

'Money Owns This Town...'

When storage units are abandoned, the treasures within are put up for auction. And you, Jumper, now get to partake in those auctions. From Los Angeles to the Bay Area, from Vegas to New York, you'll be competing in live auctions against a motley crew of folks all vying for bargains and profits. Think you have what it takes to show up and win? Then step on up and start your bidding; you've got ten years to make your mark, starting on December 1st, 2010.

Take **+1000 CP** to begin your bankroll, and good luck!

Age & Gender:

Neither of these matter much around here, so long as legally you can be making bids and winning auctions. You can maintain your age if it's above 22, but can otherwise adjust it as high or low as you'd like and keep or change your gender for free.

Location:

Nothing like the Golden State, is there? You'll be starting out anywhere you'd like in sunny Southern California, but don't get too comfortable; a good part of all this is going where the auctions take you, winning, then coming back to make good use of your spoils of war.

Origins:

Everyone on this show has an Origin, ironically... well, a nickname, but close enough. Which one will fit your style best?

The Mogul: You're a villain, a blackheart, a force of evil... but damn if you don't make it look good and turn a nice profit doing so. Others may despise you for how you handle your business, but when you're winning and they're walking away with big net losses for the day, that says it all.

The Gambler: You're the type that would rather potentially make a hundred bucks on a coin flip than make a surefire fifty for an hour's work. Which would be bad if it didn't work out for you so well so often. So long as you don't push your luck past the breaking point, you're that rare breed who can beat the house.

The Bargain Hunter: Sales big and small are your bread and butter, but more importantly you're not in this alone. Unlike most of the folks around here, you've got backup you can trust and count on, and you work at your best when they're around. If you can make the most of that, you'll be seeing a lot of success.

The Collector: Folks around here are so worried about whether they can sell some old fridges or a box full of toys... your interests run different. You're here for something special, something unique, something worth putting on your mantle for the world to see. And so long as you can get these yammering loons to back off the units you have a good feeling about, there's a good chance you can find it.

Perks:

All Perks are 50% off for their Origin, with 100 CP Perks free for that Origin.

General:

Free/100 CP: The Rundown. End of the day, it's just nice to have a tally. After any major event, you can get a narration summation of how you and your rivals did, complete with an appropriate scoreboard and footage to view. Around here, that would be a ranking of most profitable results from the storage auction(s) of the day to least, with some snarky comments thrown in. This is free for this Jump, but for **100 CP** you can keep it for the whole Chain.

The Mogul:

100 CP: Nickle And Dime. You know how to move every little item, big and small, and can spot-price almost anything at a glance. This won't help you with sealed boxes or blocked items, but it could help you see massive profits where others see just a pile of junk.

200 CP: Dave Never Sleeps. Early to bed and early to rise makes a man a hell of a lot of money. You can get by on only half the sleep others do without any impact to your senses or sharpness of wit, and you won't suffer from exhaustion when involved in your chosen profession. Use this to hit auctions your rivals won't even be awake for, and rake up the cheap wins.

400 CP: YUUUUUUUUUP! You are a born saboteur. You know just how to turn the screws and mess with the people around you, upsetting them and causing them to think emotionally rather than logically. Bear in mind, overusing this WILL make folks see you as the villain, and could lead to the folks you screw over eventually ganging up on you. But hell, you'll probably get a lot of laughs along the way.

The Gambler:

100 CP: Blind Box Buyer. You have surprising luck when it comes to buying things sight-unseen. Buy a locker with ten unmarked cardboard boxes and odds are at least one will have something worth turning a profit on the whole affair. Bear in mind that this chiefly works when you can't see anything; if you can see at least one worthwhile thing in the lot you're buying, this might not trigger, so don't rely on it too hard.

200 CP: Double Or Nothing. One win is nice. Y'know what's better? Two. As long as you're willing to risk it, you'll often be rewarded, as purely luck-based gambles turn out in your favor more often than not. Feel free to use this for everything from the card table to coin flips, but remember it isn't perfect (at best, it's 65/35 in your favor), so try not to overindulge at the casinos. Lady Luck hates a long enough timeline.

400 CP: The Wow Factor. Opportunities don't just come along every day... unless you're you. Once a year, when you're taking a gamble on something you're buying, there's a much higher chance of finding something completely outrageously amazing. That locker full of partly obscured picture frames? Expensive paintings. Locked safe in the back of the room? Turns out to be stuffed full of goodies. Nothing but a mattress and some old socks? Well, one of them is stuffed with cold hard cash. Whatever the case, this will at minimum turn a locker into a profitable venture no matter what you paid

for it, but there's a chance you could get some absurdly valuable treasures just randomly bumming around in there. Note; you can only use this on a locker/gamble you've won, so no worries burning The Wow Factor on a locker you end up losing, but you have to use it *before* you start digging around to find out what exactly you just won.

The Bargain Hunter:

100 CP: The Little Things. If you want to pay the bills, you'll need to make every inch worth their pennies. You can always find ways to sell anything even remotely viable. This won't mean much if you bought a bunch of actual garbage, but everything from toys to books to random clothes- the kinds of things others might pass up -you can turn around no problem.

200 CP: Tag-Team Triumphs. You work best with a partner, and they work best with you. Whenever you're teamed up with someone you consider an equal, you can share your mental, luck, and business-related abilities. However, this only works if you alternate who takes the lead day to day. Think you can trust a beloved Companion enough to make the right choices? Then this is the Perk for you.

400 CP: Family Business. This job, much like the Chain as a whole, can be a lonely one if you let it be. It doesn't have to be, though, and with this Perk it becomes a lot easier to work as a unit. The more Companions you bring with you into a Jump, the greater your collective luck and health becomes. One Companion could see a mild boost, while a set of eight could see you all happy, healthy, and shockingly successful in your dealings. And once a Jump (or every ten years), you can simply declare something risky that *they're* doing will be a success if it had any chance of succeeding.

The Collector:

100 CP: Living Blue Book. Common stuff? Ehh, maybe you know, maybe you don't. Collectibles? Rare goods? That stuff, you can pick out of a pile of junk, easy. You have a plethora of knowledge when it comes to what is or is not collection-worthy, and a sixth sense for when something especially odd is worth looking more into.

200 CP: Style And Class. Something about you screams 'I am awesome', even when you're scrounging around in an abandoned locker in the sweltering heat. Everything from your clothes to your cars just feels to onlookers like it belongs to a class above, giving you an aura of luxury. Aside from making it more likely you could build a fanbase this way, this also helps to slightly discourage those who would be tempted to get into a money fight with you... outbidding you just naturally *seems* less likely, you know?

400 CP: I Know A Guy. You're shockingly adept at networking, finding experts who can make the most out of your finds. From antique dealers to specialists in their fields, you can easily parse out the wisest and best from a crowd of potentials. Should be able to make use of this to find not just the best valuations, but also potentially the self-same person who would be eager to buy it from you.

Items:

For a setting so built on buying, selling, trading, and gambling on objects, it'd be absurd to limit your Items too greatly. So not only do all Origins get **+400 CP** to use in this section, you also get three 50% off discounts you can use on any Item, with any used on 50/100 CP Items giving you that Item for free.

Free/100/200 CP: Capital. You're not going to get far without some starting cash. For free, we'll give you $10,000. For 100 CP, that becomes $100,000. And for 200 CP, you'll start off with $500,000. Whatever you pick, you'll receive an equal amount at the start of every following Jump in the form of the native currency for your starting Location in equally appropriate containment, such as suitcases or duffle bags (if no native currency exists, it shows up in cold hard cash, US dollars, in a set of brand new Halliburton cases).

Free: Your Own Locks. This duffle bag is weighed down (though not as much as it should be) with one hundred industrial strength locks, complete with matching keys. Anyone trying to break these locks with anything less than industrial-strength tools is going to just waste their time and probably break whatever they were using. Necessary for someone going after storage locker auctions... or did no one tell you that you had to bring your own lock and key? You'll get a new set of these at the start of each Jump.

Free/100/200 CP ea.: Nice Wheels. Need a way to get to every storage auction you can, right? For free, we'll give you this nice four-door sedan, complete with all the required tags, paperwork, ID, and registration you'll need to drive it from one end of the United States to the other if you so wish. For **100 CP** you can choose either utility or style, and get either a large rugged pick-up truck (perfect for bringing smaller locker's worth of goods back home) or a stylish vintage roadster perfect for showing off. For **200 CP,** you can instead go full-auction house and have this be a full truck with trailer, complete with your choice of designs on it and large enough to store the contents of multiple locker wins inside without issue. Whatever you pick will have unlimited fuel and fluids, and will otherwise require no maintenance... don't want to have you miss an auction because your radiator blew out driving to Vegas, right? You can pick this option multiple times, but you can only select the 'Free' option once.

50 CP ea.: Branded Merch. Unless you want your crew to be decked out in YUUUUUUP hats and the like, you'll probably want at least one purchase of this. Every purchase will net you a large box of hats, shirts, polos, and jackets (roughly ten sets to a box) with whatever logos and in whatever colors and sizes you desire. These clothing items will be resilient to wear and tear, surprisingly resistant to stains and grime, and can even be provided for especially abnormal shapes and forms. So if you want your pet dog or best friend dragon to be rocking your branded merchandise, this is the purchase for you!

50 CP: Box Of Hygiene. This cardboard box, about the size of a bankers box, contains an unending supply of work gloves, goggles, and face masks. Perfect for when the auction you won has a thick layer of unfortunateness all over it. Sorry we can't do much about the smell, though. Uh... here's a can of air freshener as well?

100/200/400 CP ea.: Sales Network. Obtaining this stuff is one thing, Jumper, but if you don't want to just be throwing money at everything and want to make some in return, you'll need ways to sell your findings. For **100 CP**, you'll get a simple storefront, either stand-alone or placed in a mini-mall of your

choice of location; this will come with plenty of main floor space, a sizable backroom with loading dock for storage, and a private office for use by the manager. For **200 CP**, this massively amplifies to a two-story behemoth, easily the size of an entire mini-mall on its lonesome, with equally enhanced offices and storage, along with an employee lounge. For **400 CP**, you'll gain a full-size auction house, with attached warehouse the size of the 200 CP property by itself. In all instances you'll own the property outright, with free utilities and no taxes perpetually. You can purchase this option multiple times, if you'd like an especially wide-ranging series of sales locations. In future Jumps, you can have these properties Imported for free to your new setting, or be attached to your Warehouse through a new set of doors near the back. Won't get many sales that way, probably, but it could serve as good additional storage.

200/300 CP: Air Jumper. Traveling around by car all the time can be a pain, not to mention what is to be done about your winnings should they be on the far end of the state or clean across the country. This may be your answer; two tickets, one for a round-trip flight in first class luxury to anywhere in the continental United States, and the other for air freight to take any load smaller than 2000 lbs. from between any two points in the same. With this, you can really improve your range (and potentially get away from your rivals for a while) and save yourself some nasty headaches. Or you can just use it to go on the wildest shopping sprees. For **200 CP**, you'll get this pair of tickets once a year, and for **300 CP** you'll get this pair of tickets once a month. In future Jumps, similar setting-appropriate tickets will be made available (sea travel/cargo for a world without flight, space travel/cargo for an interplanetary setting, etc.).

200/300/400 CP: Private Jumper Auction. Best part of any storage auction, aside from selling the stuff you win? Winning in the first place! After all, whatever your reason is for bidding, you want stuff, right? To sell, to collect, what have you. As such, boy do we have a special auction just for you! Once every two months, you'll receive an invite to a special Private Jumper Auction. Three units will be up for auction, and you and two competing bidders (who are oddly Fiat-immune to everything but are fairly chill otherwise) will be the only folks in attendance. Each of you will have a small black card with a pink mark on it, and when you see the storage locker you want, you can cash in your card to receive it. Just the one, mind; this auction doesn't accept cash. Any Lockers you select will be added to an ever-expandable storage building now connected to your Warehouse via a new metal and glass door inside it, if you so wish for convenience's sake. For **200 CP**, you get the above set up, for **300 CP** your Private Jumper Auctions have four units and you have two cards, and for **400 CP** the Auction has five units and you have three cards. Handy for this world, but arguably better in the future; in every successive Jump, once a year, you'll receive a similar invite, number of Lockers, and card(s) to the above, but focused on that Jump's setting in particular. Guess right and get lucky and you could find any number of fun expensive treasures buried in those future storage lockers...

Companions:

50/200 CP: Import. Want to bring your friends along for the ride? **50 CP** will let you Import one Companion, **200 CP** for up to eight. Each one will get an Origin of your choice, plus 600 CP to spend how they see fit. No Item stipends, though they do get the Free options for, well, free.

50 CP ea.: Store Staff. The larger your sales network, the more bodies you'll need on the payroll. With this, you'll get six Followers decked out in black jeans and shirts, more than capable of the manual labor of this job. Lifting, packing, sorting, driving, stocking the shelves and running the register, all things they're skilled and capable of. No head for the auction itself, though; send them off to do that part of the job and best case scenario will be they come home empty handed. For an additional **50 CP** each time, you can multiply the number of Followers this provides by x2. For an extra **50 CP**, you'll receive Followers instead for every property Item you own, six minimum and adjusted by the above bonus payment as well.

100 CP: Export. Interested in seeing how some of the eccentric characters around here would do on the Chain? For 100 CP you can take any of the bidders with you that you choose. If they are normally associated with a second, like a son or spouse, you can gain both with a single purchase if they agree to it.

100 CP: Camera Crew. This seemingly omnipresent cameraman and compatriot boom mike operator are going to be accompanying you anywhere and anywhen you want them to from now on, and can do so while being virtually invisible to even those a mere yard or less from them if they/you want them to be. Less Follower or Companion and more cosmic forces of nature, they can safely follow you anywhere, film and record under any conditions, and come away with a perfect chunk of binge-worthy television out of any event you're involved in. Want to document your adventures, or run your own show about finding collectibles? This crew can do it, and even you might forget they are doing it until they hand over the next edited and cleaned up episode for you to enjoy. Bear in mind, however, that they will not otherwise get involved... tis not the place of outer beings such as they to interfere, only to record. Camera Crew can always be imported for free and take up no slots when imported.

Drawbacks:

Feeling greedy or needy? Want to really bowl them over and walk away with the big wins? Take as many Drawbacks as you'd like, and gain the listed CP for each Drawback you take.

+0 CP: No Cameras, Please. By default, your storage auctions will be featured on the program Storage Wars, which in and of itself is effectively free fame and free advertising if nothing else. However, if you'd prefer to bid and buy in peace, you can take this toggle to not appear on the show or have any of the auctions you participate in be filmed by them.

+50 CP ea.: Long-Running. Enjoying the auctions? Then enjoy them longer! This will increase the time you'll be in this setting by five years for each time it is taken, up to a maximum of four times.

+100 CP: Ick. Well, I hope you have a strong stomach and no allergies, Jumper. Your storage lockers are much more prone to unfortunate 'surprises'; mouse droppings in the fur coats, garbage bags filled with actual rotting garbage, thick layers of dust and grime, and any number of other marvels and miseries. You might not have the 'fortune' some bidders claim to have had in finding actual dead bodies in abandoned lockers, but there's a real non-zero chance of something akin to that happening from here on in for you.

+100 CP: Malaprops. You may be the pinochle of Jumpers, or you might just be on the lower bend of the totem pole. Either way, you have a bad tenacity to use the wrong word in the wrong context from time to time. It's not your fault; after so many Jumps, your lexicology is just too dang large! This might be enduring to some, but with no control over it, the chances you'll make things awkward or embarrassing are pretty high. Ah well. Best of cluck!

+100 CP: Prone To Stupidity. Could be to spite a rival. Could be to poke fun at a loved one. Could just be because you're really really gullible. Whatever the case, it is shockingly easy to get you to bid and bid big on units that even vaguely resemble something you could possibly make use of. So much as a handful of closed boxes in the back of a unit and some snide remarks from a bidder could see you racing them into the high hundreds or even low thousands unless someone can rein you in.

+200 CP: Travel Miles. There's tons of amazing wonderful fantastic storage auctions happening. Shame none of them are anywhere near you. Expect to be traveling a heck of a lot more, sometimes upwards of six, seven, eight hours on the road for the majority of your auctions.

+200 CP: Cash In Your Pocket. Hey, Dan is pretty explicit about that requirement. You can only bring to auctions the money you actually can fit on your person, i.e., pockets and/or wallet. No cases, no bags, no extradimensional holding areas. So unless you were planning on walking around with cargo pants leaking hundred dollar bills from their many pockets, the odds you'll be winning *every* auction on a busy day just dropped to nil.

+200 CP: Sweltering. Southern California is hot. Storage Lockers rarely have AC, since most of them are either outdoors or intended as storage for nonperishable goods like clothing and furniture. Combine the two, and guess what you get? The majority of the year- and almost every auction in that timeframe -being in the unforgiving heat. And don't think you can dodge this with Perks or immunities; anything that even gave your Jumper resistance to temperatures is now turned off for the duration. Maybe invest in a pocket fan and some bottles of water.

+200 CP: Only Have Eyes For You. You have very specific desires when it comes to your auctions. Might be you just want cool collectibles, or it might be you're jonsing for electronics. As a result, if you don't see or think there's a chance your specific interest is in a locker, you'll typically dismiss them outright, and when one does match you'll find it hard to stop bidding before you get it. This kind of hyper-focus could see you walk away with fewer lockers that you ended up paying a lot more for...

+300/400 CP: Aura Of Dave. The heck did you say to piss everyone off like this? Now the other bidders will see it as a badge of honor to mess with you, make fun of you, and in particular use their own bids to try and screw with you. Don't expect to make many friends among your fellow bidders. For an additional **+100 CP**, this extends to the auctioneers as well, and if you fight back against all this abuse they'll happily kick you out in the middle of an auction.

+300 CP: Recession. Hoping to just roll into this Jump with an endless bank account and buy your way to 100% victory every day? Then don't take this; all external money sources not stemming from this Jump and its Perks/Items are null and void for your time here, leaving you only with the Capital you bought at the start and whatever profits you can wrangle out of these auctions... assuming you bought somewhere to sell this stuff. Which we would highly advise...

+400 CP: Reality TV. Magic powers? Alternate forms? Buddy, maybe you missed the sign on your way in, but this is a setting revolving around people bidding for storage units at auction; you seriously don't need that. You are reduced to your Body Mod for the duration of the Jump.

+400 CP: Storage Woes. Having an extra-dimensional space to store things sure would be handy for a setting like this! Shame you really wanted those extra CP. Your access to your Warehouse and any similar extra-dimensional spaces is lost for the duration of this Jump.

+400 CP: Ratings Are Life. There's a show to produce here, and without it, why would anyone care if you're around or not? If for whatever reason during your time in this Jump the show Storage Wars is canceled, it counts as a Chain Failure. You can burn a 1-Up (if you have one) to get the show picked up for another season, but unless you have a lot of those you'll want to make the next season a lot more exciting...

Scenario:

Care for a break from the normal grind? Want to try your hand at something really special? Then if you wish, you can take this Scenario to test your skills.

Jumper's Treasures

Looks like someone at A&E sees potential in you, Jumper. They want to give you your own spin off, where you travel the country in search of rare collectibles and antiques. But they're expecting great things out of this, and great things come mainly from uniqueness and spectacle. In the span of a single year, you're going to need to obtain at least one rare and/or unique item- each one significantly different from one another in some way -from twenty different states. That's a minimum of twenty rare collectibles and antiques, and each one better cost north of five hundred dollars. And each time, you need to do so in person. Fail, and the show is canceled after the first season and sent to the archives.

Reward: The Treasure Vault. Good show, Jumper! Literally. You really wowed the network, and they're so appreciative they've gotten you some gifts. First, you can take the Camera Crew Companion for free, with a refund if you already bought it and don't want a second one. Second, they've made a special display museum just for your finds. By default, this will appear attached to your warehouse, but you can Import it to any property you own in any Jump. Here, you can display Items you have not Imported into a Jump (i.e., you will not and can not pull them from the shelves/displays mid-Jump, though you can change what's here or not here between Jumps). Any Item selected to be housed here will come with a placard displaying what the Item is, why it is interesting, and what the value would be for it if it were sold. And of special note, no one can break into these cases to retrieve the Items. Not even you.

End:

Bidding is all done, the cars have driven off, the lockers are all empty, and your time here is over. Maybe you won, maybe you lost, but with any luck you had some fun in the process and might've even turned a profit. Now you're just left with a final choice:

Go Home: Being this close to normalcy- well, normal for something worthy of reality television -can make a Jumper realize what they left behind. And sometimes, as a wise man once said, the winning strategy is to stop bidding and call it a day. You return to your world of origin; your Chain is over.

Stay Here: Wow, guess the life of a storage auction bidder must really appeal to you! Or maybe it's just how similar this world is to the one you left behind, but with the added bonus that reality TV fans might recognize you now. In any case, you remain in this world; your Chain is over.

Continue: Stop here? Are you nuts? How're you going to make the most of this if you don't keep chasing the next big gamble, hunting for the next great potential win? Keep on down that Chain, but remember never to bid more than you're willing to lose, and no matter what happens, don't forget to pay the lady.

Notes:

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I make no excuses for making this Jump. I was binging on this show while I worked on other Jumps, thought about how the nicknames read like Jump Origins, and here we are.

Anything won through Private Jumper Auction (i.e., the contents on the locker(s)) has fiat-backing if you keep it, but loses it if you ever sell or trade it.

As an example for a future Jump using Private Jumper Auction, imagine a Jumper in a fantasy setting. They go to a Private Jumper Auction there and win a locker with two large unlabeled crates, a sealed wooden chest, and a handful of Dwarven-made furnishings. The crates turn out to have materials for use in an alchemist laboratory; possibly not of use to the Jumper (or maybe so) but worth a decent dime. The chest has a lot of outdated maps, maybe of worth to a historian but otherwise not worth anything. However, they manage to find in a drawer of one of the furnishings a magic dagger with sheath, which happens to glow blue in the presence of ghosts and belonged to a defunct order of mages; a nice treat but worth a ton to the right buyer in that setting.

A final note for Private Jumper Auction: this is not intended as a cheat to perpetually have your Jumper scoring 400-600 CP-tier Items for free. Think about the kinds of things found on the show, both high end and low end, and consider what folks in each given setting this is used in might potentially store in such lockers if they existed. Fanwank responsibly.

The Jumper can choose to retains awareness of Camera Crew at all times when they are around, so no worries about them observing things that should go unobserved and unrecorded.

For Jumper's Treasures, if the Jumper completes the Scenario successfully and so wishes, they can continue their new show instead of going back to bidding. Or they can do both. Whatever works.

The Treasure Vault is primarily intended as a fun way to display treasures from across one's Chain, either for a Jumper's own enjoyment or as a public display in a given Jump's setting. Even if an Item would normally be dangerous or otherwise have an effect on its surroundings, while on display in The Treasure Vault it does not do so. The Treasure Vault is as large or as small as is appropriate for the Items chosen to display in it, potentially ranging in size from a private gallery to a full multi-story museum. It can be staffed normally for a Jumper property, and if the Jumper chooses to charge a door fee, hey, no harm in making some extra cash off folks.

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Version 1.0: Created Jump

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