTS - 400 CP - Were revolutions always this easy? You have a talent for digging at even small societal unease to quickly form factions and eventually riots. Riots you incite are impossibly effective, to the point that regular men and women could break past their leadership's security and have them burning at the stake in a matter of hours. Sufficient security can still slow them down, but not as much as they really should.

SHARING THE NIGHTMARE - 400 CP - The collective negative thoughts aboard The Bridge gave birth to Glass Joe, who even without a body, managed to indirectly kill hundreds. You are able to incite people's collective imaginations to create similar thought entities. Perhaps you want to create another Glass Joe to act as a curse for your enemies? Or maybe a more benevolent being that uses its power for the betterment of society?

A NOVEL PSYCHOLOGY - 600 CP - Rare as they may be, within this world are those who Emile's power doesn't work on. It seems to just be a random mutation. Similarly, you are wholly immune to psychic abilities that attempt to read or alter your mind or emotions against your will. These effects just seem to slide right off you. As an odd side effect, those who ordinarily rely on such a power have a tendency to feel irrationally attached and protective of you for this, rather than threatened.

~~CONSPIRATOR~~

50% OFF FOR ORIGIN, 100 CP PERKS FREE FOR ORIGIN.

READING THE ROOM - 100 CP - When it comes to secret conspiracies, it's important to know when to feel and when to think. You've learned how to suppress that pesky conscience as needed, but also how to hide truly benevolent acts. You can make your unwitting victim believe you truly care about them, or disguise acts of mercy as practical business decisions.

BRILLIANT- 100 CP - Did you think just anyone got to play a part in such revolutionary technology? You are a prodigy in some area of science or business. You could be a pro among pros at money laundering, or maybe a rising talent in biotechnology or neuroscience. Not the best, but good enough to have a resume that would open the gates of Limetown to you.

SILENCER - 200 CP - No matter how far technology advances, there will always be a place for brute strength. You have the height of a bear and the strength to kill with your bare hands. You know how to leverage your build to scare almost anyone into keeping their mouth shut. Oddly, this doesn't impede you from forming meaningful relationships outside of work.

DIRTY MONEY - 200 CP - Why risk contacting actual smugglers when you have spineless desk Jockeys who can do it for you? Who needs a licensed professor when their unlicensed counterparts are so much cheaper? Luckily, you have a talent for finding hidden gems with as much competence as the professionals, but none of the respect (or scruples).

ACCEPTANCE TESTING - 400 CP - As incredible as direct mind-to-mind communication is, Limetown's tech was more than a little invasive. You share The Bridge's knack for improving the ease of use of technology. Using their work on the telepathic implant as an example, they were able to not only remove the need for medicine, but convert the implant into a removable contact lens, complete with a thought-controlled interface.

GOOD AT YOUR JOB - 400 CP - If you can be called anything, other than a sociopath, it's competent. You can recruit others to perform suspicious tasks for you with shocking ease. To the point you could have dozens of people unknowingly helping in human trafficking. If you put your mind to it, you could dispose of half a town's population and smuggle the other half all over the world within 72 hours and keep them silent for years.

FLESHWARE - 600 CP - If Emile's telepathy can be converted into usable technology, who's to say other abilities are exempt? With substantial time, effort, and resources, you can adapt psychic powers into technology that can be used by regular humans. This is much easier said than done. Replicating even a single ability like telepathy required an entire town to act as guinea pigs for several years, along with an unfathomable amount of funding. Even more complex or potent abilities will take far more effort.

~~SECRETS OF LIMETOWN~~

TAKING ANY ONE OF THESE REQUIRES YOU TAKE SCARRED FOR NO POINTS.

IMPLANT - 100 CP / FREE LIMETOWN - An implant marked by a vertical scar above one of your ears. You are able to freely convey thoughts, feelings, and emotions to any living organism with a similar implant. Normally using this implant would require the intake of a specially made medicine to keep your mind focused enough to not be driven mad by the implant, but your brain somehow stabilizes the implant on its own. The implant's range allows communication from multiple cities away.

CONTACTS - 300 CP / FREE THE BRIDGE - No longer requiring invasive surgery, the organization that stole the technology somehow converted it into an easily removable pair of contact lenses. You can even use your mind to tune them to different "channels" to control whose mind you communicate with and which of your own thoughts others can see in turn. However, a side effect of these lenses is that emotions are not only communicated but magnified. These also improve on the range of the implant, allowing for communication from states away.

THE ONE THEY WERE THERE FOR - 1000 CP - Like Emile, you were born with natural telepathic powers. You can read and exchange thoughts or emotions from miles away, regardless of whether the other person has the implant themselves. People can learn to build up mental walls to shield their mind, but the right stimulus can break those down too. While the technology of Limetown and The Bridge has gotten astoundingly close to your abilities, and even surpassed them in certain ways, you can sense the mind on a far deeper level. Most notably, you can almost always tell when someone is lying, even with their thoughts. Key word being "almost".

ITEMS AND ALLIES

50% OFF ONE 100 CP, 200 CP, 300 CP, 400 CP, AND 500 / 600 CP item.

COMPANIONS - 50 CP to 200 CP - You may import or create an ally with 600 CP or grab a canon character to join you. Each purchase doubles the amount, up to a maximum of 8. They must be alive by the end of the jump.

RECORDER - FREE - A mundane tape recorder. Tapes never seem to fill up before the end of a given interaction, and once you remove a tape, a blank tape seems to materialize in the recorder when you aren't looking.

HAIRPIN- 100 CP - A tiny item on your person that can be used to pick locks with significant effort. Oddly, this item is never at the forefront of your thoughts, even as you're using it. Even a mind reader wouldn't notice that you have this, but you may not want to use it right in front of them.

COUNTDOWN - 100 CP - A replenishing bottle of pills that, if willingly taken, will painlessly kill the consumer in a matter of minutes. Also comes with an egg timer that can be used to perfectly count down the time until one succumbs to their suicide method of choice, down to the exact second.

SAVINGS - 200 CP - Wherever you go, you'll have a secure bank account with the equivalent of at least 1.5 billion pounds. You can add more money to this account, but should the total fall below 1.5 billion, it'll be brought back up to the starting amount at the beginning of the next jump.

ENDLESS BACON - 200 CP - Attached to a property of your choosing is a large pen containing a few dozen pigs that seem to replenish weekly. Even in comparison to normal pigs, these can serve as a high-perfect facsimile of the human body for the purposes of medical experiments.

A FAVOR - 300 CP - You'll never see their face, but each jump you'll be watched over by a distant benefactor who will supply you with as many identities, license plates, and travel funds as soon as you need them. They're very good at their job, but they aren't infallible or immortal.

EVIDENCE - 300 CP - This box is filled to the brim with incriminating videos from Limetown. In future jumps, you will receive a new box with similarly incriminating tapes of any secret projects or organizations you work for. You won't be punished unless you try to share these.

HAVEN - 400 CP - A little hush money goes a long way. You are the owner of a massive, fortified mansion in a remote but beautiful location. It'd take a lot of digging to track you to here. Comes equipped with speakers calibrated to emit a frequency that disorients those with telepathic abilities.

RESEARCH NOTES - 400 CP - There are a lot of powerful people that would kill for these. You possess a comprehensive collection of research notes from Limetown and The Bridge. Having a telepath on-hand will significantly speed up the improvement and fine-tuning of the technology.

LIMETOWN - 300 CP OR 500 CP - For 300 CP, you receive the ruins of the fallen town, much of the computers being wiped. Once you've fully restored the town, you can use it to house inactive companions and may even find fragmented notes. You can even staff it with a full population of various specialists and civilians. Pay 500 CP to receive it fully restored.

THE BRIDGE - 300 CP OR 600 CP - For 300 CP, you receive the burnt ruins of the large ship called The Bridge. Once you've fully restored the ship, you can use it to house inactive companions and may even find fragmented notes. You can even staff it with a full crew of unscrupulous specialists and their families. Pay 600 CP to receive it fully restored.

DRAWBACKS

MAXIMUM OF 600 CP FROM DRAWBACKS.

VERY IMPORTANT PERSON - +100 CP - You are a terrible person. At least, you're close to becoming one. You suffer from a constant feeling of alienation, which if left unchecked can easily devolve into destructive jealousy, selfishness, and outright sociopathy.

CHOOSE YOUR OWN ENDING - +100 CP - What could be worse than a story with no end? You'll find your time here quite unsatisfying. Right when you think you've found all the secrets, some unneeded plot twist rips it away, or opens up a dozen more questions that need to be answered.

CRACKED - +200 CP - Seems all these experiments did a number on your psyche, or were you always like that? You suffer from brain damage. You can still function, but your emotions can be unpredictable and often extreme, and you often have difficulty seeing other peoples' perspectives.

SCARRED - +200 CP - Alongside the start of Lia's investigation into Limetown, somebody began picking off survivors. They're smart, sadistic, obscenely strong, and have an odd talent for quickly finding their prey at their most vulnerable, no matter where they are in the world. Now, it seems he's added you to his list, even if you don't have the implant. They seem to be driven both by revenge and the belief that the spread of telepathic technology will create more monsters like Glass Joe, like himself.

TOUCH OF DEATH - +300 CP - You share Lia Haddock's luck with witnesses. Well, not her luck with finding them, but certainly her luck with getting them killed. Outside of personal family and friends, basically anyone you personally interact with in pursuit of your objective will be killed shortly after. Don't think that others won't notice this trend either.

YOU CAN'T DO THIS! - +300 CP - You'll find otherwise regular humans with the ability to counter your supernatural abilities surprisingly common. Maybe one out of every 10,000 people, but they'll often be found opposing you. This may be the result of training, natural talent, or random mutation, but something about them makes your powers slide right off them.

APPLE OF YOUR EYE - +400 CP - They could be a relative, and old flame, a random civilian you grew close to. Whatever the fact, somebody you hold a deep connection to has been kidnapped. The kidnapper is brilliant and inexplicably aware of all your skills and abilities. They have prepared whatever countermeasures they could muster. Should you fail in rescuing your loved one, not only will they die, but your chain will end as well. Succeed, and you may take this person with you as a companion.

GLASS JAW - +400 CP - Glass Joe is not just a monster, they are every monster, every boogeyman, every phobia, and everything you hope you never become. No longer restricted to those aboard The Bridge, it can possess anyone who ever made use of the telepathic technology and eventually those who haven't, growing stronger with each new trauma it incorporates. You have the ability to resist possession through force of will, but you can't shut out their voice. If Glass Joe can't break you, they'll break everyone around you as a consolation. Destroy Glass Joe, and a new psychic monster will take its place. The only way to end this is to erase every last trace of telepathic technology from the world.

ENDING OPTIONS

CHOOSE HOW YOUR STORY ENDS.

JUMPER IS DEAD - In this ending, the Jumper was killed, or simply grew tired of their long existence. It might have been a peaceful end that brought contentment, it might have been a painful end full of regret. Nobody but the Jumper themselves will ever know for sure, and they're unlikely to answer, being banished back to their original world and all.

JUMPER IS SAFE - In this ending, the Jumper is completely safe. So safe in fact that they've washed their hands of these transdimensional hijinks. They've made the decision to spend the remainder of their days in this world. Let's hope they've already made the preparations to ensure their time here is no more or less comforting or adventurous than they desire.

JUMPER IS GONE - In this ending, the Jumper may not be dead, but they're so far out of reach that they might as well be. They've fled not only the country, but this entire universe. Their family will have to learn to live without them, their enemies will have to either let go of their grudge or keep chasing the Jumper's ghost forever. The Jumper's journey continues.

NOTES

JUMP BY GENE.

There is apparently a prequel book, but the only thing I've heard about it is that it's not very good. That and it apparently introduces the plot point that Lia and her mother had precognitive dreams, which isn't mentioned or referenced in the podcast until the final episode.

It's never specified whether Emile's telepathy is always on, or if he can turn it off when not in use. All the talk about how much of a curse it is makes me think it's the former.