

# Baywatch Jumpchain

*Jumpdoc by /u/guyinthecap*



Welcome to the world of Baywatch, Jumper! Though this place might have fewer world-ending plots and supernatural powers than you're used to, it has no shortage of heroes. Here you'll find the beaches, the waters, and everywhere in between protected by Baywatch, an elite group of lifeguards and first responders. These selfless heroes risk it all to safeguard beachgoers against all kinds of threats. From drowning surfers and injured wakeboarders to grifters and drug dealers, there's plenty of danger to go with the fun on these sands. Enjoy your time in the sun, Jumper!

Take these choice points to customize your summer experience...

**+1000cp**

## Background

*Choose a Background to determine your discounts and starting circumstances.*



### **Drop In:**

You're not from around here, are you? Whether you're a local, a tourist, or a victim of circumstance, it seems your luck has taken a turn for the better. With a relaxing tourist destination in front of you and no connections or memories holding you back, you have complete freedom to make the most of your time here.



### **Trainee:**

Whether you've been trying out for years or it's your first summer here, you've managed to win a spot on Baywatch...as a trainee. Yeah, you've still got a lot to learn, but what better place to learn it than on a stunning beach surrounded by smart, good-looking mentors! Pay attention and you could learn a lot.



### **Veteran:**

This ain't your first rodeo. You've spent the majority of your career saving people in one way or another, and now that Baywatch is recruiting, those fresh faces will look to you for guidance. Whether you're pulling swimmers out of the surf or giving attitude adjustments to cocky upstarts, you're going to have your hands full this summer.



### **Scoundrel:**

With so much selflessness around, there's a lot that's free for the taking. You are among the beach's most ambitious residents, making your fortune through whatever means net you the most profit. With thieves, assassins, and drug smugglers abound, there's the potential here to forge a lucrative criminal enterprise. Just make sure you deal with those pesky lifeguards.

## Location

Over more than three decades of operation, Baywatch has expanded from a local endeavor to a world-spanning network of lifeguards and first responders. You may **choose your starting location freely** or for an extra **+100cp roll 1d10** to determine your duty station.

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|--------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-2 <u><i><b>Emerald Bay,<br/>Florida</b></i></u>      | Home to the original Baywatch, this picturesque tourist town is under the protection of Mich Buchanon. He and his team run a tight ship, but an influx of new recruits and drug smugglers are sure to keep summer exciting!                                      |
| 3-4 <u><i><b>Oahu,<br/>Hawaii</b></i></u>              | Coveted for its tropical location, a position on Baywatch Hawaii will put you under the command of Captain Sean Munroe in one of the most popular vacation spots in the world. Hope you like being busy!                                                         |
| 5 <u><i><b>Santa Monica,<br/>California</b></i></u>    | Serving the second-largest city in the United States, Baywatch West is significantly bigger than its founding branch. Captain Manny Gutierrez oversees several smaller teams that keep watch over LA's numerous beaches.                                         |
| 6 <u><i><b>Malibu,<br/>California</b></i></u>          | Despite its proximity to Los Angeles, Baywatch Hollywood protects smaller beaches catering to wealthier celebrities. The team is led by Captain Caroline Holden, a lifeguard-turned-actress who wants to give back to her community.                             |
| 7 <u><i><b>Antibes,<br/>France</b></i></u>             | Helmed by Lieutenant Matt Brody, Baywatch Europe is the organization's first international foray. The city is as old as it is beautiful, and makes for a popular attraction for all of continental Europe.                                                       |
| 8 <u><i><b>Zingaro Reserve,<br/>Sicily</b></i></u>     | Tucked into the boot tip of Italy, the Zingaro Natural Reserve in Sicily is overseen by Baywatch Mediterranean. Between watching the beach and fairground and preserving the local wildlife, there is a lot to keep Lieutenant Lena Fiori and her team occupied. |
| 9 <u><i><b>Kamakura Beach,<br/>Japan</b></i></u>       | Located only an hour from Tokyo, Captain Nani Tanaka and the rest of Baywatch Japan service three of Japan's most popular tourist beaches. Though the culture and language may be unique, the struggle to save lives certainly isn't.                            |
| 10 <u><i><b>Nautholsvik Beach,<br/>Iceland</b></i></u> | Though many assume there would be no beachgoers in Iceland, Captain Johann Bjornsonn and Baywatch North know better. Fed by a geothermal spring, this Reykjavik hotspot offers the best swimming on the island.                                                  |

## Age & Gender

We're a family here at baywatch; a team. And like all great teams, we support each other! So long as you have the will and drive to be here, anyone is welcome. You may **choose your age and gender freely**. Of course, you can always embrace chaos if you want a few extra points...

*For +100cp, you may roll to determine your Age and Gender. For Age, **roll 15+2d6**. For Gender, **roll 1d4**; 1-2 for male and 3-4 for female.*

## Perks

*Perks that match your Background are discounted to half-price.*

*If a perk matches your Background and costs 100cp, you may take it for free.*

### General Perks

**[Free for Jump, 100cp to Keep] Rescue Training:** If you're going to try and save lives, you better know what you're doing. You have received extensive training as a first responder, giving you a mastery of first aid and the crisis management skills of a firefighter, EMT, or the best lifeguard on the planet. From head injuries and kitchen fires to sinking boats and undertow, you can handle it all. This perk is **Free** for the jump but costs **100cp** to keep.

**[100cp] Beach Body:** What, is Baywatch only hiring models? You have a body that looks like it belongs in a swimsuit, with muscles and curves in all the right places. This attractiveness persists despite all the sand, salt, and sun the beach may throw at it, ensuring you are always cute and comfortable. Best of all, this body seems to defy the laws of time and nutrition. Enjoy all those carbs as your good looks persist no matter what you eat or how old you get. With a body this beautiful, you'll fit right in!

## Drop-In Perks

**[100cp] Sun Sleuth:** How can you stand around sunbathing when there's crime afoot? Thankfully, you're on the case to solve the surprising amount of beach-related crimes around here. From analyzing a crime scene and piecing clues together to understanding police procedures, you're one of the finest detectives around. I'm sure Officer Ellerbee will appreciate the help!

**[200cp] Helmsman:** The water might be excellent, but that doesn't mean you can swim *everywhere*. You have the training and expertise to use any common beach vehicle, from ATVs and sailboats to motorboats and even helicopters. Better still, you can handle these vessels through the toughest of weather conditions. This perk won't cover rare or exotic vehicles, but common machines will serve you as loyally as any steed!

**[400cp] Just In Time:** You have a supernatural way of showing up when you're needed. You now can sense when nearby people are in danger, and can react extremely quickly when you choose to intervene. Fly into action as the world around you seems too stunned to move. This power also works in reverse, letting you move in slow motion as the world speeds by around you. Not terribly useful for saving lives, but it can turn a hair swish into a sight to behold. Finally, you can extend this effect to any nearby allies, letting your rescue team react with alacrity or setting up a cinematic jog down the beach. *See the Notes section for further details.*

**[600cp] CPR:** Real resuscitation is hard and often heartbreaking work. Thankfully, your medical expertise operates on movie logic. As long as your patients are alive when you reach them, you can resuscitate and stabilize a person following any injury. This perk also comes with a doctorate's worth of medical knowledge, ensuring your charges will be back on their feet as soon as possible! But sometimes you must go even further to preserve life. Once a month, you may revive a person who has been dead for no longer than an hour. No matter the injury, give them some movie-CPR and a few dramatic chest thumps and they'll make their triumphant return. Just make sure they get plenty of bed rest afterwards.

## Trainee Perks

**[100cp] Today's The Day:** You're not going to let past failures stand in the way of future success! There is not an ounce of quit in you, letting you stay determined in the face of failure. Best of all, people value your optimism and drive, and are more willing to give you extra opportunities when you fall short. You can do it, Jumper!

**[200cp] Out Of Your League:** Whether you're adorkable or just a diamond in the rough, you have a knack for winding up in relationships with wonderful and attractive people. These start as flirty flings, but can grow into serious relationships with genuine chemistry if you put the effort in. Any existing relationship you are in can also benefit from this perk, with your partner getting a noticeable boost in beauty and charm from your company.

**[400cp] Tech Guy:** Okay, maybe we didn't hire you for your swimming skills. Your proficiency with computers and other related technology is more akin to a movie hacker than any real code monkey. From writing software to infiltrating hardened databases, you are a force to be reckoned with when behind a keyboard. You're also fantastic at separating the technically literate from the noobs who just spout technobabble. Download the mainframe, blast that firewall, and, uhh... crack those backdoors wide open!

**[600cp] Gold Medal Gumption:** You may be fresh on the beach, but you're a quick study. So long as you stay committed, you grow to reach your goals at a blinding pace. A year of physical training could take you from rock bottom to ready for the Olympics, and easier skills could be learned within a week! True mastery will still come with time, but working a summer here could turn you into a real jack of all trades.

## Veteran Perks

**[100cp] People Person:** Working amongst the community has given you plenty of practice socializing. You have an effortless charisma that puts others at ease, letting you quickly make friends with new and regular visitors alike. This experience has also given you a powerful insight. Sense when a beachgoer is in emotional distress, when that new recruit may not be reliable, and when that business owner down the road shouldn't be trusted.

**[200cp] Lifeguard Pursuit:** Sure, you may be *technically* outside your jurisdiction, but your job is still to help people. From submitting illegally gained evidence to conducting an unauthorized investigation, you can bend the rules so long as your intentions are just. You're not immune from all consequences, but as long as you act as a good samaritan you've got enough leeway to punch a corrupt politician or two.

**[400cp] Senior Chief:** When people call you a seal, they're not just referring to your skill as a swimmer. Like the original Mitch Buchannon, you're a trained Navy frogman. You've passed BUD/S and may even have deployed with DEVGRU or a similar elite unit. Such experience has not only given you the tactical training of an elite soldier, but also the leadership and planning skills to guide your team through any hardship. Even if you're only infiltrating a cocktail party, you'll do it with the coordination and efficiency of a warfighter.

**[600cp] Mountain:** Forget being an Olympian, your strength is positively superhuman! Like the lieutenant of Emerald Bay, you're more than six and a half feet of pure muscle. From tireflips and ripping steel chains to carrying pairs of refrigerators, your feats of strength are downright outlandish. On top of that, your inhuman endurance will ensure you can conserve your strength and replicate such showings all day long. No matter where you go or who you become, your strength will be absolutely unreal! *See the Notes section for details.*

## Scoundrel Perks

**[100cp] Seductive:** You're an absolute smokeshow, Jumper, and you *know* it. Between body language and innuendo, all but the strongest of wills are putty in your hand. Of course, you're not just all talk. Decide to make good on a promise and flash someone the goods? You'll leave them physically *stunned* for a brief time. Actually decide to put the moves on someone and you'll give them a night to remember.

**[200cp] Man of Action:** You didn't get this far without knowing how to get your hands dirty. Whether you come from the boxing ring or the streets, you can handle yourself when a fight breaks out. That said, your employer may want their enemies beaten and not broken, so you've had to learn control. You know how to break someone's neck, but could also pull your punches and leave them unconscious... even if you *did* hit them with a fire extinguisher.

**[400cp] Seems Complicated:** You'd be surprised at what people are willing to believe. Weaving cover stories comes naturally to you, letting you shape people's perception of events. You didn't murder those lifeguards, they killed each other out of spite. Frame your enemies with odd and even absurd stories. So long as no one is around (or alive) to contradict you, your stories can get as ridiculous as you want.

**[600cp] Business Gene:** Many entrepreneurs work at success, but you blow all of them out of the water on talent alone. You're a cutthroat negotiator and can turn a modest inheritance into a burgeoning empire in just a few years. And should *legal* avenues of income prove insufficient, you could turn your ambition into an entire criminal syndicate. Pave the way with a few precise bribes, blackmail your competitors with their dark personal secrets, and balance a drug smuggling operation and your legitimate establishment with casual grace. Rivals underestimate you at their own peril.

## Items

*Items that match your Background are discounted to half-price.*

*If an item matches your Background and costs 100cp, you may take it for free.*

### Drop In Items

**[100cp] Swimsuit Closet:** whether you're in uniform or off duty, this expansive collection has something for everyone. The modest will find full coverage wetsuits and one-pieces while the daring can don some seemingly impossible designs. No matter which piece of swimwear you choose, you'll find that your garment dries out on command, cleans and repairs itself when stored, doesn't ride up, and is guaranteed not to cause a wardrobe malfunction. Enjoy the sun in any style you choose!

**[200cp] Devil's Urchin:** These little sea creatures are deceptively dangerous. One prick will flood your system with enough adrenaline to choke out a pissed off bull. Of course, then you'll hallucinate like mad and then die drugged out of your mind. This purchase nets you a lifetime supply of these urchins, delivered on request. A keen mind could harvest these chemicals and refine them into deadly toxins, potent antivenoms, insane performance enhancers, or just the wildest party drugs around.

**[400cp] Beach House:** Not even murderous millionaires have a better view of the waterfront than you. This incredible beach house comes with comfortable living accommodations, a spacious garage for all your vehicles, and even a guarantee against inclement weather! A hurricane could make landfall in your backyard and you wouldn't even have to repaint the shutters. At the start of each jump, you may place this lovely abode on any beach of your choice. Just be sure you don't pick a place that's *too* remote.

**[600cp] Coast Guard Cutter:** Baywatch may be pledged to keep their beachgoers safe, but at the end of the day there's only so much they can do. You, on the other hand, are far less limited. The Coast Guard has granted you command of a Medium Endurance Cutter. This Famous-class vessel is capable of reaching 20 knots, is armed with a single 76mm naval gun, and carries hangar facilities for a single utility helicopter. You may decide whether you wish to operate within the USCG's chain of command or sail independently, but either way your vessel includes a crew of one hundred loyal followers, all skilled at operating and maintaining your new ship.

Jumpers who took the **CPR** perk, however, have shown a greater dedication to saving lives, and this effort has not gone unnoticed by the Coast Guard or your Benefactor. Instead of receiving a Medium Endurance Cutter like the Famous-class, you now captain a brand new Legend-class ship. These High Endurance Cutters have substantially greater range and can reach speeds of up to 30 knots, perfect for long deployments or missions with global reach. Armed with a precision naval gun and CIWS defense station, a small complement of embarked pursuit boats, and hangar space for two helicopters and two Eagle Eye UAVs, you and your crew will have everything you need to save lives and complete your mission, wherever it may be!

## Trainee Items

**[100cp] Camera Drone:** With so much to see, you could really use this eye in the sky. This aerial drone boasts an impossibly long battery life and the best optics on the market. Its modular design makes upgrading this platform a snap, and its onboard programming can allow for remote control or autonomous activity. Just don't be a creep with it, Jumper.

**[200cp] Motorcycle:** Jumper got wheels! Whether it's an American chopper, a European racer, or an entirely different model, this two-wheeler can sprint down the highway or cruise crosscountry with equal efficiency. Included with this rad ride is a universal parking pass, a prepaid gas card, and a kickass insurance policy courtesy of your Benefactor. There's even a Hemet, even if you're too much of a pretty boy to wear one.

**[400cp] Permission Slip:** Everyone has to earn their spot on this team... except you, apparently. This signed form guaranteed legitimate membership to one elite organization of your choice. Simply present this paper to the appropriate authority and the bearer will be made a member or employee of that organization, no questions asked. Just make sure to actually prove yourself if you want to stick around for a while.

**[600cp] Obstacle Course:** Now *this* is the big boy's course. This intense set of obstacles and exercises will test your mettle, from your head to your toes and every muscle in-between. Even your supernatural abilities will be put to the test as you make your way through this course. So why on Earth would you buy this torture device? Because it's the best way to train your body and hone your abilities. *Anyone* who uses this setup will improve at an astounding rate, but your gains will be especially meteoric. If you took the **Gold Medal Gumption** perk, your improvements will go from incredible to absurd. Forget about spending *a year* training for the Olympics; you'll be a world-class athlete by the end of the summer!

## Veteran Items

**[100cp] CB Radio:** You may be a great lifeguard, but you can't be everywhere at once. Thankfully you're tuned into a network of eyes and ears across the region. Pick up local traffic, distress signals, even interesting conversations on this rugged radio. Purchasing this item also grants you a cellphone app that taps into the same network, ensuring that you are always in touch with the airwaves.

**[200cp] Waverider 2.0:** A versatile rescuer needs a versatile mount to ride. This personal all-terrain vehicle can switch between a four-wheeler ATV and an amphibious jet ski, taking you anywhere you're needed. Cruise along the coast or fly over the waves. No matter where trouble goes you'll be quick on its heels.

**[400cp] Rescue-2:** For rescues at sea, the Baywatch team maintains a small speedboat capable of responding to sinking ships. Now you're the proud owner of a similar craft. This agile vessel is capable of carrying up to 15 crew and passengers across the ocean at a top speed of 40 knots. Equipped with a full suite of rescue gear and first aid equipment, no shipwrecked crew or lost pleasure cruise need fear when you're behind the helm of this fine boat.

**[600cp] Station One:** Every king needs a castle, and this is yours. This watchtower offers an impressive view of the area and offers some strange benefits to its keeper. Operations managed from or run out of this tower will have an increased positive effect on the community, and all those working here will find their awareness of nearby problems and dangers enhanced several-fold. Save that child from an allergic reaction and fewer adolescent accidents will occur. Clean up all the litter you spotted from your vantage and you can expect the beach to *stay* clean.

If you took the **Mountain** perk, both the facilities of this base and its impact on the surrounding land are increased by an order of magnitude. Forget about organizing rescues along your mile-stretch of beach, you'll be able to spot any crisis in town! Even in future Jumps, this structure will serve as a similar bastion of justice. Whether as a vigilante's hideout or a frontier fortress, all will look to this place as a redoubt of protection and safety.

## Scoundrel Items

**[100cp] Party Favors:** No one will ever call you dull. This stash has enough high grade delicacies, liquor, and drugs to satisfy the wildest partygoer. Give those youngsters a bottle of 30 year old scotch, get some caviar for your hotel guests, heck, there's even some Flakka in here for the really cool kids. With this replenishing cache, you and your friends will have all the necessary ingredients for a good time!

**[200cp] Inside Man:** Getting your foot in the door of a new city can be tricky. Thankfully you have a friend in the system. Whether this is a sympathetic politician or a police officer who's open to "persuasion", this mid-level individual can offer you assistance. They can't do everything for you, but sometimes all you need is an opening in the normally impenetrable walls of governments, bureaucracies, and other official organizations. Once a year, you may exchange this contact for a new individual inside a different organization.

**[400cp] Private Yacht:** Not everyone feels the need for speed. Others just want to enjoy the ride. This 150-foot pleasure cruiser comes with the kinds of luxurious accommodations usually reserved for the ultra-wealthy. Though it can be crewed by a single individual in a pinch, this vessel Comes with a dozen loyal followers to staff it, leaving you free to drink champagne, dive for pearls and all the other things that separate you from the peasantry. As a final bonus, this ship comes equipped with a set of hidden smuggling compartments below the waterline, just in case you want to turn your pleasure cruise into a business trip.

**[600cp] Huntley Club:** This country club is the perfect destination for all those wealthy vacationers who don't want to interact with the public. With its onsite spa, private beach, shopping center, pool, and fine dining facilities, this all-inclusive resort offers anything your clientele may need. This purchase also comes with a staff of loyal followers more than willing to handle day-to-day operations for you. That said, if someone with the **Business Gene** perk took direct control, this club would see its yearly profits grow from several hundred thousand dollars to tens of millions annually. Seize your fortune, Jumper.

## Companions

**[100cp] Import Option:** Any vacation is better with friends! This purchase grants you either one custom companion or the ability to import an existing companion. Your companion receives a free Background as well as **600cp** to spend on Perks and Items. Alternatively, by spending **300cp**, you may import or create up to eight custom companions, each with the Backgrounds, discounts, and stipend listed above.

**[100cp] Canon Companion:** Perhaps you've struck it up with a character from this world? Purchasing this option allows you to take one character from this world with you on your adventure. Note that this doesn't force the character to come with you, but it will give you a good chance to convince them to join you.

**[200cp] Ricardo Chavez (Discounted to Veterans):** New in town and eager for action, Ricardo "Ricky" Chavez is a private investigator looking to open his own agency. He's charming, disarming, and looking for an experienced local to be his part-time partner. Ricky comes with the **Sun Sleuth, Seductive, Beach Body, Man of Action**, and **Lifeguard Pursuit** perks and a **400cp** stipend.

**[200cp] Robin Rowland (Discounted to Drop-Ins):** Though Robin cuts a less imposing figure than her more experienced coworkers in Baywatch, this timid economics major is eager to spend her summer helping her community. Robin comes with the **Rescue Training, Today's The Day, Tech Guy**, and **Business Gene** perks and a **400cp** stipend.

**[200cp] Frankie & Leon (Discounted to Scoundrels):** Every good villain needs goons to do the heavy lifting. Both members of this bodyguard duo come with the **Helmsman** and **Man Of Action** perks, a **400cp** stipend, and an eagerness to help with your next big score!

**[200cp] Chief Selene "Moony" Lambros (Discounted to Trainees):** After making history as the first female Navy SEAL, Chief Lambros decided to spend her retirement serving with Baywatch. This optimistic amazonian loves guiding new recruits, but be warned; she runs a tight ship. Chief Lambros comes with the **Rescue Training, Beach Body, People Person, Senior Chief**, and **Mountain** perks and a **400cp** stipend.

## Drawbacks

*Maybe you are looking for a more difficult setting, or perhaps you want more points to spend. You may take as many or as few of the following Drawbacks as you wish.*

**[+100cp] Body Shame:** Maybe you'll just keep your shirt on for the whole summer. You're seriously self-conscious about your body and lack the pride and acceptance all the other scantily-clad beachgoers seem to have. From wearing extra layers to skipping public showers, you'll do almost anything to avoid ending up exposed.

**[+100cp/+200cp] Tongue-Tied:** Was that a stroke? It seemed like you had a stroke. You have trouble forming words whenever you're confronted by an attractive individual. You could be the smartest person in the room, but if a good looking member of your preferred gender shows the slightest interest in you? You'll be a complete mess. For double the points, you can have this effect apply to *both* men and women. Better hope you don't run into anyone attractive...at the beach.

**[+100cp/+200cp] It's A Compliment!:** People keep getting distracted around you, Jumper. From obvious ogling to drifting off mid conversation, many would rather pay attention to your body than to you. Even when you call them out, chances are they'll have a hard time changing their behavior. Close friends will still treat you like a person, but almost everyone else will treat you like a piece of meat. For double the points, this effect has worsened into full-blown harassment. You can still find solace in your friends, but you can expect plenty of leers, jeers, and other microaggressions throughout your stay.

**[+200cp] Cocky Pretty Boy:** You have a *serious* attitude problem. Between not keeping your promises and putting yourself before others, you tend to drive *a lot* of people away. Even the ones who do stick around only tolerate you until your next insensitive comment. You better prepare to either work very hard at being a better person or to walk a very lonely road.

**[+300cp] Absentee Father:** You didn't have a great family life, Jumper. Maybe you were orphaned young and bounced around a dozen different apathetic foster homes. Maybe you had a parent or two, but they did such a poor job that they left you with authority or abandonment issues. Whatever your damage, this deep-seated turmoil will continue to haunt you throughout your time here. I hope you have some patient friends willing to help you resolve this baggage.

**[+300cp] Witness:** A chance encounter made you a spectator to a drug deal gone bad. Now one party is dead and the other knows you can implicate them. They'll be gunning for you, determined to eliminate every loose end to their scheme. Worst of all, it seems they have a few of the local authorities on their payroll. Unable to determine who you can trust, you'll have to decide whether to hide, flee, or face your pursuers.

**[+300] Baywatch After Dark:** Wait, mummies? Ghosts? Vampires?! I thought this was a show about hijinks on the beach! It seems like you're sharing a setting with *Baywatch Nights*, the paranormal investigation spinoff show that added supernatural shenanigans to the Baywatch continuity. Expect your day-to-day life to get a whole lot stranger, and for greater dangers to start lurking in the dark...

**[+200/+400] Vacation Destination:** This is meant to be a casual setting, Jumper, take a load off! You have lost access to any supernatural abilities, reducing you to your baseline BodyMod and any perks you purchased above. For double the points, you can also lock away your Warehouse and any items not from this Jump. You'll have to get resourceful if any conflicts pop up on your holiday.

## Scenarios

*In addition to your normal adventures in this world, you can add additional challenges with unique rewards to earn. You may select as many of the following scenarios as you wish, but must take the **Spirit Of Competition** feature as well.*

**[Mandatory] Spirit of Competition:** Many of this setting's Scenarios involve contests held on the beach, and it wouldn't be sporting if we didn't keep things fair. If you took the **Vacation Destination** drawback, all of your opponents and competitors will be skilled-but-mundane humans. If you *didn't* take the power-loss drawback then you are free to use your supernatural abilities as you see fit. Just be warned that other Jumpers might join the competition and give you a run for your money. No matter your choice, you'll have to work for your wins!

### Sandcastle-Building Contest:

The beach isn't just a place for swimming and sunbathing. Many find the spark of inspiration on these shores. Now Baywatch is celebrating those artists with a sandcastle contest! Participants will have one day to construct the best sandcastle or sand sculpture they can, to be judged at sunset by a set of officials. What visions will you give form to on this beach?

**[Reward] Sculptor:** For building the best sculpture, your skill in shaping mediums has dramatically increased. From sand and clay to ice and stone, you excel at both artistic and engineering endeavors that employ your sculpting skills. Additionally, any creations made with this perk become exceptionally durable. Never again will you fear your majestic sand castle being reclaimed by the sea.

### Food Truck Festival:

Beachgoers need to eat, and can often find delicious treats made fresh by one of the many food trucks parked nearby. To celebrate the start of summer, all of the local vendors are holding a competition to see who has the best offerings around! Food trucks will be judged on three criteria; total customers served, patron satisfaction, and an official critique by a panel of famous chefs. Do you have what it takes to outshine the competition?

**[Reward] Best Beach Bites!:** For satisfying the most customers and impressing the judges, you have proven your culinary skills to be beyond reproach. You become a master chef in one cuisine type of your choice, and may take your food truck with you to future worlds. This mobile kitchen also comes with a loyal follower, just in case you'd rather leave day-to-day operations to someone else.

## Strongman 9: Battle For The Beach!

Come one, come all! It's time for an exercise extravaganza like no other! Despite its name, Strongman 9 is a chance for *all* beachgoers to compete for fame and glory. This day is filled with all types of trials, from foot races and team games to aquatic activities and contests of strength. You'll need every ounce of athletic potential and stubborn endurance to outlast and outperform your rivals, earning you the title of champion!

**[Reward] Undisputed Champ:** Your fantastic feats of athleticism have eliminated any doubt that remained; *YOU* are the strongest around. From now on, those in your presence can recognize on sight how truly outclassed they are. A powerhouse like you doesn't need to boast, for all who meet you can see that you stand above other athletes. You also receive a commemorative shirt to celebrate the competition (and show off your muscles) and ownership of the championship belt... at least until you have to defend your title.

## Jumperwatch:

Don't let the tone of this setting fool you; Baywatch is a serious commitment. In this Scenario, you must earn a spot on Baywatch the hard way. The selection process is tough, and you'll have stiff competition, so you'll need to give it your all. But even after earning your spot you can't rest on your laurels. Whether you join full-time or only work summers, you must serve with distinction for your entire career at Baywatch. You will be challenged by petty crimes, local conflicts, and emergencies galore, but you must persist. Only through your teamwork and service can you make this community a better place.

### **[Reward] Jumper Bay Beach:**

For outstanding efforts and dedication to the community, you may take this beach with you on your adventures. As a property, this beach can be attached to your Warehouse or imported into any coastal community you find yourself enjoying in future worlds. Additionally, your trials in this jump have unlocked further customization options.

- Any **Scenario** Competitions you take are held at the beach regularly, making it a great place to meet impressive athletes, skillful sculptors, fantastic food vendors, or just beautiful beachgoers.
- If you took **Body Shame** or **It's A Compliment!**, this beach is a place of acceptance and support to all. The beach and the surrounding area will quickly change to eliminate such negative sentiments and instill positive, supportive attitudes in locals. It also becomes a bit easier to work towards that dream body while you're here!
- If you took **Tongue-Tied**, this beach gains a reputation as a place for singles to mingle and couples to strengthen their bond.
- If you took **Cocky Pretty Boy** or **Absentee Father**, the beach becomes a place for people to face and overcome their emotional baggage. Visitors will feel better, while those who live and work here will quickly become the best versions of themselves.
- If you took **Witness**, the beach becomes a crime-free place of safety, spreading its influence to any city it's attached to.
- If you took **Baywatch After Dark**, your beach becomes a safe destination for supernatural beings to visit. The locals will be just as accepting, ensuring that you'll always be able to spot a few supernatural folk amongst the average beachgoers. Additionally, making it through the

dangers of this drawback has given your beach a secret feature; the **Tidepool of Youth**. This mystical nexus is the source of the strangeness that haunts this beach. Bathing in the Tidepool grants the **Beach Body** perk and will quickly heal even grave injuries. Once a month, under a full moon, those who bathe in the Tidepool will have their youth restored, returning to an age of their choice. The Tidepool's location starts out as a secret only you know, but you can share with others if you wish.

## Notes

**Items & Importing:** All properties purchased here may be attached to your Warehouse or imported into properties you own at the start of each Jump. At the start of each Jump, you may also choose to adapt any of your purchased properties from this jump to be more setting-appropriate. For example, you could import your **Beach House** as a medieval estate in a fantasy setting and as a hyper-advanced coastal condo in a science fiction setting. Instead of buying an Item above, you may choose to import a similar item you already own, granting it the effect of the new item. Fanwank responsibly when determining which items are “similar” enough to import.

**Just In Time:** This perk is intended to allow you and your allies to react more quickly to dangerous situations, acting significantly faster than any other bystanders. While it can't teleport you across the country to respond to a crisis, it can let you travel from one end of your beach to the other in the apparent blink of an eye, letting you reach a drowning family or injured windsurfer before anyone else. Although the protections built into this perk will stop all but the most observant from noticing your rapid responses, your speed will seem stranger the farther you move with this perk. Suspension of disbelief can only carry you so far.

The same goes for the slow motion aspect of this perk. Slowing yourself down for a dramatic introduction or emphasizing a particularly cinematic view for a few seconds will likely be lost in the moment, but take a slow motion run down the entire beach and more observant bystanders will wonder what's going on. Then again, look good enough doing it and they may be too distracted to care.

**Mountain:** Though this perk imbues you with the cartoonish, superhuman strength of the Rock, you may choose whether that strength is reflected in your appearance. You could gain the Rock's strength *and* physique, hide your new power behind a deceptively diminutive frame, or even toggle between your “normal” and “enhanced” bodies like some summer-themed version of All Might. Additionally, this perk applies to all of your other alt-forms and physical abilities. No matter what species you are or where your strength comes from, you will always be to others of your kind as Lieutenant Buchanon is to mere mortals.

## Changelog