

Road Trip Jump

Version 1.0

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Every year millions of people go missing. Even every day thousands vanish. There are a multitude of reasons why people go missing every day, many of which are completely mundane and often sad. Sometimes, however, when people go missing the reasons are… *weirder*. As you are about to discover.

In this seemingly mundane world, sometimes people get in a car and hit the road and are *never seen again*. While there will always be a thousand normal reasons for this, there are moments when the reasons for someone vanishing are a lot less normal.

Welcome to a world that, on its surface, is much like yours. And who knows, the *world* may be a carbon copy of yours, but where you're heading… isn't.

You now have 1000 Road Points. Use them wisely.

This is an SFW Lone Observer CYOA Jump. Have a link to the source.

Origin:

All origins can be taken as drop-ins. You can decide your age and gender for free in this jump, though **Drivers** must be old enough to drive (unless you have someone else, perhaps a companion, who is also a **Driver**, who is of driving age).

Native (Free): You are a human being who was born in… *The Backroads* for lack of a better name. You may have met those who are not native to this endless land, but such individuals quickly learn to keep their homelands close to their chests. If you're clever, lucky, and perceptive you might have learned that there appear to be multiple worlds that so-called *drivers* come from.

Driver (Free): You are a human being who hails from some version of a bog-standard Earth. You got up, entered your car, and began to drive one day and within minutes you found yourself somewhere *else*. I hope you acclimate to new circumstances quickly, friend, you're gonna need some level of adaptability to survive here.

Monster (Free): *The Backroads* is home to more than just human beings and normal animals. There are monsters here, creatures that almost appear to have arisen out of mythology, folklore, and even urban legends and creepypastas. Most of these creatures are obviously, terrifyingly inhuman, but some are *not* and can resemble humans for the sake of getting close to their prey. The specifics of your form will be dependent on your perks, but you are something wickedly inhuman. That doesn't necessarily, definitionally mean you must be opposed to humanity, but friendly or neutral monsters are very rare.

Starting Location:

Your starting location is determined by your origin. Drivers start on Earth, and Monsters and Natives start in The Backroads.

1. **Earth**

This version of Earth *feels* like most versions of Earth you are familiar with. If you are a **Driver** this is where you start the jump. At a glance looking at a website, newspaper, magazine, book, or even listening to the radio or watching the news, the names of things would be the same, there are no weird tells regarding the apparent existence of magic, psionics, or other sorts of supernatural silliness.

Indeed if you avoid getting in cars, you may well be able to skip out on any sort of bizarre supernatural occurrences. But the first time you get in a car, be it as a passenger or as the driver, you and any other people in the car will inevitably find yourselves *elsewhere*.

2. **The Backroads**

This seemingly infinite space is an endless, almost procedurally generated landscape consisting of very small one-stoplight towns, very rare and laughably tiny “cities”, and a never-ending array of different biomes, all connected by small, two-lane roads and separated from each other by distances that can be traversed over the course of a six-hour drive. Every single town here, with the incredibly rare exceptions of “Ghost Towns” contains at a minimum a general store, a gas station, somewhere for travelers to stay, and a few varied diversions that will differ from town to town. Technology in this weird world has also mostly stalled at the rough technological level of the 1980s, making computers and mobile phones very rare. Cities, or what passes for cities in this world-space, are considerably larger than towns. Cities have more spaces to spend the night, more eateries, a larger variety of stores, and some even have car dealerships!

Monsters can be found, in theory, almost anywhere in this surreal landscape, but are fairly rare (though some are more common than others) and plenty of natives may never knowingly see one. That said, monsters are real and those who travel this landscape long enough inevitably have encounters with them. Those who survive their encounters have *stories* and *scars*. Thankfully some monsters are no more durable than the average human, but there are some monsters that will probably be beyond the means of a normal human to deal with. And some humans here, just like on *Earth*, are every bit as monstrous as supernatural spooks.

Perks:

General Perks:

Adaptability (100 RP): One of the keys to surviving in a world like this is the ability to adapt. This sharply increases your mental adaptability and reaction time, letting you make decisions more quickly, and react to things faster.

Native Perks:

Small Town Living (100 RP): You have the mentality of someone who is suited to living in a small town. You are capable of adjusting to endless cycles of the same old same old, you are good at establishing routines, and you have an intuitive sense of when something is subtly off.

Welcome Committee (200 RP): You are known amongst people native to your hometown as part of the informal “Welcoming Committee”. This refers to your energy, exuberance, and passion for getting to know newcomers. You also have a minor aura that attracts newcomers to you, and that can attract people who are longtime locals of a place if you yourself are a newcomer.

Wellspring Of Folklore (400 RP): You are an expert on folklore, a living repository when it comes to knowledge collected by those older than you and spread through informal means. You have an updating mental database of folkloric legends that are spread amongst the people of

your hometown. Once per month can spend a few hours in a place that is either a collection of knowledge (like a library) or where people gather (like a diner), and can passively absorb new folkloric knowledge local to the community you're in.

Not-So-Small Skill (600 RP): You have a rather remarkable skill at your disposal. This skill will be something very useful, such as being a trained medic (to the standards possible given the state of technology and civilization in *The Backroads*), being a trained mechanic, being a skilled outdoorsman, or other such essential skill. You also know how to sell this skill so you can always find ways to make it work for you.

Driver Perks:

Shut Up And Drive (100 RP): You are a capital D driver. You have the right mentality to sit down behind a wheel and drive, as well as the knowledge and skills needed to do a good job behind the wheel even for hours without a break such as a solid stomach, and excellent bladder control. You are also not bothered by solitude or silence.

Just Passing By (200 RP): You have the right attitude for this world, and indeed for jumping in general. You recognize that your presence in a given community will in all likelihood not be long-term much less permanent. You can still make meaningful friendships, for sure, but you are also capable of recognizing that you are an impermanent presence in (most) other people's lives and that most of them will be as impermanent in your life as you are in theirs. This helps with goodbyes and with adjusting to a nomadic lifestyle. You are also a very good passenger for long car rides.

Quick Work, Quick Pay (400 RP): You are really good at both getting impermanent, short-term work, and at doing a good job with such jobs. You are capable of doing errands for people and getting properly paid, as well as doing a few days of manual labor or doing super short-term work for temp agencies and others in desperate need. People will pay you properly for such work too.

The D In Driver Stands For Danger (600 RP): You have a sharp danger sense, one that is quickly honed in a place like this. You have a supernatural ability to perceive danger right before it begins to readily manifest, such that you can get bad vibes for places with innocent appearances that are actually trapped (or are traps), and you can even faintly tell when someone is not what they seem in a way that is dangerous for you. Just as importantly you know how to get your friends to trust these bursts of intuition.

Monster Perks:

Monstrous Mentality (100 RP): You have a monster's *mind* and sense of sensibilities, even if not their appearance. You are desensitized to gore and blood, and can readily cut, hurt, torture, and even kill other living things without any sort of squeamishness.

Accepted (100 RP): Other monsters, even those that look different from you, can detect that you are a kindred spirit to them. They are far more friendly to you than they should be, but this is only at maximum power if you've recently behaved monstrously. The more of a monster you are internally the more other monsters will accept you.

Seasonal Terror (200 RP): The precise ways your monstrousness manifests changes somewhat depending on the season. In the spring you're capable of bonding with and utilizing flora, commanding plantlife to do your bidding. In the summer you're a bit of a dust devil, able to command dust, dirt, and other small particles to harass your prey. In the fall you are a friend of spooky specters and the unresting dead, able to whisper commands to them and help them pick who to antagonize. During the winter you're a cold creature capable of commanding snow and ice, and communing with the mighty monsters who roam frozen wastes. You are capable of minorly exerting all seasonal traits at all times of the year, but it takes more energy.

Murderous Manhood (200 RP): You can sense whether others are murderers or other sorts of violent criminals with a glance. Those who are, are easier for you to influence, with how much easier they are depending on who has done more violent crimes than the other (and the severity of the crimes in question, with murder counting more than just punching someone in the face). If you're a much worse monster you may be able to convince a lesser criminal to go berserk.

Draining (400 RP): You have some method of draining your victims of something essential to them. You could be a demon-like being, perhaps a relative of a succubus, and be able to drain people of their lifeforce with gentle, soothing kisses, or you could be a monstrous chupacabra, with a way of luring your prey away from their friends and then just physically draining them of their blood. Either way you can replace all of your sustenance needs, even breathing and sleeping, with enough drained resources.

Mimic (400 RP): You are capable of *resembling* your prey in some way. You have to choose what your prey are when you select this, such as them being humans (and thus giving you a human-like form), or them being animals (which might give you a more animalistic form). You are also knowledgeable of how to behave like the prey in question, and thus can more easily lure them in. You can also turn their hides into disguises you can don to more easily mimic them. Yes, even humans. No, the process is not pleasant. Yes, most beings who do this keep their victims alive as they do it. This counts as an alt-form in future jumps.

Sorcery (600 RP): Ah… you're one of *those* things. The Cage Men. This gives you a cage-man alt-form, which is that of a sorcerous giant who uses the power of souls as fuel for dark spellcraft. These nightmarish monsters can trap the souls of humans by using thorny tendrils that jut from their bodies and pull out the conceptual identities of human beings. These monsters are capable of shapeshifting to resemble humans, and even a single soul can sustain their lifespans and magic for years. Their powers are dark, cruel, and twisted, and they lair in rare deserts. Fear them, though if you ARE one of them perhaps you're the one who should be feared…

<u>This perk can also be purchased in a weaker state for 300 RP for everyone regardless of their origin. If you purchase THIS version of this power you get access to the same small-scale sorcery that Laureline White knows, and she can teach you more of it.</u> In exchange you don't get a Cage Men alt-form, and for the duration of this jump being too overt with your magic can result in Hounds coming after you,

Guardianship (600 RP): Ah, guardians. These gigantic beasts seem to be taken straight out of the pages of a mythological artbook or some fantasy comic book series. You have gained an alt-form which is that of a gigantic, fantastical version of a mundane animal like a wolf the size of an SUV covered in flora, or a lion the size of a minivan with a windy mane. Guardians have solidly powerful elemental abilities, are gigantic, and have physiques that match their size, with impressive speed. You select the specifics of your guardian form when you get this perk, which follows you as an alt-form in future jumps.

<u>Items:</u>

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

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

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

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

<u>Native Items:</u>

Ready Employers (100 RP): You have a token that you get once per week that you can give to an employer to get them to give you work. They won't even notice you giving them the token and get confused if you bring it up, but if you do give them the token and ask for work they'll give you something simple, menial really, and they'll give you pay commensurate with the work you do. This pay will be in cash (though it's otherwise normal, legal, and doesn't get taxed) and it'll happen at the end of your shift. If they aren't in, someone else working for them will know what to do.

Folklore Digest (200 RP): This is a publication you can find in every new region you visit, in one of those machines they use to store and dispense newspapers, that contain a traveler's guide to folkloric tales in the area. This information is meant to give you a bird's eye view of local folklore and is less accurate and specific than what you'd get from **Wellspring of Folklore** but it's still better than nothing and can come in handy in a pitch.

City Compass (400 RP): This handy item points you in the direction of the nearest city. Once per year, you can activate it, and it will turn the next settlement you visit INTO a city that has any and all amenities that you'd need and want. In future jumps this device can be used to shorten the travel time a trip SHOULD take, cutting it in half once per month, and cutting it down to one quarter once per year.

Town Spawner (600 RP): This is a strange totem-like object that fits in your pocket. You get one per year, and you can place it down anywhere there is suitable space for it. It'll spawn a town, complete with NPC-like people, over the course of a few hours. You can do anything you like in this town and get a sizeable discount when it comes to buying stuff, as well as an enhanced ability to sell stuff here.

Driver Items:

A license & a vehicle to match (100 RP): You get a driver's license, and a car to go along with it. Your car can be any of the cars in the base CYOA, and your license auto-updates to always be valid. Your car has standard jump fiat protections, such as auto-recovery, unlimited gas, and perpetual maintenance. **For the duration of this jump, you can change your car at a car dealership in a city and your new car will get fiat-backing (while your old one loses it). The car you have at the end of the jump is the car that gets fiat-backing moving forward into the rest of your chain.** You can pay an extra 100 RP to get another car with fiat-backing, which your friends and followers can drive.

Small Items (200 RP): This is a collection of small trinkets with anomalous effects that you find in your car. This purchase gives you four of these items, and this can be repurchased twice to give you all twelve items. Only the first purchase is discounted. Any purchased items can always be found on your person if you need them.

Big Items (400 RP): This collection of larger trinkets normally cannot fit in some cars, or only a small quantity of them can. By taking this item you can select eight of the items and they'll fit in the car, defying physics to do so through the power of fiat, but only the first purchase is discounted. These items gain fiat backing and can follow you along your chain. If you have a bike, these items are somehow stored in a backpack that is otherwise completely normal (it can somehow accommodate these items no problem, and as many regular items as fit in a backpack, without exploding or feeling like a bag that stores, among other things, a coffin and a grill).

Cellphone & (Modified) Phone App (600 RP): This is a working cellphone with standard fiat-provisos. It is indestructible, has fiat-backing, has an infinite battery, and has Wi-Fi connections (in places where the internet in SOME capacity exists). It even works as a regular phone in this weird liminal land! By default you can "call into" radio stations (if you know their numbers), and can call the Highway Patrol; the closest thing to law enforcement you can find in this world. One of the real keys to this phone's power is that it has a special app that can be used to keep up with friends you make here. People can give the app permission to keep in

touch with them, and the thing will always be able to guide you to the town where someone is located, as well as call the phone the closest to them letting you ask if you can talk to them. This app continues to work in future jumps, and in this jump is one of the very few ways you can somewhat reliably keep in touch with other wanderers, be they drivers or natives who hitchhike across the landscape. You can even use the app in future jumps to contact simulations of people from past jumps who'll give you advice based on the nature of the people they are simulating.

Monster Items:

Weapons (100 RP): This is a small array of weapons, particularly knives and bats, which are all of excellent quality and varying lengths. You can share these weapons with others, and they can't be used against you (simply not harming you if used by your foes or if they'd accidentally hit you). You can arm a small group of people or monsters that can wield weapons with this supply.

Tourist Trap (200 RP): This is a charming motel or bed and breakfast that you own. This place could supply you with a healthy amount of income but also provides you regular access to a supply of potential victims.

Victims (400 RP): This item provides you with a supply of victims, of prey. How this manifests depends on your needs and your other items, such that you may be an innkeeper who gets visits by humans you can sense no one would miss or look for. This could also manifest as you having supernatural luck coming across wildlife that is slow and does not dodge or fight back when you hunt. This lets you feed on blood or lifeforce for sustenance, but if you are looking for something more esoteric, something that can help with your powers that require fuel… Check out the next item.

A Supply Of Souls (600 RP): You routinely receive a small number of disembodied spirits. These are souls, but blank and generic ones that you can use to power strange abilities like those of *The Cage Men* though without inflicting suffering on and draining from a lifeform with a real identity, memories, and a life. These souls are generated whole cloth for the sake of fueling your powers, and do not meaningfully live.

Companions & Followers

Import (50 RP): You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves, as well as 600 RP to spend themselves on perks, and items. Companions cannot take drawbacks.

New Friends (50 RP): This option is for companioning other Road-verse beings. By paying here you gain a token you can use to give someone, or something (so long as it's sapient), native to this setting the ability to come with you to future jumps, if you can persuade them to come with you.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the… *Road-Verse* will affect the other setting, or vice-versa.

Scenarios:

Failure in these scenarios simply means you have failed the scenario in question. Though death would logically cause a scenario fail, a scenario fail does not mean death it simply means you don't get the rewards for the scenario unless otherwise stated. If relevant you can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points.

The Road Calls:

Throughout your journey here, you'll come across unique people. These people will have the air of protagonists, and they'll invariably ask to accompany you somehow. It could be that they just want to walk with you, or hitchhike alongside you. They could be interested in your car. They could just want to NOT be alone. Each of them, the **Passengers**, will have a special mission here. By helping them complete it, you gain a special reward.

Reward:
Each time you complete someone's mission, you can choose to recruit that person as a permanent follower and they'll gain some way of staying with you without taking up room in your car. It'll be some method that fate itself provides, and when you leave here they'll accompany you into future jumps and can be imported for free (though not as companions. If you want them to import into future jumps as companions you still need to fulfill the terms and conditions in the jump you're importing them into). For every 6 people you recruit you gain 100 RP as well.

Escape *The Backroads*:

By taking this scenario there IS a way out of *The Backroads*. It is incredibly difficult to find this route without OOC stuff, but this scenario can be completed with just in-jump tools and perks.

At least one of the keys to discovering the way out involves defeating a *Caged Man*, making peaceful contact with *The Highway Patrol*, and speaking to several of the *Forgotten Gods*. Other routes exist, and they will invariably lead you to a stretch of road that if driven down deposits you either in a random small town in a part of Earth that speaks your language (if you're native or a monster), or in your hometown (if you're a driver).

Reward:
For attaining this remarkable success you have gained the perk **Forever Free**. It gives you the ability to always free yourself when you are abducted and taken places you don't want to go. You'll always find a way back. And this scenario also awards you with 200 extra RP.

Drawbacks:

Extended Stay (Varies): Each purchase you select allows you to stay for another ten years and gives you 100 RP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points.

Stereotypes (100 RP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.

Arrogance (100 RP): Potential enemies are incredibly likely to be filled with arrogance and think they could take you despite the sheer lack of evidence supporting that view. Expect to have to do something about foes, despite how obviously outclassed they are.

Small Town Suspicion (100 RP): The lion's share of inhabitants of small towns here will view you with some suspicion. This won't be enough to be more than a small inconvenience, unless you opt to get more points from this, but people will certainly make snide remarks even to your face with just this, and hermits will deeply dislike you.

Realism (100 RP): No matter the power you have, the most common problems you'll face are mundane ones. They may be solved with laughable ease, but that won't stop them from coming.

Remote Reaches (200 RP): Things like teleportation magic or perks just do not work with you. If you're gonna travel *The Backroads* you have to do it the old-fashioned way.

Gas Shortage (200 RP): Any sort of fiat-backing you have on cars or vehicles having infinite gas stops working for the duration of this jump. This means that if you like your car(s), you're gonna need to work to keep it fueled, unless you wanna store it in your warehouse.

Disruptions Abound (200 RP): Somehow you can never just travel from point A to point B with the appropriate ease. An endless cavalcade of small disruptions will conspire to make you late constantly.

Monster Bait (200 RP): For some reason monsters really, really don't like you. Or maybe they like you too much. Somehow you have regular encounters with monsters. This doesn't make

them smarter or stronger, but this even mildly improves the commonalities of rarer monsters like *Cage Men* and can cause you to rarely encounter seasonal foes, if you have the required drawback, out of season!

Dramatic Bastard (400 RP): Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion you'll deeply embarrass yourself, which for someone here can be a way to court disaster.

Sinister Seasons (400 RP): By default you can pick two seasons with this. During the chosen seasons you have to face more monsters, as well as monsters unique to the season. During the Spring you'll stare down plant-monsters, during the Summer you'll deal with the dry and the dead, during the Fall you'll encounter the more spooky dead, and during the Winter you'll deal with fierce wendigos and haunting Yuki-Onnas. For an extra 100 RP you can add a third season to the mix and for another 100 RP (600 RP in total) you can make this nightmare year round.

Sly Snake (400 RP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.

They Know You (600 RP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.

The Fuzz (600 RP): You have a persistent foe on your tail, a superhumanly determined law enforcement officer is hot on your tail believing you have committed multiple serious roadway offenses. He is determined to arrest you and drag you to the closest city. He cannot be permanently shaken off, and if killed is replaced by another equally determined cop. Until/unless you leave, you'll have to deal with this… Even shapeshifting is only a temporary solution.

Cage Fit For A Jumper (600 RP): Early on in your jump you have a harrowing encounter with a *Cage Man*. The sorcerous figure is delighted by the eerie potency of your soul, and though he leaves (or is even defeated), he vows to come back and find you, for the sake of supping on your soul. This persistent menace will hound you throughout this jump, tanking blows that should be beyond the ability of these figures to survive, but backing off if hit hard enough. Can you survive this jump with a foe that is always on your tail? This figure is persistent, but he's only as strong as a normal *Cage Man*.

Ending:

Return Home:
Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here.
Stay Here:
Take another 500 VP and add any final bits to your build you wish, in exchange for making the Road-verse your new home. *The Backroads* still exists, as do OTHER worlds, so maybe you'll be able to find some way to journey to new places here.
Continue Your Journey:
There are many more places to go and people to see. Go on jumper, return to your warehouse, and select your next jump.

Notes & Mini-Changelog

-First little CYOA jump completed. This is one of my favorite CYOAs of all time, particularly of the low-power variety.
-I took a healthy amount of liberties with some stuff, particularly the Monster origin, and in naming the weird area the jumper finds themself in. *The Backroads* felt like a good name.
-I started and completed this jump on October 17th, 2024. It is intended to be a fairly low-level, low-danger (unless you heap on drawbacks) jump that gives you some mildly neat stuff and some experience with the liminal spaces.
-I gave the monster origin twice as many perks to help reflect the full variety of monster & foe types and abilities for jumpers who like that kind of thing.