



**The Divorced Wife Is A Genius Surgeon Jump
v1.0**

by LJGV/Sin-God

8 months pregnant, Alyssa is abandoned by her husband for his mistress and their lovechild Lilly. Little do they know, Alyssa is actually Jane Davenport MD and the only heart surgeon in the world that can save Lilly.

Hello, jumper! This is a *Reelshort* vertical drama. There are other vertical dramas out there, some of which even have jumps, such as *Divorced, Now A Lycan Princess*, but this one takes place in a mundane world with no supernatural elements.

This time, the story revolves around a woman who, depending on who you ask, is either Alyssa Davenport, a penniless orphan and devoted housewife to Luke Bennett (whose last name may suggest a connection to the Davenport group but she swears this is just a coincidence), or Jane Davenport, the heiress to the fortune of the Davenport Corp (which is currently run by her wealthy uncles), who is also perhaps the most talented Mary Sue in the world. Jane Davenport is not only a CEO-to-be, but also a famed cardiac surgeon and a skilled Latin ballroom dancer.

Regardless of how you know her, Ms. Davenport is a fascinating figure; perhaps as a cautionary tale in why women shouldn't lower their standards, or because of her worldwide fame as a cardiac surgeon, it's Ms. Davenport's world, and we're all living in it. For the next decade, you'll live in a world that is pretty indistinguishable from any mundane, modern Earth. You start your journey the day an eight-month-pregnant Alyssa finishes up a surgery and spots her husband walking through the hospital she works at; Saint Mary's, alongside his ex-girlfriend Krystal Langley and her daughter, Lilly Langley.

Take 1000 Divorce Points to fund your adventures.

Author's Note: *I'm expanding my repertoire of vertical drama jumps, this time, and this adventure takes place in a mundane world! No supernatural antics this time, as ReelShort seems to prefer mundane drama stories to supernatural ones. Still, there are plenty of supernatural dramas to be visited, at least some of which will eventually get jumps in the future. This time jumpers get the chance to gain the Davenport Corp; a very ambiguous mega-corp, as well as the Bennett Business, a much smaller, equally ambiguous company. What does anyone ACTUALLY do in this world? It's unclear. Aside from Jane. She's a doctor. And her being a cardiac surgeon is an uncommon level of specificity in these kinds of stories. Spoilers ahead, and there will be a link to the full series on YouTube as well as a plot summary down in the **notes section** of the jump document.*

Starting Location

The world of TDWIAGS is one that many jumpers will recognize as a mirror of the world they may or may not hail from; Earth. The names of places are identical, though most of the characters speak in vagaries, such as when Amy Bennett says that the Davenports are the wealthiest people in "the state" and other such things. Specific places this series takes us are locations like Saint Mary's; a local hospital, and the homes of both the Bennetts and the Davenports. You can freely select where you start this jump.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

All origins are drop-in compatible. It is also possible to select an origin and to be a member of an equivalent family, rather than actually being a Davenport, for example, just in case that would be beneficial.

Davenports [Free]

This is, in many ways, a tale of *family*. The Davenports are the most powerful family in the state, and if the conversations are to be believed, a contender for the most powerful family in the country. The Davenports run the *Davenport Corporation*, a megacorp that does stuff. It's never expressly stated what exactly they do. Members of the Davenport family include Jane Davenport, Jason Davenport, and Nathaniel Davenport. Members of this family seem very, almost curiously, skilled at multitasking, as both Jane and Nathaniel manage to be businesspeople and medical professionals at the same time. Nathaniel is specifically said to be the acting CEO, the youngest ever chairman of the board, and president of Davenport Corp, as well as the president of Saint Mary's Hospital. Jason is the VP of Davenport Corp.

Bennetts [Free]

The Bennetts are an audacious family on the rise, due to the secret backing of the Davenports. This is the smallest family in terms of named, on-screen characters with only two members: siblings Luke and Amy Bennett. Amy is a foul-mouthed party girl while Luke is a hard-working, though as far as series viewers can tell, inept, businessman who has unknowingly coasted by with the help of his hidden benefactor.

Langleys [Free]

The smallest family in the series, the Langleys consist of Krystal Langley, Gordon Langley, and, in truth, Lilly Bennett. Both are businesspeople, with Krystal famously having a PhD in Economics and Gordon being a high-ranking businessperson in the Davenport orbit, specifically being a top executive at Davenport Corp (specifically, he "oversees their developments" and is a "top expert in Davenport builds").

Perks

Origins get their 100DP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Appearances And Aesthetics [50 DP]

This is a curious attractiveness booster that follows one specific rule. For this appearance booster to work you must involve yourself in the plot of the jump. Essentially the less of an “Extra” you are the more attractive you become. This is role-agnostic, not caring if you’re the hero, the villain, or even comic relief, but for it to work you must be a part of the story rather than someone on the sidelines. If you become the protagonist, you reach new levels of attractiveness, an echo of which you retain moving forward into newer jumps which improves how attractive you are at your worst, and also incrementally raises your ceiling a little higher. The key to being as attractive as you want to be is to engage with the world and to be a major player. The more eyes on you, the hotter you become.

Faceslapping [50 DP]

So, slapping someone is assault. But for some reason, everyone in this world is fine with people getting slapped? With this perk you can slap, or do other small acts like that (like stepping on someone’s foot) and they’ll either accept it, act embarrassed and move on, or try to defend themselves but they won’t call the police or file an assault charge. With you there’s a quirky threshold of pain and embarrassment you can inflict on someone that they’ll either tolerate or plot a subtle revenge for, but that they won’t plan to have you arrested for. You know what you can do that lands within this threshold, which will differ from person to person.

If You Aren’t Born With It, Buy It [100 DP]

In a mundane world, there is one surefire way to influence and acclaim: money. Money matters more than just about anything else and can do wonders for just about anybody. This perk gives you a curious little ability, the power to invest in yourself and others in a small, superficial way; you can directly spend money to become more attractive, or infuse others with money to make them more attractive. These investments are permanent and take real amounts of money to make a notable difference, but in strict theory there’s real power here if you’re creative with this. If smaller amounts of money are spent then improvements are small, such as smoothing out imperfections, but if bigger bucks go into this then improvements become more significant, making people taller, making them more muscular or curvy, and even enhancing some of their more intimate characteristics altogether. This is also safer and healthier than surgeries or the like, requiring no medicine and no recovery time.

The Power of Trust [200 DP]

People actually trust you. How much they trust you depends on the nature of your bond with them, but everyone from your subordinates to your spouses and other members of your family, actually believe in you and believe you. This doesn’t immunize them to changing their minds if you betray them and they are shown evidence of your betrayal but it does stop them from leaping to conclusions based on moments that, out of

context, seem bad but are actually innocuous at a further glance. This perk also immunizes those you care about to temptations to betray you born out of poisoned lips and foul intentions, so if someone wants to get a partner of yours to cheat on you based on the false idea that you cheated on them they'll immediately see through it and reject them. In a world like this the power of trust is invaluable.

Davenports

Believable [100 DP | Free for Davenports]

It is incredibly easy for people to hear you and just trust you. When you say something that could be true, people tend to just believe you, with this growing stronger the more personal the claim you're making. If you make a claim about a plane that feels right people tend not to question it unless they know you're wrong, but if you're telling someone the details of your backstory, they are almost scarily likely to believe you and take you at your word. This effect is much stronger when it comes to talking to people you love and who love you, as they simply want to trust and believe that you wouldn't mislead them. If your lies are ever found out, you can mitigate the damage the truth does just by making logical arguments explaining why you did what you did. So long as you're telling the truth, people will find that the sting behind your deception fades, at least so long as your lies are coming from a good place based on understanding the nature of those you're deceiving.

No More Mistaken Identity [200 DP | Discounted for Davenports]

More than once, problems in Jane's life during the course of the series arise due to people around her not recognizing her. And this isn't in reference to the Bennetts but to employees of places she has a real tie to, who should, by all accounts, actually know who she is. This gives her enemies a chance to laugh at her and fuels their misconceptions. From here on out, this will just stop being a problem for you, with all of the people who need to recognize you simply recognizing you. If you're worried about keeping your true identity on the DL, these people will instinctively understand that and will do their best to keep your cover, but you won't have to worry about something like coworkers mistaking you for an outsider, or employees working an event you have an invite for thinking you're just some random person trying to sneak in without a ticket.

This also enhances the competency of those working for you, with this buff most directly hitting and strengthening people who work directly beneath you as well as employees of yours who know you well.

Alongside Peers [400 DP | Discounted for Davenports]

Everyone who is actually on par with Jane, from Alexei to her uncles to the investors, all get along quite well with her. Though she has a very strong personality it really only rubs those who are less affluent than she is, or who are less influential than her, the wrong way. You now have a similar ability; the power to naturally befriend your equals with you getting along with your peers astoundingly well, such that they tend to compete for your attention and affections. This even goes as far as to take hobbies, interests, and passions into account, meaning that even having a favorite food can help improve someone's impressions of you and the more important the commonality the stronger the effect becomes.

Whether you're a surgeon among other surgeons, a lawyer in a tense courtroom discussion, a superhero standing among your equals, or even a god talking to your allies in your pantheon, the closer someone is to you in a variety of contexts the more they like you and the more naturally cooperative they tend to be. Those with less means may not share this view, but when you don't hide who you really are and refuse to dim your light for the sake of someone else's ego many will be appropriately dazzled. And of course if

someone is like you in many ways, be it someone who is on par with you economically and who is a relative of yours, will be affected by this more powerfully than someone who is only your equal in one or two ways.

The Married Sue [600 DP | Discounted for Davenports]

Jane is very possibly the single most competent person in this entire world. She's inarguably the most competent person in the series. She is a world-famous cardiac surgeon, the soon-to-be CEO of a phenomenally wealthy business, and a talented dancer. That last one is especially weird because she had no time to practice a dance routine and we're never given any real context or reason to believe she's a dancer, and yet when she is spontaneously called to the dance floor, the only slight slip-up in the decently complex dance she and her dance partner perform is that her mask falls off at the end. A dance she had seemingly no time to practice and may not even have realized she was going to perform until the last minute. So Jane is at least a dancer of some talent, quite possibly a great deal of talent. And to top it all off, Jane manages to do all of this while ALSO doing all of the housework for the Bennett household, to the point that part of the reason why the Bennetts are so skeptical of Jane's true identity is that they worked her to the bone day in and day out. It seems like it should be physically impossible to do the arduous work of a doctor and also keep a household in tiptop shape unaided by your partner but Jane manages to make it seem easy!

You now share Jane's truly absurd competence, which manifests in a rather curious manner. Firstly you are skilled at household chores. This is the area that is the least developed as far as your collection of incredible skills go, but you're still more than adequate here. Your next skill is more freeform but it is a professional-level skill in an art form of your choice, be it singing, dancing, sculpting, acting, or what have you. The next area of note you have is that you are equally skilled in two distinctly professional areas. If you want to go Jane's route you can be an amazingly skilled surgeon and businesswoman, but you can also be an amazing lawyer and an architect if you wish. You are equally skilled in both areas, and becoming better in one gives you an equal amount of training and experience in the other. You can swap out what areas you're skilled in between jumps, but any actual experience you earned with other careers sticks with you, meaning that over time you'll find that you've internalized what it takes to be an exceptional surgeon or the best chef in the state. You also become attractive in a way that highlights your chosen skills, and becomes especially prominent when you tap into the areas you are a veritable Mary Sue in, during which time you'll be astoundingly handsome or strikingly beautiful.

The final benefit of all of this is that you are able to maintain a perfect equilibrium between your career and your home life. This is easily the most powerful part of this perk, as your work-life balance is so impossibly well-maintained that you can find a way to maintain a household by yourself (including keeping your spouse happy, so this goes beyond just having a clean house and cooking meals for the person you marry) and simultaneously have a thriving career that you can keep as private, or as public, as you wish. You could have it all, dear jumper, if you wanted to.

Bennetts

Amazing Agitator [100 DP | Free for Bennetts]

Amy Bennett is known, in the context in which she is seen throughout the series, as an annoying little sister. She loves to insult her sister-in-law and is good at getting others to go along with it. You share this remarkable skill at annoying people. When you antagonize people they feel it, and they are sure to remember it. This can easily lead to you making real enemies but if you have the power to back up your insults then this can also get foes to overplay their hands and get surprised when their schemes get rocked. You specialize in getting the crowd to go along with you, and can easily move people to take your side in social situations.

He Looks Like A Supermodel! [200 DP | Discounted for Bennetts]

Luke is classically handsome. He's the sort of man who draws gazes and gets people talking. And now so do you. People are amazed by your appearance, and you'll find that your attractiveness is a weapon you can rely on. This is an always-handly tool for making a good impression and can be a critical part of your arsenal if you're smart enough to have more than looks going for you.

Business Brain [400 DP | Discounted for Bennetts]

Ah you possess something Luke wishes he had... A mind that can handle the machinations needed to excel in the world of business. You are an exceptional businessperson, well-suited to handling office politics, managing clashing personalities, and unlike Luke, you actually know every detail of the projects you work on, meaning you wouldn't be blindsided by something like a surprise visit from influential investors or make laughably easy-to-avoid missteps that land you in hot water with powerful business tycoons. With this you could start from nothing and actually build a respectable business even without the potent backing of a hidden benefactor, and of course if you had a benefactor, then this would hit much, much harder.

Benefactor Bait [600 DP | Discounted for Bennetts]

Luke Bennett may not be the smartest man in the world but if he had one thing going for him, it was a truly otherworldly amount of luck. By pure coincidence, no one knew what Jane looked like, and when he saved her life, she, as far as we are told, seemingly fell head over heels in love with him either instantly or near-instantly, giving up much of her wealth, status, and pride to go and be with him. When she realized that he had an unpleasantly fragile ego, she made herself smaller and told him she was penniless. When he made moves to start a business, she secretly worked behind the scenes to get her megacorp to back him. His life unraveled because he was a clown (and, in no uncertain terms, an abuser, given how he allows people to talk to his wife, and a scene where he ignores her telling him he's hurting her when he's pulling on her, demanding she "come home". Horrifying.), but no objective viewer could deny that he had an almost superpower-level amount of luck.

You are now his match, as far as goofy, conditional luck goes. You have an amazing amount of luck when it comes to encountering wealthy, caring people, and this luck grows even stronger when it comes time to actually befriend them. Circumstances arrange themselves such that your positive actions in the presence of those who are wealthy and powerful, are strengthened, and you find it laughably easy to leave an

incredibly strong, positive impression on such figures. It is very easy for you to befriend, and especially romance, such people, with them being worryingly willing to meet you where you are. This effect actually scales in potency the more powerful and influential the figures you meet are, meaning that it's quite strong if you meet someone who went from politics into business and became a millionaire but it's unbelievably powerful if you meet a billionaire heiress destined to become the richest woman in the world.

That said, none of this shields you from the consequences of your actions if you take advantage of their generosity and mistreat them. Still, so long as you treat people around you with kindness and respect, you'll have the means to live a spectacularly blessed, happy life, surrounded by and doted on by the rich and wealthy.

Langleys

Educated [100 DP | Free for Langleys]

If you don't know that Krystal has a PhD in economics from Oxford, you won't be ignorant of that for long. It's easy to meme and stunt on her, but her academic achievements are still quite noteworthy and there's nothing to suggest that they are fraudulently or that they weren't earned by her in a fair manner. It's a shame that, by virtue of the genre conventions of the world she finds herself in, she never really gets to flex this onscreen. With this perk your attunement to your education skyrockets and you gain remarkable flexibility with your learning.

The way this works is by broadening your education. When you attain a degree or some sort of marker of education you find that you know everything that is somewhat related to the degree in question. This means that if you get a degree in history you understand all of the different specialities of the degree in question, allowing you to know religious history, feminist history, queer history, political history, etc. If you get a degree in business you know business administration, you know finance, you know accounting, etc. And very importantly others know that you know this, meaning that if you have a degree in economics what you know, and can do, are quite flexible. If someone with a degree could, theoretically, be a good match for a given job then you'll find that you are more than capable of doing it, something that will surely be helpful in this world and the worlds to come.

Professionals Have Standards [200 DP | Discounted for Langleys]

Sometimes your biggest opposition is someone you hire to go do a job. At the level of social skills and cutthroat relationships when you're dealing with billionaires and such loose lips really do sink ships. Thankfully you are something special and when you hire someone the worst they'll do if they fail is just give up. And very importantly they won't give you up. Those in your employ are loyal and unbreakable and it'd take supernatural methods to get them to turn on you in any meaningful capacity, with how powerful this protection is scaling based on how much you're paying them and how high up they are in your organization or inner circle. This won't do much to stop a mindreader from peeking into the mind of a gardener you hire to trim the hedges outside of your corporate headquarters but if you hire a criminal to go after a foe and pay him a cool million dollars even talented psychometrists might struggle to figure out who he is working for, though you'll find that this world lacks such figures.

Relational Shield [400 DP | Discounted for Langleys]

Krystal may have a PhD in economics, but she has shockingly bad social skills. She constantly upsets the Davenports, and everyone in her orbit who is on her side suffers for it. Thankfully, you'll never have to worry about relational harm affecting you and your loved ones, whether it stems from you making a social faux pas and someone in a position of power harming your uncle in retaliation, or your son being annoying to the mysterious CEO of the company you work for and getting you fired. From here on out, the harm you suffer from will be the harm you deserve to be hit with, and your actions won't hurt your friends. In a world like this, this can be a godsend. This would, in fact, ensure that even if you are hated by someone as talented as Jane Davenport she'd still take your daughter as a patient and treat her as seriously, thoughtfully, and skillfully as she'd teach any other patient.

This also, very importantly, buffs the abilities of your friends to not commit mistakes that would do them relational and/or reputational harm. By getting this perk you instill an instinct in those who matter to you that allow them to sense when they are on the cusp of inflicting unnecessary harm to themselves socially, which could stop them from stepping on diplomatic landmines. The more they matter to you the stronger this sense becomes, but they can still mess up. Still, this will make it harder for them to do so and give them a sense that they can pick up on that can subtly alert them to hidden dangers.

When Others Fall, You Rise [600 DP | Discounted for Langleys]

Krystal's end goal isn't complex. She declares it to herself in no uncertain terms: in her eyes there is no one better suited to being Ms. Bennett than her. She longs to replace Jane and to become the wife of Luke, as well as for him to accept her daughter, Lilly, as his own. She never comes close to achieving her goal in any meaningful sense but... You are not Krystal.

You are toxic to relationships, more than able to inspire distrust between partners and you have a keen, wicked eye for knowing how precisely to position yourself to get sympathy, cause strife, and take advantage of misunderstandings that allow you to come between relationships and marriages and make yourself seem like a better fit. This is an unpleasant skillset that is worryingly potent even when you've only just met someone but is actually much more effective if you have a history with a target that you can remind them of.

It's actually much easier for you to seduce people out of relationships and into your arms than it is for you to seduce someone who is single. You know how to turn even the healthiest, happiest relationship into smoldering ruins that you can step through on your way to someone's heart. No relationship is safe so long as you're on the prowl jumper...

There's actually one more wrinkle to this that's incredibly dangerous. You're a master at having your spouses killed, hospitalized, imprisoned, or otherwise done away with permanently, and taking everything from them. People don't ask questions when a spouse or other sort of romantic and/or sexual partner of yours is somehow done away in a way that matters, and all of their goods and influence goes to you. You can wrap people around your finger and then mercilessly throw them away when you're done with them, and you'll often be able to find someone to toy with before they've expended their usefulness.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 DP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Davenport

Personal Invite List [100 DP | Free for Davenports]

Throughout the world, celebrities exist in droves. Some celebrities rise to the top and become superstars, world-class figures whose movies break box office records or whose concerts sell out in minutes. Even among top-class business people and philanthropists, getting celebrity crushes on these figures is commonplace. These crushes don't make it any easier to secure tickets to their events though...

You have access to a curious little device. How it manifests will differ from jump to jump, in this jump it will be a cellphone app you can install on any sufficiently advanced device but in other jumps it might be a notebook, a website, or have any number of curious appearances. The way this works is that by using it you can select one event a year and get an exclusive invite to it for you and a small group of your friends. It could be the unveiling of an artist's latest exhibit, the opening night of a play, tickets to a concert, or any other such event. The catch with this is that the invite you get is one that comes from the main celebrity responsible for it in the first place, and comes with tons of perks like a chance to go out to dinner with the cast of the movie or a chance to perform with the dancer whose latest event you got invited to, or the chance to just chat backstage with the band of the concert. It doesn't matter how expensive this would be, or any sort of logistical issues, everything gets smoothed over by the power of fiat and the potency of having a personal invite issued by the celebrity in question. No matter what events you use this to go to, you'll find that you have plenty of chances for face-to-face time with your celebrity crush.

Security [200 DP | Discounted for Davenports]

The audience is told that the security that surrounds the Davenport family must be next level, but during the main time they are needed it takes them a beat to do their jobs. This item doesn't give you the same security that Jason, Jane, and Nathaniel use, but rather a much better private security firm that is exclusively devoted to handling your security, overseeing the security of your family, and protecting your property, businesses, and what have you that you come into this jump with and get in the future. This next-level security firm has extensive security on you at all times, which not only includes hidden protectors and distinct bodyguards who are well-trained, polite, and professional, but also includes a few healthcare providers who are always ready to provide you or your

loved ones with state-of-the-art, private healthcare in the luxury of your own home. These individuals include nurses and the like, including for babies if you happen to be like Jane and are pregnant or get pregnant during this jump (or in the future).

Every member of this security force is expertly trained, undyingly loyal, and is more than a match for mundane threats and dangers, with them displaying a range of skills that go well beyond mere security work, such as being trained in rescue operations, emergency first aid, and anything else that might allow them to combat the threats a billionaire might face. In future jumps their training updates to match the settings you visit, allowing them to remain helpful and useful even in jumps with actual monsters, mages, robots, or battleships. A well-trained strike force might still take them down, but they have the skills needed to buy you the time for you to escape and they won't accept bribes or run even from well-armed and well-armored foes so long as them staying and fighting gives you a shot at getting away.

Very importantly the size of this security firm scales to match your needs, though its most elite operatives will always be the ones deployed to protect you and your loved ones rather than the rank and file that will watch over your stores, offices, and vacation properties.

Jumper Corp [400 DP | Discounted for Davenports]

And then there's this beast: *Davenport Corporation*. Curiously, the corporation, or sometimes the "Davenport Group" appears in multiple unrelated works by *Reelshort*, and in each one, what precisely they do is pretty nebulous. What they do in this one is something that is broad enough that their top investors in the project at the core of the series are the heads of the Blue Cross health group, the CEO of Insidia Tech, and a major real estate mogul who is the head of Phillis Properties, and it is said that they can pick "Who lives and who dies" in the world of business, and Krystal mentions that her uncle is an expert in "Davenport Builds" (and Jason mentions that Krystal's uncle oversees Davenport's "Developments"). If not for those last bits, it'd be pretty simple to restrict their area of expertise to broad medical things, particularly given Nathaniel Davenport's apparent status as the president of Saint Mary's Hospital but the weirder mentions mean that the full scope of what they do is purposefully vague. Well... At a minimum, this is a colossally influential medical company, and now it is under your leadership thanks to you purchasing this item.

This corporation does business and makes money, easily earning billions a year. You gain control over that vast wealth, and you gain control over a number of cutting-edge hospitals which you can place wherever you wish in future settings. Beyond that, this also comes with a lovely estate, and a small number of undyingly loyal followers who have the expertise needed to lead your new *Jumper Corp* to achieve whatever business-related goals you ask of the corporation in this jump and future jumps. At a minimum, this item will ensure you retain a powerful amount of economic and social influence and will give you a corporate headquarters somewhere in future jumps of your choosing as well as a number of hospitals under your control and employees in the millions at a minimum across the breadth of the worlds you visit (scaled up or down appropriately). It updates automatically to include new innovations in technology and or other things related to medicine and fiat-backs such things so that in future jumps

they continue to work, allowing you to further revolutionize healthcare and medicine throughout the settings you visit.

Bennetts

Bennett Home [100 DP | Free for Bennetts]

This is the home of the Bennett family. It is a lovely mansion with rooms for Luke, Krystal, Jane, Amy, and Lilly, at a minimum, and it grows as your family grows, naturally getting new features in each jump that make it luxurious in new ways. It is also self-repairing and self-cleaning.

Alcohol [200 DP | Discounted for Bennetts]

Amy Bennett is an inexhaustible party girl and she loves her liquor. This item is a cooler filled with generic, surprisingly good-tasting alcohol. Provided you want to get drunk this liquor allows you to get drunk, and comes with a fiat-backed guarantee that you won't be hungover the next day. These properties also apply to those with whom you share this liquor with.

Bennett Business [400 DP | Discounted for Bennetts]

The Bennett Business is an up-and-coming real estate and construction company run by Luke Bennett. And now it is yours.

Under your leadership, the Bennett Business is not only a curiously stable real estate firm but also immune to assaults that are motivated by social, romantic, and sexual relationships, with it actually becoming stronger if someone tries to blacklist it for purely personal reasons. There's also a number of incredibly skilled developers and realtors on the team who guarantee that you can acquire any land you can afford and that can pull off miracles related to development. This business will start off each jump having just acquired a colossal project that, after its successful execution, will finance the company for at least a full year, very possibly more. This remarkable project will prove to be incredibly easy to execute, proceeding flawlessly and ahead of schedule unless foes specifically target it. This company will always, at a minimum, make enough profit for you to live a pleasantly lavish lifestyle, but unless you lead it to new heights true, obscene wealth will be beyond you with just this business.

Langleys

PhD From Oxford [100 DP | Free for Langleys]

Did you just graduate from Oxford? Congratulations!

This item is an advanced degree from an incredibly prestigious institution of higher learning that you get at the very start of each jump. You actually gain the knowledge required for you to have earned this degree, such that you are a top-of-the-line scholar in your field.

The knowledge this degree gives you updates in future jumps, making you an eminent academic and popular scholar in your field. When you gain new iterations of this item (at the start of future jumps) you can select an academic field you possess the capability to study and exercise (so if you want to use this on magical or otherwise supernatural fields of study, you need to be in a jump where such things exist, as well as be able to use said fields of magic or supernatural power) you receive an education equal to Krystal's education in economics, allowing you to be a deeply respected member of academic institutions and the like. In places where institutions of higher learning don't exist you are instead an experienced practitioner of a relevant skillset, such as going to a dinosaur jump and gaining a lifetime's worth of experience as a carnivore. This item will always give you an advanced education in something, defaulting to something relevant and useful if you don't pick something yourself.

Cardiac Contact List [200 DP | Discounted for Langleys]

Lilly's heart condition is not something that Krystal makes up. She confirms it in her own inner monologue. For all of her extraordinarily real flaws, she is motivated at least partially out of a desire to save her daughter's life. And it is very unclear if Jane, in her merited anger at Krystal, will intervene to save Lilly's life. But with this item you have access to a list of world-renowned doctors who, by default, specialize in cardiology, and you can use them once per year to address any number of heart-related difficulties for free, and with a guarantee of success, whether you use this to save your own life, the life of a friend, or the life of a loved one. You can, once per jump, swap out the medical speciality of these doctors, giving you access to healthcare providers who specialize in whatever healthcare concerns ail you or those you care about.

Hired Gun [400 DP | Discounted for Langleys]

Krystal's lover, Henry Clayton, is a well-known criminal and a deadly killer. If he hadn't been stopped by Jane's security he would have ended her life. Normally finding men of such low character that they accept assassinations is a difficult, potentially dangerous task as there's always the possibility that such figures betray those who call on them in the first place, or that they are themselves secretly law enforcement looking for chances to nab those masterminding assassinations. This "Item" is a secure method of contacting someone who is willing to rob, assault, and even kill for you. The killer-for-hire is particularly good at their job, and you can freely ask them to kill one person per year, with them guaranteed to succeed in nearly every case so long as you are sending them after a mundane person. People with private security may survive, but it'd take someone with wealth and influence on par with Jane- a billionaire who has a private security team backing her- to even have a chance to overcome the efforts of your hired gun. If you want to improve their odds of success, you can give this hired killer some affection

or pay them more, with either option significantly improving their chances of success. By default, this killer is skilled enough that in settings with supernatural figures, even they only have a shot at defeating your hired muscle, and if they do, you are given a new contact who will be your hired muscle in the years to come. This person will always be attractive and attracted to you, and you can freely contact them if you need muscle of a different sort. You can hire them for crimes more than once a year but every time you do you need to pay them a little. If you only hire them once a year then they get paid through some means that will be fiat-backed to cover the costs of their operation and to compensate them for the risks they take.

Companions & Followers

Companion Import/Companion Creation [50-200]

With this, you can spend DP to import companions into this jump, giving them 600 DP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 DP per person you do this for, or you can spend 200 DP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 DP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 DP]

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Leave When The Plot Ends [0 DP]

This toggle allows a jumper to end their time in a setting when the events of the setting's plot are resolved. This can be via the jumper playing a part and achieving a canon ending, or in some other way, significantly resolving the plot and conflicts of the series. In this jump this can be done in a range of ways. From Luke and Krystal going to jail, to someone stopping Jane from getting her revenge and taking Vivian from her.

Self Insert [0 DP]

By selecting an origin you can insert yourself into this jump as a character in that family.

Extended Stay [Varies]

For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 DP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Unnecessary Complications [100 DP]

Whether you're in a *ReelShort* or a *DramaBox* these worlds thrive on unnecessary complications stretching things extremely thin. So often, including in this story, thoughtful communication can cut the runtime of a given conflict laughably short. This drawback nullifies thoughtful attempts to get around that reality, from shutting off truth-telling perks to inserting things that get in the way of efforts to sit down and just talk to someone for two minutes, which is usually all it would take to completely get around a given conflict and bringing people who were previously beefing back together.

Real Costs [100 DP]

Now everything costs real money. Throughout the series the costs of things get dealt with via script-writing fiat, but with this when someone says a bill is due that bill has to be paid. This, thankfully, doesn't stop fiat-backed sources of money from working (unless you want to get an additional 200 points, in which case you need to earn the money needed to pay off your bills yourself rather than reaching into your fiat-backed credit card and charging a hospital bill to some money in your warehouse or to your benefactor).

AI Dialogue [200 DP]

Dialogue here is very uncanny valley-esque. One standout example of this occurs during the bidder's gala when Krystal and Amy are trying to intimidate Jane and tell her she should leave, only for Jane to tell them that she doesn't need their permission to be in a place that is "hers by blood". It's usually within the general ballpark of sounding normal but sometimes it gets a little too weird. You routinely hear the odder side of things and it always takes you a beat to get what they mean to say.

Who Hires These People? [200 DP]

Someone in HR needs to get fired. You keep running into people who don't know you, especially when they should. Such individuals will, to their credit, be annoyingly impartial and will hold you to the same standards they hold everyone else, but if you own a company and you're forced to converse with and endure an interrogation from a security guard who doesn't know who you are when you're in your office, that can, and will, be frustrating. This is especially true when it comes to entry-level employees in organizations you own or in places you pay for.

Negative Impressions [400 DP]

So much stuff in this series happens because of distrust. Everyone accuses everyone of cheating, hurls insults, and in some cases assaults each other based on words. This drawback makes you just as prone to both inflicting negative impressions on others as well as receiving them from other people. With this trust will be paper-thin, which can easily have explosive ripple effects when the distrusting people in question are millionaires and billionaires who employ thousands of people.

Debts And Ties [400 DP]

This mind-whammy drawback makes you keenly feel the impact of debts and ties. With this you'll want to do everything possible to protect people who protect you, especially if they save your life. Such individuals can lose your trust but it takes a truly arduous amount of abuse and mistreatment for you to free yourself of these obligations. This is

proportional, so you won't want to burn the world down to protect someone who let you cut in line at the grocery store but it can still be quite nasty if you aren't careful.

Who Lives And Who Dies [600 DP]

The Davenports decide who lives and who dies... in the world of business. Right? Well this expression got a lot more literal with this. The Davenports, or another equivalent family if you're a Davenport yourself, are now fiercely temperamental and extremely ruthless, almost like Jane in her worst moments but truly all the time. With this you have to be on eggshells and be careful not to offend this family of weird, sometimes sadistic, billionaires. Jane has endless resources at her disposal. Don't tempt her into using them against you.

Family Matters [600 DP]

For the duration of this jump you have to protect your family. All of your relatives are intimately intertwined with eccentric, sometimes lovable (and sometimes not so lovable) weirdos. These quirky people can be as talented as Jane, or as inept as Luke and you need to keep a select number of family members safe from the personality shifts of soup-opera-ass protagonists and antagonists, keeping them alive, healthy, and employed. By default you have to protect three such people, but for every two additional people you add to this you can add an extra 200 points to this drawback. If you take this and the early exit toggle this extends the minimum duration of this jump to a year.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-Changelog: This jump document was created on June 28th, 2026. Over the course of a day and a half it was completed and eventually published. On June 29th, 2026, version 1.0 of this jump was shared to Reddit, Spacebattles, in my drive, and other places.

-This is a *ReelShort* vertical drama. They are NOT *Dramabox*, though both companies make series in the same general genres and the like.

-You can find the series available for free on YouTube by clicking [here](#).

-What follows is a plot summary of *TDWIAGS*.

-We begin by meeting Jane Davenport as she completes the most strenuous part of a taxing cardiac surgery. She commands the room, and those assisting her do so skillfully. She is very pregnant and still working the OR. That can't be good for her stress or for the baby but she's that girl and she's doing it anyway.

We transition to an entrance to Saint Mary's, the hospital these scenes will take place in, and meet Jason and Nathaniel Davenport, the VP and President of Davenport Corp respectively. They rush into the space just outside of the OR and chide doctors working with Jane, reminding them Jane is eight months pregnant. They then tell her they are worried about her and that she needs to take it easy, before berating her husband. She defends him, but we see our first red flag; Luke (her husband) doesn't know she's a doctor and thinks she's a penniless orphan (get used to that, we'll hear it a lot) named Alyssa. Alyssa learns that Davenport Corp is giving the Bennett Business top-billing as part of their latest big, nebulous project, which heartens Alyssa.

Jane goes to an office and looks at a patient's record. It is a complicated case that Luke apparently pulled many strings to get straight to Dr. Davenport's desk. We see a photo and a name as the shot shows a folder: Lilly Bennett. The scene changes again and we hear a little girl loudly say "Daddy, daddy, hold my hand!" We see a guy, a lady, and the same little girl from the photo. Jane gets to see the man before he can see her. She gasps. It's Luke Bennett. Her husband. Same last name. A woman named Krystal Langley thanks Luke and says that Jane is the leading cardiac surgeon when it comes to pediatric care. We will learn that Jane is built differently and can do it all. Alyssa calls Luke, but he ignores the call. Jane collapses, is tended to by a doctor, and only part of her is seen by Luke. She is taken to a room in the hospital and her uncles convince her to call it on work until the baby is born.

She is checked out of the hospital and goes to the Bennett household, only for us to meet Amy Bennett, Luke's partygirl younger sister who is a total dickhead and we see that she loves alcohol and hates Jane, who she calls Alyssa. "Alyssa" saves her from being drugged by a "Friend" of hers, but that ends the party and Amy is mad at her for that. Krystal, Luke, and Lilly arrive, and it is revealed that Krystal is Luke's first love, and the small child acts like a little monster all the way to faking getting hit by Alyssa to cause further problems. None of this is helped by Luke not answering questions directly and letting Krystal answer them, though she doesn't answer anything in a way that suggests that Luke has actually cheated on Alyssa since Alyssa and Luke met three years ago and Lilly is five. Luke does offer truly the most tepid defense of his wife, telling Amy to back off when she is berating Alyssa, but it is very clear that this is a long-term problem that the couple has had and Luke refusing to really discipline his sister doesn't help (later on in this scene Amy will say that Alyssa should leave and Luke just watches it happen, never correcting her or telling her to stop.). Krystal and Amy are also BFFs which only exacerbates this whole thing. Luke, continuing to be the *worst* watches Amy slap Alyssa after Lilly pretends that Alyssa hit her, which sends Alyssa to the floor where she immediately begins to bleed. Luke, in a moment of something loosely resembling empathy, DOES rush to grab Alyssa and check her out, but everyone else distracts this annoying man and gets him to focus on Lilly (which in fairness, she IS five, but also dude

your wife is pregnant) Luke takes Lilly to the hospital and tells Alyssa to go to the hospital when she's done "pretending" to be sick. Hate this man.

Alyssa calls her relatives and her life is barely saved by the timely intervention of her uncles who rush her to the hospital. They also sign the release needed for her to have life-saving surgery which ends with both Alyssa and Vivian, her newborn daughter, safe. We are treated to a flashback to show that there was a time when Alyssa and Luke were both sincerely happy. That time is obviously over.

A scene switch shows Luke, Krystal, and Lilly, and while it shows that Luke is overly trusting he DOES go to see what happened to Alyssa when he is given cause to question her condition. Jason and Jane converse and Luke busts in, only to be appropriately scolded by Alyssa who really lays it all out for him to absorb. He doesn't, because he goes into a rage when he learns that Alyssa gave Vivian her last name. He's not a smart man and thinks his last name matters. Alyssa tries to kick him out but the abuser loses his temper and grabs her and begins to squeeze on her, hurting her and causing Jason to rush into the room and help his niece. He also lays it all for Luke, but Luke, being dumb, misunderstands the relationship and thinks Jason and Alyssa are together. In fairness Jason seems to be about their age, and is the younger brother of Nathaniel (which is their relationship). Alyssa fully breaks things off with Luke, but he refuses to accept that. The Davenports get a chance to aurafarm when the bill for Alyssa's stay comes due and is a whopping 3,000,000 dollars, despite her being here a night and some change and them establishing that the VIP room is 400,000 dollars a night. Maybe the bill is for extra nights? It doesn't really make sense. Before anyone can pay Nathaniel appears, makes it clear that Alyssa is a VIP (but doesn't just say she's an esteemed employee of the hospital? One of their star doctors?) and no one has to pay. Also, Nathaniel hits Amy. This is not the last time she will be hit. And Luke gets hit.

Jason is asked to draft divorce papers for Alyssa, which he does with... TV speed I guess, and Alyssa and Luke both sign them which already makes this a pleasant change of pace from other series like this. Krystal gloats about the Bennett Business getting a major contract with Davenport Corp. People come and take Alyssa and Jason away, and when Luke tries to stop Alyssa from taking Vivian she stunts on him and then leaves, baby in tow. Krystal reveals her evil schemes in her inner monologue.

At the Davenport estate Jason reveals that Nathaniel is looking for a live-in nurse for Vivian. We never see this nurse but it's presumed they do find one and that's who is taking care of Vivian. Oh and the nurse is someone is probably someone from Harvard as that's where Nathaniel is looking. Jason and Jane talk shop and Jane reveals that she DOES want Luke off the project but she is a sadist and wants to aurafarm again so she wants to drop this news at a bidder's gala.

The bidder's gala happens and is a mess. Krystal reveals she is related to a top exec at Davenport Corp, Alyssa and Jason appear and verbal battles happen that include Krystal's uncle Gordon getting fired, and the top investors in the ambiguous project that Bennett Business was going to be a part of appear, help Alyssa aura farm, and reveal that Alyssa is Dr. Davenport, which scares Krystal (after she tried to embarrass Jason and got her uncle fired) as she thinks that Alyssa would kill Lilly on the operating table. The Bennett Business is blacklisted from all Davenport projects and the gala is a total disaster for the Bennetts (and Krystal). Amy attacks Jane but her attempt to kill the heiress in property the heiress owns is foiled by Luke.

In the aftermath of the gala our different groups regroup back at their homes. Jane's favorite celebrity is revealed to be Alexei Trudova, a Latin ballroom dancer. Nathaniel reveals that Davenport Corp is sponsoring the venue Alexei is performing at and can get Jane backstage access for free, while the Bennetts use a connection Krystal has to get tickets. At the venue another weird case of mistaken identity happens to Jane, but Alexei personally intervenes and welcomes Jane as his friend, stirring more rumors. The Bennetts and Krystal try to get both Alexei and Alyssa to introduce them to "the Davenport Heiress" but Jane has already talked to Alexei and told him not to reveal her true identity. A dance happens that shows off Jane's dancing skills and she gets to aura farm again when she makes fun of Krystal's family heirloom, a forged watch she thought was some fancy dimepiece. Jane lies and says she doesn't care about revenge, but revenge is her main motivation throughout this series (and honestly, fair but it's weird how she goes back and forth about it). Jane, talking to Nathaniel, commits to fully stopping Krystal and Luke for the sake of her child. Luke has real sad boy hours. Luke learns that the Bennett Business is not invited to another big gala, and decides to go talk to the CEO personally to apologize and get in her good graces.

At the mostly unseen corporate headquarters of Davenport Corp, Nathaniel reveals he wants to travel the world and that Luke has come to apologize. Alyssa's tragic backstory is hinted at, as her mom is mentioned for the first time, but Luke breaks the mood by barging in and being dumb again. He apologizes to Nathaniel, gives the gift he brought to the CEO, and is shocked when Nathaniel tells him that a favor he wants will only be granted by Jane, and only if she wants it. It is also revealed that the specific work done by the Bennett Business is construction. Luke asks for the Bennett Business to be invited to the annual gala, and after chewing him out more Jane agrees that the Bennett Business will be allowed to attend the gala.

After a scene change we see Luke reject Krystal and then witness Krystal calling a hit on Jane, which is... pretty wild, all things considered. The hit, which involves a masked ruffian named Henry Clayton sneaking into the Davenport Estate and trying to kill Jane is foiled by the subpar but not awful security the Davenports employ. Jane turns Henry to her side, though at gunpoint and only after offering him more than Krystal offered

him. He betrays Krystal, and after a phone call in which he lies to Krystal Jane comes up with a plan to fully dissemble her foe.

The gala happens, Krystal is shocked that Jane is alive. Meanwhile Krystal's schemes are revealed and both Henry and Krystal go to jail, but not before it's revealed that Luke DOES think Lilly is his daughter (but isn't, she's Henry's daughter), that Krystal killed her ex-husband (who was a friend of Luke's) and it's made pretty clear that while Krystal and Luke WERE together in the past Luke has not actually cheated on Jane. Jane and Luke talk, Luke tries to reconnect, but Jane shuts him down and leaves to go do boss stuff. That's it, the series ends there. I consider this a very happy ending, personally, since in many of these stories the divorced partner seeks to reconcile with their trash partner and Jane rejects that. Love that for her. I sure hope she doesn't let the five-year-old die, though, as that plotline is abandoned very quickly.