

Generic Small Town Holiday(s) Vacation



Jump Doc by u/ChooChooMcgoobs

You've had a tough time, here's a chance to take a breather and relax. This doc is about slowing down and enjoying a small-town winter. Doesn't matter your faith or beliefs, spend a while enjoying the atmosphere and the comfortable rural vibes.

[+ 1000=1000]

Body Insert

You can freely take on any form for this jump and it may be treated as normal. If you create a new form or alter an existing one, you may split it off into a new alt-form, use it to augment the look of another alt-form, or apply it to your body mod.

Starting Time & Place:

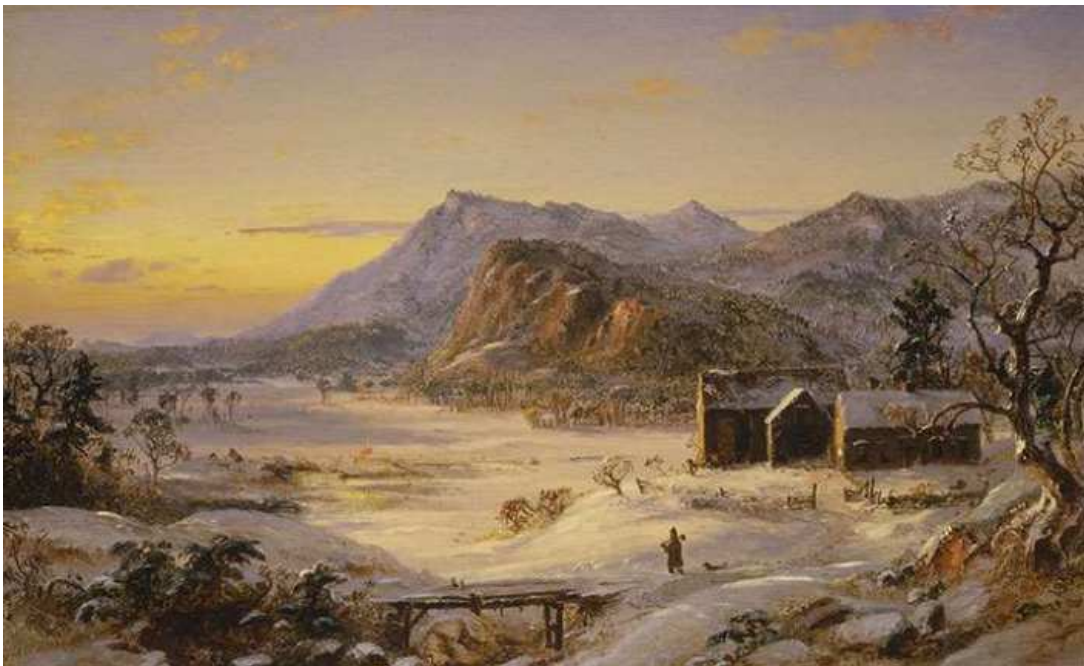
You will start here December 1st in a small rural town. This may either be a specific real town, a specific fictional town, or a wholly original and generic one created by you for the purposes of this doc.

By default, you are only required to spend the month and then may move on whenever you desire after that.

Background:

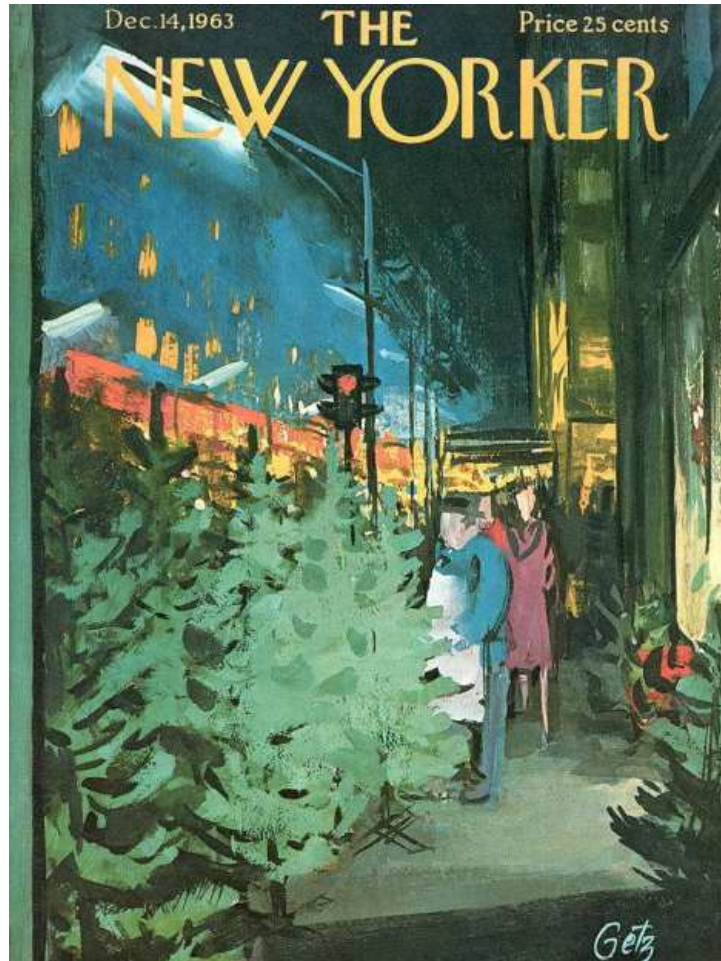
You may Drop-In if you wish, and just take a background for the discount.

Local:



Whether you've lived here your whole life or are just coming back for the holiday months, this background ensures you'll have some familial and/or friendly ties to the town.

Tourist:



You aren't here necessarily for any personal reasons, you just wanted to get away from it all and this place appealed to you. You won't have that same connection with the locals right from the get go, but they'll still be more friendly towards you than they would the average out of towners.

Toggles:

Supplement Mode: With this toggle you may use this doc and combine it with another document or setting in some fashion. This may mean just using this as a supplement, or it could be something more along the lines of full on mashing settings together, or otherwise having them connected, up to you how to use this.

Stay Length: By default you'll be staying here just for the month of december. This toggle instead lets you decide how long you'll stay. You may either choose the exact length now, pick a condition(s) to end on, or allow yourself to choose when you want to leave during the jump. Any choice you make here will still be subject to if you use the **Length of Stay** drawback.

Perks:

(100 Point perks are free for your background with the others being 50% discounted.)

(All perks may be toggled on/off in whole or in part to your will/desire.)

Generic:



Christmas Radio [free]

This perk is a classic soundtrack style one. With it you can listen to any Christmas/Holiday song on demand. This can be personalized with such options as who can hear the music, custom playlists, true shuffle, curated auto-play to the tastes of those listening, a history function, and has robust search and organization option.

This can also include any other details you'd like to have included and can be merged with any other soundtrack perks/items you've picked up. Updates with new songs each jump and also factors in every past jumps catalog.

Hobby/Career Baseline [-50/-X00]

Pick a specific hobby or career, you get a high aptitude, potential ability, and level of enjoyment from it; but no immediate skill, understanding, or experience. Practice makes perfect after all.

Local:



Rural Upbringing [-100]

You've picked up that small town spirit from growing up round these parts. You're generally a bit heartier, deal better with colder temperatures, have the stamina and patience for walking, and you can pull through harsher times with a mind set on the good times past and yet to come.

The Thought Really Does Count [-200]

Presents aren't just things, they're a message from you to the recipient showing your care and knowledge for them. Any gift you give will be received with the intentions you intended for it to have. It also allows you to enjoy the gift acquiring process more, whether that be making or buying it. Finally, you will be able to get a vague sense of what the "right" and "wrong" gift for an individual would be, but this is reliant on your relationship with them (eg: how well you know/like them).

Family Time [-200]

This is the time a year where very few people relish being completely alone. If you have people to be around this perk ensures things will go smoothly, no fighting, travel woes, accidents, injury/deaths, or other mishaps will happen to ruin this time together.

If you do not have people to spend the holidays with, this perk will conspire to bring you together with others you'd vibe with and are also in need of company and companionship. Once together, the first part of this perk will kick in.

Rigid Mindset [-200]

Part of living in this type of place is a certain flow of things forming. You get comfortable and little can change your ingrained habits. This perk allows you to build up healthy and enjoyable routines, and then once

formed you can rely on them without thinking. You can essentially auto-pilot driving after you've driven a route enough times, you could essentially bake those cookies blind folded over time, and if you need to wake up at 5AM every day, then no alarm needed.

Mayor of Town [-400]

When you were young, everyone always called you the mayor of town since it felt like it. You knew everybody, everyone liked you, and every day seemed picturesque.

Now you retain this personability and charm. This perk boosts your charisma and casual chatting skills. Also, your memory for people is astounding, you can remember details and events few others could be expected to.

This also works in reverse, you are much more memorable to other people, and in a favorable way. After a year or two even an especially egregious (if not actually malicious) event could be laughed about by those involved.

Finally, this perk could really make you deserving of being the real mayor, giving you astounding intuition and inherent capabilities in leadership, diplomacy, public speaking, and delegation.

Tourist:



Tourist State of Mind [-100]

You came here to relax, and this perk ensures you can do just that. Whenever you want to take a break, you can fully let go and not worry about whatever work or tasks are still on your plate.

Outsider (friendly) [-200]

Those from around here can tend to be wary or indifferent towards those they're unfamiliar with. This perk ensures that whenever you enter a new place, you have a good first impression and even the most paranoid individuals will tend to be more generous in their assessment towards you.

Adaptive Mindset [-200]

To move from the urban to the rural can give someone whiplash, but not you. You have a strong ability for integrating into and understanding new locations while still maintaining your own sensibilities, routines, and traditions.

Slice of Life Lifestyle [-200]

You don't just want a boring old normal stay here? Well while this is hardly a place of action and adventure, this perk can at least make things more interesting for you. With this active you'll be pulled into interesting plots of all sorts. This could express itself as meeting the local postman and having to help deliver things last minute before Christmas, or it could mean meeting a possible love interest in a rom-com level contrived scenario.

This perk tailors itself to your interests, but still only works within the possibilities and reality of the setting, meaning it affects fate and chance but not reality or people's minds directly.

R & R & R [-400]

Rest, Relaxation, and the all-important third R, Retirement. When you choose to retire, whether it be from the chain itself or just a job, you get certain benefits guaranteed.

Wherever you retire too will subtly morph itself to fit your desires and expectations, you'll be assured genuine contentment and fulfillment with your situation, and you'll never need to worry about losing this situation from factors outside of your control.

Should you ever want to un-retire there will be no call to action or disturbance to your slice of paradise. However, if you want to un-retire, this instead can attract opportunities to you.

This perk can work no matter how many times you retire and un-retire.

Items:

(100 Point items are free for your background with the others being 50% discounted.)

(You may freely import or combine any of these items into others you've bought of a similar type)

Generic:



Stockings and their Stuffers [free]

What's Christmas without some small, cheap, and possibly useless things that act as the appetizer for the day?

This item comes with a personalized stocking for yourself and anyone you wish to gift it to.

Also included is an assortment of things to put in the stocking such as chocolates, knit items, little figures, small toys, day calendars, etc.

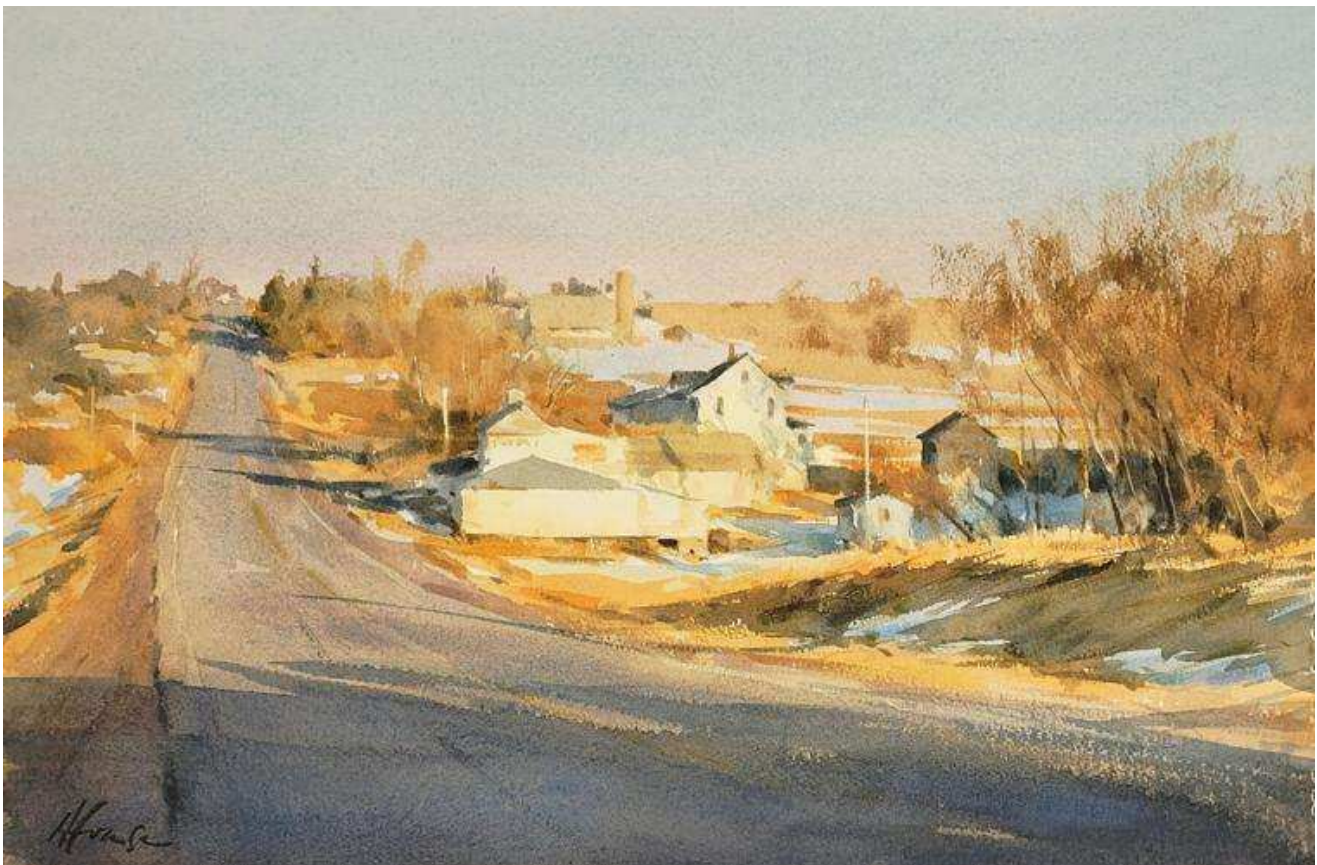
Money [free/-50/-X00]

This is a simple perk that gives you three things. First is a bank account that follows you jump to jump. It has a generous interest rate and can freely be accessed at any time via whatever means you'd desire

Second it gives you a lump sum of 10,000 dollars immediately per purchase deposited in this account. Finally, it will give you a weekly deposit of 700 dollars.

The first purchase is free, with each subsequent one being -50.

Local:



Christmas Farm [-100]

This farm contains an acre of ideal farmland for each growable item related to Christmas. This could just be for Pine Trees if desired, but as long as you can justify it as relating to the season a plot can be planted with it. Individual acres can be freely moved between the warehouse and any acre you own in the setting.

Paintings and Painting Supplies [-200]

Each month you'll receive a painting, usually a landscape, of any scene you desire. They'll all be about the same quality as those in this doc.

Also included is an endless supply of canvas, paints, brushes, and whatever other basic painting items you need.

Old Family Home [-200]

This is the home you grew up in. Whether it be the one from this jump, the actual place(s) you spent your childhood, or some amalgamation of the above is up to you.

Either way, it'll be a wonderfully cozy place that will have a wide collection of items, some lost, some forgotten, to induce in you a strong sense of nostalgia.

Antique Store [-400]

This store is yours now, and has a little bit more special than your average shop of its kind.

The items from this shop can contain items of all sorts from any jump you've been to (you may whitelist/blacklist exactly which ones this applies to). Much of this might be mundane things, some might be nice finds or quality art, and fewer still will be items of immense value. You have a list with every item in the shop, and may rotate out items once a month.

Tourist:



Fancy New Camera [-100]

This camera has infinite storage space, can take perfectly accurate photos or ones edited to look how you felt it looked when you took it, can take video and photos, can turn into a drone, takes 360 shots, and has many more fancy extras for you to figure out.

Writings and Writing Supplies [-200]

Each month you'll receive a poem, usually on a topic relevant to the month but can be influenced by your desires to some level. They'll all be at

minimum the quality of Robert Frosts "stopping by woods on a snowy evening"

Also included is an endless supply of paper, writing utensils, erasers, and whatever other basic writing items you need.

Bed & Breakfast [-200]

This lovely little bed and breakfast is the perfect place to spend your days here. It can either be run by real people hired by you or automatically worked by hard-light holograms with wonderfully quaint personalities.

Either way this will be the finest B & B around, bar none.

Knickknacks [-400]

Whether it be a traditional treat, a local artisan's newest piece, or just something neat you found. Anything you buy (as in attain via money or barter of some kind) in this jump may be fiat backed. This it'll receive such bonuses as being endless, impossible to lose or have stolen, cannot break, will never run out of power, is always clean, etc. Essentially, while not outright improved, it's about as protected and easy to upkeep as can be.

Companions:

(Any companion of yours may freely import and gain points as if they were a jumper)

(The following options will either spawn a completely new individual, or you may bestow the qualities described below upon someone who agrees to become a companion. May be bought multiple times.)

Local [-100]

This individual gains all the perks from the Local background and two items from their section..

Tourist [-100]

This individual gains all the perks from the Tourist background and two items from their section.

Animal Friend [-50]

This is just a friendly pet or animal to join on your travels. May be sapient or not. Either way it'll be immortal, friendly, smarter than average for its kind, and easy to take care of.



Drawbacks:

Year X [+50/+X00]

The extended stay drawback, for every 5 years you add onto your stay here you'll gain +50 points.

Alternatively, you may use this as a toggle and leave this jump whenever you want or after a certain point in the plot. But if you take this drawback for points, you at least have to stay that long.

Complicated Backstory/Story [+50/+X00]

For every 100 words of backstory or story written about the personage or events that happened to the jumper in this jump, you'll receive +50.

This needn't be purely narrative; it could also include other aspects like your descriptions of powers, how they interact, side narratives about other characters who you interacted with, etc. Have fun, hell, if you write at least 500 words, then that's work at least an extra +250! (Credit to Agitated_Butterfly75 for the original idea for this Drawback)

Small Town Hospitality? [+100]

No matter the origin you took, the townsfolk will be much less trustworthy and immediately kind towards you. Over the course of a few weeks this can be overcome should you be stalwart in the face of their distrust and slight rudeness.

Trapped [+100]

This is supposed to be a vacation, so this is hardly that big a deal. This drawback means you cannot leave the town for the duration of this jump.

Every Month is December (for you) [+100]

Regardless of how long you spend here, it'll never be another month but December for you. Rather than this affecting everyone, instead you'll just disappear 11 months of the year and reappear on December first. This does mean that while you'll be staying the same number of months, the number of years you'll be spending here will be significantly more.

Year Walk [+100]

Ever hear of the Nordic pseudo-pagan practice of Årsgång or Year Walk? Essentially, it's a sort of divination where on a special night, traditionally new year's but could be any holiday of significance you'll do the following:

- 1: Fast for the whole day
- 2: Spend the entire day alone in a completely dark room
- 3: At midnight, head straight to the closest church
- 4: This walk must be stone faced, no smiling or laughing
- 5: Walk around the church once counterclockwise
- 6: Blow into the church's key hole and, regardless of the church's actual relation to your faith or belief, you must denounce your own faith/belief.

On this walk you will encounter spirits and visions that will vaguely foretell how the next year will go for you. However, in your case it'll do this divination about your next jump. You are guaranteed to walk through a large graveyard to reach the church and experience decidedly supernatural visions on your walk.

Character Flaw(s) [+50/+X00]

You may add to yourself suitable character flaws for the duration of this jump.

These may be bought in 50 point increments, each are not on their own overwhelming, but will be noticeable, hard to change or overcome completely, and stack and synergize with each other. Must at minimum be on the level of something like being greedy, gluttonous, quick to anger, impatient, etc.

Warehouse Lock-Out [+100]

You will lose access to your warehouse for the duration of this jump.

Item Lock-Out [+100/+200]

For however long you stay here, you will lose access to your items not from this Jump.

For an additional +200 you will also lose access to any item bought from this document as well.

Perk/Power Lock-Out [+100/+200]

For however long you stay here, you will lose access to any perk or power not from this jump.

For an additional +200 you will also lose access to any perk or power bought from this document as well.

Memory Erasure [+100/+200/+300]

For +100 you will only lose your memories about this specific media property(s) for the duration of this jump.

For +100 you will forget all your memories since you started jumping for the duration of this jump.

Instead, For +300 total, you'll instead lose all memories (with only those remaining that you need to function depending on your personage & background story for this jump) for the duration of this jump.

Ending:

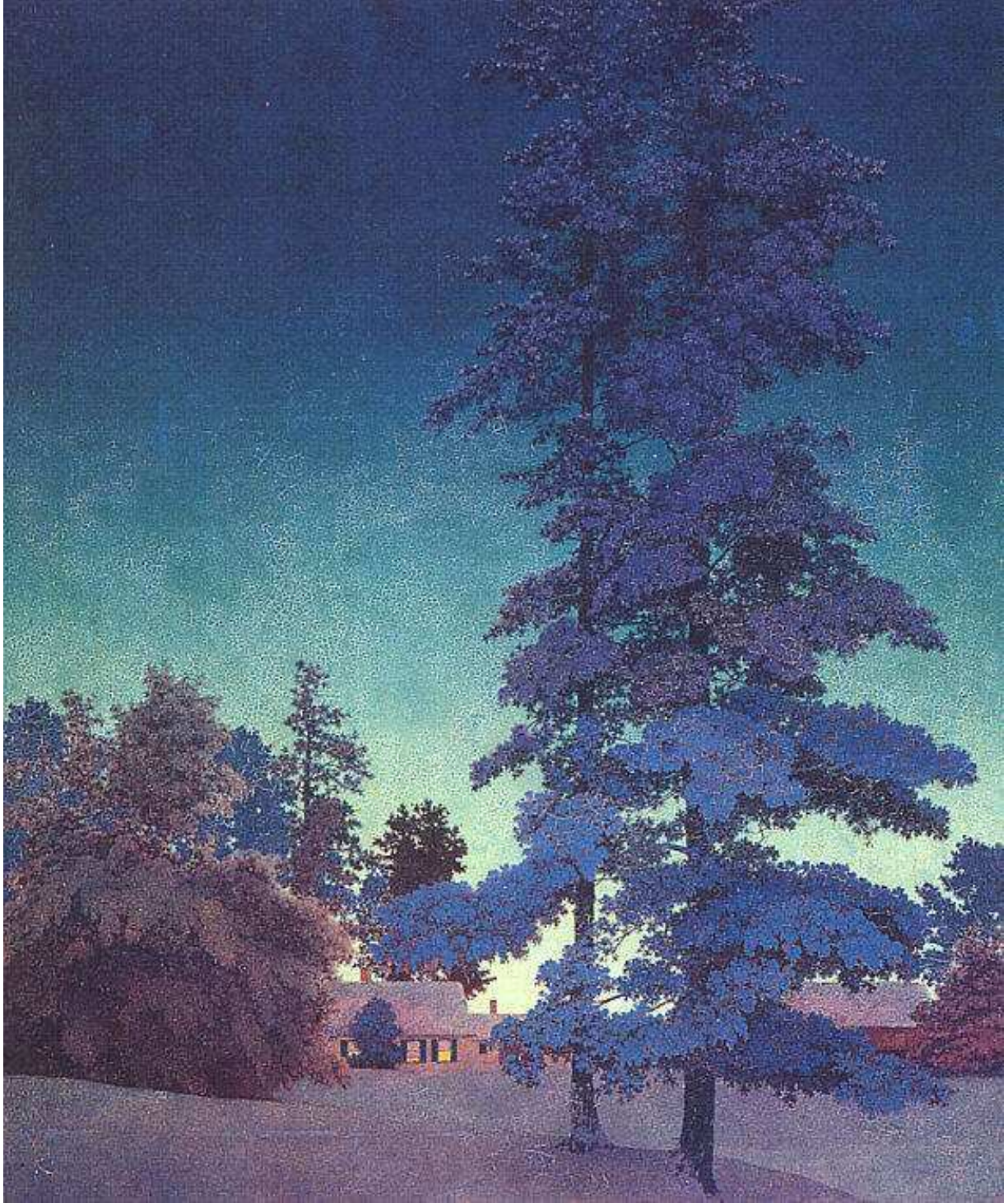
Departure

Settle down: *Stay in this world? I don't blame you, this is a nice little place to spend the rest of your days. As a bonus receive an extra +10,000 points that may be spent here or on any previous doc you've jumped on this chain up until this point.*

Nostalgia: *Home, this place made you wish for nothing more or less than your own home. Go, they're waiting for you there.*

Move On:

*The woods are lovely, dark and deep,
But you have promises to keep,
And miles to go before you sleep,
And miles to go before you sleep.*



Notes:

• **Version 1.0:** 12/25/2022

-First Release