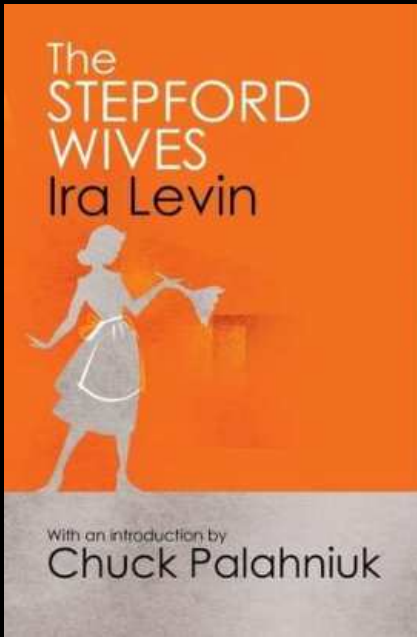




The Stepford Wives

V1.0

Welcome to Stepford.

It's the early 1970s and, nestled in the Connecticut suburbs, the town of Stepford seems to be everything a prosperous American community should aspire to. The homes are immaculate, the lawns are perfectly maintained, the schools are excellent, and the neighbors are unfailingly polite. It is the sort of place where successful professionals commute to New York City each morning, where children play safely in the streets, and where every wife seems devoted to her home, her husband, and little else.

Of course, appearances can be deceiving.

Whether the women of Stepford have simply embraced a more traditional way of life, or whether something far more sinister lies beneath the town's immaculate façade, is for you to discover. Perhaps you will preserve the status quo, perhaps you will expose it, or perhaps you will find yourself becoming just another smiling face behind a freshly polished kitchen counter.

Unless otherwise specified, you will remain here for the next ten years before moving on to your next adventure.

To prepare for your stay, you have 1,000 Choice Points to spend on the options presented in this document.

Time & Place

You begin your stay in the town of Stepford, Connecticut, in the early 1970s, arriving shortly before the events of the original novel. Joanna and Walter Eberhart have only recently moved into town with their two children, and the story has yet to truly begin.

Exactly where you find yourself within Stepford depends on your chosen Origin, but regardless of your circumstances, you will have at least a little time to settle into your new life before the plot begins to unfold.

Age & Gender

Choose your age and gender freely. You may begin this jump as anyone from a young child to an elderly retiree, and your choice of gender is entirely independent of your Origin.

While the themes and assumptions of the original novel may make certain combinations more fitting than others, no mechanical restrictions are imposed.

Origins

Your choice of Origin determines the role you occupy within the story. Unlike many jumps, these Origins are less a matter of profession than perspective, representing your relationship with the ideals

embodied by Stepford. Each encompasses a wide variety of backgrounds and lifestyles, and you are free to decide exactly what form your life takes within those broad themes.

By default, your Origin determines the broad circumstances under which you enter the jump, though the details are yours to decide. You may choose to be a longtime resident of Stepford, a newcomer settling into town, or anyone else whose life fits reasonably within the setting.

Alternatively, either Origin may be taken as a Drop-In. In that case, you arrive in an otherwise empty restroom at Stepford's modest bus station, having seemingly drifted into town from nowhere. Unless modified by perks, items, or abilities from previous jumps, you possess no local identity, property, or personal connections beyond those purchased in this document.

[Free] Misogynist

Whether openly or quietly, you believe the world would be better if men and women embraced more traditional roles. You needn't be a member of the Men's Association, nor even a lifelong resident of Stepford, but you are broadly sympathetic to the ideals it represents. You might be a businessman, a retiree, a homemaker's spouse, or simply someone who sees little wrong with the town's way of life.

[Free] Feminist

You value independence, equality, and self-determination, whether for yourself or for others. You may be a career professional, a homemaker, a student, an artist, a journalist, or simply someone unwilling to accept Stepford's immaculate façade without asking difficult questions. Whatever your circumstances, you are far more likely to question the town's perfection than to embrace it.

Perks

The following perks represent the skills, talents, and qualities that define your place within the story. Perks associated with your chosen Origin are discounted to half price.

Misogynist Perks

[100 CP] Calm Demeanor

You possess extraordinary control over your outward behavior and emotional presentation. Stress, guilt, fear, or even direct involvement in horrific acts rarely shows through unless you deliberately allow it. Even those closest to you will struggle to notice deception, concealed intentions, or emotional detachment hidden behind your normal façade, allowing you to maintain an air of calm sincerity even under immense pressure.

[200 CP] Men's Association

You are exceptionally skilled at identifying like-minded individuals, organizing secretive groups, and gradually building stable conspiracies around shared interests or ideologies. Organizations you help establish naturally trend toward discretion, competence, internal loyalty, and careful long-term planning, even when pursuing unethical or deeply disturbing goals. You also possess an intuitive understanding of how to recruit useful members without attracting unwanted attention.

[400 CP] Nothing to See Here

You possess a remarkable talent for arranging subtle coverups through ordinary people and mundane authority. Police officers, employees, neighbors, and public officials under your direction instinctively understand how best to delay investigations, redirect suspicion, or quietly smooth over suspicious situations without drawing attention to themselves or the wider conspiracy. The most effective coverup is often one that appears to require no coverup at all.

[600 CP] Scientific American

You are a revolutionary expert across a broad range of scientific and engineering disciplines, including computer technology, materials science, speech synthesis, robotics, audio and visual sensor design, and audioanimatronics. More importantly, you possess an intuitive understanding of how these disparate fields interact, allowing you to combine them in ways that leave your contemporaries wondering if you've somehow skipped decades of scientific progress.

Faced with an ambitious technological challenge, you instinctively recognize how existing tools, techniques, and theories can be adapted, refined, and combined to accomplish feats that should, by all reasonable expectations, be impossible for your era. Rather than waiting for the next breakthrough, you create it yourself, producing reliable, practical designs that other experts may spend years trying to understand, let alone replicate.

Given sufficient time, resources, and suitable facilities, you could construct a perfectly lifelike robotic duplicate of a human being using nothing more advanced than the technology and scientific understanding available in the early 1970s. Such a project would represent the pinnacle of your talents, but it also serves as a testament to the breadth of your genius. Regardless of the setting you find yourself in, you are capable of pushing the technological frontier dramatically beyond what your peers believe possible, making tomorrow's miracles with today's tools.

Feminist Perks

[100 CP] Tennis Lessons

You maintain a strong sense of personal independence and competency even within restrictive or socially stifling environments. Domestic monotony, social pressure, and attempts to reduce you to a passive role are far less psychologically effective against you, allowing you to remain physically active, emotionally grounded, and personally motivated even when others might quietly give in. You are also in excellent physical condition, with the fitness, stamina, and coordination of someone who makes regular exercise a part of their life.

[200 CP] There's Something Wrong Here

You possess a sharp instinct for recognizing when people, organizations, or environments are fundamentally off, even when everything appears perfectly normal on the surface. You are far less likely to ignore inconsistencies, rationalize suspicious behavior, or dismiss your own concerns simply because everyone else does. This instinct is particularly effective against conspiracies, emotional manipulation, institutional deception, and carefully coordinated social performances.

[400 CP] Put the Pieces Together

You are exceptionally skilled at assembling fragmented clues, inconsistencies, behavioral tells, and seemingly unrelated evidence into accurate conclusions. Even when the truth appears implausible or

socially unacceptable, you can recognize what is really happening and follow the evidence wherever it leads. You excel at uncovering conspiracies, hidden motives, coordinated deception, and the systems of power concealed beneath ordinary appearances.

[600 CP] Accept the Implications

At will, you may enter a state of perfect mental clarity, forcing yourself to confront reality without retreating into denial, wishful thinking, or comforting rationalizations. Fear, shock, and social conditioning lose their ability to dictate your decisions, allowing you to calmly accept even the most horrifying truths and immediately begin doing whatever is necessary to survive.

While in this state, you instinctively evaluate situations for what they truly are rather than what you wish them to be. You will not waste precious moments convincing yourself that someone "would never do that," that things "can't possibly be that bad," or that everything will somehow work itself out. Instead, you accept the evidence before you, draw the logical conclusions, and act accordingly, no matter how uncomfortable or frightening those conclusions may be.

You still experience fear, grief, anger, and every other emotion as keenly as anyone else, but they no longer cloud your judgment or prevent you from taking decisive action. Once the immediate crisis has passed, you may leave this state just as easily as you entered it, allowing yourself to process the emotional weight of your experiences in your own time.

Items

Whether it's a comforting luxury, a useful possession, or something rather more unusual, the following items can be purchased to aid you during your stay in Stepford. Items associated with your chosen Origin are discounted to half price.

Misogynist Items

[100 CP] I'll Make You Some Coffee

No matter the time of day or circumstances, you always seem to have fresh coffee ready to serve, along with cream, sugar, and whatever small accompaniments would best suit the occasion. Whether entertaining guests, holding a quiet conversation, or simply taking a moment to yourself, you need never worry about running out of coffee or the little comforts that make sharing it such a familiar ritual.

Should you ever find yourself without a fresh pot, you may simply produce as much as you require from any suitably sized space that is out of sight, whether that be a cupboard, a desk drawer, a pantry, or even the pocket of your coat. The coffee is always fresh, prepared exactly how you like it, and accompanied by whatever condiments or simple snacks seem appropriate for the occasion. There is never any need to explain how it got there; somehow, it simply always has.

[200 CP] A Stepford Wife

A beautiful artificial woman resembling any real or fictional person of your choosing, perhaps with whatever improvements you consider appropriate. Physically indistinguishable from a real woman and capable of carrying out all the duties expected of a traditional wife, they are all but impossible to distinguish from a living person without prolonged and deliberate interaction.

Beneath that flawless exterior, however, they remain exactly what they were designed to be: a machine. Their personality, habits, and preferences are fixed when they are created, and while they can learn new information and adapt to changing circumstances, they possess no true free will beyond faithfully carrying out the role they were built to perform. They are an Item in every sense of the word: property rather than a person, and not a Companion or Follower. Should they ever be lost, stolen, or destroyed, they will be restored to you twenty-four hours later.

[400 CP] Men's Association Membership

In each new jump, you may choose to become a member of a single suitably exclusive or influential private organization: a gentlemen's club, elite society, professional circle, secret fraternity, old-money association, conspiratorial inner circle, or a similar group appropriate to the setting. You are accepted without question, treated as a legitimate member in good standing, and expected to enjoy all the privileges and obligations that entails. This does not place you in command, nor guarantee agreement with your views, but it does ensure that doors ordinarily closed to outsiders are open to you.

[600 CP] Toy Shop

From the outside, it appears to be an ordinary, if well secured, clubhouse or small industrial building. Inside lies a fully equipped laboratory and machine shop dedicated to the creation of extraordinarily lifelike artificial humans. Every tool, machine, and specialized piece of equipment required for such ambitious work can be found here, all maintained in perfect working order and arranged for maximum efficiency.

The workshop continuously replenishes the specialized materials and components necessary to support your work, providing enough to construct approximately one artificial human comparable to A Stepford Wife every four months. While this item supplies the facilities and resources, it does not itself teach you how to use them. A sufficiently brilliant engineer could doubtless work it out eventually, while someone possessing Scientific American would have little difficulty doing so. With both that Perk and A Stepford Wife of their own to examine, the process would be almost trivial.

In future jumps, the Toy Shop may be imported into any suitable location, combined with any other property, dimension, or sufficiently large vessel you own, or attached to your Warehouse.

Feminist Items

[100 CP] Cigarettes

You may call a full pack of cigarettes to hand at will, of any brand commonly available in the United States circa 1972, with the default being Marlboro "Longhorn" 100's. Whether you're calming your nerves, offering one to a friend, or simply trying to fit in, you will never find yourself without a fresh pack when you want one. You may likewise produce a fresh book of strike-anywhere matches whenever needed.

[200 CP] The Burgess Ridge House

A spacious contemporary home in one of the most desirable neighborhoods around, representing the height of affluent suburban living by the standards of the early 1970s. Large, comfortable, and tastefully furnished, it comes complete with extensive grounds and a private tennis court.

The house is maintained by a live-in maid and a full-time gardener, both of whom are Followers. Loyal, competent, and well suited to their respective roles, they will see to the day-to-day upkeep of the property, while all ordinary taxes, utilities, and routine maintenance are handled automatically. You need only concern yourself with living there. In future jumps, the house may be imported into any suitable location, combined with any other property, dimension, or sufficiently large vessel you own, or attached to your Warehouse.

[400 CP] Anywhere But Stepford

No matter the setting, there are always places where you can disappear for a while. You have access to a network of twelve well-maintained safehouses distributed among cities of your choice. Each is discreetly owned, comfortably furnished, stocked with basic food, clothing, and emergency supplies, and maintained in your absence. While not luxurious, they provide a secure place to lie low, regroup, or begin a new life should circumstances demand it. In future jumps, you may relocate the entire network to whatever cities you deem appropriate.

[600 CP] Bobbi's Knife

A large and sharp, but otherwise unassuming, kitchen knife. While perfectly serviceable as an ordinary blade, its true purpose is to cut through deception rather than flesh.

Whenever you use this knife against a person or object while holding a specific suspicion in mind, it will only cut if that suspicion is true. Wondering whether your spouse has been replaced by an artificial duplicate? Whether a painting is a forgery? Whether a coin is counterfeit? Whether someone is lying about who they are? If your suspicion is correct, the knife cuts as normal. If it is not, the blade passes harmlessly through its target without leaving so much as a scratch.

The knife does not reveal why your suspicion is true, nor does it answer vague or hypothetical questions. It simply tells you whether the specific suspicion you held in mind at the moment you struck has been justified.

You may import any existing blade to gain this power if you'd rather not be swinging a kitchen knife.

Companions

[50 CP] Import/Create

You may import a previous Companion or create a new one for 50 CP each. Imported or created Companions receive an Origin of their choice, along with its associated discounts, and 600 CP to spend on Perks and Items. This CP cannot be used to purchase additional Companions.

Created Companions may be fully customized, including their age, appearance, personality, history, and relationship to you. They may be absolutely loyal to you if you choose, including being willing to accept Jumpchain fiat-backed loyalty.

[100 CP] Recruit

You may bring along any local individual for 100 CP each. Recruited Companions do not receive an Origin, discounts, or CP by default.

You may combine this option with Import/Create for a total cost of 150 CP to grant a recruited Companion an Origin, discounts, and 600 CP as normal.

Drawbacks & Toggles

The following options allow you to customize your experience in Stepford. Drawbacks grant additional CP in exchange for making your stay more difficult, while Toggles simply alter the setting without affecting your budget. You may take as many of either as you wish, provided you are willing to accept the consequences.

[Free] The Adaptation

Not every version of Stepford tells the same story. Instead of the original 1972 novel, you may choose to base this Jump upon any adaptation of The Stepford Wives, including the various films. Unless another Toggle or Drawback states otherwise, the events, characters, and technology of your chosen adaptation replace those of the novel wherever they differ, although this will not change what you get from any of the Perks or Items in this document.

[Free] The Devilish Details

The original novel provides remarkably few concrete details regarding how the Stepford Wives function or exactly what they are capable of, and most adaptations take plenty of liberties. It is clear that they are sophisticated enough to convincingly replace and "improve" upon the women they murdered in every aspect of married life. It seems unlikely that the men of Stepford would be so eager to replace their wives with something that wasn't at least as good in the bedroom, and equally unlikely that their vision of the perfect trad-wife wouldn't include the ability to have children. None of these details are ever explicitly established, however, because they ultimately aren't the focus of the story. With this Toggle, you may decide those unanswered details for yourself before the Jump begins, provided your interpretation remains broadly consistent with what we're shown in the novel.

How are they powered? Do they eat, drink, or sleep? How strong are they? To what extent are they anatomically identical to the women they replaced? The novel offers few definitive answers. Given that the Men's Association is already creating extraordinarily lifelike artificial humans using technology that should be impossible for the early 1970s, there is little reason to assume their achievements end precisely where the novel stops describing them. So long as your interpretation remains consistent with the events and tone of the original story, any answer is fair game.

[100 CP] Housework

Domestic chores, household maintenance, errands, and countless other mundane responsibilities seem to accumulate around you with irritating frequency. Nothing ever becomes unmanageable, but keeping your home clean, organized, and running smoothly requires noticeably more time and effort than it otherwise should.

[100 CP] Country Club Smiles

Everyone around you is relentlessly pleasant. Smiles never falter, conversations remain impeccably polite, and disagreements are smoothed over with practiced ease. Whether someone genuinely likes you, secretly resents you, or is quietly plotting against you becomes frustratingly difficult to determine.

[200 CP] Keeping Up Appearances

The people around you place tremendous importance on appearances. Your clothing, manners, relationships, hobbies, career, housekeeping, and countless other aspects of your life are quietly but

constantly judged. Ignoring these unspoken expectations rarely results in open hostility, but others will become noticeably colder, less trusting, and less willing to cooperate with you.

[200 CP] Nobody Believes You

The closer you come to uncovering hidden dangers, conspiracies, manipulations, or other disturbing truths, the harder it becomes to convince anyone else that you're right. Even those who trust you will instinctively search for more comforting explanations, often refusing to accept the truth until it is almost too late.

[400 CP] Isolated

People have a habit of drifting out of your life. Friends move away, relationships cool, acquaintances become busy with other commitments, and opportunities to form new meaningful connections seem frustratingly scarce. Unless you make a conscious effort to maintain them, you may find yourself becoming frighteningly alone.

To reinforce that isolation, none of your Companions or Followers may accompany you into this Jump, nor may any be imported. You will have to face Stepford on your own.

[400 CP] One of Them

Or you soon will be. The Men's Association has decided that you are a problem, and problems have a way of disappearing in Stepford.

Whether you've asked too many questions, attracted the wrong sort of attention, or simply been judged a suitable candidate, the influential men of Stepford have set their sights on you. Wealthy, well connected, and possessed of considerable technical expertise, they command the respect of the town and enjoy friends in all the right places, including the local police. They are more than willing to intimidate, abduct, or kill those who threaten their plans, and if given the opportunity, they will happily make you their next masterpiece.

They are patient, intelligent, and utterly convinced they are doing the right thing.

[600 CP] Just a Housewife

For the duration of this Jump, you may not access or use any perks, powers, supernatural abilities, alt-forms, racial abilities, magic systems, psychic powers, technological augmentations, or other personal capabilities originating from outside this Jump. Only perks, items, and other resources obtained within this Jump remain available to you.

[600 CP] No Way Out

For the duration of this Jump, your Warehouse, personal dimensions, imported properties, outside Companions, and items from previous jumps are completely inaccessible. Likewise, any fiat-backed replenishment, restoration, or other supernatural properties possessed by items acquired in this Jump are suppressed for as long as this Drawback remains in effect. Whatever resources you wish to rely upon, you had best acquire them here.

Ending

After your required time in this world has passed, you may choose one of the following options:

Go Home

Return to the world from which you originally came, carrying with you all that you have gained during your chain thus far.

Stay Here

Remain in this setting permanently. Perhaps you have grown to like Stepford?

Move On

Leave this universe behind and continue onward to a new jump, carrying your Companions, Perks, Items, and experiences with you into the next setting.

Notes

The Plot

Published in 1972, *The Stepford Wives* by Ira Levin tells the story of Joanna Eberhart, who moves with her family to the affluent suburban town of Stepford, Connecticut. At first glance, the town appears idyllic, but Joanna gradually becomes disturbed by the behavior of the local wives, who seem almost unnaturally devoted to housekeeping, pleasing their husbands, and maintaining impeccable appearances. As friends begin to change and those around her dismiss her growing fears, Joanna discovers that the women of Stepford are being murdered and replaced by extraordinarily lifelike robots created by the town's Men's Association.

Unlike many later adaptations, however, the novel is less concerned with the mechanics of the replacements than with the atmosphere surrounding them. The true horror comes not from the technology itself, but from paranoia, isolation, and the realization that an entire community is quietly cooperating in an atrocity while insisting that nothing is wrong.

This Jump assumes the setting and events of the original novel by default. If you would prefer one of the later adaptations, or simply wish to define the precise capabilities of the Stepford Wives for yourself, see [The Adaptation](#) and [The Devilish Details Toggles](#).

What We Know About The “Wives”

Although *The Stepford Wives* makes it clear that the women of Stepford are being replaced by robots, it leaves many of the technical details deliberately unexplained. The replacements are sophisticated enough to fool close friends, neighbors, and even their own children during everyday life. They speak naturally, manage households, participate in social events, and are outwardly indistinguishable from the women they replaced. Beyond this, the novel says remarkably little about their internal construction, capabilities, or limitations, leaving much to the reader's imagination.

The novel does, however, strongly imply how they are created. Shortly after former Disneyland audio-animatronics engineer Dale Gribble moves to Stepford, he founds the Men's Association and becomes its first president. Publicly, the organization presents itself as a social club devoted to "poker, man-talk, and the pooling of information on crafts and hobbies." In reality, the group quietly assembles an extraordinary concentration of technical expertise. Among its members are specialists in audio-animatronics, systems engineering, microcircuitry, plastics and polymers, optical sensors, chemistry,

and other advanced fields. Magazine illustrator Ike Mazzard visits women shortly before they seemingly change to draw idealized portraits of them, strongly implying that these serve as the basis for the appearance of their replacements, and Claude Axhelm prevails upon them to spend time recording themselves listing out various words, the better to steal their voices.

Rather than relying upon a single genius inventor, the Men's Association appears to create the Stepford Wives as a collaborative engineering effort, with each member contributing expertise from his own discipline. Exactly how these contributions are combined is never explained.

Finally, while never stated outright, the timeline of the novel strongly suggests that replacing a woman typically takes around four months from the time she first becomes a target until her replacement appears. This interval is reflected throughout this Jump where appropriate.

Written by KyleDaScourge with AI assistance for spelling and grammar.