Generic Girlfriend Jump

(Jumpchain Compliant CYOA)

By SJ-Chan

No Jumper, you are the girlfriend.

Welcome to the wonderful world of dating… or not. Maybe you're an old hand at this sort of thing. Maybe you've done it from the other side. But for the next decade you're going to be someone's plus one… or spending most of your time trying to be one. To help you on this quest, here are 1000 Girlfriend Points… and remember Jumper, you are the girlfriend… embrace it.

A Note About the Backgrounds: The terms used are those society and the media tend to assign to those who engage in sordid behaviour. Boy-Toy, Arm Candy, Booty Buddy, Gold Digger. They work as a form of shorthand and carry with them no small amount of negativity and aprobrium. However, they no more define the reality of a person's character than saying 'he's a short-stop' or 'she's a yoga instructor'. A person's character is not, no matter what anyone might say, defined by whom they choose to be intimate with or romantically partner with, nor by how often they may engage in intimate acts or with how many different people. The backgrounds do not come with giant signs screaming out what you are. Remember, these aren't defining what society will see you as, nor what you will see yourself as, merely what society would label someone in a position you may or may not find yourself in. That's entirely up to you and based on your decisions. Society is going to judge you no matter what you do, so you might as well be yourself… or a different version of yourself. After all, this is Jumpchain.

TIME AND PLACE

Roll 1d12 to determine your starting time and place or not, whatever. I'm not the boss of you.

1. 2010s Earth, Any Developed Nation
2. 1990s Earth, Any Developed Nation
3. 1980s Earth, Any Developed Nation
4. 1970s Earth, Any Developed Nation
5. 1960s Earth, Any Developed Nation
6. 1940s Earth, Any War Nation
7. 1920s Earth, US, Canada, or Western Europe
8. Victorian & Edwardian Era
9. Regency England, Reformation Germany, or Revolutionary France
10. Imperial China, France, or Russia
11. Ancient Rome, Greece, or Egypt
12. Free Pick

BACKGROUND

Just for coming you gain a free shift to female at the beginning of the jump. This will definitely shift your sex to female, and you may, if you so choose, to be heterosexual, lesbian, or bisexual, and have a female gender identity, even if you normally wouldn't have. You may also freely shift your sex, gender, and or orientation to anything you like at the end of this jump.
Any background can be Drop-in or come with complete life history.
Your starting age is 16+2d8. You may squander 100 GP to choose your starting age.

Boy-Toy (Male Possible): This is the only option if you'd rather not be female, as you may select this option and remain male. You may set your orientation to straight, bi, or gay, and may, of course, change it back at the end of the jump. The reality of our society is that attractive men who date older, more powerful women are viewed with distaste or disapproval. Often, the assumption is that the person in power is merely using the other, and has no real feelings for them. Are they right? It's impossible to judge from the outside, but you'll get a chance to experience it from the inside over the next decade. The only requirement you have is that you must spend much of your time with powerful figures who will probably treat you as little more than a living toy. Depending on your apparent gender, people will tend to view you as little more than a toy or pet. If you are already female, feel free to use this to experiment by becoming male for a decade.

Arm Candy (Female Only): Some girlfriends are just decoration, a pretty little status symbol for the other side of the equation. This is your role now, or how society views people like you. Young, pretty, and sometimes called upon to impress others who are less shallow, the Arm Candy is a Girlfriend for all occasions, be it a fancy party or bringing home to meet the parents. However, just because you're the companion of someone with higher social standing than you yourself have does not invalidate who you are as a person. You have a background in some higher end profession, be it legal, illegal, or somewhere in between… or maybe you're a student still. Who can say? Your goal is to find Mr. or Mrs. Right and have a long and mutually beneficial relationship.

Booty Buddy (Female Only): Some girlfriends are more… friends with benefits, the kind who are called upon when a good time is expected, the kind who are almost always down for… whatever. Even at 3am. That's your role now, though society may have harsher names to call you if they notice… people can be mean like that. Of course, it's important not to let their words define you. You have a background in something lower brow and more physical. Maybe you're a dancer, maybe you're a physical fitness instructor… maybe you're just an athlete. Your goal is to have loads of fun, any way possible.

Gold Digger (Female Only): Some girlfriends know what they want and are willing to do to the work needed to get it. Sure, society might judge them harshly, but a man who steps on a few toes to get ahead is rewarded, so surely it's okay for you too. Right? Socially gifted, manipulative, and either overtly or covertly aggressive, the Gold Digger comes from a background familiar with the trappings of wealth and has a familiarity with the tools of seduction and socialization. Your goal is to gain money, property, or power… using your wiles as your weapons.

GENERAL PERKS

Background specific perks are discounted 50% to that Background.
100 GP perks are free when discounted.

Looky Looky [Free for All]: You are damned good looking and you know it. You are now one of the top 100 most attractive people on the planet (if you weren't already), with an instinctive knowledge of how to dress, talk, and move so as to best accentuate that beauty. As you age (if you age) you will always do so gracefully. Your smile can light up a room or make the weak-willed forget what they were saying.

An Amazing Laugh [100]: Few things are as attractive as a good sense of humor, and few things show that off better than a healthy laugh. Yours… is very healthy. No matter what you're feeling, your laugh always projects the emotion or emotions you want it to project, and to the degree you want them projected. You also gain a sense of humor that's nuanced, considered, and slightly quirky. Thinking up jokes, lighthearted pranks, and humorous one-liners is easy for you and your laugh will never be one of those honky-squeaky laughs that's cute once but gets really annoying really quickly. You also get an evil laugh for free, one that echoes really well.

LUG [200]: Everyone's a little bit bi, so the saying goes. For you? It's now true. Not only do you automatically count for anyone's prefered gender / species / whatever (at least when you want to), everyone around you automatically begins to shift to a more… pan or omni outlook the longer they spend in your company.

Beauty Beyond Skin Deep [400]: Not only are you lovely on the outside, you're lovely on the inside. You find yourself overflowing with compassion and generosity of spirit, with tolerance and gentility, and you find it incredibly easy to forgive others and yourself. You also find it easy to push aside any base emotions, such as racism, sexism, elitism, or other unlovely things. Even your failings will be moderate and attractive, such as a weakness for puppies or a bit of a gluttonous streak for chocolate bonbons. Even those with supernatural sight will see you as a lovely spiritual entity… note, if you're a horrible horrible person anyway, this beauty will quickly become dark and sinister, with a deadly allure to it.

Boy Toy Perks

Boy Next Door [100]: You seem to radiate a sense of familiarity and wholesomeness to those who don't know you, one that evokes a simpler time and stirs up nostalgia for the comforts of a familiar smile. This makes you cuter, less overtly sexy, and less threatening, though that effect can be turned off… but once the sense is dispelled, reestablishing it for those who've seen you out of BND-mode is fairly difficult. Comes with optional / toggleable button nose, cleft-chin, dimples, and or freckles. Absolutely no one will find it odd when you pull off your shirt, and by doing so at the right moment, you can cause everyone around you to pause and notice.

Looks 10, Brains 2 [100]: You are in perfect, and I mean perfect physical shape… and you never have to do anything to maintain it. Eat a dozen pizzas, drink till 5am, get into a fist fight with an actual gorilla, and you'll roll out of bed ready to face the next day right at 8am sharp. While this doesn't allow you to go without sleep, you can manage to go a week on only 16 hours and you may alot that sleep whenever you have time. Even a 15 minute nap will restore you to full endurance, wakefulness, and clarity assuming you've had at least 16 hours sleep in the last 7 days. You aren't superhumanly strong or fast or tough… but you're as fast, strong, and tough as any normal person and you can shrug off the physical effects of intoxication with only a dozen jumping jacks to clear the old graymatter… though keep up the substance abuse too many days in a row and you'll definitely be feeling it, even if you're not showing it.

Brains 2, Looks 10 [200]: You can project an aura of having the brain of a mollusc. Everyone will look at you and assume you're utterly and completely dim, unable to understand words longer than a single syllable. Even telepaths will be unable to sense conscious thought out of you and no one who doesn't know you will ever assume you're anything but a mental midget. You can turn this effect off, or simply counter it by saying something intelligent, but until you do so, expect to be overlooked by pretty much everyone… except if they're checking out your body. After this jump ends, you can assign to each of your alt-forms one specific trait where that form will be underestimated just like your intelligence was underestimated here.

Mr. Agreeable [200]: You're incredibly likable. Your voice has a pleasant tone that makes people more friendly around you, your body odor is always pleasant and attractive to… well… everyone in general. Even animals seem to like you more, especially animals that don't normally like other people… people who don't like other people also like you and open up to you. You'll find you get invited to pretty much anything that's going on, but people won't be too upset if you beg off. As long as you're not a jerk, people will go out of their way to get along with you… you might even make a few friends by punching people in the face… as long as you're willing to take a few blows yourself.

Shit Don't Stink [400]: Anything about you that might be a turn off… just isn't. It's not just that your excrement is literally without odor, it's that all your dirty little secrets and habits never gain any traction. People will never judge you negatively for your bad behaviour as long as they weren't the actual victims of it. You could be a contract killer for the mob and no one would think less of you except the families of those you actually killed. You could be dealing drugs to kids and not only could you flirt with their mothers, but with their teachers and the attractive police officers. Doesn't protect you from the law, but you could be the biggest traitor on the planet, and still get security clearance… once you got out of jail. No matter how much you cheat on your SO, they'll always accept you back.

Arm Candy Perks

Compersion for All [100]: You find yourself all but incapable of jealousy, especially when one of your lovers is (perhaps) being less than monogamous. Rather, you find yourself feeling pleasure in the pleasure of those you care about, wanting to be there for them even if you're not currently the one… well… you know. And it works the other way. All those you share an intimate bond with will find themselves far more understanding about your own… adventures. For those unfamiliar with the term, Compersion means 'The feeling of joy one has experiencing another's joy, such as in witnessing a toddler's joy and feeling joy in response or the feeling of joy associated with seeing a loved one love another; contrasted with jealousy.' This is not a mind altering effect, but rather something that stops envy and jealousy from kicking in and making you act like a jerk.

Painless Fashion [100]: You will never suffer from the negative effects of fashion. Tight Corsets will never leave you breathless, high heeled shoes will never hurt your feet, and long flowing dresses will never make you trip over them. You could wear a bikini in a blizzard and never feel the cold, or a sweater in a sauna and never break a sweat.

The Look [200]: The ability to convey intense emotions and complex concepts by eye contact. This can be used to draw people to you, by conveying openness and attraction… or to squash the egos of those who dare invade your personal space. You cannot convey an emotion you aren't currently feeling, but the effect is magnified by the degree of that emotion you're feeling. Mild attraction might make someone more open to listening to you, while furious scorn would hit with the force of backhand slap. Can be used without meeting the other person's gaze but at a much lower level. This effect is subtle and no one will ever realize it's anything out of the ordinary. Incidentally makes your eyes look amazing and vibrant.

Not Just a Pretty Face [200]: You have a functioning brain inside your head, one capable of discourse on matters political, social, economic, or humorous. You gain a charming and debonair wit, and a subtle allure that draws others in and makes them want to converse with you. The more educated you are, the better this works, but no one will ever question (too deeply) how someone as young as you became such an expert on… what was it again? Pick three areas of human knowledge to become an expert in. This gives you the functional knowledge of a PhD plus 10 years concerted study in the field… but no actual documented qualifications.

I Make this look Fabulous [400]: You gain a total body makeover with optimal good looks… any time you want it… though you will always (unless you don't want to) remain recognizably you. The greater the change, the longer this takes, but it's never more than 8 hours of sleep. Your body will shift to reflect current appearance trends with ease, though you can customize it however you like, adding in tattoos or piercings at will. This doesn't work if you're being observed however. In addition, you radiate an almost supernatural aura of attractiveness. Also, any clothes you wear are instantly fashionable and au courant.

Booty Buddy Perks

A Body Made for Fun [100]: A booty call can physically demanding. It's decent exercise, sure, but there's no denying that a healthy body certainly makes things more… enjoyable. And that's why we're providing you with one (the body, not the booty call) for a low low price. While it's certainly not top of the line, you're now in as good of health as your average olympic athlete, as flexible as an olympic gymnast, with the stamina of someone who jogs 10 miles a day for fun. Perfect teeth, perfect hair, perfect skin, they're all included if you want them. Oh, and a healthy appetite too, of course… if you know what we mean.

That's My Fetish [100]: You have a sixth sense for anyone who shares a fetish with you. It functions like a kind of radar that leads you to them, or draws them to you if you like, and makes them more willing to open up to you and trust you. Furthermore, your senses are as sharp as any normal persons' can be (and can be dialed back to this level if they would become overstimulated), and your appetite for all the pleasures of life is insatiable. You can never become bored with things you enjoy doing and drugs always have their original maximal kick. Woooo.

Hip Sway [200]: You posses a way of moving that enthralls men of low restraint, convincing them to do favors for you or join you in any perfectly choreographed song and or dance numbers. If there are no men handy, this summons the nearest 5d20 men from the surrounding environment. Works equally well on children, small animals, and lesbians, but hopefully not for the same reasons. Makes you a hell of a dancer and even when not using this ability, you'll find that you carry yourself with confidence, elegance, and a general feeling of barely contained energy. Comes with free expertise in one physical activity such as yoga, dance, or physical fitness, and the knowledge of how to teach it.

Ready Steady [200]: You possess the ability to get ready for anything in two minutes or less, be it battle, skydiving, or a full day marathon. As long as any needed equipment is readily available, you can be ready to go at literally a moment's notice. Not only that, but you find it incredibly easy to get other people ready for whatever in remarkably small amounts of time. And, since being ready is less fun if you don't have a place to do whatever it is you want to do, you have a kind of sixth sense for finding locations and opportunities for fun activities, be it an out of the way corner for a quicky, a laser tag arena in the middle of the vatican, or an all day foosball tournament. This doesn't supply anything you don't have (say, stamina), but if you've got it, you'll be able to get ready within the window.

Stolen Food has no Calories [400]: Bad behaviour has no negative consequences. Eat too much? No worries. Unsafe sex? No worries. Cocaine habit that funds half of columbia? No worries. Doesn't make you immune to poisons or falling to your death, but any kind of unhealthy activity won't hurt you physically or mentally.

Gold Digger Perks

Two-Faces are Better than One [100]: You can perfectly compartmentalize your emotions, thoughts, and memories, effectively allowing you to create one or more personas within yourself, ones custom tailored to fit any occasion you could think of. While you can switch between these personas at will, you will never be forced to switch between them by any external stimuli… say a pair of bratty tween girls who are the daughters of your current mark tricking you into going camping then making you freak out over some harmless pranks.

Social Fu [100]: You've got a fairly deep understanding of social situations, and are never flustered when faced with social challenges. You're quite charming, and skilled at the art of seduction and misdirection. As long as you don't give them reason to, people will seldom look closer at your motives than the surface level.

Social Climber [200]: Introductions are key in social situations, and no one can leverage an introduction like you can. Not only do you have a sixth sense for determining who knows whom, but your sense extends to figuring out who in a given person's social circle might be the best person to use to introduce you to that person. This works through five degrees of separation. To make things even better, people will never mind being used as a social stepping stone by you, even if you break up with them to start dating someone richer, better looking, or more connected than them. You never have trouble getting your friends to introduce you to their other friends, family, or associates.

Deep Pockets Scan Activated [200]: You can tell at a glance what anyone's net worth, social standing, and marital status is… and any attempt to determine any personal information about you through any data-mining technique always returns whatever information you want it to return… it can be different for different people and change on your whim… but they have to look again if they've already looked for the information to change. New information will always come as a new found surprise, not as if the old data-mining was flawed. For instance "Oh, We just found this piece of information that says she's the heiress to a copper mine!" rather than "Huh… last week it said she was a Princess… now it says she's a Duchess… something's fishy here." Doesn't work on surveillance or scrying or if people just ask you about yourself.

What's Yours is Mine [400]: You find it very easy to convince people that their stuff is your stuff, especially if you've already taken it and triply so if they are in a romantic or intimate relationship with you. If you're in a lesser relationship (family, friends, co-workers) it still works better than it would for total strangers. If you're in a relationship with an individual, this will also allow you to use anything that that person should be the only person allowed to use. DNA locked guns, retina locked computers, a passport, Excalibur, you name it. However this effect ends if they break up with you or you break up with them even if you ghost them (break up without formally breaking up). Regardless of any of that, people will never quite be able to accuse you of stealing their food or freeloading at their houses as long as you don't actually hurt anyone or burn the place down.

ITEMS

Background specific items are discounted 50% to that Background.
100 GP items are free when discounted.

Universal STD Vaccine [Free for All, 100 for more]: Right as you arrive here you're vaccinated with this incredible cocktail which makes you utterly immune to any disease or condition that could possibly be spread by sexual contact (even the creepy thing from It Follows). Furthermore, anyone you have intimate contact with will also be cured of any such condition. For 100 GP, you gain a supply of this Vaccine sufficient to inoculate 1,000 people a day. Each additional purchase of this ups the amount by a factor of 10. Buy it three times and it comes with an agency that distributes it for you.

Contraceptives / Proceptives [Free for All, 100 for more]: If you want to wait to have kids until you take the Generic Parenting jump, no worries. If you really want to procreate, that can happen, too. They come in the form of handy color-coded pills. The Contraceptives last three months for you and your companions, or until the Proceptive is taken. Not only do these pills work on members of any gender and species, but the Contraceptives take effect the moment they are ingested, even if that's after conception (please use ethically). The Proceptives fix any kind of reproductive dysfunction, including acting as an antidote to the Contraceptives or something similar if taken soon enough. For 100 GP, you gain enough pills Contraceptive pills to dose 1,000 people a week (1 pill lasts 6 months) and enough Proceptives to dose 100 people a week (1 pill lasts at least 1 year before any dysfunction might return, or until a Contraceptive pill is taken.) Like the Vaccine above, this can be purchased multiple times with the same results.

Get Out of Ethics Free Card [100 or 800]: Some people soothe their consciences by buying carbon offsets; you've graduated to buying utilitarian offsets directly. By filling out some forms about a particular choice you're about to make (such as whether to become somebody's arm-candy or dedicating your life to spreading a life-saving vaccine), you can take the selfish option while being confident that events will be nudged so that the same positive social value will result. (Most likely by nudging some poor schlub who wouldn't have had a significant effect on society to take your place.) Note that this only handles the consequences of a single choice, not a whole series of them; you'd be able to hold onto a dragon's hoard for yourself instead of donating it to charity, but you couldn't pass off the entire years-long Quest To Defeat The Dark Lord. For 100 GP, you get a single Card, good for this jump; for 800 GP, if you used your card during a Jump, you get a fresh new one at the start of the next Jump.

All The Soaps [100]: Enough ridiculous plotlines to fill up exactly as much free time as you have to watch them. You'll never miss even part of an episode somehow, and all your friends who enjoy the soaps will always be just as up to date on the show(s) as you are. Comes with a lifetime supply of laundry detergent, dish-soap, and body-wash. A new supply will be delivered every decade.

A Closet Bigger than Some Houses [100]: You gain a huge walk-in closet full of all the clothes you might need for any occasion, be it dancing in Havana in the 1950s, climbing K2, swimming with the Sharks off Tierra del Fuego, or running with the bulls in Madrid. All the clothes are custom tailored for your form from this jump… after this jump, the contents change whenever you do.

Matching Luggage [200]: This is a full set of gorgeous, high quality luggage that always has a bag for whatever your needs. They match your personality perfectly, color coordinate with your car or outfit, are always tasteful, and anything stored in them is always kept in perfect condition. These bags could survive a stellar nova and only look tastefully scuffed. If lost or stolen, they will turn up 12 hours later, intact and unopened.

Jumper Salon and Spa [300]: This is a full service day spa, full of all sorts of relaxing treatments from mudbaths to seaweed wraps to tanning beds to full body landscaping. Even if you don't need any of these things, you'll find the treatment incredibly revitalizing and great at removing stress, toxins (whatever the hell those are), or free radicals (whatever the hell those are). Provides full service and guaranteed painfree hairdressers, manicurists, pedicurists, talonicurists, dentistry, tattooing, piercing, waxing, plucking, and massage… with or without happy ending. The staff is attentive, discrete, and fabulously charming / attractive. The Salon and Spa is always upscale and follows you from jump to jump. You and your guests always get VIP treatment and have a standing reservation. They're even open 24-7 for emergencies.

Boy Toy Items

Endless Fashion Magazines [100]: This is a subscription to any and all fashion magazines (or anything that could vaguely be considered about fashion… like gentlemen's magazines with articles about suits… and maybe naughty pictures… or sociological magazines that may have topless natives but also talk about their fashion… or maybe hunting magazines… that talk about camo… who am I to decide what is and is not fashion?) They update to each new setting and always contain up to date information, well written articles, and the best photospreads. Each purchase of this contains half a dozen different magazine subscriptions of your choice.

VIP Tickets to Everything [200]: Be it a concert, a fashion show, a museum opening, if you want tickets to it, you got them. Primo seating, backstage passes, private jam sessions… the only restriction is that you have to have decided to go at least 48 hours before the show (assuming there was that much warning. Pop-ups with less than 48 hours warning require 24 hours. Those with less than 24 hours warning require 12 hours, and so on.)

Virtual Girlfriend [400]: This is a fully self-aware machine intelligence that can move effortlessly through any computer or computer-like system you're using (with whatever security clearance level you have access to) even if the system isn't technologically advanced enough to contain her (since it's only containing a tiny part of her at any time). She is utterly loyal, deeply invested in your social life, gives great advice, tracks your social calendar, calls people for you, listens to you bitch, and never ever complains about it. She's the best friend you could have, and even her cyber hugs are super warm and supportive. Guaranteed not to get jealous… not guaranteed to never seek to destroy that bitch that broke your heart. Absolutely and utterly not bound by any such thing as the Laws of Robotics. Defaults to Helena Bonham Carter or Tilda Swinton or Dorothy Gale… but you can totally pick which celebrity she looks and sounds like. Even Harvey Firestone. He's fabulous. She can be imported into any object regardless of form and can become a companion if you import her, but even if she's been imported into a jump and given a physical form, she doesn't lose her machine intelligence abilities even if she's stripped of other abilities. She is locked by item lockout drawbacks however.

Arm Candy Items

Full Accreditation [100]: You get documents proving you're qualified to do anything and everything you're actually qualified to do… even if that's something that's not recognized by the society you're currently in. You could be a fully accredited Speedster in a world without superheroes if you were qualified and wanted to be. Things that are totally fake, say, Palmistry in the real world, you can instantly get certified in and have a certificate just lying within easy reach.

Pet Import [200]: You have a supercute pet that's perfectly behaved (unless you don't want that) and which you can take with you anywhere because you say so. This pet is always in perfect health (unless in combat), respawns within 6 hours if killed, always escapes from any sort of prison or hostage situation, is completely loyal, and is hypoallergenic to boot. Not only can you import any non-fully-sapient animal friend into this, you can even use this to bring back any pet you may have lost any time in the past. They will be exactly like they were when you last saw them (personality wise), but restored eternally to the prime of their lives. This can be purchased multiple times and any additional purchase is discounted (100 GP for non Arm Candy, while Arm Candy get 2 for one on Pet Import). The only limitation on this is that the creature in question must be no larger than an Elephant and no more dangerous than a Rabid Wolverine on PCP.

Kept Woman [400]: You have a sugar-daddy who will buy you whatever the hell you want. There aren't any limits on this, though some people might not want to sell. You have a black credit card (or equivalent line of credit) that allows you instant access to up to 500,000 US Dollars a day in credit, but a call on the unlimited range cell phone that also comes with this and 'Daddy' will do his best to buy you whatever the fuck you want. The trade off could be chores, tasks, a quicky, escorting Daddy to a Party… who the fuck knows… but as long as you play by 'Daddy's' rules, he (or she) will keep the sugar flowing. Daddy will also bail you out of pretty much anything. While 'Daddy' will not become a companion, a version of 'Daddy' which matches your tastes (mostly) will be found in all future jumps.

Booty Buddy Items

Toy Chest [100]: All the 'exercise' toys you could ever want, including bondage gear that will instantly release you if there's trouble or if you even think the safeword. Can't cause actual harm no matter how rough the roughplay. Self-cleaning (that's very important). The toy chest is self-updating to any new tech you might find (as long as you understand it or someone on your staff does or it's commercially available in your new setting). The toys also adjust for any potential changes in your anatomy, biology, or lack thereof.

Love Nest [200]: You have a great apartment or cosy bungalow someplace out of the bustle of daily life. While you're there, you'll seldom be disturbed by mundanities, especially so if you're there with a lover. While not super fancy, it's a comfortable place of the kind that you see in movies that should cost far far more than the owner could possibly have. It always has a great view… and seems to always be in whatever city you find yourself.

Phone of Summoning [400]: Brings anyone by for a quicky… anyone. Well, not people who hate you unless it's a fuck-hate relationship. If you abuse it, they can block your number. Doesn't work on people who aren't currently able to reach you under their own or your own power in a timely fashion. Essentially, if you can't get them to your location and they can't get to your location, and you can't get to their location, and they can't get you to their location… and you can't meet someplace in the middle within a 24 hour period, it don't work.

Gold Digger Items

The Perfect Dress [100]: It really is perfect. It fits great, never pinches, never gets stained, never smells bad, never catches on briars or car doors, and comes with the perfect shoes that never hurt your feet or making walking difficult, no matter how fashionable they might be. The dress can change style and color twice per day when no one is looking besides you. No matter how impossible the dress is, it will never suffer a wardrobe malfunction… unless you want it to… at which point it will suffer that malfunction right on cue. Any piece of armor or clothing may be imported into this dress, granting it all the properties of that item regardless of current form.

Dream Car [200]: This car is comfortable, classy, has infinite milage, never gets pulled over unless the cop is attractive and available, changes color at the push of a button, is always parked out front of wherever you're leaving (or in the back if you're sneaking out), never zaps you with static, never needs keys, is always in perfect condition, and always has that new car smell (unless you don't like it, in which case you're a monster). It can be any style of car ever made on earth, and gets performance that would make a Bugatti Veyron green with envy. You may import any personal vehicle into this.

Beach House [400]: This is an absolutely palatial seaside manor located someplace with stunning physical beauty, great weather, and a private white sand beach. A luxury helicopter will pick you up and drop you at the house from anywhere in the country in twenty minutes, or to a private luxury jet if you're elsewhere in the world… at which point, after an hour's flight, you'll have another twenty minute ride in a luxury helicopter to the house. The house is decorated in your preferred style, has 40 different rooms, a personal staff, and enough supplies to host a ball every day for a year without resupplying. You'll have a similar house / estate in all future worlds. Buying this a second time gives you either a penthouse in the most upscale city around or a ski chalet in the resort of your choice. The second purchase is discounted.

COMPANION IMPORT OPTIONS

The Vanilla [50-200]: For 50 GP you can import any one of your old companions into this jump. They get their choice of origin an 600 GP to spend on perks only. The may take up to 400 GP of individual drawbacks, again only to be spent on perks. For 200 GP, you can make this a group of 8. This can be brought up to three times.

Vanilla Sundae [200]: If 8 companions isn't enough, you may drop 200 GP and import all of your companions that have not been imported with any other Companion Import Option. They are reduced to normal humans (or local equivalent) and get 500 GP to spend on this jump's perks, and no option to get drawbacks. They get their choice of origin. They can't buy items.

The Pimp Daddy [200]: Remember how, in the description of Kept Woman up above, it said that 'Daddy' doesn't come with you as a companion… 'he' does now. Daddy has the superpower of being a kinky bastard / bitch with more money than god. Buying this requires having Kept Woman, but allows you to import a companion you are currently in a romantic / intimate relationship with into that position.

The Wife [100]: Surely, you didn't think you were 'Daddy's legal spouse, right? I mean, someone has to be the boring one for you to be the exciting Sidepiece. She (or he) is a master of the social game and has all the Gold Digger Perks, plus Looky Looky, Beauty Beyond Skin Deep, and An Amazing Laugh. You may import a companion into this position or create a new one to occupy this position. The Wife will never mind your relationship with 'Daddy' and considers it 'quaint'.

The Dom [100]: Every good Sub needs an even better Dom, a Top to their Bottom, a Mistress to their Servant, a Switchback to their Switch. The Dom is nearly perfect at this game, and the only reason he or she isn't perfect is because they're always learning new tricks. The Dom always knows what your limits are and never forces you past them to the point you'd need your safeword. They respect your boundaries and while they'll push you to those limits, they won't push you past them. They are very very creative and have all the 100 GP perks from this document, as well as Looky Looky. You may import a companion into this position or create a new one to occupy it.

The Instructor [100]: Even if you're someone's Side Piece, sometimes you might need a Side Piece of your own. The instructor is that for you. Possessed of Looky Looky and all the 100 and 200 GP perks from both the Booty Buddy and Boy Toy backgrounds, the Instructor is also an expert teacher of most mundane physical activities (cooking, skiing, dancing, tennis, handball… you bet I went there) and always seems to be employed someplace convient. Comes with an endless supply of white shorts, too much charm, and a really high end sports car. You may import a companion into this position or create a new one to occupy it. Your SO will occasionally catch you with The Instructor and you'll have a fight, then makeup in the traditional way… at which point your SO will 'forget' about your indiscretion until next time.

The GBFF [100]: The Gay Best Friend Forever (and Ever) is a tradition and now you have one of your own. Witty, charming, attractive, and best of all, never competition (no matter how kinky the two of you might be, your tastes will always line up, but never cross). The GBFF gets Looky Looky, a Great Apartment you can hang out in (it's not a love nest for you, so sometimes he or she might need to lock you out while they're getting a little something), and all the 100 and 200 GP perks of Boy Toy and Arm Candy, plus an Amazing Laugh. You may import a companion into this position or create a new one to occupy it. The GBFF doesn't have to be gay… just whatever your orientation is, it doesn't match the GBFF's.

The Posse [200]: This is a group of attractive, young women (or gay men) who love to party, for whatever your definition of party is. If that's organizing a game-night two nights a week, that's fine. If it's putting on stage productions of pre-Shakespearean dramas, that's fine too. And of course, if it's going out to a bar trolling for hotties and getting absolutely blotto, they're down for that. The exact number of individuals in The Posse varies, ranging from five to twelve at any given time and individual members will drift in and out over the course of the evening's fun, but they're always just a phone-call away, even on a weeknight. They're generally attractive, generally free of envy or pettiness, and generally pretty intelligent. They're always fun to hang out with and will almost always be able to cheer you up with their antics, stories, and shenanigans. They always can get into the best clubs, somehow. Best of all, they excel at finding the newest hottest most interesting venues, fashions, or eateries in town.

The Hired Help [200]: This is a group companion that consists of a butler, secretary, maid, handyman, and a chauffeur… or really, any five servants who are discrete, trustworthy, trained in personal defense, and very very good at their jobs. Like, good enough that if you don't specify otherwise, they're actually the crew from Leverage. Why leverage? Because that team has the perfect combination of skill and subtlety and that's key for a personal staff. A Butler with the organized mind of a Mastermind, a Secretary with the talent for manipulation of a Grifter, a Handyman with the technical knowhow of a Hacker, a Chauffeur with the protective instincts of a Hitter, and a Maid with the hands and body of a Thief. Undyingly loyal and willing to do anything you ask of them, they might bicker between themselves, but they work together brilliantly and each makes up for the quirks and weaknesses of the others. Together, they have one copy of every perk in this document.

The Right One [400]: Your Soul Mate. A match for you in every way that matters to you. Impossible to describe, since each person is different, this is the right one for you. You may gift any of your perks to this companion, either now or in the future and they may do likewise, though once a perk is gifted, it can't be given back. They can use any item only you should be allowed to use if you're willing to allow them to do so. The Right One always imports with you if you want them to, gaining a complementary background and form that works well with yours as well as any freebies needed to survive. This never costs anything. You can give any of your Points you want to the Right One. A companion may purchase this with their own points, and from then on, the two of them count as a single companion and they may share perks freely between them.

OVERLAY MODE

Let's assume for a moment that the idea of spending a perfectly normal decade in a relatively normal world doesn't exactly appeal to you. If that's the case, you can trigger this mode to move your Generic Girlfriend Adventure to another world, maybe one where the based on that World of Monkeys series, or Zoopolis, or Investigative Comics, or Romance of the Four Empires… whatever. The starting locations for this jump are ignored and you'll use that Jump's document to determine where and when you start. The duration will also change to whatever that jump's duration is or 10 years, whichever is longer. The CP from that jump and the GP from this Overlay are kept completely different, and any drawbacks you take will adapt to the base jump. This Overlay can be used for multiple jumps, but you do not get more GP for doing so.

DRAWBACKS

No GP limit

Jumper's World [+0]: Now, normally, the world would be pretty much like the Earth you came from. Exactly like it in pretty much every respect really… but if you take this toggle, the world is now one that finds what you are (a cosmic entity with strange powers) to be totally normal. This won't (somehow) increase the danger level, but beings of your caliber are now just normal parts of society. Memetic Madara is the postman, Yhwach the crazy war vet with the good weed who was probably a Nazi who lives down the street, Smaug runs the Dwarven Daycare over in the valley… Slaanesh is a hooker… that kind of very strange world. Incompatible with Overlay Mode.

Narcissus & Echo [+100]: You become self absorbed, obsessed with your own reflection and the sound of your voice and convinced that they are lovely beyond compare.

Woo Girl! [+100]: You are forced to yell 'WOOO!' whenever you are even vaguely excited about anything.

SUPER WOO GIRL! [+100 More]: When you yell WOOO!, you must also wave your cowboy hat in the air and, if possible, stamp your stylish boots on the ground.

Power Dynamic [+100]: During this jump, you will not feel satisfied with any relationship where you are the dominant partner. Even traditional BDSM relationships where the sub is really in control will not appeal to you. You will expect your partner or partners to maintain positions of power both over you and others.

Does this Drawback make me look fat? [+100]: You think you're fat… or rather, you're utterly unable to tell if you are or are not fat… and it bothers you. Enough that you're constantly asking others for their opinion, then doubting their words or questioning their motives.

Materialism [+100]: You literally cannot have intercourse without requiring someone paying you for it. And you can't give them money to pay you with. The minimum amount you can charge depends on how much you value yourself, but the less you charge the worse you'll feel about yourself, though you'll never need to charge an unreasonable amount (tops out about 5,000 dollars a shag).

Flat Broke and Busted [+200 More]: This is now your only means of supporting yourself. All other sources of funds are unavailable to you, as is any perk or item that provides any kind of income or saleable product. Anything you have that you could normally sell to make money will become too imported to you for you to sell. All your work efforts must be not for profit. If you have Kept Woman, you can still use it, but there won't be a credit card. If you need anything, you'll have to beg 'Daddy' to buy it for you. This doesn't lock away your vehicles, properties, or food supplies… you'll just have to pay to use any of them.

You Must Get Carded A Lot [+100]: This lowers your apparent starting age to something that appears legally questionable and your physical age will only increment once every five chronological years you spend here. The local constabulary seem extra keen on screwing with your love life.

Precocious [+200 More]: This lowers your apparent physical age even more… to the point you appear prepubescent. Now most of society will look askance at your relationships and if you want to date you'll have to deal with the kind of SO's who would be willing to transgress some hefty social norms.

Or alternatively

Intrusive Laws [+100]: This raises the global age of consent to 25, and sets your starting age at 18. Your age will only increment once every other chronological year you spend here. The local constabulary seem extra keen on screwing with your love life.

Impermissive Society [+200 More]: Most of society will look askance at your relationships, even the platonic ones, and any SO's you might find are likely to be exactly what you'd expect from those willing to transgress some hefty social norms.

Airhead [+200]: You giggle constantly and don't get jokes.

What is this Fidelity of which you speak? [+200]: Welp, it's true. You're a slut. You'd hop into bed with someone for a packet of crisps or half a sandwich. You'll drop trou for almost anyone almost anywhere.

His Cheating Heart [+200]: Your boyfriend or girlfriend has issues with cheating, specifically they can't keep it in their pants. Any perks that would allow you to not feel hurt, jealous, or angry are suppressed, including perks bought in this document. Despite this, you can never work up the heart to dump them.

My Cheating Heart [+200]: Your boyfriend or girlfriend has issues with cheating, specifically they hate you for it, if you cheat they will find out and they will be pissed, any perks that would get around this are suppressed, including perks bought in this document. If you have the drawback of 'what is this fidelity of which you speak' you are going to have major issues with relationships. Even if you don't cheat on them, you will still have problems, as they will grow progressively more paranoid that you are fooling around. Incompatible with His Cheating Heart.

Beer Goggles [+200]: This renders you incapable of telling a 2 from a 10. When intoxicated or impaired, you might be incapable of telling a moose from a squirrel.

Basic Bitch [+200]: You are now a basic bitch. A Basic Bitch is someone who is unflinchingly upholding of the status quo and stereotypes of their gender without even realizing it. She engages in typical, unoriginal behaviors, modes of dress, speech, and likes. She is tragically/laughably unaware of her utter lack of specialness, believing herself to be unique, chic, funny, and a complete catch, when really she is boring, painfully normal, and par. She believes her experiences to be outrageous or cool or different or more special than everything that everybody else is doing, when really, almost everyone is doing or has done the exact same thing. She is typical and a dime a dozen. There are many subtypes of basicness, such as the basic ratchet, the basic sorority bitch, the basic groupie bitch, the basic I'm-so-Carrie-from-Sex-and-the-City bitch, etc, but ultimately, they all share the common thread of being expendable and unnoteworthy and, in some cases, having absolutely no redeeming qualities. Alternatively, all your female / gay male companions are now basic bitches, though you must have at least 4 who qualify to take this version of the drawback. If you don't, four basic bitches you can't get rid of will be supplied to accompany you everywhere.

Basic Bitches get Basic Stitches [+400 More]: Oh, you're now so basic that you've lost all fantastic abilities from other jumps, leaving you just as basic as the run of the mill people who inhabit whatever world you've found yourself in. But since that might boring, it's now an extra catty world, one where non-lethal but quite violent fights happen regularly. And since you're still a basic bitch, you're going to have to prove how awesome you are… better sharpen your fingernails.

Heteronormative [+200]: This drawback reverses your orientation without changing anything else about your personality. If you are already bi, pan, or omni, this will shift your sense of self one way and your orientation the other. If you are assexual, this will make you pan or omni and not comfortable with it.

Rampant Sexism [+200]: Everyone treats you like a cheap floozy for some reason.

Inverse Dimorphism [+200]: You don't fit the typical model of appearance you prefer. If you prefer being a manly man, you're suddenly a Bishonen. If you like being a pixie-girl, you're suddenly butch. You'll always feel a little uncomfortable in your own skin and will find that any attempt to shapeshift is very much like holding your breath, getting harder and harder as the minutes pass.

Relationship Dependant [+200]: You have to be in a relationship. If you're not, you'll feel lost, confused, and progressively more and more depressed

South of Normal [+300]: You're as smart as a block of cheddar. (As in, you didn't notice that the line is supposed to be 'sharp as a block of cheddar'.) You are dumb. Not technically dysfunctional, you just have difficulty with any thoughts more complex than immediate and basic actions. Any form of planning beyond 'go to the store, get stuff from list' will be challenging and you'll find yourself easily confused by any kind of technical jargon.

Troubled Relationship [+300]: You've got a long term relationship that you keep trying to make work, but there are always issues, hardships, and arguments. The exact details are up to you, but expect hardships applently. If taken with Heteronormative, this relationship is a secret one that you feel you must hide from others even as you're going through heartbreak.

Nervous Habit [+300]: You have a full blown case of Anorexia Nervosa or Bulimia. These are not good, and are a serious threat to your health. Any effects (perks or items or medbay, etc.) which would limit the crazy or the damage it can cause to your body are suspended for the duration of the jump. Mundane medical treatment and therapy may help, but you have to be able to recognize the problem and confront it for them to work properly, and your condition will make either of those incredibly difficult. You will not find willpower perks particularly effective in fighting this and will find talking about it or admitting you have a problem to be as hard as it is for normal people. You will hide this activity from those closest to you.

Behold, the Psycho Hose Beast [+300]: Congratulations, you're now a Yandere crazy person who can't accept breakups… which you will have… all the time… because you're a Yandere Crazy Person! Alternatively, this may be an ex of yours who you can't get rid of and who stalks you compulsively, no matter how hard you try to get rid of her. If combined with Precocious or Impermissive Society, it's your mother! Dun Dun Dunnnn. Not that she's an ex, she's just crazy and trying to ruin your life / relationships. Note: It is possible in this last case that she's being reasonable and you're being irresponsible, but from your perspective it will be all but impossible to realize that.

Ring Required [+300]: You must get married to a total commitment phobe. Failure to do so before the end of the jump results in being forced to start the jump over from the beginning, only this time with slapstick. Optionally, you may transform your first pass into one of those silly 60s era rom-coms or the 80s era retro-rom-coms that are full of the wackiness from the very start. There will be lots of slapstick from the start, but a happy ending is almost guaranteed. Oh. your partner must propose to you, of their own free will.

My Big Fat Jumper Theme Wedding [+300 More]: Of course, what would a marriage be without a wedding? A SHAM, I TELL YOU! A SHAM! (not really, but just go with it). Now that you've gotten your partner, of their own free will, to propose, you must have the biggest, most insanely lavish wedding ever. How big? Obscenely big. Like, can be seen from orbit big. Big and

tacky and as completely over the top as only a Jumper's wedding can be. People will show up from your past jumps as guests you don't remember inviting. Galactus will probably get drunk and pass out in the punchbowl… or the South Pacific, whichever. The reception will last a month. There will be drama. There will be chaos. There will be blood. Things will go wrong. But you must endure, for that perfect moment. What moment? Gifts? Well, there will probably be gifts, you trans-universal packrat you… but the kiss! That one perfect… DEADPOOL GET DOWN FROM THE CHANDALIER AND STOP COCKDEULING SEPHIROTH! Your prize for surviving the insane stress, navigating the obscenities that comes from having to seat Great Cthulhu and The Great Pumpkin Charlie Brown at the same table, and managing to somehow, somehow, make most of the guests happy and still have your perfect day? You get a honeymoon. A perfectly peaceful, perfectly wonderful month-long vacation absolutely anywhere you can imagine. Oh, and every guest will, of course, bring you a gift unique to them… for better or worse. [Stripped of hyperbole, this is a writing prompt to describe the most insane wedding ever, the kind that would have to have a cast of thousands, a cost of trillions, and where practically everything that can go wrong will go wrong. It will be glorious and slapstick and horrible… exactly what you'd expect from a month long event that takes a year to plan for a Jumper. And planning perks may help you plan for stuff that might go wrong, but there's no way to stop the chaos. This is a 300 GP drawback that literally can't be gamed, but also literally can't screw you beyond the stress making you feel like your head is exploding. Trust me, a few billion brides have survived that stress, you'll do fine… probably.]

Intimacy Equals Self Esteem [+400]: Your self worth is tied into how often get laid and must be reinforced regularly and often… if you don't have mutually satisfying encounter at least once a day you'll begin to feel worthless, useless, and desperate.

It's A Mirror World [+0]: Welcome to a world where women are bigger, stronger, tougher and more aggressive than the men. Essentially flips the average height, weight, and strength. Men are expected to be Bishonen and women are expected to act like, well, men are in our world. If you take this with Rampant Sexism, the men remain the same but the women all become heavily muscled amazons. If you take this with Inverse Dimorphism, the women are normal and the men are small and meek. If you take both, the women are heavily muscled amazons and the men are small and meek.

And You're Not OKAY [+400 More]: No matter your normal personal feeling on the subject, you'll find these changes disconcerting and never be able to fully adjust for the duration of the jump. You will not change to match the newly changed world, but will match a more traditional world's ideals.

END GAME

- Go Home
- Stay

- Move On
- Retry: If you enjoyed your stay here, you may repeat this jump (with no new GP, and any drawbacks you take being purely for fun or to import new companions that you didn't import last time). If you retry, you must do so in a different era than the one you did it in before. Lots of time periods to explore… or other jumps to Overlay with this.