



Jump by Pionoplayer

You ever wanted to get paid mildly outrageous sums of money for traveling the world and making sweets? Here's your chance.

The year is... Variable, you'll see the options in a bit. Regardless, you will arrive during a time that is bright for the world but rather dark for sweettooths, as the world renowned company Baumeister Confections has fallen on hard times recently, though an entrepreneur will soon arrive to revitalize it barring your intervention. Either way, there will be many opportunities during your time here, for business and for delicious chocolate!

Take these **1000 Chocolate Pieces** and try not to snack on them before you've spent them all, you'll get more sweets if you're patient for just a bit.

Origin:

Choose any of the following origins for free, they can all be taken as drop-in if you desire, giving you just enough documentation and starting money to get you on your feet (before benefits from purchases). Your age can be anywhere from 18 to 80, and your gender is yours to choose; this world is much more egalitarian and accepting than the real Earth was in the 20th century so your choices won't hamper you.

Chocolatier: Chocolate, that wonderful dark ambrosia from Central and South America. You are soon to be a rising star in the prestigious yet tumultuous world of chocolate confectioneries, traveling the world to find premium ingredients and special recipes, then selling the results of your labors all over the globe.

Business: Not every business is about chocolate you know? You're here to make money, and while your method might still relate to the making of chocolate you're not a chocolatier yourself, that lifestyle just doesn't suit you for one reason or another. Maybe you just don't like chocolate.

Enthusiast: This *is* a very low octane place, as far as jumpchain goes. Maybe you really just want to spend a decade relaxing and eating candy. Well, how can I say no? Even jumpers

deserve the occasional chocolate break. This origin will just give you a basic civilian life, free of the bustle and demand of business work and chocolate making.

Times:

There's a pretty big range of times you might end up here, but chocolate is still chocolate. You may choose freely or roll randomly for your era on a D4 to receive 100 extra CP.

1: 1880: Near the end of the 19th century. Baumeister Confections has been split between the two Baumeister sisters and, due to mismanagement by the husband of one of them, near totally crumbled. It will likely be revitalized by a new entrepreneur brought on by Evangeline Baumeister, but in the meantime there is unclaimed space in the market waiting for someone new.

2: 1920: The roaring twenties! The world is shining with hope and progress, but Baumeister Confections is not moving with it. Evangeline's son has fallen into a trap of stagnancy and Baumeister Confections is again falling apart at the seams... But the world is opening up, and new and incredible chocolate creations are just waiting to be brought into existence.

3: 1946: Even in a brighter mirror of Earth, it seems the second world war could not be avoided. But things are better, the world is healing, and there seems to be no cold war looming over everyone here at least. Baumeister Confections is in shambles due to switching from chocolate production to aiding the war effort, but they've recovered from worse before and they'll recover again. Chocolate is back on the menu.

4: Free Choice: Lucky you! Choose anywhere from 1880 to 1950 as your starting point and keep your bonus CP.

Locations:

You may choose any well traveled port of call on the Earth, or you can take an extra 100 CP to roll a d8 on the list below for your starting location.

1: San Francisco: Located on the western coast of the USA, this city is the heart of Baumeister Confections and a bustling, prosperous metropolis besides.

2: San Jose: Capital city of Costa Rica and located right in the middle of Central America, this city is a prime location to get ahold of cocoa beans, which you will be rather hard pressed to make chocolate without.

3: Buenos Aires: Capital of Argentina, and a major city in South America, a large variety of natural ingredients can be purchased here, and the area is developed enough to provide many potential buyers for your own wares as well no matter your era.

4: London: Britain is on significantly better terms with its various neighbors and ex colonies than on your version of Earth for whatever differences in history happened, but London is still a dense industrial city where one can find a variety of refined goods and ingredients.

5: Mahajanga: Located on Madagascar, off the eastern coast of Africa, this place has access to a number of rare and high quality ingredients, as well as established supply chains for chocolate making in the city itself.

6: Hong Kong: Not really Chinese, but not fully British either, this city is a hub of commerce of all kinds in Asia, and quite historied among the chocolatiers of this world beyond that.

7: Sydney: One of the largest cities in Australia, this port is oddly difficult for international travelers to get free access to, but if you want access to anything hard to get on the other continents it's often your best bet.

8: Remote Area: You seem to start out stranded in a bit more of an isolated area than you may have been intending. Roll another D6. On a 1 you are in a village deep in the Amazon Jungle that, while technically connected to the wider world, is currently only accessible by river. On a 2, you find yourself in an oasis town deep in the Sahara desert, likewise connected, technically, by periodic desert caravans. 3 puts you in a Tibetan village high up in the Himalayas. 4 puts you in a small Hawaiian village on one of the smaller islands. 5 puts you in a smaller town that *is* properly connected to things like the railroads and airports, but one where you don't speak the language and without a guide. 6 puts you near a technically-not-classified but still secret government base in the Arctic circle. You will have to answer some rather pointed questions but will probably be sent back home fine with only a stern warning.

Perks

All perks under an origin are discounted to that origin. 100 CP perks are free when discounted.

Undiscounted:

Food Allergies Removed (free): It would be really sad if you got sent here but have a chocolate allergy and can't eat any of it, right? Well this removes all food and drink allergies and medical intolerances (stuff that the species you are *should* be able to eat but you couldn't) you have, as well as prevents you from developing new ones in the future. Take it on the house, everyone deserves good food.

Business Skills (100 CP): While this jump is about making and enjoying chocolate, it's also very much about *selling* chocolate. This perk gives you all the skills and experience you need to be a good businessman, in terms of managing your business, balancing your finances, and basic understanding of how supply and demand affects your income.

Chocolatier:

Company Traveler (100 CP): You're going to be traveling a lot of different places, and it's usually going to be "for business", meaning that you'll need to be bright and ready to do things and meet people. This perk makes you more physiologically prepared for travel, able to handle a flexible sleep schedule, immune to jet lag, and able to adapt to new customs and expectations fairly quickly.

Leading Innovator (200 CP): Chocolate is great, but the public are fickle. You'll need to keep new products coming out every so often if you really want to keep your profit margins up, not to mention how much it helps to have a lead over your competition. Fortunately you're very good at market innovation, how to make use of new opportunities to market your products, when to start selling something new to best capitalize on shifting public rates, and how to best utilize novelty to ensure that you can take advantage of the excitement around a new product without sacrificing quality just to make something new and different.

A Friendly Face (400 CP): Connections and networking are the key to a successful business, but fortunately you have no difficulty with that. Maybe you just have a friendly air to you, but people are quick to trust you and much more lenient and open in their dealings. Folks trying to take advantage of you will be rarer, and it will be much easier to prove yourself as someone who can be trusted with things like proprietorship of a valued personal shop, or the secrets of an old family recipe. Try not to break this trust though, people know to look out for a snake once their name has gotten around and this perk won't be enough to help you if you build up a reputation for betrayal and dishonesty.

Chocolate And Cheer (600 CP): It's an unfortunate fact of reality that you can only address so many problems at once. If you want to devote your whole life to selling chocolate it might be hard to repair the family life of your friend or help your patron find her missing husband. This perk can fix that for you. Any time you have a primary objective that you wish to pursue that takes time out of other important secondary objectives, you'll find that these secondary objects will often work out to be "side objectives" to your main goal. Usually they'll be something akin to sidequests, which you must take a bit of time directly addressing but which still benefit from your pursuit of your main objective and help forward your primary goal in return. But sometimes, especially with goals you would occasionally be tempted to abandon your main objective for, they will become wrapped up in your main activities such that pursuing your main goal inevitably involves and progresses those secondary goals too, though you'll still have to put the work in to benefit. Have your chocolate and eat it too!

Business:

Nose For Money (100 CP): There's always blood in the water where money is concerned, and you know how to find it. You've got a keen eye for good opportunities to make a quick (or long) buck, whether that be gullible tourists to sell overpriced knick knacks to or a business magnate desperately looking to offload some goods you can make a tidy profit off of. Keep your ear to the ground and your eye on the prize.

Manipulator (200 CP): A silver tongue is always useful for someone trying to make a quick buck. And if you're good enough at it with the right mark, the right long con can set you up for life. This perk gives you the skill and talent for lying to people, convincing them that you're somebody you're not, and perhaps that you're significantly more trustworthy than you actually are. I hear there's a business magnate looking for someone competent to marry their child off to to keep the company running...

Market Predictor (400 CP): There's more to running a good business than an easy confidence and being able to pick out customers. The rare businessman who can tell where the market is going before it gets there and predict ongoing trends can quickly climb to the top of the ladder. This perk gives you not only the skill to prepare for and predict these economic trends as best as anyone can, but also a light sixth sense for when a market prediction you're making will be catastrophically wrong. No burning yourself on one bad investment.

Karma Chameleon (600 CP): Life's like a box of chocolates; you can pawn the bad bits off to other people if you know the right way to do it. Somehow, you never seem to get proper comeuppance for your misdeeds and poor decisions. Oh sure if you stick around too long or keep causing problems over and over the people you're troubling will eventually remember to do something about you, but as long as you get going before the going gets *bad* old mistakes and marks alike never seem to catch up to you. You keep what's left of your hard stolen gains, and nobody seems to begrudge you after the fact. At least not enough to come take it back.

Enthusiast:

Gourmet (100 CP): It may seem counterintuitive, but enjoying something to its fullest is a skill that can be learned and developed. Oh not like *critics*, but with this perk you will be a true chocolate (and general food and drink) gourmet, able to pick out subtle flavors, techniques, and external conditions which may add to your experience further. Your investment and experience won't result in enjoying "lower quality" goodies any less, it might even make it better because you'll know how to pick out what you like! But you'll be able to enjoy the finest cuisine and especially chocolates to a degree even your regular fanatics barely scrape the bottom of.

Palate Swap (200 CP): Ever wondered how another person loves a kind of food you absolutely can't stand? Now you can find out why they like it. This perk allows you to "copy" someone else's sense of taste to your own mouth, letting you literally taste things the way they do. Now if their preference has to do with personal experiences and memories this might not be enough, but you can also store any taste palates you copy for as long as you like and swap between any you've saved (including your own) at will. Keep in mind that this does not come with a biology change: if you swap in the taste palate of a poison eating alien it will not make their diet less poisonous, it will just taste better before killing you.

Tourist Insurance (400 CP): Want to see the world but afraid of all the things that can go wrong? This perk guarantees that on any travels for personal enjoyment and edification, no major disasters will befall you. You won't be shipwrecked on a cruise, you won't be robbed in the seedy backstreets of Timbuktu, you won't be kidnapped or murdered when slumming in an

Imperial hiveworld, heck, an alien invasion could start during your New York vacation and as long as the vacation is able to maintain being a vacation you won't be more than inconvenienced by the ongoing warfare. As long as the journey is for tourism and personal enjoyment you are fully protected. Warning: mixing business and pleasure will void your warranty. Singular incidents or unplanned meetings may get a pass, but preplanning work on your world tours or making a habit of engaging in industry, commerce, politics, or other such things during a vacation will disable this perk for the duration of that trip.

Endless Enthusiasm (600 CP): Sometimes it can be difficult to find ways to indulge in the things you enjoy. Sometimes chocolate gets hard to find, or you move to a new area and don't know where the meetups and clubs are. But you're incredibly lucky when it comes to finding the things you're enthusiastic about. You'll find the one place in town still regularly stocking good sweets, you'll run into people in your interest group that invite you to the meetings, and if you want to try something new you're all but guaranteed to find something new to be excited about almost without trying. This does require things to be reachable of course, but you'd be surprised how low that bar is when you've got this kind of luck on your side.

Items:

All items are discounted to their origin, and discounted 100 items are free. Properties may become warehouse attachments after this jump or be imported to future settings at your discretion.

Chocolatier

Letter Of Introduction (100 CP): It can be hard to break your way into the business. Any business, really. But often especially the central activities that a jump's story revolves around. This letter will, when given or delivered to the person it is addressed to, guarantee that you are pulled into the main events of the current jump as non-disruptively as reasonably possible-in this jump it will likely take the form of you getting majorly involved in the Baumeister family politics for example, but doesn't guarantee you a spot as the "main character".

Chocolate Factory (200 CP): Who wouldn't want a personal source of confections? This factory is almost totally automated, never breaks down, never needs replacements, and readily accepts upgrades to its machinery. That's not the real benefit though; whenever starting the machinery up on a new good (or at your discretion on an already imprinted recipe), you can play a cannon shooter minigame with the factory machinery that greatly improves the output of the factory the better you do. This won't improve the resource to product ratio at all, but if you play the minute long minigame absolutely perfectly you could potentially multiply the factory's processing rate for that recipe by as much as x20. Keep in mind: the more complicated the creation process of the good you're making the harder the minigame will be, and the further it is from being a foodstuff the less it will benefit from the speed multiplier. Comes with schematics for outfitting other factories with the minigame productivity multiplier.

Names And Places (400 CP): It's often not about what you know but who you know. This is a book of addresses, names, and contact information of people who will have positive history with you (retroactively fabricated in case of being a drop in) that updates every jump. You could simply use this to call in favors from those predisposed, but it's extensive enough to mean a foot in the door for just about every industry and walk of life-make good use of it and you could grow your connections far beyond what this book provides.

Bag Of Beans (600): This is a large warehouse containing a variety of nondescript crates and sacks, with a small sticker label dispenser near the entrance. Whenever a sticker label from the dispenser is applied to an unopened sack or crate, the sack or crate will turn out to be filled with fresh (or dried, or otherwise prepared) whatever-the-label-is upon opening. The sticker label currently only dispenses labels for white sugar and cocoa beans, but new ones can be added by putting a large sack of any mundane culinary ingredient you choose into a specialized input slot of your choice. The warehouse accepts upgrades, and sacks and crates will be regenerated as fast as you can take them out of the warehouse to use as you desire. Check notes for further details.

Business

Travel Ticket (100): Traveling can be very expensive, especially for a business owner who might just be having to travel the globe regularly. Or even just moving around the same town a lot honestly. This ticket appears in your pockets whenever you need it and can be used to pay for any travel expenses you acquire while using publicly (or at least commercially) available transportation. This won't pay for things like vehicle repairs though, just things like bus fares, plane tickets, or gasoline for a car.

Honest Work (200): What's a businessman without a business? This is a local specialty business of some kind with an established reputation, and a steady enough position to be guaranteed to remain solvent and profitable for the next ten years. It will mostly run itself without your input if you so desire, giving you a steady and respectable flow of cash but if you put effort and expertise of your own into it could easily become even more profitable than it starts. This defaults to being a plantation that grows a regional-dependent and highly prized crop of some kind, but anything that fits the setting and general idea of the item is a valid choice.

Magic Dice (400): Some of the business folk around here are a little too eager to engage in "friendly games of dice". This pair of dice is a special set that will, once a day, guarantee you to win your next game of chance when you blow on it for good luck (or the game you're currently playing if blown on mid-match). It's not actually magic, just fiat backing, so you can't be caught cheating in worlds with magic. To all outside appearances you just get really lucky sometimes.

Declining Empire (600): Empires rise and empires fall, economic empires are no exception. This is a grand international corporation that has fallen on hard times somewhat recently, and more recently than that fallen into your hands. While it still has holdings and contracts across the globe its good name has been tarnished and it's on its way out, but it's not doomed yet. With some skill, maybe a little luck, and a good internal cleaning, you could whip it back into shape

before the end of the jump. Or you could just engage in vulture capitalism and sell it for metaphorical scrap, that's probably what most investors would do. In the future this guarantees a similar once great but now in decline business will fall into your hands near the start of each jump that has something applicable.

Enthusiast

Rent And Rest (100): You're here to enjoy sweets, interrupting it with something so paltry as a *job* sounds quite tedious, thank you very much. This item is a purse that provides you with enough money to pay for mildly upscale lodgings (think a nice hotel), decent food, and a little bit of extra budget for other things like hobbies and treats. You can, of course, reduce your lodgings and food budget to have more money for other things such as savings and travel, or you could find ways to make more significant money instead.

Expert Opinion (200): This nifty little booklet is a tourist pamphlet with a nondescript exterior and a mildly distressing amount of pages folded inside of it. Whenever you open the booklet up, it will give you a wide variety of information on your current location: about attractions, things to do and visit, and local recreational activities worth pursuing. In its fully unfolded state it's just about as comprehensive as one could get with public information, but in the smaller form it'll be more focused on the kinds of things you, personally, would enjoy visiting. Be sure to read the reviews though, its focus is categorical not individual.

Family Secrets (400): This is a deceptively small book which contains in its pages a staggeringly wide variety of recipes for chocolate and tips for chocolate making. Some of the ingredients are hard to find, some of the recipes require hardware you might not have, but it's all top notch information. In a world like this where chocolate is so highly prized you could make a pretty penny off of these... Or just secure yourself a lifetime supply of all your favorite kinds. In future jumps the recipes may be targeted at any mundane food category of your choice at the start of the jump-but the size of the book will always be the same so the narrower the category you choose the more thorough the information will be.

Lifetime's Supply (600): This is a large case with a fancy but ultimately uninteresting floral design on the top. Whenever you open it up, it will contain any food or drink you want that you have ever tasted before. Here I expect you will mostly use it to gorge yourself on otherwise ruinously expensive chocolate, but it has other uses too. Producing an otherwise extremely rare and storied wine vintage to impress guests might be up your alley, or perhaps you would like to repeatedly fill it with saffron after tasting a single dish at a fancy restaurant and get rich selling exotic spices by the box.

Drawbacks

Life's a box of chocolates. You'll have a better idea of what you're getting into if you actually read the label first. Take as many drawbacks as you like, but you can't gain more than 600 CP from this section so further drawbacks are for your own amusement(?). The CP from rolling your era and/or location does not count against the cap.

Travel Sickness (+100 CP): In this world businessmen and women must frequently travel the world to meet with partners and make purchases and sales. Any form of long distance transportation leaves you extremely ill however. Cars and trolleys will leave you mildly queasy, trains will be thoroughly unpleasant, maritime travel will leave you bedridden in your cabin while on the water, and travel by air? You'll be lucky to keep anything thicker than broth down. Perhaps invest in communications infrastructure on the side? The easiest way to not get motion sick is to not go anywhere after all.

Portraits (+100 CP): Something about people's appearance in this world is mildly off putting, like the entire world is dipping its toes into the uncanny valley. This doesn't affect how things physically interact at all, but when everyone you meet looks slightly wrong and all in slightly different ways it can be distracting. You can choose to be immune to this effect if you wish but then everyone else will perceive you mildly uncomfortably in the same way you see them.

Cursed (+100 - +300 CP): Don't do this to yourself. This drawback makes you terribly, terribly allergic to chocolate. It won't kill you to eat, but it'll be a deeply unpleasant digestive experience and it will make your tongue swell up too much to taste it on the way in. For an extra 100 CP, you may expand this to make yourself similarly allergic to ALL types of candy and sweets, as well as coffee for good measure. For a total of 300 CP you can make this even worse-rendering yourself unable to eat anything besides bland porridge or drink anything besides water for the duration of your stay. I know this looks like an easily circumventable drawback but please don't ruin this jump for yourself.

Unalternate History (+100 - +300 CP): Look, the Earth of Chocolatier is not the Earth of real life. Racism and misogyny are almost nonexistent here, Asia is just as prosperous as Europe and North America while South America and Africa only lag behind due to terrain disadvantages and lesser population. This is the 20th century as people think it should have been, with chocolate sprinkled on top. If you take this drawback you will get regular, ugly, bigoted and violent Earth's history (with chocolate sprinkled on top). If you're a white male this is only worth 100 CP as classism is very easy to make not your problem in the items section. If you are female or some other gender outside the binary (or import with a gender different from your physical sex) you gain an 100 extra CP. If you import as a non white racial minority you gain an 100 extra CP, for 300 total CP if you are neither white nor male.

Shortages (+200 CP): You have really poor luck when it comes to supply lines. As a chocolatier the ingredients you want for new recipes always seem to be in short supply, as a more regular businessman there's always one supplier or another who's falling through on their contract, as an enthusiast your favorite chocolates never seem to be in stock and toilet paper always seems to be way more expensive than it should be. This won't put you in unavoidable financial crises unless you are bad at saving money, but it may leave you scrambling to find alternatives on a regular basis.

Care For A Game? (+200 CP): You have a crippling gambling addiction. Now, a caveat: this will not trigger on rigged games or people specifically singling you out for it unless you've been deliberately keeping yourself away from circumstances it might regularly trigger, but constantly throwing your money into games of dice with strangers while you travel is not a good way to keep a steady budget regardless of whether the games are rigged or "generally fair". Games using the Magic Dice do *not* sate your addiction, you'll need to play rounds you aren't guaranteed to win!

Drafted (+300 CP): Despite the largely idyllic history, the world of Chocolatier still had two world wars. Wars that were significantly less destructive than the real Earth's were, but they still left a mark. Your starting date has been locked to one month before the start of world war 2, with an existing background in the military timed such that the only way you return home before the war ends is with a severe injury (which is guaranteed not to heal until the jump is over if you get out this way) or in a coffin (which is a jump failure). You may choose whether your time spent fighting counts towards this jump's 10 year time span or not, unless you *deliberately* let yourself get injured to get out early; in which case it does not and you have to spend a full ten years living with your wounds. You can't roll for your era if you take this drawback.

Chocolate Erasure (+300 CP): Do you hate chocolate? Do you hate other people enjoying chocolate? This drawback removes all chocolate from the world 30 minutes after you enter it. It will be sudden, it will be inexplicable, and it will inflict a deep societal malaise on the entire world. A world without chocolate? Unthinkable. But you are making it real, because you needed 300 "easy" CP. I hope you choke on it.

Afterwards:

10 years have come and gone, and now it's time for you to go too. What will it be?

Move On: This place is nice, but there are lots of other nice places too. Take some chocolates to remember this world by, won't you?

Stay Here: This isn't such a bad place to settle, really. The people are nice, the future is bright, and there aren't many worlds with better chocolate.

Go Home: You didn't manage to die here somehow, did you?

Notes:

v1.0: document created and edited.

To clarify Chocolate And Cheer: this will effectively shift events so that your "main objective" is directly applicable to other objectives you have at the time/in a jump. Sidequests will work a lot like RPG side quests: apply your RPG gained skills to problems outside saving the world and

you solve a problem otherwise unrelated to the end of the world but also get something useful in the world saving work. Or here that would be "use your built up chocolate business and trove of recipes to help with an issue unrelated to running a chocolate business and in exchange get benefits to that business" (in the original games helping someone with romantic or familial trouble in exchange for valuable chocolate recipes or access to new ports and ingredients was a staple).

For stuff that gets tied into your "main plot" directly you should look at the main games. Generally the process of expanding and strengthening your own chocolate business involves and requires helping the Baumeisters sort out the current generation's family crisis. The objectives for the latter get directly tied to achieving the former in a way that allows and encourages solving both problems at once.

Karma Chameleon will not *totally* remove the bad consequences of your actions. Think of it as a powerful luck perk specifically for "came back to bite you later" type things. Grudges settle, law enforcement loses your case... This will work much better for people who move around a lot and/or jump between objectives frequently, but even with immediacy this perk still helps some. And as a side benefit, it massively mitigates the effect of bad karma and similar such things in worlds where that exists (though won't remove the bad karma itself per se).

The Chocolate Factory will need to be manually refitted to make things other than chocolates. If you outfit more factories with the minigame speed multiplier, keep in mind that the minigame multiplier must be set manually for every factory that has it for every recipe-but you don't have to be the one that does it.

To clarify: Bag Of Beans *only* does mundane culinary ingredients. You can do salt, wheat, saffron, white wine, even gold flakes if you really wanted. You can't do something like boxed chocolate truffles or automobile parts (though if you end up in a world where a notable number of people use them for further cooking you could use specifically the kinds that are regularly used as ingredients I guess). For ingredient input, you should expect a 10 pound bag of flour or sugar to be sufficient. Ingredients significantly lighter or heavier than those will typically need an equivalent amount, but this means that things like spices or rare high quality variants are likely to be much more expensive to get the label for. The warehouse can do other sizes or types of ingredient container for if you want, say, hamburger in containers smaller than huge flour sacks. Ingredients cannot go bad or age in their containers until opened, and vermin won't get into them in storage or during transit, but once opened (regardless of by what) the container loses the fiat backing on keeping the ingredients preserved and keeping critters out.

Drawbacks override perks.