

A Monster in Paris Jump

v1.0
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In 1910 Paris, a shy projectionist Emile Petit travels with friend Raoul to the Botanical Gardens to make a delivery. In a sequence of events including an absent Professor's potions lead to a chain of events that combines a "Atomize-a-Tune" and "Super Fertilizer" potions to create a monstrous creature.
The creature sighted around the city is found by Lucillie, a cabaret singer and childhood friend of Raoul, who while at first frightens. Finds the creature to be an enlarged flea with an euphonious singing voice. Somehow this is not as frightening as it should be and the creature is a gentle being as she can tell. Dubbing the creature "Francoeur" and letting him live in her dressing room.
This is a rather silly if fun world including a woman singing a duet with a massive flea disguised as a normal man in Paris. You arrive shortly AFTER the explosion caused by Raoul messing with the potions no matter your origin. Have fun perhaps getting Francoeur to join you on your misadventures, or someone else.
Gain **1000 CP**.

Starting Location:

- **Welcome to Paris:** Pick a location to start in here fitting your origin. If you are an everyday man perhaps the Botanical Gardens. If you are a flea turned giant then The Professor's lab in said Botanical Gardens. If you are a cop, perhaps the station. If you are a singer I'd recommend the club L'Oiseau Rare. Honestly as long as it is Paris you could be anywhere here.

Choose your age, sex, and gender for free. The chosen values must be within valid parameters. For example if you started as a Creature then you

Origin

- **Everyday Men (Drop In) [Free] -** Perhaps you dropped out of the sky. You might just be a normal projectionist running around this city. Up to you who you are.
- **The Singer [Free] -** You have a rather angelic voice capable of harmonizing with others. Even if you only met them a few days ago.
- **The Law [Free] -** Perhaps you are a Police Officer working under Maynott? Perhaps you replaced Pate as his second-in-command. Heck you might be the Mayor, whoever they are.
- **The Professor [Free] -** You are a very smart fellow. You have done some impressive work and could replicate the “Atomize-a-Tune”, and “Super Fertilizer”, or modify it.



Race

- **Human [Free] -** Your human. What more do you want?
- **The Creature [200] -** Well kind of you are a giant Flea much like Francoeur. You were there at the site of the explosion that Raoul caused leading to the creation of two Creatures.

Perks

All Perks except those marked as exclusive may be bought repeatedly. One 100 CP Perk is free for each Origin. All Perks are discounted to half price for their respective Origin. Only two 600 CP Perks may be discounted per Origin. Note that while the text of some Perks will refer to the ‘chosen demographic’ choosing from another demographic is not impossible, merely not discounted. Drop Ins similarly are able to choose from any demographic while receiving no discount.

General Perks

- **Native French Speaker [Free/100 CP] -** This allows you to speak French allowing you to know just what everyone is saying in this setting. Take it with you for 100 CP and this version allows you to pick up languages and speak like a native in whichever place you import to auto-gain the native language of the location in question.

- **Atomize-a-Tuned [200 CP, Free for The Creature]** - Your voice is euphonious. It is a work of art giving you a Charisma boost. If you sing you are able to show what is inside of your heart and sooth others that might be frightened by you.
- **Super Sized [200 CP, Free for The Creature]** - Togglable. You got hit by some Super Fertilized and became Super Sized! This doesn't come with the side effects expected from going from the size of a Flea to taller than most men for proportions. Stabilizes the effect of extreme size changes so that you don't explode from your body becoming destabilized acting as a generic stabilizer for your form.

Everyday Man (Drop In)

- **Resourceful [100 CP] -** Sometimes to save your job you need to think on the spot how to save the film you're playing. With this you are quick on your feet and able to make use of your resources to fix simple machines and problems.
- **And I Meant to Do That [200 CP] -** You have confidence and style to you. When you work on learning a new skill, or job you seem to pick things up fast. Even if you don't always get things on the first try, if you try enough you get it eventually. Slight luck boost.
- **You And Your Buddy [400 CP] -** You got this friend who has always been at your side. You know the one. The person that pushes you to be a better version of yourself. This perk gives you a general boost using the power of friendship improving your personal skills and abilities if a True Friend, or companion, is nearby.
- **Romantic Heart [600 CP] -** When the people you love are in danger. Especially that one girl you had a crush on for years, you know the one, you gain a boost of bravery. An injection of courage that allows you to break that box you put yourself in years ago to help save them. This acts as a general boost proportional to the danger they are in and just how much you care for them giving you just the edge to make a last minute save.

The Singer

- **Carry A Tune [100 CP] -** You have musical talent. While no master, you can carry a tune with your voice, and know how to play a simple instrument of choice. Allows you to adjust songs on the fly easier.
- **Talented Actor [200 CP] -** You are capable of faking emotions easily. You can smile a smile that charms others while hiding your own growing despair. Helps with rapid fire replies that are rather whitty on the spot.
- **Honest Heart [400 CP] -** Your heart will never mislead you. You have an honest heart giving you a sense of empathy able to see what is inside of other people's hearts. You can see past the shallow action of men who see you as only a trophy trying to win you, just as easily as you can see a kind heart in what others fear as a monster.
- **The Angel of Montmartre [600 CP] -** You are a passionate and talented singer. You are a performer able to draw in a crowd with your charm, and beauty of both body and voice. With this it boosts your ability to sing to the level of a professional, as well as a general Charisma booster. You can use your music to send a message to the people.

The Law

- **Diversion [100 CP] -** You know how to stroke headlines, influence the media and use it to your advantage to do what you believe is right. Even if you are horribly, horribly wrong.
- **Lucky Break [200 CP] -** This is a general luck booster. This helps you find clues for cases, and other lucky breaks that make you look better than you actually are. Often without even knowing there was a case at the start.
- **Elite Officer [400 CP] -** You are a skilled policeman. You are able to put together the facts of a case without bias getting in the way. You are fit and skilled enough to keep up with a human sized flea man, as well as having an understanding of the laws of wherever you are at by heart. More importantly, you can tell if someone is innocent or guilty before you shoot them.
- **Medal of Honor Holder [600 CP] -** You are a person of good standing with your community. People look to you for advice. They respect you. They turn to you in events of panic and fear, which you can use. This allows you to get away with things that you honestly shouldn't be allowed to, including delaying investigations and hiding evidence. Unless you royally screw up in public, people will still believe the best of you.

The Professor

- **Assistant Botanist [100 CP] -** You are a skilled Botanist, able to identify plants at a glance, as well as having a good idea of how to use them in various ways. Gives you a bit of a green thumb as well.
- **Trained Assistant [200 CP] -** You are capable of training animals, and to an extent people. The Professor was able to make the Monkey into an assistant for him. With this you are able to quickly bring animals and people up to the level of being a useful assistant for you. Acts as a general teaching perk improving your ability to teach skills to others, they could learn with enough time. Treats animals as capable as people for the purposes of learning, if not more at times.
- **Potion Master [400 CP] -** You are a genius. You can manipulate what you know of plants in order to create something fantastic. You are capable of creating potions that might as well be magic.
- **A Real Visionary [600 CP] -** You are creative, clever and know how to use your knowledge and the various fields of study you are interested in, to invent and improve your creations in ways that baffle the mind. With a goal in mind and enough time you could use two inventions that as a side effect turned a Flea into a man sized singer when together in an explosion on purpose. Stabilizing the effect in turn so you can replicate and even improve on the effects. Stacks with other science based perks and could allow you to make real strides in the field of science.

Items

All Items may be bought repeatedly. One 100 CP Item is free for each Origin. All Items are discounted to half price for their respective Origin. Only two 600 CP Items may be discounted per Origin. Note that while the text some Items will refer to the ‘chosen demographic’ choosing from another demographic is not impossible, merely not discounted. Drop Ins similarly are able to choose from any demographic while receiving no discount.

General Items:



- **“A Monster in Paris” Movie [Free] -** Here take the movie. It’s 90 minutes long, comes with the English and French dubs along with the Soundtrack again in both French and English. Personally I enjoyed “La Seine” if you get the time to listen. Comes with a Player capable of hooking up to a TV or Projector.
- **Franceour’s Disguise [100 CP, Free if The Creature]** - This disguise is stylish. It grabs the attention bringing depth to your performance. Yet is able to hide any clearly inhuman features to the point that unless someone catches you out of the disguise, no one will believe you are anything more than a human. Even in front of a massive crowd no one will look at you twice, beyond when you want them to.
- **La Seine [300 CP] -** The river that cuts through Paris. This is a special version that could be imported into future settings. You can control just how much water goes through and could flood a city over time with this. Fair warning if you do, invest in a boat or hot air balloon.
- **Catherine [200 CP] -** This delivery truck was modified by Raoul in setting. This old girl will not fail you, runs on sunflower oil and has a good anti-theft system and remote.
- **Musical Instrument of Choice [100 CP, Free with Carry a Tune] -** You have an instrument of choice, it could be a small guitar. Could be a rather large piano. It is always perfectly tuned and ready to play.

Everyday Man (Drop In)

- **Romantic Picnic Baskets [100 CP] -** Once a day you can find a Picnic Basket just for you and the people you desire to take on a date. It is something light, yet filling that will help the romantic mood.

- **Camera & Projector [200 CP] -** This Camera and Projector is rather old school like the one Emile uses showing things in black and white, and being a hand crank. Plays and records sound. You can use your own memories to play events as well as fantasies recording them with the Camera. Repairs itself by the end of the day if damaged.
- **The Theater [400 CP] -** This is the movie theater that Emile works at. Has a massive collection of films, with more added each Jump based on the setting in question including a film on current events to help you catch up on arrival, even if no one was able to make it. If you want some quick money in the next setting you can import this and it supplies a staff of followers to run things for you.
- **Medal of Honor [600 CP] -** This Medal is for services to the City. People see it and respect it, and you. In this and future Jumps, you can use this to enter locations normally locked from your access. Such as the next performance of Lucillie, at L'Oiseau Rare. No one will question why you are there, even if they dislike you for good reasons.

The Singer

- **Champagne [100 CP] -** This is some high class stuff served as some of the best Clubs and Restaurants. Have a bottle of it that will never run out.
- **Stylish Outfit [200 CP] -** A professional costume that is neat, clean and looks just the way you want it. It is a stylish costume that helps enhance your performance. Somehow it makes you sing better.
- **Personal Musical Accompaniment [400 CP] -** Mood music plays around you. Adjusted to just the right moment when you want it played. This can enhance any song that you sing, allowing you to test out new styles of music on the fly without having to teach the band how to play. No one will question this, unless you want them to.
- **L'Oiseau Rare [600 CP] -** A rather high class club styled for the 1910s. It includes high class food, drink as well as entertainment in the form of the floor show. With the Jump supplying the entertainment. You can alter the style of the club upon importing it.

The Law

- **Invitation [100 CP] -** You have a rather large amount of roses, and other flowers you can send to people in order to flatter them. Spice up your romantic endeavors a bit.
- **Service Pistol [200 CP] -** This is your personal gun used by the police. It is identical to the guns the police of the Jump you are in use. No one will question you having it on your person.
- **Headlines [400 CP] -** You get a new newspaper on current events, and what the general public are thinking each week. It helps you stay on top of things. Includes rumors that have seeped into the public imagination such as giant creatures. Could use these as clues for a bigger case.
- **The City of Paris, 1910 [600 CP] -** Somehow, you came to own the city itself. In a more literal sense of the word. You are the Mayor, or might as well be the Mayor in this case. People look up and listen to you. You can import this into future jumps, or make it a warehouse attachment. Comes with followers who will adapt to the era along with the

City itself changing with the era. These followers will listen to you, though they are just average people. They can however serve as an information network.

The Professor

- **Sack of Sunflower Seeds [100 CP] -** This small sack of sunflower seeds is ever flowing, having as many Sunflower Seeds as you could ever want or need. Each ready to start growing in the right conditions.
- **Atomise-a-tune [200 CP] -** This potion makes your voice melodious when used on people, as well as animals. Includes the recipe to make more.
- **Super Fertilizer, Stabilized [400 CP] -** A drop of this could turn a seed submerged in water into a giant sunflower the size of a large tree. Unlike in setting this is stable and comes in different doses, as well as being stabilized to make it so that it will not shrink back to normal after a little while. Affects animals as well as plants, and you could modify it or the recipe with the right knowledge set to affect other things. Comes with a recipe.
- **The Professor's Lab [600 CP] -** Located inside of a Botanical Garden, located inside a nice greenhouse, with giant plants lays the lab of the famous Professor of this setting. It has all the equipment and chemicals you could ever need or want. Includes everything you need to make more potions in this setting. Fair warning put in a defense system to keep Raoul from messing with your potions.

Companions

- **A True Friend (Companion Import/Creation) [50 CP] -** Import or create one Companion. They get 600 CP to spend on the options presented. (Can be taken Multiple Times.)
- **A Group of Friends (Group Import/ Companion Creation) [300 CP] -** Import or create up to eight Companions. They get 600 CP to spend on the options presented.
- **New Friend [Free] -** Choose one character that exists in the setting. This character may voluntarily choose to accompany you along your Jumpchain, meaning they become a companion. May be used on any character in setting.
- **True Love [200 CP, Discounted Human]** - This setting is about Love at its core. The Love between Friends. Love between Lovers. Now you have found that one that you will love. This creates in setting someone that gets you, faults and all, and still loves you. In turn it is someone you will find yourself falling for rapidly. Free Origin, and Race. They get 800 CP to spend on options here, and can take drawbacks.



- **Charles the Monkey [Free] -** You want a monkey? Here is the Professor's Monkey. He will guard your areas and is a smart scientist in his own way able to help you with your experiments. Familiar, can be imported as a companion later.

Drawbacks

- **CGI Style [100 CP] -** Everything looks like a 2000s to early 2010s style CGI that people tend to use that makes things look kind of pretty bad. No one else seems to notice, and it drives you up the wall.
- **That's Embarrassing [100 CP] -** You kind of have the worst luck making a good impression on your crush, or people in general. Your pants fall down because you used your belt to fix a machine earlier that day for example. This is just a general, not deadly, bad luck drawback.
- **Allergic to Birds [100 CP] -** You are allergic to birds, especially feathers of said birds.
- **You Drive Really Fast [100 CP] -** You are a reckless and fast driver.
- **It's Not That I Don't Trust You [200 CP] -** Actually that is pretty much the case. You are known to be shifty to most people in Paris, and not reliable. It will take something big to change the general perspective people have of you.
- **Do You Know About Love? [200 CP] -** No you don't. You are kind of a dumbass when it comes to love. An overconfident dumbass at that which somehow makes it worse.
- **Lacking in Confidence [200 CP]** - You struggle to stand up for yourself, and tend to go with what other people say.
- **The Anti-Wingman [200 CP] -** Somehow your friends mean well, but they seem to just pick the wrong moments to get involved in things with you. It cuts off your relationship chances before they can start and embarrass you, making you back off in turn.
- **Misunderstandings [300 CP] -** Your relationships tend to suffer from misunderstandings. Either from people cutting you off unknowingly before you could start one, or from mistakes in the past that both of you misunderstand. This affects one of your companions as well as yourself and will take a lot of effort to correct.
- **Dating Dragon [300 CP] -** Whenever you ever get a date. A Crocodile-like Dragon shows up and tries to eat your date! Hope you and your date can run fast since this fellow has a taste for blood. Watch out for the fire as this is not a dream, but real life!
- **Overactive Imagination [300 CP] -** You cannot use any Perks, Powers or other abilities from outside the Jump. If you try to tell anyone of these abilities, they will believe you have an overactive imagination.
- **Broken Fantasy [300 CP] -** You cannot use any Items or Properties from outside the Jump. It's all locked up in your imagination with no way of getting out.
- **It's The Monster! [500 CP] -** The Police are after you. They believe that YOU are a monster as rumors shirl and are on the hunt for you. Police Commissioner Victor Maynott will stop at nothing until you are shot and put down. And with this drawback no matter your abilities, his bullets can kill you. Your only way out of this is to escape Paris, get Maynott arrested by proving your innocence to the superstitious people of Paris who think you are a monster, or by faking your own death.

Final Choices

After ten years in the setting you are required to choose one of these options:

- **Return Home:** Choose this option to end your Jumpchain game and return home.
- **Stay and Sing Another Duet:** Choose this option to end your Jumpchain game and remain within the setting.
- **Take a Bow, Go to the Next Show:** Choose this option to continue your Jumpchain game and move on to the next Jump.

Notes:

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Changelog:

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