

Books by Christ Archer, Jump by Aehriman

Welcome to the small town of Metier, Wisconsin. Home of the Metier Meteors! Okay, it's actually pronounced Meet-ee-ay, French style and is unrelated to meteors, though one did strike the area sometime shortly after the dinosaurs and create the reservoir. A year ago, strange lights were seen in the skies the night Todd Aldridge disappeared, walking around said reservoir on his thirteenth birthday, and everybody got real careful about their kids for a while. It is now 1997 and one by one, more children turn thirteen, get superpowers, and are pursued by a shapeshifting alien.

Only, mid-series spoilers, they're not aliens. They're time-traveling super-soldiers from a future where they nuked humanity and reign over the ruins. The kids' parents, the Alphas, were the first generation super-soldiers and survived the nuclear holocaust, traveling back to undo the genetics

revolution that led to the creation of both groups. Their time-traveler got cold feet over preventing his own creation, though, and stranded them in the late 1970s. Eventually they settled down until one night the Omegas came for them all. Now the children must learn all of this and save the future.

Pick a side, and have 1,000 cp to get you through.

LOCATION

Metier, Wisconsin. USA. North America. Earth.

You can leave if you like, but that's where you start.

AGE, SEX, RACE, ETC.

By default, an Alpha is thirteen years old, like the rest of the cast. Not sure how meaningful any of this is to the Omegas. If you want to change any of these about yourself, go right ahead.

ORIGIN

Alpha - You're descended from the first generation of super-soldiers, the ones who were basically human but with superpowers and silver blood like mercury. The original Alphas went rogue and eventually time-traveled to try and stop their own creation, failed and settled down. Now you have inherited their powers, but also their enemies.

Omega - Humanity did one thing right, and it's to fashion their superior replacement. You are the final stage of the super-soldier project, an Omega created without human frailties, chief among them mercy and guilt.

FRIENDS

Unless otherwise specified, each costs -100 cp

Ethan Rogers - A huge comic book and video games nerd, unexpectedly blessed with Ultimate Warrior, protagonist of the first book and the closest the group has to a leader.

Ashley Rose - A member of the swim team with some bullying issues at the start. And a fantastic Swimmer.

Jack Ryan - Class clown Jack wasn't expecting to be driven mad by his Spanish teacher's accent, but here he is, a ginger prankster and skateboarder with the ability to communicate with anyone.

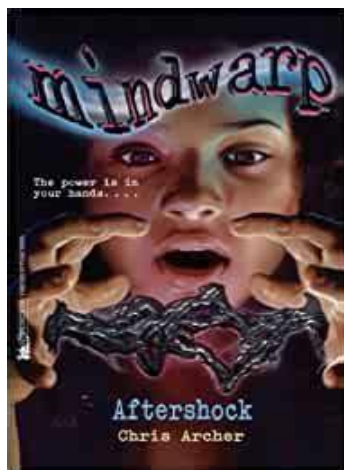
Elena Vargas - The weird girl who is super into witchcraft and New Age stuff of all kinds. Ghost photography, healing crystals, tarot. How lucky for her she gained the power of Second Sight.

Toni Douglas - A fashionista and just a touch of a tomboy, Toni discovered her powers she accidentally went back to when she was five while shopping at the mall. On a later trip back, in her home, her mom implanted a suggestion that she always come back to this day when seeing herself in this outfit. Otherwise, mastering her time-travel powers had to wait until the last two books.

Todd Alridge - The famed missing child himself. Todd was the last to join the group, as a result of being held in a stasis tank in the future. Todd is something of a loner and passionate about photography, which is kinda redundant now that he's an Imposter.

Companions - Import any number of Companions with 600 cp of their own to spend and the same number of tokens. Companions cannot take drawbacks for extra points.

Other - Anyone else? The one good Omega with a Todd personality implant? Ashley's clone? Saving either would probably convince them to come with you. Or anyone else you might run into and want to bring along.



PERKS

Unless otherwise specified, each costs -100 cp. Have four tokens for a free perk each.

ABCs - What kind of lame super-soldier dies without even sighting the enemy? Not your kind, you've been hardened to the incidental hazards. Radiation? You were meaning to work on your tan. Chlorine, Novichok and the deadliest poisons known to man? You season your barbecue with the stuff. Disease? Not worth worrying over.

Aftershock - Perhaps the greatest power of all, you can absorb seemingly limitless amounts of electricity, and for a starter toss around lightning like you were Emperor Palpatine. The true power, which is incredibly energy intensive and always leaves you tired and ravenously hungry, though, is with enough juice stored up you can travel through time. Be careful, as any changes can have ripple effects and cumulatively damage the fabric of space-time.

Alien Scream - You are fluent in all the languages. Well, maybe you can't be memetic Cypher but you can order out at a Thai restaurant, speak to a fax in its own machine code, and even sort of pull a Dr. Doolittle by understanding animal body language and scent cues. Jack was even able to get ants to gnaw through some ropes with his pheromones. Encryption is also a joke to you. It may not be as flashy as some powers, but it'll do.

Alien Terror - You can be incredibly intimidating when you want to be. Most people won't bother to fight you, they may even forget to run until it's too late.

Be Like the Snake - You know when to wait and strike for maximum effectiveness, whether ambushing an attacker or trying to convince your parents to raise your allowance.

CPR - The joke among EMTs is that on TV CPR stands for Clean, Pretty and Reliable, three things it is *not*. Done right, CPR should lead to bruises, cracked ribs and frankly it doesn't work most of the time, it's just better than nothing. Only, you can somehow use CPR to fix everything from a heart attack to a fainting spell with no lasting damage or issues.

Face the Fear - You aren't blind to danger, but fear never makes you hesitate or prevents you from doing whatever you need to. When hesitation can mean death, you act calmly and correctly in a crisis.

Fortune - You're so lucky you could jump off a parking garage just as a truck piled with mattresses was passing by. Like the protagonists, you're incredibly hard to pin down.

Geneticist - You understand the genetics sciences that created both the Alphas and the Omegas, and could revolutionize medicine. Be careful, this knowledge already ended the world once.

Hobby - You've long had a persistent interest in something - like the occult, or comic books, or engineering. You've learned about as much as you'd get out of a decade of determined study. This information updates to setting standard in future Jumps, and naturally can be taken multiple times.

Humane Element - The Alphas were 'failures' because they empathized with others, were more loyal to their peers than the government, and rebelled when given orders against their personal

ethics and the UCMJ, despite being literally raised from infancy as child soldiers, there was an innate humanity to them that nothing could quash. No matter what trauma or brutality you experience, no matter what your journey makes you into, there will always be a core of decency and humanity to you - an ability to recognize right and wrong, to connect with people and build communities.

If You Set Aside the 'Why' - You can disappear, blend in, like nobody else. A handy skill whether you're an infiltrator from a dark future, or running from the same. You're also really good at improvising lies to explain away any oddities. Certainly, you'd never be caught using 1990s money in the 40s.

Imposter - You have a perfect memory, literally capable of recalling the smallest details you weren't consciously paying attention to, and perfectly indexed. Your ability to mimic sounds surpasses that of parrots and, in seeming imitation of the Omega's shapeshifting, you can create a holographic disguise to imitate any person, with your memory and imitation skills letting you ape voices and mannerisms from small samples. Also, school has gotten way, way easier.

Remember - You can, by placing a hand on a person's head, share knowledge or implant compulsions they must follow through on later, when a trigger you set is achieved.

Resilience - You're a tough one, aren't you? Might get the wind knocked out of you if run over by a semi, but it would be the truck, not you, that came off worse for your encounter.

Second Sight - You have been gifted with psychic powers. Occasionally you get psychic visions or moments of supreme clarity. You can also astral project to spy on distant people and events, though it helps to have an idea where to send your scouting spirit. Finally you have psychometry, the ability to gain impressions and visions of significant events by handling objects, sensing their past.

Shapeshifter - You can alter your form. You are still somewhat mass-restricted but if you want to become a shark-monster to better function in an aquatic environment, go ahead. Flight may be tricky, but the Haast Eagle was a thing. Of course, imitating people is incredibly easy.

Sporting - It was certainly mighty nice of the Omegas, with time-travel and detailed knowledge of their Alpha opponents, to wait until the day the kids turned and got their powers to come at them, and then only one at a time. Maybe they wanted to be sure, to minimize disruption to the time stream. Maybe they thought of it as a challenge. Whatever the case, your enemies will usually pass up one chance to eliminate you before you become a major threat, and rationalize it as they will. Mind, this only works until you've proven a credible threat.

Student - You're a skilled and attentive learner, mastering new skills in a fifth the time it would otherwise take you.

Swimmer - You can swim with great speed and ability, breathe underwater, and ignore cold up to arctic sea levels. You have a regenerative power so strong that if you were chopped in two, in a couple hours there'd be two of you.

The Return of Jumper - Once per Jump or decade, when you would otherwise have died, you vanish and return weeks later.

There You Are - It takes patience, skill and a bit of luck to hunt down your prey. Particularly in the modern world with its glut of humanity. Fortunately, you have all three in spades. It's no coincidence that of tens of thousands of your kind, you were picked to hunt down the Alpha children, you have the skills and experience to locate them no matter what tricks they may pull.

Ultimate Warrior - You were designed as the ultimate warrior. You are swifter than a striking cobra, with the strength to smash concrete to powder and the flexibility of a professional contortionist. You have an instinctive grasp of small-unit tactics and martial arts that alone makes you a match of the masters of each, and the ability to rapidly grow to superhuman levels in one or two lessons. Your senses are sharp as peak human, your eyes can bug out disturbingly, granting you incredible night vision and the ability to see for 270 degrees all around you. Finally, you have retractable fangs to deliver a hyper-lethal venom derived from the deadliest creatures in the world.

We'll Always Be Friends - Come what may, powers or no, through terror or living dinosaurs, your friends stick with you and you to them. The bonds you forge last a lifetime.

ITEMS

Unless otherwise specified, each costs -100 cp. Get two tokens for free Items.

The Complete Series - All ten Mindwarp books and the reprints. Should be good for a solid day or so of recreational reading, and will give you a much better idea of what's going on and who is who. In future Jumps you always receive a copy of all media based on the setting.

Flashlight - Good for exploring spooky places, you have a flashlight that never breaks, never runs out of battery, and is never lost. Simply search your pockets and you will find it.

Jukebox - A classic music player that holds all your favorite tunes. It can even convert digital music to vinyl records. At least some people say the sound quality is much better.

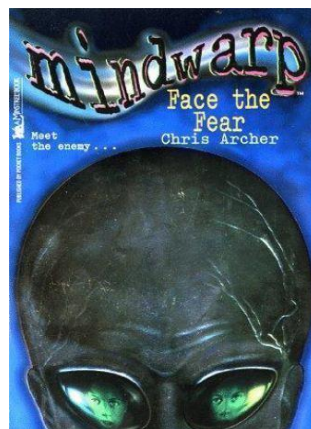
Library Card - Allows access to the local library. If you go in search of answers or with a problem in mind, you are guaranteed to find a helpful book. If you just want some fun reading time, you will find a book perfectly suited to you.

Meteor Rock - Turns out, the secret ingredient for making DNA bond in highly unnatural ways was proximity to a keepsake like this, a chunk of the meteor that created the reservoir back in prehistory. How and why this works is subject to some debate, an undetectable radiation seems likely, but you can stitch DNA together every which way and get some wild results as long as you keep this rock close.

Skeleton Key - An almost painfully nondescript and unremarkable key, with the extraordinary ability to fit any lock.

Wallet - A wallet of your very own. This has two benefits, it always holds an appropriate ID, and each morning fills with enough money in local currency to feed you and five friends for the day, or one very hungry time-traveler.

Timeship (-400 cp, no tokens applicable) A flying saucer, far more precise than a natural time-travel power, it can detect disturbances in the timeline, outfly 20th century aircraft, is stealthy, can lift objects and people in a beam, and has stasis pods for up to six prisoners. Plus, it's great for messing with people.



DRAWBACKS

Unless otherwise specified, each is worth +200 cp

Meet The New World (+0 cp) If you like, you can leave right after the resolution of the canon plot, instead of the typical ten years.

Flash Forward (Incompatible with Out of Time) Instead of 1997, you start in the post-apocalyptic future. Most of the world is radioactive wasteland, mutant wretches and bandits are everywhere. A few common markets, villages and thunderdome-like arenas are about it as far as civilization goes, and the Omegas have a vast citadel from which they monitor and control everything. It's like Fallout, minus any hope or fun.

Out of Time (Incompatible with Flash Forward) Instead of 1997, you start in 1945. On the plus side, everything is super cheap. On the other hand, rampant racism and sexism, your future money is no good here, you'd be astonished how far medicine has come in fifty years, and there's an invisible film of lead over basically everything. Have fun!

Alien Blood - There is some sign that can betray your alien nature. Like silvery blood or inhuman eyes. A detail you can likely hide from casual observation, but when revealed will certainly cause you problems.

Companion Lockout - Your faithful Companions, if any, are placed in stasis

How Do I...? - Most of the kids figure out their powers fairly quickly. Todd had an instruction manual imprinted in him. Toni, however, for the longest time could only time-travel using the compulsion her mother implanted, to go back to the day she first saw her future self, anytime she saw herself in the same outfit she was wearing, though she got good mileage out of her Wall of Shame photo. Like Toni, you have no idea, no instinct for how your powers work and will have to figure them out by trial and error.

Item Lockout - Your Warehouse is sealed, any Items from previous Jumps are unavailable.

Power Lockout - Your perks and powers from previous Jumps, if any, are lost to you.

END

*In the end, the kids wake on a hill overlooking the town, having fully expected to not exist. They speculate on what their changes to history could have wrought, and are about to experiment to see if they still have powers
- but Ashley stops them and has them swear eternal friendship no matter if they're still Alphas or not.
Laughing, they rush down the hill to explore their new world.*

Stay Here: The option every Jump offers, and no one ever takes.

Move On: To new adventures.'

Go Home: Every journey eventually ends.

Notes:

Allegedly, the rules of time travel are that each change creates a kind of “time quake” more and more the more changes come from it, and eventually such changes could threaten the universe. Mind, in the end they alter an event in prehistory that should certainly preclude their existence, and wake up on a hillside just fine. So who knows? That said, the Omegas can detect and react to changes.

What no picture can convey well is that most of the covers had a shiny holographic foil, as a gimmick.

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