Generic Convention Jumpchain

Welcome to Convention Earth! Well, okay, that's not its real name. This Earth is almost identical to the one you left, if slightly more relaxed and slightly geekier. One other change, albeit one so subtle the average person hasn't really noticed; there's a lot more Conventions. A **lot** more.

Practically every town has at least a Convention center, and most if not all hotels have spaces carved out for the purpose of large events. Fan groups and professional organizations take advantage of this, setting up Conventions for everything from writing projects to different types of visual media like films and animation and more. Look around enough, and you're likely to find a Convention for anything you want. A person could conceivably go to a Convention a week, every week, if they were willing to travel the world to do it.

Which is fortunate, since you now have to.

This Jump isn't a normal one, Jumper. It comes with a special Failure condition, since odds are a fake Excalibur won't be enough to even dent you. You must attend, or make a serious honest earnest attempt to attend, at least one Convention every single week that you and your Companions do not fully control. I.e., you can't hold up in a mansion and declare it NetflixCon every week and wait out the decade that way. Spend a full week without having made the effort and/or having attended a Con? Chain Failure. No 1-Ups, unless it can rewind the week for you so you can try again. One Convention a week, every week, for ten years; that works out to 520 Conventions, minimum, if you were curious.

This is no Gauntlet, though. You've got a fair number of advantages. For one, upon entry and after each Convention, you'll get your choice of upcoming Cons. While you can't completely control what's happening or where, once you pick one you'll have free transportation to it by the most logical means, and free* rooms and badges for entry. As an extra rule, you can take up to two pieces of luggage with you (and two more for each Companion) on said transportation. If you don't have any, they'll be provided (see General Items) but if you do, the FAA won't notice if you happen to be using, say, a Bag of Holding.

Speaking of Companions, unless you wave it entirely, you're going to probably have some new and returning friends here. Each one will automatically get transportation, rooms, and badges just like yours, so if you downgrade or upgrade your free choices in the Items section, theirs will match. If you wish, you can pick a single Companion and share your room with them for a larger space where-ever you end up staying.

Lastly, you'll need to pick your Origin and Specialty. Origins can all be Drop-Ins, but that will lock your 'housing' to your free rooms for the trip unless you import an already-owned home. If not, assume an appropriate home which you can return to after each convention, unless you want to simply hotel-hop for a decade.

Finally, take **+1000 CP**, and a deep breath. You're here to have some fun, Jumper. So open that schedule, pick your panels, and enjoy yourself.

Rules of Jump (Summarized):
*At least one con per week
*Jumper and each companion can take up to two pieces of luggage with them, and whatever they can fit into them. Yes, if you have a bag of holding, go wild.
*Transportation provided, but housing et al once you get there determined by the choices in the Items section. *No other housing will be automatically available if you are a Drop-In*. If the Jumper has a Perk/Item that provides housing somewhere, they can lock that in but this jump'll send them all around the **world**, so that might cause some issues.
*Companions automatically get housing and badges too... which auto-locks to what the Jumper gets. No taking One-Day Pass and then using your friends to get you stuff.
*Jumper has some limited ability to choose their next Con, when possible, and their chosen Specialty will come up more frequently as an option than anything else.
*Failure to at least make an honest attempt to go to a Convention **that the Jumper and/or his allies do not fully control** at least once a week results in chain failure. You're here for the Cons, not conquest.

Age & Gender:

No gatekeeping here. Pick what you want, come as you are. If you somehow no longer have a baseline human form, you'll gain one when you arrive here and can use it as an Alt-form post-Jump.

Location:

You'll appear in front of the site of your first Convention, which will relate to your chosen Specialty. If you have more than one, it'll be the one you took as your free choice. It will be located anywhere in the world you'd like to kick things off, but where you go and what you do from there will be partly up to you, and partly up to the fates. (If you'd like to, refer to the Appendix for a Convention Generator)

Origin:

Who are you most predominantly at these Conventions? Bear in mind, you don't *have* to always fit the same role each time. However, the one you pick will automatically have room for you at each convention you go to, as if you'd been planned to be in that role since the Convention was announced. As an added bonus, each Origin has a Per-Diem, a regular allotment of money they can use for non-Con things like food, drink, and outside entertainment. Well, except the Fan, anyway.

Fan: You're why the Convention exists this year, and if there's enough of you, why it'll exist next year. Here for the experience is the best way to describe you, as you're the one who brings in the money, the eyeballs, and the enthusiasm that makes it all worthwhile.

Per-Diem: 200 CP to be used in the Items section. Don't worry, your Benefactor has your back! Extra Items and a handful of Con goodies to go around! But also no cash for food and drink, which could be an issue. Hopefully a prior Jump grants you some, but if not, better come up with a way to make cash off of Conventions.

Vendor: Is it really a Con without some merch? You don't think so, and after talking to you even briefly, most fans probably won't either. It's thanks to folks like you that there's cool things to buy, consume, and memorialize the experience with. You'll probably have some spare time to wander the Con and enjoy the sights and sounds yourself, but most of your time will be spent making a fair buck for a fair day's work.

Per-Diem: 100$/day. You're here to make money, not spend it.

Staff: The fans are the lifeblood of conventions, but the Staff are the skeleton and muscles; without that, they'd be a disorganized mess. Staff volunteer or are professionals, running events, planning events, and racing from place to place making sure they work properly. When you bear witness to a whole crowd standing and cheering for something you made sure worked properly, it can be an amazing feeling. Expect to arrive early and leave late, and make plans for the day or two you'll have free to enjoy the con when not working to make it the best it can be. Relish the fruits of your labor, Jumper, you deserve it.

Per-Diem: 200$/week. Sorry, the Con organizers can't provide more than that. But hey, labor of love, right?

Press: No matter the fandom, no matter the size, there's bound to be people interested in the goings-on of each Con. Be it just reporting on the quality of the Con, getting exclusive interviews with guests, or reporting/reviewing the main events and premiere screenings, there's plenty of room for Press. In some

ways, it's like being a Fan, just getting paid for it and having to slice out time for everything possible, even if it's not all to your liking. If the big event is a film or band you're not a fan of, well... get over it.

Per-Diem: 200$/day. Your outlet is happy to expense you the cash so you have room to enjoy as much as possible at the Con.

Specialty:

No matter how wide or diverse a set of fandoms, Con goers often have certain focuses. A thing that they care about more than any other. The root of all their interests. That is your Specialty. Whatever you pick, all else made equal, will come up more frequently than anything else in the list of potential Conventions. So choose wisely.

Tech/VG: Welcome to the cutting edge. Whether it's a glitzy Las Vegas convention showing off the latest tech gadgets, an expo in Tokyo to demonstrate the next big video game, or a hybrid of both, these are the cons you gravitate towards. Included in the mix are events focused on fighting game tournaments, huge multimedia events that grab international headlines, and more.

Anime: Japanese animation and comic books, with occasional forays into live action, anime-related games, and similar works from other regions such as China and Korea. Expect colorful costumes, viewing rooms galore, and extensive debates about what does or does not constitute anime. By the by, Jumper, do you prefer subtitled or dubbed?

Comics: Largely focused on the US comic book industry and all related properties, these Conventions have exploded outward in recent years and become true multimedia empires all their own. Expect comic-adjacent films, shows, and games to all make big appearances, along with whatever other esoteric geekery the Con staff could shove in there.

Ren Faire: Forsooth! Okay, no, not even the folks here say that. Usually. Occasionally tongue in cheek. The Renaissance Faire is a largely outdoor gathering, with shows and booths focused on yesteryear, both the real and the fantastical. Expect a bit of bleed-through with similar almost-our-past fandoms such as steampunk and sword-and-sorcery, bars with plenty of fine mead, big roast turkey legs, and more than a few bawdy songs.

Tabletop Gaming: Miniatures war gaming at 12 PM, then a PVP tabletop tournament at 2. Live Action Role-Playing at 4 PM, followed by the finals of your favorite card game's world tournament qualifiers at 7. Better hit the dealers early if you want to pick up some new dice, you've got a long day ahead of you.

Literature: Arguably the root of the modern Convention, and still a popular if smaller circuit, these Conventions can vary from professional Cons focused on authors and genre to fan Conventions about one's preferred fanfic material. Sometimes, both. With a lean towards genre work, Lit-Cons can often be smaller and more intimate, even if they've been running for ages. No better place to show your latest works or find a new favorite author, though.

Horror: Doesn't matter the form. Could be films, old radio plays, turn of the century literature, or a good old fashioned ghost tale straight from around the camp fire. These Cons celebrate horror, the visceral, the creeping, the gothic and macabre. And they have fun doing so. Expect some esoteric activities, wild make-up, and maybe even a few fun events like a zombie run for charity. Just try to resist the urge to explore that strange sound in the hotel hall in the dead of the night...

Furry: Focused on anthropomorphic animals, Furry Conventions have been the butt of jokes for long enough to make the joke itself a dead meme. Scratch the surface and look past the stereotypes of fursuits and frivolity, and you'll find a community dedicated to their craft and able to conjure up their own unique styles of everything from art to music and more. Few fandoms have their level of passion

and imagination, and the only thing you can expect more than being welcomed is the unexpected.

Music: Moreso a festival scene most of the time, this covers everything from mega-concerts featuring dozens of bands over several days to weekend-long celebrations of a single genre coupled with appropriate food- be prepared for some epic Blues & BBQ events -these Conventions will always have something worth listening to. Don't be shocked if a band goes from being one you never heard of to one of your favorites by the end of a single Music Convention.

TV/Film: Sometimes focused on a single influential work, sometimes more general in theme and tone, TV and Film-focused Conventions have been a popular staple of the Convention circuit almost as long as both mediums have existed. Expect a roster of guests from minor to major roles to be the epicenter of these Conventions, and plenty of conversations about how and why different fans 'ship' different characters together.

You can buy extra Specialties for **100 CP each**; each grants the 100 CP Perk, 50 CP Item, and the free Companion pick for that Specialty.

Perks:

All Perks are at 50% discount for their associated Origins/Specialty, with the 100 CP Perks free for them.

General Perks:

50: Please, I Need A Break. Drawbacks are pretty appealing for the points, right up until you hit Year Eight and are desperate for the Jump to end so it'll stop happening to you. Since the goal here is to make a Jump that is at least somewhat enjoyable, we'll give you a slight break from your past self's own hubris. Once per year, for the span of a single event, you can ignore one ongoing Drawback. You'll have to judge for yourself what counts as an ongoing Drawback or a single event, but as a rule of thumb, if it can only happen once in a Jump it's not an applicable Drawback, and if it would run longer than a Convention's duration (2-4 days) it won't count as a single event. You can activate this during the event itself if you find it too burdensome, but you won't gain extra time for it to be active. Once the duration/event concludes, the Drawback returns. You cannot take this Perk more than once, even if you have some other ability that says you can, and you cannot emulate it or increase the duration or frequency with any other Perk or Item.

50 ea.: International Traveler. By nature of how this Jump works, you're going to be roaming around a lot. Not just between cities or states, but countries and continents. This could be an issue if you aren't already well versed in multiple languages or traveling with those who are. Each purchase of this Perk grants full fluency in a modern Earth language of your choice, both in terms of verbal fluency and literacy, as if you were a native speaker of it.

100: Walking Encyclopedia. One of the nice things about being in or around fandoms is that you tend to absorb a lot of random esoteric trivia. A kind of Bardic Knowledge for remarkably geeky things, up to and including the sorts of terms, memes, and the like unique to Conventions themselves. This Perk won't give you perfect knowledge or recall, but a kind of general catch-all that means you *might* know at least *something* about any random geeky topic. Post-Jump, this expands to apply to whatever would be considered geeky in that setting, providing even a Drop-In some dribbles of pop culture reference material.

300: Con-Veteran. You've been on the Convention circuit for a good while now, and it shows in everything from how you budget time and money to how you hold yourself when waiting in line. This is a whole grab-bag of little things, a general Quality of Life improvement that puts you in a higher category than folks coming to Conventions for the first time. Represents itself largely as a sixth sense for lines, discounts, when and how to plan for things to get what you're after, and being easily able to predict when something unpredictable will go awry or an unexpected opportunity will emerge. Grants a Capstone Boost for 500 CP Perks, and you can take two extra 100 CP Perks **or** 50 CP Items from the Specialty section outside your chosen one(s). After all, you've been around so dang much, you've gotten a little of everything.

Fan Perks:

100: Perfect Timing. It's the kind of unnatural luck that makes people want to take you to Vegas after the Convention. You'll happen by the game room in the brief window where there's no line. You'll stumble across that rare piece of merch you were after within the first few tables you visit in the dealers hall. Even when seats are randomly assigned, somehow, you get just the right position for each

main event you attend. A minor bit of luck, but for those tagging along, you'll be seen as a walking miracle. This minor field of luck follows you post-Jump in appropriately mild but appreciated fashions; the local store will always have at least one of each item you needed on your grocery list, the bus will be late a minute when you're late thirty seconds to the stop, etc.

200: Plenty Left In The Tank. Folks wear down. Conventions involve running from place to place, often on minimal sleep and food. Most Convention professionals will insist on the 6-2-1 Rule; that you should get a minimum of 6 hours of sleep, 2 square meals, and 1 full shower per day of the Con. But even folks who do that can be hit bad by Con fatigue if a Con is long enough and has enough they want to do from dawn to dusk and straight through to dawn again. But you? Conventions don't tire you, they energize you. Your rule, all else made equal, could be trimmed to 3-1-0 during the duration of a Con, letting you operate off a single meal and three hours sleep like you'd gotten three times both and keeping both you and your gear sparkling clean all the while. Post-Jump, this translates to getting triple the benefit from eating and sleeping (thus cutting physical need for it by a third) and maintaining an Aura of Clean as above unless one wishes to turn it off.

300: Luck Of the Jumper. Most conventions have little random things, like raffles, lucky picks, blind boxes, and more. Folks pay in happily to take a shot at these, but rare is the Con goer who walks away a winner. Not so for you; once per Convention, you will win at one of these special games of chance. You can have this at one of three levels; either you can pick one such game or blind pick and obtain the result you want, you can simply get *something* at the level you desire but won't know from which game if you participate in multiple ones, or you can turn it off entirely to avoid abusing your Instant Win button for whatever reason. Decide at the start of each Convention which it will be. Post-Jump, this once-a-week luck extends to any game of chance where the prize at stake is less than the equivalent of five thousand dollars.

400: Cosplay Is Not Consent. It isn't. So don't be a jerk. And now, you don't have to worry about others being jerks either. You now radiate a selective field that will desperately dampen the less-than-appropriate tendencies of certain Con-goers. In short, for those you wish to protect, they need not experience any uncomfortable or undesired advances, unwanted physical contact, derogatory or harmful language, and so on. This won't prevent someone who came for the sole purpose of attacking someone physically from doing so, so you can't use this to ward off assassins or enraged biker gangs, but if it's someone who could be classified as any of the Origins in this Jump or even a Guest of Honor, you can ward off unpleasantries. And yes, you can choose to not include yourself in the field of this warding if you so wish. The radius of effect spans slightly past the limits of the Convention map and associated hotels (if separate) in Jump, and 20 meters per Jump you've completed post-Jump.

500: Big Name Fan. You've really arrived now, Jumper. Pick some unique fan-creation element related to your specialty. Maybe you're adept at putting together plays, writing fandom-focused fiction, creating jaw-dropping costumes, or composing and performing original music based on your favorite works. Not only do you receive the skills needed to fulfill your BNF role, but being so well known will make you a fixture in ways normally reserved for long-time staff or beloved guests. Booths will want to have you pay a visit, fans will want to stop you and pose for a photo, and even some guests of honor might recognize you. This kind of Con-fame comes with a few perks; first, having your physical appearance at something at the Con will bolster that thing just on the face of it, since if you're interested, it must be good! This can help you to subtly mold fandom and grow audiences for products and projects. Second, this grants you a hint of personal rule-bending. Not outright breaking per say, but if staff and security can find a way to excuse you for it, they will for fear of getting on your (and your faithfuls') bad side. Post-Jump, this grants a general aura of 'You should know who I am', letting

you influence minor trends and get away with more than you otherwise should be able to on a small scale, all else made equal.
[CAPSTONE BOOSTED] L'fandom, c'est moi. You're not just Con-famous now, you're Con-legendary. Conventions don't just want you happy, they want you there, they want to give you space for your own panels or to MC a main event or any number of other things. Your unique skill set is through the roof, and the mere act of you choosing a Convention over another will bolster that Convention's profile and attendance significantly. So much so, Conventions will start wanting to comp you, but since you already get badges and rooms for free, they'll just budget for you like you were a guest, regardless of whether you are or not. You now have a 100$/day Per-Diem on top of any you already had (if any). Your choices now carry a lot of extra weight, Jumper, so choose wisely and you might cause a given fandom or Convention type to explode in popularity.

Vendor Perks:

100: Aura of Welcoming. Being a Vendor at a Convention is a two-way street. You need to be inviting and attractive (at least, your wares do) to the attendees, and they in turn need to feel comfortable and unintimidated enough to enter your booth. If these two factors can't be met, nothing else matters, and the attendee will walk right past while trying not to make eye contact. This Perk provides that much needed first step, making yourself appear welcoming and the target(s) feel welcomed enough to at least stop and browse. This Perk can be turned on and off at will, in case you need a break to restock or eat some lunch. Post-Jump it will function much the same for any business you happen to be running.

200: Mental Calculator. Booth cost times number of days times employees times boxes of merchandise sold but factoring against both number of attendees per day and the amount of merch actually brought (and possibly factoring against production costs if you made the stuff yourself)... yikes. Good thing you've now got the brain of a seasoned accountant at tax time. You can crunch even complex multi-variable figures in your head on the fly quickly, and more importantly figure out at a glance where the thresholds lie for making something profitable versus unprofitable. So you'll always have a fair idea where the sweet spot lies for advertising, how much of what items would be advisable to procure and stock, etc.

300: Logistics Is King. So, you have your booth, you have it kitted out with décor, remembered to staff it fully, aaaaand wait, where's the merch? You're gonna need stuff to sell or else you're just a friendly face spending a weekend shouting things from a square of rented turf. Thankfully, this Perk gives you a leg up in that department. It won't summon merch from the void- check the Items section for that -but it will give you a great head and sense for where to buy from and who to cut deals with to make the most of both budget and booth space. You'll arrive on the scene, if this is employed properly, with the goods to make your fellow Vendors jealous.

400: Trendspotter. In fandoms, it can be hard to keep on the pulse of what is in and what is out. Sometimes, there's no real warning signs. A trend could be born on Day 1 of a Con and passe by the final Day, and the only ones to profit were the lucky... and you. This gives you a sixth sense when it comes, specifically, to consumer trends. What will be in, how long it'll last, and when it'll be out. The sense is a general one, not a hard one, so while you might be aware a particular kind of pastel horse dolls will be popular, you won't automatically know which one of the bunch will be the most popular. But you will know when to order in advance so unlike your rivals, you'll have a full stock for folks to choose from.

500: Exhibit Hall Fixture. When they come to the Con, they expect to see you there. And they should. This Perk serves two purposes; by itself, it's a powerful sense of trust. You're an honest businessman, with a booth worth visiting if for no other reason than that. But coupled with any of the other Perks in this tree, this one also acts as a force multiplier. You're a friendly face congoers are eager to see, you can crunch the most absurd figures in your head such that you could potentially calculate the cost-profit ratio for the whole convention over coffee, you'll know just how to squeeze getting bonus shipments in at just the right moment, and can couple that with now knowing for sure that the blue and gold pastel horse will be the most popular one. In short, if taken with any other Perk(s) in this tree, those Perks are all the stronger for it.
[CAPSTONE BOOSTED] Now it's not just the attendees who know you're the right vendor for the job. It's the convention and industry itself. Expect to be reached out to for prime up-front extra-large spaces, to get special billing in the program at no extra cost, or to be offered exclusive deals for major Convention giveaways and meet-and-greets. They all know you're the one to go to anyway, and they all want a slice of that action, which in turn will drive business to your space like mad. Post-Jump, this will apply to any business venture you run, seeing others so eager to work with you they'll often approach you for the opportunity.

Staff Perks:

100: Keep It Fresh. Every Convention needs a draw. Some unique element that makes it worthwhile spending the time, money, and energy going to it. This Perk provides the unique energy and imagination required to come up with new ideas and implement them on the fly. A new Convention game, a last-minute call to a local caterer to bring in a special spread for an event, or even playing telephone to snag an extra guest or panelist just in time. And somehow, time and space seem to always be flexible enough that even if you showed up on staff strangely late, you'll be able to make any reasonable idea work.

200: Interpreter. Sometimes, especially when you have panelists from one country and attendees mostly from another, language issues will arise. This can sometimes go so far as to prevent cons from getting the biggest potential guests since they lack a way to communicate between fans and panelists. This is no longer an issue when you're around. This Perk allows you to fully understand any language and perfectly communicate it in any other... so long as you're doing so between two other parties. Perfect for anime Conventions, or when caught in-between a group of folks from wildly different walks (or worlds) of life. And hey, if this whole Jumper thing falls through, you're sure to have a great job lined up at the United Nations with this skill.

300: Treasury Wizardry. The fact is, Cons both big and small sometimes run into financial doom and gloom at the worst possible time; not merely the 11th hour, but the 12th, 13th, and 14th hours too. Not with you on the job, though. Your skills at stretching a dollar and finding alternate funding last-minute for the convention, either to stave off collapse or pay for some extravagant last-minute addition, are the kind that can make or break events. Assume on average, when employing this Perk, that you can stretch each dollar to be worth five. In this way, even pooling pocket change can produce miracles. With you around, even a mismanaged first-time Con can thrive so solidly it'll be running fine long after you've left the Jump. Post-Jump, this can be applied to any organization or job you're involved in, so long as the funds are going to it and not directly to you.

400: CHAIR! It happens. For all the planning, skills, experience, and solid staff you might have, something went horribly wrong. It might not be your fault- it might not be anyone's fault -but now the fans are angry and you just need more time to sort things out. That is when CHAIR! comes into play.

Once a week, you can slap down a mundane object in a public space, and so long as their lives are not in immediate danger, any group within visual range of the object will begin entertaining themselves, making an instant meme of the item, and buying you time to fix problems or just run for the hills. Try to make sure it's an item as many people as possible can see, though. Like, for example, a high-backed chair dead center of a stage. That could work.

500: Secret Master of Fandom. Yours is the skill of legends, in an admittedly very specific niche way. Your talent at organizing and troubleshooting Conventions is virtually through the roof. You could talk a hotel into shuffling their schedule and ignoring a handful of rules from corporate to keep your Convention safe and happy. You can talk a disgruntled guest of honor not just down enough to stick around, but sway them into pulling a double-shift in the autograph pit. And, somehow, folks know. Appreciate it, too. Expect to get a stunning degree of respect and kindness from your congoers, and maybe end up as big a star to them as the ones they came here to see. Post-Jump, this can expand to any number of lowish-stake endeavors, from finagling a restaurant into giving you a private room for free to persuading airline staff into looking the other way as you bring onboard some over-sized luggage. Essentially, if it wouldn't cost someone their life or job, you've got an exceptionally good chance of convincing them.
[CAPSTONE BOOSTED] Your 'smoffing' skills are now through the roof, and it pays off big time. During a given week long before needing to make any choices for next week, you can look around on your own for a Con in need and with a few quick phone calls bolster their budget, panels, and more. Doing so will make you a hero in their eyes, but more importantly, add that Con to your roster of potential picks at the end of your current one. This cannot be used to repeat Conventions. Post-Jump, this results in unnaturally-adept skills at networking and fund-raising; you could potentially single-handedly spark a tech boom years early just by making a dozen calls and getting the brains and money in touch with each other, so long as you can get said numbers.

Press Perks:

100: Total Package. It's not enough in the modern era to just report a thing. People expect a full multimedia barrage; for you to write well, look good, have a distinctive voice, and a touch of nuance that only you bring to the table. This Perk grants all of that, albeit in limited fashion. You won't instantly be on the cover of GQ or getting offers for voice-acting work from top companies, but if you did, your fans would totally agree with it. This perk is almost a skillset and aura in one, less about altering you to fit the standards of others and more enhancing yourself such that *you* make *others* remember and like you for you. Coupled with sharply improved writing skills for all languages you know- handy for articles, social media, and writing scripts -and you'll be rolling in followers in no time.

200: An Ear For Soundbites. Convention press often end up hearing a lot of PR-approved claptrap. Hours and hours of it, days worth even, depending on the convention you're at. How is anyone supposed to pull something unique out of that? Well, they could try being you. You can always spot the perfect soundbites to use from dialogue or text, and will have a keen idea of whether it will make your subject look good, or foolish, or monstrous... whatever the case. No need to worry if you think you caught a fun joke but end up tanking someone's career as it is taken viciously out of context.

300: We're Supposed To Be Here. Being press can be stressful even with low stakes. After all, you're peoples' gateway into truth. But when the stakes are higher or you're doing something you shouldn't, like taking a friend along to a screening that's press-only? That's when you need this Perk. With it, even a slight excuse can let you and yours get away with a decent bit of stuff. Get into exclusive parties and clubs, record things in a no-recordings zone, and more. That aforementioned

friend? Toss him a notebook and pencil and pretend he's there to help you take notes, and no one will even check a list for him. Bear in mind, this won't help if security is tight or the stakes are high. This can get you into places that worst comes to it you'll just be kicked out of, but not if being found would get you arrested or shot in the head. Know your limits, dude.

400: You Can Tell Me Anything. Why do people talk to the press so freely? Maybe it's because the idea of having someone so interested in what you have to say is, especially for creative or frustrated folk, so damn appealing. This Perk grants you two things; a fair bit of diplomatic skill in conversation, and an aura that makes people think they can trust you with more information than others. This combo makes you lethal in fields of the press where even a release date or a casting choice can be headline news. And every so often, someone might seriously misjudge what they're saying and offer up some *especially* juicy or powerful news, the kind that'll make headlines even *outside* your normal field. Try not to overplay this, though, and don't expect this one will work twice on the same person if you reveal something major that gets them into trouble.

500: A Name People Trust. Whether working independently, running your own small collective, or a reporter in the employ of a larger company, fans know they can trust you. They know that your reviews are truthful, your feelings are honest, and your perspective is unclouded by bias. Attempts to affirm otherwise fall apart even as the accusers make them. Bear in mind, this doesn't *have* to be the literal truth, but blatantly lying will see this power diminish or eventually fade away entirely with certain groups. Stick to the truth every time, though, and you'll gain one hell of a reputation as THE guy to go to for an honest viewpoint.
[CAPSTONE BOOSTED] That reputation has blossomed. Massively. You're now not just reporting on stories, you ARE the story. People camp your websites and social media just to get your latest takes. People reference you even in the industry (though this might be a case of 'Good news, Jumper talked about our game. Bad news, Jumper talked about our game.' if you're especially harsh or caustic). You yourself are a merch seller, to the point where walking a Convention's halls you might spot folks with your face or logo plastered on their t-shirts. News networks, when they want an expert in dealing with all this fandom stuff, will be ringing you up for between-Convention panels. This reputation for truth and the praise/fans it brings with it will carry in a similar fashion from Jump to Jump, and you can always be assured an audience will be eagerly eating up your views.

Tech/VG Perks:

100: Glitch Free. Nothing quite like queuing for an hour to get your hands on a first-look piece of tech, only for the thing to break because you tried something QA hadn't thought of yet. Or worse, for the same to happen while you're showcasing said tech in front of a crowd. This Perk won't fix things if it was 100% going to happen, but if there's a chance it'll break, that chance is carved down to a tenth. i.e., if the odds were that attempting to open a program would crash it 70% of the time for anyone else, it'll crash 7% of the time for you. Handy when playing either with very new or very old technology.

200: EVO-Ready. Some folks come to a video game convention to buy games, or play games, or watch games. You come to win them. Your skill in competitive video games is borderline abnormal, easily putting you into the top 10% of the field in a game genre of your choice, and top 20% in the rest. This is just a starting point, though, and if you really want to just walk in and win tournaments, you're going to need to train up that remaining 9.9%.

300: Engineer. Wait, are you here to enjoy the con or to give the keynote speech? You now have adept skill and training in the tech field of your choice; programming, hardware design, what have you.

In addition, you can 1/year invoke a 'Brainstorm', causing a massive uptick in your creativity in your chosen tech field.

Anime Perks:

100: Anime Ja Nai! Well, it isn't this time, at least. But the nice thing about Anime Conventions is that all but the most outlandish appearances will fit right in. This grants a lot of latitude from the folks who see you, making it easier for them to excuse any strange features or even mild supernatural elements as you just being that damn good at cosplay.

200: Karaoke Master. You have an incredible voice, Jumper. Not just for singing, but one with enough depth and range to be an excellent Voice Actor. Might be worth seeing if anyone here is hiring...

300: JoJo Pose. Style and profile, Jumper. This Perk will give you an instinctive flare that'll make even a casual stance memetically interesting. But where you'll really shine is when trying to emulate the stance or appearance of someone else, be they real or fictional. Something about it makes your emulation pop all the more. Could be great for spy work or the stage, but it'll also attract the photographers and get you onto the main stage for any cosplay competitions a lot more readily.

Comics Perks:

100: Skills Of An Artist. First, draw an S, for snake, or dragon. You've got the skills to pencil, ink, color, and letter your own comics, and the aptitude to improve on said skills easily with practice. Fun for a hobby, a good way to make some cash in the Artist Alley, and a potential inroad to the industry if you play your cards right.

200: Amalgam Master. You know who would win in a fight between Superman and The Hulk. Who would win a footrace between Quicksilver and The Flash. Whether the Federation could take down the Galactic Empire. And how many Pan-Galactic Gargle Blasters Wolverine could put away before crashing out. This, and the explanations thereof, are a fun gimmick and could win you some trivia rounds in this reality... but their real utility could be in the general ability to analyze, recognize, and strategize around conflicts of powers and persons from wildly different realities in future. After all, for a Jumper, some of these answers could be (or may be later) coming from first-hand knowledge...

300: Mmm, Fruit Pies! Never underestimate the power of food at a Convention. If you offer food to anyone, and they accept it, they'll quickly become more amenable to whatever requests or questions you might have for them. This won't act like a perfect charm person just because they ate a few sticks of offered Pocky, but it'll get them into a calmer more talkative mood. The more elaborate or rare the food offered is, or if the food is a personal favorite of the person targeted with this Perk, the stronger this effect becomes.

Ren Faire Perks:

100: SCA Training. Not exactly the kind of Jump where these skills are needed, per say, but it never hurts to sharpen one's saw. Or axe. You gain full modernized training in a variety of medieval combat and armor skills, including maintenance and upkeep.

200: Four-And-Twenty Blackbirds. You know what goes great with watching a joust or a madrigal

performance? Roast Cornish hen and a nice mead! This Perk will give you a panoply of skills for traditional Ren Faire cooking and brewing, from traditional stereotypical fare like roast turkey legs to the more esoteric things like welsh cakes and raspberry cider. You'll even get a handful of other recipes to really round out the options, like cakes, crepes, and everything you'd need to host a high tea. As an added bonus, you'll know both how to make these the old fashioned way and modern variations.

300: Dragonforge. Old world style, new world technique. You gain skill in both ancient and modern techniques for creating items of your choosing from the following list: cloth goods; blacksmithed goods; glass items; ceramics; stationery & paintings. What's more, any items you make will both be of the highest quality and will be viewed as fitting in perfectly whether used in medieval-esque settings or modern/post-modern ones. Makes sense. Who doesn't like a nice halberd and a tunic? You can buy additional selections from this list for 50 CP each (undiscounted).

Tabletop Gaming Perks:

100: I Have A D20 Somewhere. The blessing and curse of a hobby built around tiny essential objects is that you always seem to have a few lying around or on your person no matter what. Once a day, you can look for any small non-magical object you could potentially own, and can 'happen' to find one either on you or in the nearby area. Coins, cards, dice, pencils, miniatures, index cards... nothing massive or major, or more expensive than ten dollars could buy in the modern day, but a handy ability nevertheless. And hey, if nothing else you could probably spin up a solid Pauper Deck after two months of using this Perk alone.

200: Rules Lawyer. Normally, someone who has all the rules and errata memorized for a game is what one might call 'Obsessive', or 'Seeking Loopholes', or 'Really Needs A Break From DMing For A While'. But at a Convention where rule books could be at a premium, or when attempting to kitbash a deck for a card game tournament, it can be excessively helpful. When confronted by a need to know what the rules are, and any special rulings on them, you can rattle them off with ease. What you do with this info is up to you. This also applies for less enjoyable laws and rules, like those of the countries/worlds you visit, or the expected safety norms for a factory you happen to visit.

300: Heart Of The Cards. Most games come down to fortune; even a bad deck can beat a good one if the fates favor the former and hate the latter. You now have the ability to push said fates back, if only on occasion. Once a week, whenever a random draw or roll is performed by you, you can invoke the Heart of the Cards and increase the odds of drawing the card/rolling the result you need. Oddly, this effect seems a lot stronger the more friends you have and the more you respect both them and your gaming paraphernalia. So maybe take a couple of trust exercise classes and buy some dice polish before that trip to Vegas, eh?

Literature Perks:

100: Paperback Writer. Dear Sir or Madam, would you read my book? Took me this Perk to write, will you take a look? This Perk will grant you the skills to write compelling fiction, the editing chops to improve your works and the works of others, and most critically, a pitch-perfect ability to summarize a work in a pithy back-of-the-book blurb. Seriously, you'd be shocked how hard those are to get right. Combine this with other skills and Perks and watch as you begin to branch into writing scripts, gaming manuals, and more...

200: Favored By The Muses. Ever tried your hand at Flash Fiction? Quick snappy works, usually

getting their stories across in under 1500 words, they're a perfect subject for a Lit-Con event where you're given a topic or idea and then have mere minutes to drum up a winner. The biggest struggle folks tend to have with them is inspiration, since the short time frames and small scale can be mentally paralyzing. You won't need to worry about that, since this Perk will give you quick inspiration on the spot for any tale that would fit these criteria. With just a single inspiration to work from, you'll be able to spin up on the spot a written work of under 1500 words with no hesitation, and it'll be of the same quality as if you'd spent a full day mapping it out and planning your words carefully. Granted, this relies on what quality you'd produce after a full day normally, but if you need some poems, a sheet of lyrics, or a front-of-the-chapter quick fiction for a gaming manual, you'd be delighted by what this Perk can produce on the fly. Anything beyond the scope of 1500 words will dead end the power of this Perk, though, and you'll need to put in the legwork to carry it further than that if you so desire...

300: Quotable. They say you need to hook a reader in the first five pages, be they a literary agent or your average fiction lover. When they find themselves quoting from your first five lines, however, they're probably going to stick around to read the rest. Your works are inherently memetic, sticking in peoples' minds long after they've finished them. In effect, they'll become something people want to reference, want to talk about, which means your audience will effectively become advertising for you. Plus, it is pretty cool to hear/see something you created breach the cultural zeitgeist and end up something people shout at each other over a crowded Convention floor.

Horror Perks:

100: The Art Of The Scare. You know how to get under peoples' skin, Jumper. Not literally (not with this Perk at least), but you inherently know how to craft a scary situation that'll unnerve the average person who experiences it. Perfect for everything from scary stories to slasher films to spooking folks while working in a Halloween fright maze. An especially resourceful Jumper might even begin to see ways to use their gifts from other worlds to really spice up the scare factor...

200: Ain't Afraid. Jump scares don't work on you, unless you want them to. Doesn't sound like something worth spending CP on, right? The ability to toggle on or off being scared by the cheapest trick in the horror bucket? What if I told you it functioned for surprise in general? Oh yes. Never worry about being negatively caught off guard by a surprise, no matter unprepared you might otherwise have been, ever again. This won't do much unless you can respond to the surprise appropriately, but you'll lose no time to shock, startle, or a potential freeze up.

300: Gothic Charm. What is it about even the most intense horror that can invoke, rather than revulsion or fear, a sense of acceptance, uplift, even delight in certain audiences? Whatever it is, you now carry it in spades. No matter what your alternate forms may look like, people can see past the facade and fear it might bring and recognize the person beneath, judging you for your actions and words rather than your appearance. Handy if you could star in a few Lovecraftian movies without needing special effects. You can toggle this ability on and off, and even be selective with it, so as to only scare the audiences that need scaring.

Furry Perks:

100: Anthropomorphic Compromise. It can be challenging for an ordinary human to comprehend how much would need to be changed to account for even a small difference in another humanoid species. Things as simple as tails, fur, wings, or whiskers would require radical alterations to how everything from fashion to hygiene routines function. You now have an instinctive ability to consider

and plan accordingly for such things, such that so long as the entity being adjusted for can even mildly be considered humanoid, you can recognize everything that would need to be altered to give them a rational comfortable existence. If applied to writing or art, this will grant the work a greater attraction due to these considerations providing an innate truth and weight. Applied to anthropomorphic costumes, you can meet that pitched balance between a good design and the wearer's comfort.

200: Costumer. No fandom has as much emphasis on costuming as the furry fandom; while one can find cosplay of all shapes and sizes in everything on the Specialty list, it takes on a special life here. As such, it only fits if this is your jam that you have some solid well-rounded skills in this field. You know the right material for the job, have skill both with hand sewing and machine sewing, can work from both reference art and from fan-made patterns, and can probably spin up some solid patterns yourself. This won't extend to the creation of props bigger than a fist or armor (real or fake), but everything else from wigs and masks to tops and bottoms and even shoes or their equivalent are all well within your wheelhouse.

300: Bust A Move. Dance halls, raves, and concerts are your bread and butter. You now have a deep skill set for various dances, enhanced constitution and stamina to dance for hours with little need for rest, and the rhythm to match your body to the music whatever the genre. But what makes this really worth the cost is the ability to do all of this regardless of what one is wearing. Even in full plate, if it's articulated enough to move in, you won't be slowed or overheated by it. Handy if the Convention is having a costumes dance, handier if you have to suddenly fight or dodge while wearing something others might struggle even wearing for extended periods.

Music Perks:

100: Piano Man. Sing us a song tonight. Or play one, whatever. You gain talent in any three forms of music you so wish. It can different styles of singing, different instruments, or even skill in mixing or the art of the DJ. A handy trait if you'd rather be booked at a music festival than sit back and attend one.

200: Golden Ear. You have it. And all that comes with it. When you hear audio, you can refine your hearing to notice every imperfection, every beat and note. You can even capture it in your mind as sheet music, and if you have the skill to do so, jot it down with machine-like replication. You can adjust this down to ignore the imperfections if all you want to do is bliss out to the music, or crank it to max if you want to notice every individual layer in the work.

300: Roadie. Eddie Riggs would nod approvingly at you and your skills. Your carrying strength and stamina improves radically, doubling easily. You also gain general skill with all the elements that would be needed to step up, maintain, or fix instruments and other audio equipment, so long as you have the tools to do so. In conjunction with that, you can spot potential hazards or threats related to electrical equipment at a glance, letting you react to it before anyone can be at risk. Lastly, should you be acting solely to repair or set up equipment, you're like a ninja's ghost. Only the most observant of souls will notice you at all as you duck out onto the stage or into the lights. Even then, before they even realize you were there or what you did, you're gone.

TV/Film Perks:

100: Thespian. By Grabthar's Hammer, you've got some acting chops. Be it on the stage or before a camera, or a mix of both, you've gotten quite a bit of in-front-of-the-audience training and experience.

Staying in character, emoting, projecting for the cheap seats or measuring your words and motions for equipment not a yard in front of you, you can nail it.

200: Award-Winning Cinematography. The above Perk is for the folks in front of the audience. What about the ones behind the camera or in the wings? You'll want this Perk instead. This gives you a panoply of skills to envision and capture scenes such to really make them shine. Camera angles, lighting, when to cut and when to hold, who to highlight and how, when the sound should cut through the silence. Use this right and it won't be long before Convention attendees take breaks from the Con floor to go see your big releases opening day.

300: Personalized Special FX. Michael Bay is either going to want to hire you, or kill you. Once a day, you can cause any non-lethal practical effect you want to manifest to appear. Why is this worth so much? Non-lethal doesn't mean you can't play around with explosions and fire, just that it can't hurt anyone when you use them. Sparkling strobes, a rush of rose petals or feathers, lens flares of glorious abundance, and yes, pyrotechnics. You can use these to damage or destroy something you own, but not something you don't, so no using this to blow up your enemy's ammo supply just because no one is near it at the time. Still, do you know how expensive practical effects can be? You could really make some indie filmmaker's day with this.

Items:

All Items are at 50% discount for their associated Origins/Specialty, with the 50 CP Items free for them. Any Item lost or destroyed is returned to the Jumper's Warehouse after 24 hours.

General Items:

Free/100/+100: Room Card. Once you get to the site of the Convention, you're going to need somewhere to stay. For Free, you can receive a Room Card, which will grant you a simple room either on location or no further away than 1 mile from the Convention itself. Other than the basics (bed, bathroom, closet, TV), the contents of this room and any amenities offered by the hotel will vary but remain on the low-to-medium tier for the location. For **100 CP**, this instead grants the Suite Card; you now have the highest quality room and amenities at each location you stay at, potentially including a few bonuses like a gift basket or discounts on local entertainment venues awaiting you in your suite when you arrive. For **+100 CP**, the room in question isn't just lower in quality, but also distant; expect an hour travel time to and from the Convention by whatever your chosen method of transportation is. After the Jump, the Room Card will provide similar accommodations where possible in relation to your starting location for up to five days, but will require one week of cool down between uses. Handy, if nothing else, for getting a spot to relax and take the lay of the land before starting your Jump in earnest.

Free/100/+100: Badge. If you're going to a lot of Conventions, you're going to end up with quite the collection of lanyards and plastic. For Free, you receive an All-Day Pass, providing you with normal entry for each day of the Convention in question. For **100 CP**, this provides you with the VIP Pass, or Premium Pass. This VIP Pass has some serious cheat power to it; front of the line, free tickets to special events, special Thank You gifts from the convention itself, the works. For **+100 CP**, you have a 1-Day Pass for each Convention you go to... and can't decide which day you'll visit. Which could be an ongoing pain if your luck doesn't hold up and you keep missing events or panels you really wanted to see... After the Jump, this can be used 1/week as a stand-in for entry to a ticketed event, and the quality the ticket would provide will be determined by which version of Badge was taken here (Free would be normal, +100 the cheap seats, and VIP gets you the best you can buy).

Free: Goodie Bag. A simple but vital bit of Con swag (the general term for goodies, keepsakes, merchandise, and other random bits and bobs given away or purchased at a Con), each Convention you travel to will give you a Goodie Bag. This bag contains the Convention Program (outlining all events, guests, panels, amenities, and the general Convention map) and a small handful of other associated goods. Smaller fan-run Conventions will likely provide toys and other joke items, maybe a burned DVD of some of the Con programming, and/or a hand-made pin or bookmark, while larger pro-Conventions will have promotional goodies from several major distributors/sponsors, potentially including more useful things like decks of cards or reusable water bottles. Since you'll be attending roughly 520 Conventions in your time here, expect to end up with quite the collection by Jump's end.

Free: Matching Luggage. In the event you need (or want) some traveling bags, a pair of matching mundane luggage of a make and style you choose will be provided, along with the basics for traveling (changes of clothing, toiletries in a toiletry bag, etc.). Toiletries will not automatically restock when used.

Free: Hotel Amenity. Compliments of the Benefactor to start your first Convention. One bottle of water and one piece of fruit of your choice. Does not refresh or restore itself, but it's a nice treat regardless.

100: Bank Account. Not to put too fine a point on it, but if this is your first go of Jumping, there's one big stand out issue you'll have with all this... cost. With this Item, you'll receive a bank card, and both checking and savings accounts with $1000 in each. Every year, another $500 will be added to each. This card will be recognized all across the globe (and other globes in future Jumps), and can be used to withdraw cash from local ATMs without extra fees. If you already have an account or other resources from another Jump (or Jumps), you can combine it with this Item (and future money-based Items) for free. You can purchase this Item more than once, which will double the starting/annual values each time.

Fan Items:

50: The Goodie Bag Of Holding. This technically doesn't replace the Goodie Bag provided for free, but it certainly will make your life infinitely better. This drawstring sling bag that can be held over a single shoulder can hold a comparatively infinite level of swag, purchases, gear, and goodies... so long as all of it came from or is related to Conventions you've gone to. The Goodie Bag for each Convention is automatically added to it, you will always have full awareness of what is in the Goodie Bag of Holding, and can call any item or container of items within to the surface for easy grabbing. It also has a minor SEP Field, allowing you to pull out or put away items that shouldn't logically fit inside without anyone noticing anything odd about it. The maximum size of any given object that can be stored inside it would be around the size of a human-sized statue plus base. So, large enough for almost any prop, but you can't duck into the parking lot and steal all the cars there with it. Post-Jump, the Goodie Bag of Holding loses its Convention requirement.

100: The Survival Sidepack. This sturdy canvas single-strap sidepack bears an emblem of your choosing on the front, and comes with two bottle-holding mesh pockets at each side and a snap-latch connector that can be undone to open the sidepack. Inside, refreshing each day, one will find a prepackaged sandwich, two snack/trail bars, a bag of trail mix, a small bag of either jerky or dried and seasoned vegetables, two pieces of fruit, and a candy bar. Accompanying the Survival Sidepack is a water bottle with a matching emblem that can dispense up to ten gallons of water per day. While the contents may vary within these parameters, they will never provide the user with food they cannot consume or would be unwilling to in the event of dietary or religious/philosophical needs, and can assume a bare minimum level of medium quality for all items as if they had been purchased new and fresh from a local market that morning. Unused food does not vanish if removed but not consumed, but items left inside the Sidepack will not be replaced (e.g., if one snack bar is removed and one is not, the following morning a second snack bar will appear in the bag alongside the unremoved one).

200: The Con Gift. For couples and friends, both those who attend with you and those who wish they could, there is a quiet tradition of purchasing Con Gifts. Often small, but meaningful, to the person they are given to, these small kind gestures can make someone's day and remind them how much they mean. However, when you're looking at 520 conventions in total, that's a *lot* of time and money going towards finding someone that perfect gift. Fret no more with this simple black bag, roughly the size of a drawstring backpack. Once per Convention, you can simply speak the name of a person and then reach into the bag. You'll pull out an item costing no more than 25$ and fitting the theme of the convention that would be of interest to the person you named. While you cannot select yourself or actively choose what you withdraw, you can rest assured that the item will be of interest and value to the person named. Post-Jump, this adjusts to 1/Week, the value increases to 50$ and loses the Convention focus, simply granting an appropriate gift for the person in general.

300: Cosplay Survival Kit. This Item comes in two parts, a duffle bag and a small side pouch with a belt loop. To use each, one must declare intent. For the duffle bag, place a hand on it and describe the type of costume you wish to produce (e.g., original series Captain Kirk, elven princess, gender-swapped Cloud Strife, etc). Doing so will fill the duffle bag with the raw materials needed to accomplish this cosplay, along with a small set of instructions and tools. In the event of something that would be unreasonable to expect someone to make in 72 hours or less (e.g., a full prop sword, colored contacts) this might be provided, but most of the stuff inside will need to be patiently created. Costumes will remain *if* completed, but if the duffle bag is used a second time before the prior costume is finished, said costume will vanish. For the side pouch, simply declare the cosplay emergency (e.g., burst seam, popped button, broken prop) and the pouch will fill with the items needed to fix it. The duffle bag works 1/week, the side pack works 3/week.

Vendor Items:

50: Vendor License. This small card bearing your name and image isn't required everywhere, but on occasion you'll find that- especially when globetrotting -it's handy to have a universal form of identification. But of greater worth is the real power this possesses... it saves a space in whatever equivalent of a Vendor Hall/Exhibit Hall you want to set up shop in. Want to get a spot in the Artist Alley? Done. The hall reserved for the Triple-A games could use your face in it? Done. You don't have to invoke this card if you don't want to be a Vendor (or help one out) at a given Convention, but if you do, you'll get your pick of the spaces. It'll be on you to fill it and make good use of it, though. Post-Jump, this can 1/week provide a legally-recognized space for you to trade wares, though anything past that you'll need to figure out on your own.

100: Booth-In-A-Box. There can be some fun in hanging out at a Convention, selling and chatting and promoting... there's a measure of joy in the hustle. But what few if any enjoy is the set up and break down. It's a lot of awkward moving of tables and chairs and display cases, and it's tons of space taken up in your moving vehicle of choice for things you're not going to be able to sell. With all that in mind, it's no wonder larger conventions often provide a day or more in order for Vendors to set their booths up. With this Item, though, you can save a chunk of hours and space better spent enjoying the local sights. Place this fist-sized white box into the center of your vending space, activate it, and watch any combination of mundane elements you desire be set up. Table(s) and chairs is the standard, but depending on the space you have and the wares you hope to sell, this can also include magazine stands, television monitors and connected consoles, clothing racks, metal web walls with hangers for art or large pillows, etc. When the Convention concludes, you can tap it again to repack everything. The Booth-In-A-Box can function 1/week, and after this Jump can be used to set up a basic store/trade booth anywhere you can legally set one up.

200: Lockbox Combo. Old school met new school and formed this lovely combination of a smart phone, wireless printer, and steel lockbox. The smart phone will function in any setting so long as something can get a signal, anywhere in the world, but it can't make calls; instead, in addition to a robust web browser and calculator, the built-in card reader can register any digital payment and validate it almost instantly, getting sales done safely in a heartbeat. The wireless printer will never run out of paper or ink, and provides copies for yourself and your client in any sale without a need for further interaction. And the steel lockbox cannot be opened by anyone but yourself, is sturdy enough to be run over by a semi-truck and not dent, and can be recalled to your hands on command.

300: The Merch Box. This large cardboard box, with handles built into it, is any Vendor's dream come true... and potentially any Jumper's as well. It has two powers; the first is that it can reach into

any designated space in a property you own, Warehouse included, the size of a 15x15x15 room or less. However, it cannot be used to bring through anything inherently dangerous (prop swords are fine, vorpal swords are not) or illegal for your given location (which, at a Convention, is a bit limiting). This can let you easily store an inventory of your own goods to sell without worrying about carting around truckloads of material. The second power can only be invoked while setting up the booth, once per convention. After all forms of display are in place, the Merch Box can be invoked to fill them up with convention-appropriate salable materials. Any Perks you have can guide this function, but the majority of the space will be filled without your input. These items remain permanently, which means unsold merchandise will need to be offloaded if you didn't plan on hauling it around. Post-Jump, the second ability can be activated 1/week to provide a reasonable level of randomly-chosen salable materials for your current location.

Staff Items:

50: Box of Headsets. This Item may seem a bit old-school for a modern Convention scene, but you may find it has a lot to offer. Inside this durable box are one dozen headsets, a master headset for you and eleven minor ones. All twelve retain their charge and can communicate with one another at any distance, immune to interference of any kind that would distort, intercept, or prevent communications. They won't work further than a planet's length away, but anything less will come through crystal clear 24/7. As two added bonuses, the master headset can instantly call local emergency services with the tap of a button, and all twelve can be recalled instantly to their original box on command. You can purchase this item multiple times, but only the first purchase is discounted.

100: Party-Pack. A classic of Conventions great and small is the Hotel Party; a room converted into a full party space, complete with food, drink, music, and more. However, that's a lot to push into a single space, and a lot of logistical work getting everything from serving dishes to paper towels to breadboards, plastic cups, plates, and utensils, a stereo system, paper towels, etc. together and into a space to convert it. This Item solves that issue; a box roughly the size of a Rubix Cube, with a small party hat printed on the side. Opening the box changes its size to as large as a fridge box, stuffed to the gills with all the non-perishable materials needed to kit out a party space. It'll even come with a cooler and fresh ice, though you'll need to supply the food and drink yourself. And when the party wraps up (or 24 hours have passed), the supplies will all vanish and the Party-Pack will return to its original size, closed up for next time.

200: Green Room Sticker. A simple little thing that regenerates every Con (post-Jump, 1/month with a 1 week duration). Slap it onto a room you've rented or permanently own and watch it instantly transform into an appropriate green room for your guests of honor. Any non-essential items will magically vanish for the duration (such as beds and dressers) and in their place will be plenty of seating, catering tables loaded with food and drink, amenities such as newspapers and card decks, and prep supplies like index cards and spare name tags. If a rented space, the owners/hotel staff won't notice the change or see anything odd about it, mostly ignoring it. Overnight, the space will generally clean and restock itself. Yes, if you have a Companion willing to sacrifice their room for a given Con, you can slap this on their free room. And yes, if you want to, you can use this but not tell the Con-staff or guests and just use it for yourself. Little selfish, but hey, it's your fiat item.

300: Registration Machine. The fail-proof one-stop-shop for registration, this machine takes in valid payment or proof of payment and swiftly spits out an appropriate badge. While its use as an unbreakable glitch-proof reg-system is of obvious value to any convention, it is the badges it produces that are where the real power lies. These badges can be keyed to biometrics and synchronized to door

locks, allowing you to lock down a con or any other space while still providing full access to those you want to have it. They can be divided into various badge types according to the four tiers set as Origins in this Jump, granting access to some rooms but not others for different badges or all-access to specific ones. They cannot be duplicated or replicated by outside systems, shutting down any hope of forgery. Special bonuses, like tickets to certain events or entries into raffles, can be automatically uploaded to and read from any badge the Registration Machine can produce. Finally, this Item also comes with blueprints, allowing an especially craft-minded Jumper and/or his retinue to make their own for any number of systems and locations. Provide the same style of system to a star base as a Star Wars Convention, and know both have considerable security.

Press Items:

50: The Press Badge. A simple piece of plastic and paper, attached to a lanyard, only a simple color change and a few more words on it differentiates this from a normal badge. However, it is so much more powerful than anything else, it's kind of terrifying. Press Badges act as VIP Badges but more-so in many ways; anywhere press would be allowed, you now have access even if it would be barred to the normal con-going public. This includes green rooms, depending on the Convention. Security & vendors are likely to give you a bit more leeway as well, knowing that if they act up it's probably going in front of an audience. Not all will, though, so don't try to use this as a free pass to always do as you please. And depending on the event, you may find VIP Badge holders get preferential treatment over you; that's the price you pay for, well, not paying the Convention the prices they paid. You get a new one appropriate for each Convention, and a press credentials card for Conventions that would otherwise lack such a Badge. In either case, it replaces and overwrites both the normal and VIP Badges, but prevents you from taking the One-Day Pass Badge Drawback. In future Jumps, this takes the form of similarly valid press credentials for that setting instead of the normal Badge benefits.

100: Reporter's Smart Phone. The days of notebook and pad, bulky cameras, or hand-held recorders are well and truly over. All a member of the press needs now is the kind of device that can do it all, from anywhere, at any time, while also accessing the internet and contacting your editor. Entirely reasonable, when you think about it. This phone will automatically record whenever you want it to, matching audio/visual with a full text transcript. The battery will never run out, and the call/recording quality is crystal clear... though it offers no promises of perfect reception when on the Convention floor (even Fiat-backed items have their limits, and overcoming hundreds if not at times thousands of other phones at once is an ask). Best of all, it has a perpetual stealth aura that causes it to be overlooked in places where phones/recording devices would normally be banned. You don't, however, so don't try livestreaming where you shouldn't be.

200: Con-Goer's Weekly. Congratulations on your new lifetimes subscription to Con-Goer's Weekly! This weekly print magazine (and online news site) will appear at the top of each week by your bedside, regardless of where you are. It will provide reviews and articles relating to both the past week's Conventions and the ones coming up next week. This will be your only way to cheat and see what's coming up and plan accordingly, but it offers something bigger than that; a chance for extra pay. CGW offers rates for writers with subscriptions to pen articles about their experiences at each con. This way, you can get your name out there AND get paid a bit of extra walking-around cash. At minimum, a short blurb will be worth 100$, but if your article is front-page worthy, you could be looking at quite a windfall. This will continue post-Jump, allowing you to send off reviews by any means (they seem to be able to accept post mail, emails, carrier pigeons, scrolls in tubes sent off by runners, etc.) on every world you visit, oddly enough... though they'll still only pay in for things you might've encountered on this Jump. So, big battle to save the universe, not article worthy. The fun concert you went to after?

Check will be in the mail.

300: The Breaking News Laptop. This grey angular brick of a laptop looks like it was stolen right out of a business lounge in some mid-rank hotel. However, it behaves like one instead stolen from a tech-wizard's study. With a battery that never runs down, wifi that can connect safely to any network regardless of whether it should have a password on it or not, a built-in VPN to circumvent firewalls and regional restrictions, and internals that will never overheat or otherwise break, this Item will not fail you. More-so, it cannot be destroyed; any effort by physical force, up to and including chucking it out a moving plane at max altitude, will fail to so much as scratch it. Lastly, a special power for those who are press-inclined; any article written on it, or video taken using its webcam/edited and uploaded through it, will be sharper and more persuasive when discussing or reviewing media and events. One downside, unlike most Jumper computers, this one is always about five years behind the times (assuming there are any local computers or similar tech) so it's not that great for PC gaming. Does come with Solitaire, though. Can't sleep on Solitaire.

Tech/VG Items:

50: Universal Console. You'll probably get a lot of use out of this if you end up in too many lines. This rectangular portable console with removable controllers to each side and a central touchscreen akin to a tablet comes with a decently large and sturdy carrying case, charging cable, and spare controllers. Its battery can last through 72 hours of continuous usage, but where it really kicks off is in what it is compatible with. That is to say, with everything. Place a game into the carrying case, close it, and the game will vanish, 'loaded' into the Universal Console. You can then play it where-ever you wish. The only caveat is, no digital-only games. Though, if you could find a way to make a physical copy of one...

100: Universal Adapter. This would be handy even if you weren't planning on spending an entire year globetrotting, but given you are and probably want to be able to make use of all the shiny gadgets you'll be picking up as you do, take this with you. Attaching this to any source of power- and there WILL be a plug that can, no matter what that source normally would require -will let you then plug up to four other devices into it and gain power/charge off it without issue. What's more, it's so efficient that any device plugged into it to charge will take a mere tenth the time it normally would to do so. A connected set of plugs/ports on the other sides will allow a similar interplay between devices that would normally not be compatible (e.g., connecting an HDMI-only console to an old CRT monitor), though these two would count as part of the device maximum.

Anime Items:

50: Bento Box. This lacquered red and black box, about the size of a VHS clam-shell box, bears a motif of interlocking hearts and keys on it. Opening it once a week will reveal three tiers of food; a small thermos of tea, a hearty if small meal appropriate to the time of day, and a handmade dessert. Aside from being a pleasant if slightly random treat, it has an added benefit if shared with another person. The contents will double, allowing you to share the meal completely. After having done so, you and the other person will have a slightly heightened sense of calm and relaxation, as if you had just spent a few hours at a professional spa.

100: Squeaky Mallet. This yellow and purple plastic mallet, small and harmless enough to be hefted in one hand and virtually incapable of hurting whoever is hit by it, can be summoned or unsummoned in the owner's hands at will. It has a simple singular power; anyone hit by it will stop and reconsider

what they're doing. Should what they were doing be something they might realize was inappropriate, excessively dangerous, or just plain dumb, they can laugh it off without ego and not proceed with said thing. Handy when you need to curtail an especially bad convention idea, or when your friend has been mind controlled. Which, for a Jumper, is an equally likely scenario.

Comics Items:

50: Art Kit. This wooden case is about the size of a lunchbox, complete with handle. Opening it reveals a large number of unfolding staircase trays, containing pencils, paints, brushes, pens, inks, papers, and canvases. On top of that, you'll have a fold-out easel that can be flattened to double as a work table. All materials that are expended refresh top of the week, letting you work and work without fear of running out for your latest project.

100: The Cape. This cape, made of a fabric of the material and color you desire and bearing a logo of your choice on the back (if you want one), may be a bit anachronistic as far as modern hero designs go. But there are few things quite as immediately identifying of 'Hero' as this Item. Literally. If you're attempting to help people or save the day, and are wearing this, everyone seeing you will recognize both that that's what you're doing and recognize you as someone who can help. This won't prevent emergency personnel from getting involved, but they'll also give you room/support instinctively as you get to work. Bear in mind, if you screw up, The Cape won't save you from responsibility. If anything it might make it worse since people were expecting you to save the day...

Ren Faire Items:

50: Drinking Horn. This horn, about six inches in length, has a decorated studded rim with a loop for attachment to a provided cord (for wear about the neck or hanging on a hoop) or anything else that would fit it. The Drinking Horn has two unique powers; the first is that in spite of its size and awkwardness, it can actually hold up to ten gallons of any single liquid poured into it without spilling, yet pours for drinking or filling glasses as easily as if it were 90% full. The second power is that regardless of rules or norms, no one will care that you have this with you or are drinking from it, unless doing so actually physically endangers them immediately. Pour it full of your favorite beverage and tour the con without fear of going thirsty.

100: Forgefather Charm Bracelet. This golden charm bracelet bears twelve charms of your choosing, each representing a tool for some skill you possess. On command, you can cause one of these charms to manifest as a master-crafted version of the tool in question. Another command will return the tool to its charm form, and to its location on your bracelet. Handy if you want to exercise your crafts anywhere you go without having to heft around a ton of weighty gear.

Tabletop Gaming Items:

50: Gamer Backpack. This black hiking backpack, comfortable and durable, would be handy for a Convention campaigner in general. But that wouldn't really be worth CP, would it, Jumper? Instead, you can select any one game of your choice. The main chamber of this Gamer Backpack, thereafter, will be able to generate items for that game in pristine right-off-the-store-shelf form. Brand new sourcebooks, miniatures fresh in the plastic wrapped box, unopened booster boxes, and more. You can activate the main chamber 10/week. And if you decide you want to keep what you made on hand, the two secondary pockets have extradimensional space in them, able to hold roughly fifty pounds of goods each without adding to the weight of the Gamer Backpack. Be the life of game night, or stock your

booth's shelves, with ease anywhere in the Multiverse. At the top of each year, you can maintain the game associated with this Item, or change it to a new one.

100: The D20 Of Fate. This perfectly carved ruby, shaped into a icosahedron, with each face bearing a gold-inlaid number ranging from 1 to 20. Aside from being an obscenely expensive d20 that will roll true no matter how well-loved it becomes, it has a very powerful ability; the power to judge the likely success or failure of an action. After committing to any course of action, the owner must 'Declare a Fate Roll', then roll The D20 Of Fate. The result will either be a 20, 19, 2, or 1. A 19 will mean the action will succeed, a 2 that it will fail, a 20 that it will succeed even more dramatically than the owner imagines it will, and a 1 meaning it will fail as catastrophically as possible. Mind, this is only the state of things *at time of roll*. The owner can choose to not go through with it after witnessing their roll, or otherwise alter their actions if they didn't like the outcome.

Literature Items:

50: Traveler's Library. This book bag, grey with leather straps, looks just big enough for someone to carry a book or two in it on their adventures. But what good is being a true bibliophile if you can only carry **a** book or two? The Traveler's Library can hold as many books as you care to put in it, summonable to the surface at will. A small index card in the inside lip will give anyone who touches it an immediate mentally-indexable list of what is currently inside, broken up by genre. Best of all, it comes with a special Book Of The Jump club lifetime membership. Every month, you'll get a book in your preferred genre(s) from the setting you're currently in, in a language you are proficient in. They'll even have their own special section in the psionic index, so you can track what you got through the club in chronological order if you so desire. Never be without a good book to read ever again.

100: Thalia's Teabox. This cube, no larger than a sugar cube or six-sided die, bears on one face the emblem of a comedy back in the middle of a ring of ivy. Pressing the face will, once per day, turn the box into a teapot, four matching cup-and-saucer sets, and a small holder with sugars, honey, and cream. The teapot will contain a tea of your choice upon activation, and enough tea to fill all four cups once. Anyone who imbibes the tea, for the remainder of the day, will feel as if the muses blessed them, making it easier to get inspiration for creative projects. Oddly, it seems that these ideas will come through strongest if the result has at least a hint of humor in it...

Horror Items:

50: Makeup Kit. This cosmetics bag looks like the kind of item that might be found in a large purse. Opening it, however, will reveal whatever kind of mundane supplies one would need for any kind of body art. Be it the basics like lipstick and blush, facepaint and sponge brushes, or more extreme elements like fake blood or latex prosthetics, you can pull it from here. Prep someone for the camera, then make yourself up perfectly for the zombie run. You can generate up to ten applicable cosmetic items per day.

100: Judas Knife. A professional butcher's knife, honed to perfection, will never lose its edge, rust, or dent. You could cut through meat, even bone, with this beauty. What makes it especially handy, however, is that the owner can- at will -change it from this state to one identical but intended for dramatic but harmless visuals. When in this alternate state, the knife can be plunged into any surface, causing blood to gush forth wildly, but the 'victim' will be completely unharmed. 'Best' of all, the owner can swap these states even when it isn't their hand on the knife. Handy should one wish to blunt a murderous thief's efforts, or as a special effect prop. Or just as a cheap party trick with a lot of clean

up.

Furry Items:

50: Scrap Box. This box, about the size of a banker's box, has the word 'SCRAP' written on the side. That word probably doesn't actually fit the reality of the situation, however, since what you can pull from it is far from scrap material. Five times a week, you can pull up to ten pounds of mundane materials from it for the purposes of crafting something. Metal, leather, spools of yarn, bolts of fabric... name it, and you can pull it out. Never run short of materials for costuming or props ever again.

100: Cat's-Eye Amulet. This neck charm on a fabric cord bears an amulet of stone, shaped and colored like a cat's eye, is smooth and cold to the touch. When wearing it, you'll make the kind of attire you have on acceptable and even praise-worthy in whatever area you're in. Note that this isn't saying your attire... your *kind* of attire. Got two hundred of your closest friends decked out in power armor and plasma rifles? The one with the cool design work on the pauldrons might get some compliments. A cadre of fursuits and actual anthropomorphic persons? Might catch a cat lover's eye appreciatively. The effect isn't permanent, but it will linger somewhat after you've passed through for hours.

Music Items:

50: Guitar Case. A bit bulky as far as items for a traveler go, but once you see what it can do you'll happily make room. The Guitar Case can house, and then have pulled from it, any items you choose to add to it that can be used for a musical performance. Sheet stands and mics, speakers and decorations, and any variety of musical instruments. You won't even need to fill the thing entirely on your own dime; pick five applicable items, and they'll come with this Guitar Case pre-loaded for free.

100: Memory's Walkman. This small cassette player, capable of being held on a belt or in a moderately sized pocket, requires no batteries... nor can that section open to take them. Neither can the tape section, though one can be seen inside bearing the penned-on title of 'Memories' on the visible label. When the owner hits the play button, they can bring to mind any musical performance they have ever heard, and the Walkman will perfectly replicate it. Anyone can then listen to it, either through the headphones that come with the Walkman, or through a connecting cable, to any audio-playing speaker or device. Bring the sounds of a Jumper's Chain back to life for any who might care to listen.

TV/Film Items:

50: TV Guide. Well, this is pretty anachronistic almost any time in any world's history outside a small window. This issue of of the weekly magazine TV Guide, small enough to fit into a jacket pocket, bears your favorite stars on the cover and claims to have an exclusive interview with them within. And it does, which is neat. The schedule inside, however, will adapt itself to whatever the local channels you have access to are (if any), showing you what is upcoming for the whole week and offering small descriptions therein. The real power of this Item, however, is in the blank Notes section at the back. Once a day, you can write a time that has not passed yet along with any film or television episode that has ever been released to the public, then focus on the nearest television, monitor, or other device with a screen. Upon reaching that time, the device will play the chosen piece of media in its entirety. You can choose to add special features such as subtitles or alternate languages when writing, and those will be applied appropriately. The notes section blanks itself at midnight each night, giving you the full space back to write anew. A fun Item in general but especially useful if you're staffing a Convention and desperately need something to fill a time gap.

100: Mobile Editing Suite. You're going to be on the road a lot. Not just in this Jump, but across your Chain in general. Considering that, you won't always have access to a proper editing bay. With this, that won't be an issue. This large bulky laptop, with a battery that can last weeks in the wild, comes preloaded with every kind of application you could need to finish a project; editing, CG, music mixing and mastering, and more are jammed into this brick of a device. Perpetually updated to the finest quality available in your Jump if that would be superior to what it was before, it even comes with a built-in mic that can record at professional quality, and a small orb-like webcam that can do the same. Take the studio with you anywhere you go, Jumper.

Companions:

Everyone needs some Con Buddies. So, have some, on the house. You can take up to: 1 Free Import, 1 Free Companion based on Origin, and 1 Free Companion based on Specialty. Companions will always be able to be at each Con, but why they're there can vary from Con to Con. Sometimes a Fan might be working on the staff as a favor or by request. Sometimes Press ends up working a booth on behalf of their outlet. And sometimes Vendors and Staff want to forget that for a weekend and just be a civilian soaking in the fun. By default, all Companions have their own rooms and badges (matching your own versions of them), though you can select any willing Companion to share a room with for any given Con.

Import: Simple and clean; if you want more Companions to travel the Convention circuit with you, pay in 50 CP each time. This will give you two slots for any Companions you pick, which gain 400 CP, an Origin and Specialty of their choice, and can take Drawbacks unless noted otherwise.

Origin/Specialty Companions:

100 CP ea., first choice free to Specialty as stated above, can take the other choice at a discount. In addition to the skills and abilities listed, these Companions gain an additional 200 CP to use as you see fit. After the Jump, you can invite any/all of your new Companions to join you on your Jumpchain.

Fan Companion 1: The Cosplayer. Every Con is worthy of celebration, and what better way than to dress appropriately? This Companion always has a unique and exciting costume (at least one) for the convention, and often every piece is a custom one. Be it by way of sewing needle and thread, 3D printer, and/or any number of handcrafted props, they're incredibly adept and imaginative, and always look good in their creations. Expect as much passion for the conventions and fandoms as they have for their craft, up for any activity you're interested in at each con. Don't feel shy asking for help if you want to cosplay, either; they'll always be game for helping set up a fitting outfit and props, custom-tailored just for you.

Fan Companion 2: The Campaigner. Conventions are often a marathon, not a sprint. And this Companion always comes in first in every marathon. Seemingly operating off little more than excitement and their ever-full sidepack of snacks and drinks, they're always front of the line for the first event top of the day, and up for staying in the last event till closing every night. This boundless ball of energy is always willing to save spots in line, help hunt for those Con-exclusives you told them to keep an eye out for, and share their endless supplies when they can. While not at a Con, their abilities seem slightly reduced, but they're still shockingly able to keep up with all but the most inhumanly empowered Jumper, at least in terms of endurance and energy levels.

Staff Companion 1: The Drill Sarge. Most Convention staffs are a kitbashed affair, with mixtures of rookies, veterans, slackers, and try-hards. Getting everyone on the same page, and keeping shifts running in the face of the universe trying its best to derail the convention from all sides, is a virtually insurmountable task. Well, except for this Companion. Easily slotting into the upper echelons of any Convention's staff, The Drill Sarge can perfectly balance any team, spot problems and find solutions almost before they can begin, and can pair up staff such that even the most dysfunctional team behind the scenes can still pull off the most chaos-free Convention in the eyes of the guests. Not only will they make any Con they work a smoother better experience for all parties, but they've got stories from the trenches for days and are always happy to share the best ones over dinner and drinks after-hours, their treat.

Staff Companion 2: The Security Chief. Most convention centers use their own security, or prefer to hire from a local agency on a per-Convention basis. However, once this Companion started making the rounds, Conventions began making an exception. With eagle-eyes, a stellar sense for when something is up, and killer conflict resolution skills, The Security Chief would make a great cop if it weren't for their impossibly high levels of geeky fandom across the board. While it might make them an odd fit for most precincts, in Convention circles it helps them easily determine who is just odd and who has something to hide. Having them on hand means always having an edge when it comes to keeping Conventions peaceful and fun, though they might from time to time desperately need to talk your ear off about some awesome thing they saw while on duty.

Vendor Companion 1: The Artist. This true independent creator is the epitome of Renaissance artist by way of fandoms. From bookmarks to buttons, custom prints to handcrafted plushies, even more esoteric pieces like sculptures, pillows, blankets, and clocks. Their booth is always a wild menagerie of pieces befitting the theme of the convention, with quality high enough to grab attention. Whether side by side with you or relegated to the Artist's Alley (or equivalent), their artistic flare will always brighten every Convention. And if you're ever running low on stock, they'll be happy to contribute some of their own stock to fill your shelves. Outside the Conventions, they'll even be happy to make some custom pieces just for you, if you're interested. After all, what matters most to them is knowing their art, and themselves, is appreciated.

Vendor Companion 2: The Collaborator. When you sell gaming books, they sell dice and sheets. When you sell vintage video games, they're selling refurbished controllers. When you sell burgers, they're selling the fries. You don't technically work together, but you may as well since you tend to only boost one another's profits. If you want, you can book your booths side by side or across from each other every con, no matter the layout otherwise. This Companion is a consummate salesman, able to get eyes on product that would normally otherwise pass on by, and always seems to know the best suppliers to restock when needed. And, like any true friend, will gladly help you set up and break down your own set-up when the time comes. A friend helps you move, but a real friend helps you move week after week after week, and offers to at least split the cost of the pizza each time.

Press Companion 1: The Contact. How many pies does this maverick of marketing have his fingers in? Every Con, they'll let you know in advance who they're representing at it and give you priority for screenings, hands-on demos, interviews, and the like. Expect at minimum to get access automatically for every presser their clients are involved in, and maybe more than a few bits of off-the-record insider info to help find other leads around the con. And hey, with all that time saved thanks to The Contact, maybe you'll be up for meeting for drinks and a bite to eat? All in celebration of a mutually solid day of hard work.

Press Companion 2: The Cameraman. Be it photos, video, or whatever else is needed, this consummate professional is always on hand and often is there on the convention's dime. They'll always get the cherry spot for the biggest events and best shots of the con, almost as if they have a sixth sense for being in the right place at the right time to capture the moment. And, since you're such friends and you're always sure to make the most of his craft, you'll always have first pick of the results even if he's working for the convention itself. Never worry about lacking for visual representation of your reporting/experiences ever again.

Tech/VG Companion 1: The Dev. Someone has to invent all those nifty gadgets and killer apps, otherwise this would just be a retro convention. The Dev is a mainstay of this kind of Con, with the kind of creative mind and skill set to back it up that flows endlessly with new projects. Expect them to

have at least a half-dozen works brewing at any given time, any one of which might be why they're at the Con. If not, they're likely on hand to unwind and get inspired, and are more than happy to tag along with you on both accounts.

Tech/VG Companion 2: The Pro-Gamer. Whether a solo act or the star of pro team, this Companion has the skills for miles and miles, days and days. FPS, fighting games, racers, tactical sims, The Pro-Gamer plays like they were born with their headset and control-method of choice in hand. Away from the crowds, though, they're a kind and humble soul, always up for giving advice if you get stuck in a game and eager to try out games even outside their professional umbrella if you're offering. Just don't praise their gameplay too much, or they might clam up blushing all the while.

Anime Companion 1: The Voice Actor. VA work is a thankless job, often consisting of shouts, grunts, stage whispers and screams in a hot booth. And at the end of the day, even if their work helped get someone into the fandom, there's decent odds those folks will be saying they prefer subtitles in a few years' time. Regardless, this Companion has the pipes and the resume to fit almost any VA job, easily able to slot into any cast or project that needs audible dialogue, and is adept at coaching and leading aspiring VAs to boot. And to cap it all off? They're not a half-bad singer.

Anime Companion 2: The Mangaka. A lot of con-goers would love to know how you struck up *this* friendship, Jumper. Having cut their teeth on works popular enough that you'll likely see their characters portrayed everywhere from cosplay gatherings to the Artists Alley, while they'd probably get mobbed if walking around a convention hall unescorted, they'll always find time away from panels and signings to spend time with you and yours. A lover of the medium long before making it big, this Companion is always looking for a new influence or twenty, and seems to have a Tezuka-like talent for spinning up stories on short notice.

Comics Companion 1: The Lead Artist. When you need a cover that can double as a gallery piece, you call this Companion. Their involvement in a title all but assures it'll get eyeballs on it, as they can craft visual masterpieces that suck readers in and lavish two-page spreads that can convey everything from dread to shock to joy without a single word balloon. Spend any degree of time in their good graces, and you'll likely have museum-quality art to line the walls of your Warehouse with.

Comics Companion 2: The Living Encyclopedia. Wikipedia wishes it had the level of sources this Companion possesses. Just learned about some obscure comic time forgot? They can point you to every issue, cameo, and the short-lived radio drama. Can't recall what a given writer had worked on? They can rattle off every title they were credited on in alphabetical order. While comics are their main obsession, this talent for learning, absorbing, and being able to recall information is fairly universal, which might explain their love of pub trivia. The only thing they like more than collecting info is it coming in handy, so even if it's 3 AM and you desperately need to know what dimension the Weaponers of Qward are from (something that, for a Jumper, might actually be life or death) don't hesitate to call.

Ren Faire Companion 1: The Blacksmith. Strong and sturdy, with a physique seemingly carved from stone, this Companion is a special breed on the Convention circuit. It comes from their preferred line of work and play, the crafting of arms and armor the old fashioned ways. While this has both granted them quite the appearance and quite the skill set, don't be fooled... they might be a bigger geek than you are, even if they'll be a bit quieter when admitting just how many hours of that show you just got into they watched while working on a new set of blades for a client.

Ren Faire Companion 2: The Bard. Your new Companion certainly looks the part, prone to flamboyant attire and even more flamboyant expressions. But this modern-day master of Renaiassance-era music and storytelling can back up their eccentricities. Quick with a joke, an act, or a song, they could take to any stage and entertain the masses. And, should you be keen, would be more than happy to put on the occasional performance just for you.

Tabletop Gaming Companion 1: The Designer. Someone has to come up with all these games, and your Companion ranks among those who do. Ideas flit from their fingers rapidly, scrawled out on loose leaf and etched onto index cards. Give them inspiration and they'll have a paper prototype spun up in a day or less, giving you plenty of time to be their first beta tester if you'd like to be.

Tabletop Gaming Companion 2: The DM. A proper game master must be, at once, a world builder, an actor, a story teller, a trickster, and a friend. This Companion certainly meets all of those criteria. Able to as easily spin up a quick PVP tournament, a one-shot, or a years-long campaign, they've got the chops to run five different groups with five different systems a week, then unwind with a few friend card games on the weekend. And if there's a system or game you're interested in but haven't played? They'd be happy to walk you through it, any time.

Literature Companion 1: The Author. While this Companion might like to move up and out of the Best Authors You're Not Reading lists they find themselves on year after year, one can neither question their talent nor the loyal fanbase they've developed. Skilled with the written word in all its forms, they are equally fluid in genre, able to shift from comedy to romance to drama to action as easily as changing clothes. Give them exposure to some new source material, and they might bang out a solid rough draft in a single locked-down long weekend. Just do be a good friend and make sure they remember to eat and sleep as well.

Literature Companion 2: The Filk-Artist. Sci-fi and fantasy Conventions gave birth to this unique subgenre of music, and this Companion is a prime inheritor of those con-born ways. Set them down with a good book and they'll have a new song ready to go by morning, a new album if the book is good enough. While their sets are typically relatively lo-fi- this is a genre stemming from folk music after all -that just means all they need to play is their guitar, something to sit on, and a mic if one's handy. If you've got your own stories to share, they'd love to sit you down for a private concert of your deeds in song form... just don't be shocked if they throw an in-joke or poke at you in there. It's all done with love, they promise.

Horror Companion 1: The SFX Expert. From practical effects to cutting-edge CGI, if your horror has a drop of 'blood' in it, they hopefully called this Companion. With a gift for makeup and mocap to boot, they're a one-person SFX Team always up for a new challenge. Expect them to geek out over some new device they dreamed up that will let them emulate a grisly demise quickly, cheaply, and dramatically for the last film they're working, and know that as their friend, their workshop door is always open to you if you've got your own need for their services.

Horror Companion 2: The New Media Expert. Slasher films and short stories are all well and good, but sometimes, you need to live on the bleeding edge of your fandom, pun likely intended. This Companion is a widely recognized and respected expert, either due to being involved in some kind of new media horror (e.g., a well-respected Creepypasta author, or the brains behind multiple VLOG-style horror series), being the means by which such content gets more eyes on it (e.g., a reader of said Creepypasta or a reviewer of online horror), or both. Both is pretty likely, since they're huge fans of where new media can take the genre, and are always eager to find or dream up more of it. Expect them

to have a decent handle on at least some New Media techniques such as vlogging or podcasting, and to have a perfect voice for either.

Furry Companion 1: The Webcomic Artist. Daily deadlines. A rabid fanbase with disturbingly extensive shipping charts. Having to balance almost the whole enterprise solo, with books to print and shirts to design. Is it any wonder this Companion almost always seems like they could use a nap? Regardless, they're happy to see you every Con, and more than a little receptive to any ideas you might have. They might get turned into arcs in their ever-ongoing work, albeit with the persons involved probably being a bit more colorful and/or anthro then the source material, should you choose to just rattle off events you've experienced. And should you take them to a Convention they don't need to man a booth or have a panel at, and can just unwind, they'll be almost eternally grateful.

Furry Companion 2: The DJ. Every good Convention needs some good beats to jam out to, and this ultra-adept DJ brings all the best ones. With a custom kit and tracks fit for each and every crowd they spin for, they can turn any space into a Dance Hall, and a Convention's Dance Hall into a memory for a lifetime. While they can also easily be an attraction in and of themselves, they know that the role of a DJ is to let other people have fun, and work hard behind the table and away from it to see that is so.

Music Companion 1: The Band-Mate. "Sure, I can play that." You've heard this Companion use that phrase on several occasions, and each time it proved to be an understatement. The Band-Mate grew up on music, but discontent to stick to a single genre or instrument instead picked up practiced skill almost completely across the board. This has had the convenient effect of not only providing them the means to make their own music, but also to join in with touring or visiting acts as if they had been a member all along. Away from the main stage, expect them to want to try as much as they can everywhere you go; after all, the kind of person who would equally train in the electric guitar and the tuba isn't likely to be satiated by the same-old same-old.

Music Companion 2: The Subculturalist. Cybergoths. Scene Kids. Afrofuturists. Steampunks. These groups-within-groups-within-groups seem so tightly packed that it can be a challenge to get an in, let alone feel comfortable in their crowds. Not so for this Companion, who seems to know people in every musical subculture on the planet. Don't be shocked if you take them to non-Music conventions and they still find folks who know them on a first name basis if so much as a single esoteric musical act is booked. And being their friend, The Subculturalist will be happy to make introductions, get backstage passes and front-row seats, and point you in the direction of a good act you'd enjoy any time.

TV/Film Companion 1: The Extra. Hey, weren't you in that one movie? And that other movie? And that TV show a handful of times? And... yes, they have been, and more. This Companion is right out of central casting, often literally, and has rounded out enough casts that there's a good chance they'll fit at every convention. Some would tire out after so many roles and no top billings, but The Extra loves a good challenge and is always looking for new roles, new places, and new ideas. Maybe someone who travels through space and time on a regular basis can provide that.

TV/Film Companion 2: The Director. Talent, vision, managerial skills, and a penchant for style and flare that makes their work distinctive and original. This Companion knows all the tricks, has a roledex of talent they enjoy working with, and always has a few fun behind the scenes stories or observations to keep a crowd entertained. Whether just Con-famous or a legit star- or somewhere in-between -they're a massive get for any Con, and could easily excuse a fun weekend with friends as 'research' for their next project.

Convention Rooms:

Convention Rooms are a special kind of Perk-Item hybrid that permanently alters all conventions you attend. Each one you pick becomes, in some fashion appropriate for that convention/location, available at each Con. While not taking one doesn't preclude such a room/space from existing at the Con, this is a way to assure it will. In future Jumps, such spaces can be added as Warehouse additions in their own amalgamated Convention space, or can appear as the nearest equivalent in your starting location (e.g., the Console Gaming room might appear as a game store, an arcade, a pub with a robust series of games such as snooker and darts, etc.). In either case, those manning the space will be Followers, and can be expected to at least provide free access. Each Convention Room costs **200 CP,** with the exception of the General CR which costs an undiscounted **100 CP**. All other Convention Rooms are discounted to their related Origin/Specialty.

General CR: Panel Rooms. The core of Conventions, the center around which all else is built. Whether it's a creator discussing some work of theirs new or old, an old hand in the fandom sharing stories, or a major company revealing their slate of upcoming releases, panels fill programs and give folks a reason to show up start to end every day. This purchase grants a minimum of three rooms, with rotating programming in each. Post-Jump, this will be focused on creators and fans from across your prior Jumps if a Warehouse attachment, with Panel Room 3 being focused on discussing you, your adventures, and taking questions from the audience. If your ego can handle more than a few jabs at your decisions, you might learn things from this panels you would've otherwise missed or misunderstood...

Fan CR: Con Suite. Also known as a Hospitality Suite. A staple of the older days of Conventions and now often relegated to only smaller more fan-operated cons, the Con Suite is a mutual meeting place typically comprised of a single hotel room or multiple rooms set up with seating and some form of food (either a manned snack bar or buffet-style tables). While the food is not typically fine dining, having a spot to stop, recharge, grab a can of soda and a slice of pizza, and all for nothing more than showing off one's badge at the door can be invaluable. Just, if you can, please remember to leave a tip in the jar by the door.

Vendor CR: Dealers' Hall. Also known as Dealers' Room, Exhibit Hall, and many other titles, one would think a space for vendors to sell wares would be a given. However, many Conventions may lack such a dedicated space. No longer with this, as you'll be assured that no matter how small the Convention or the space, somehow someway a region will be staked out no less than 10% the size of the rest of the Convention and filled with wares and goodies and the occasional fun oddities. If this is obtained as a Warehouse add-on after the Jump, it will be 10% the size of your Warehouse and all add-ons, adjusting accordingly when that increases.

Staff CR: Event Ops. A centralized location known to staff and fans alike, this space is staffed around the clock and acts as both the central nervous system for the con and an emergency point for fans to go to in the event of a lost badge or other non-life threatening issue. Simple, but when having to manage a massive Convention (or post-Jump, all your Warehouse attachments and associated properties) having Event Ops can make things run smoothly even against absurd odds.

Press CR: The Press Room. Industry panels and meeting rooms are all well and good, but for those covering the event and those attending it, sometimes you want to go where you personally can belong. This cross between press pit and office space has plenty of room to hook up devices and hammer out messages and meetings and articles, along with a complimentary table of mild refreshments. Expect

drafts you make here to grab a few more eyes and be better received than they would be otherwise, which can be handy if you're about to slam a product fans have been eagerly anticipating.

Tech/VG CR: The Game Room. More than any other Convention Room, this varies in shape, size, and overall place in the scheme of things. Sometimes, it's the apex of the entire event, with massive projection screens and rows of seats for the crowds. Sometimes, it's a subtle and calm affair, with sets of tables and chairs and a collection of consoles and games past and present. Sometimes it ends up as an arcade, with full standing machines from around the globe. Whatever the case, this Convention Room will provide hours of fun, and probably at least a few tournaments over the course of the event. Should the Convention be one where such a room is physically impossible (e.g., an outdoor Ren Faire), expect something roughly equal (e.g., the Ren Faire version might instead be a series of outdoor themed carnival games, archery/thrown weapon booths, etc).

Anime CR: Screening Room. A simple enough concept to slot into almost any Convention; all it needs is seating, projection, screen, sound, and tech. By day it can be used to run episodes and movies, and by night it can be used for premiere films and vidshows (e.g., Anime Music Video contests). Basic, but the nature of it assures that there will always be a space to settle in and watch something.

Comics CR: Artist Alley. Conventions were born out of the love of fans, trying to create something to show their passion for their chosen fandoms. Nowhere will one find that spirit more alive than in Artist Alley. Here, rather than the professionals who top the billing, one finds young independent creators eager to craft, create, and celebrate their genres and mediums with the attendees. Everything from art prints to fanzines to independent comics can end up here, both unique creations and interpretations of popular media related to the con. If nothing else, it serves as a refreshing glimpse into the rich artistic expression such fans can manifest, but it can also be a fun place to pick up gifts and keepsakes you'll never find anywhere else. Post-Jump, if an attachment, expect at least a quarter of these booths to be related to *you* and your adventures.

Ren Faire CR: Jousting List. There are some things an outdoor Convention can get away with that others can't. A pair of armored men clashing lances against swords on horseback is certainly high on that 'list'. Comes complete with well-trained horses, a tiltyard, and all the jousting equipment the trained professionals will need to perform for the cheering crowds. Often takes place multiple times each day for a single joust (often for points across multiple passes) each, or as a single event with multiple jousts back to back. In other Conventions this will be supplanted by appropriate live physical competitive entertainment when required, such as pro-wrestling matches, live rap battles, etc.

Tabletop Gaming CR: The Gaming Library. Sometimes, what you want isn't just to play the games you already know. You want to expand your horizons. For this, there is The Gaming Library. A room with plenty of tables and chairs, and a moderated area stocked with board and card and miniature games of all shapes and sizes. By handing your badge (or equivalent) to the person manning the Library, you can check out a game. Then, settle in, and play with Companions or any random passers-by interested. You can always expect at least half the games are ones that'll be new to you.

Literature CR: Workshops. For some, going to a Convention is less about unwinding and having a good time, and more about learning and growing in their chosen fandom. For these folks, Workshops are a vital pull. Themed to the Con in question, one can walk away from them learning anything from world building tips to how to make a costume and props to how to edit together music videos. Some might offer even more esoteric coursework, like learning basic Klingon or how to play Hanafuda. Expect to pick up quite the strange handful of talents after a Jump with this included. Post-Jump, these

Workshops will vary and rotate, with a schedule you can keep up with, that will offer something appropriate to the Jump you're currently in but rarely anything too in-depth and occasionally something completely out of the blue. But hey, at least now you know how to basket weave using your new telekinesis.

Horror CR: Interactive Experience. Horror is not something just seen or read. It is something felt. This multi-purpose room has the intended purpose of placing the congoer inside the experience. Often containing some degree of puzzle element and/or scare actors, not unlike an Escape Room (in fact, it very well may be one!), one can expect a unique and thematically appropriate Interactive Experience every time. When transplanted to other types of Conventions, expect it to remain as on-brand as possible (e.g., for Tabletop Gaming, it may manifest as a True Dungeon-style LARP). Post-Jump, the contents will rotate monthly, themed after prior Jumps you've been through.

Furry CR: Masquerade. Most commonly associated with anime conventions, the Masquerade is a Convention staple consisting of tiered levels of costuming expertise, displayed in either walk-ons or skits, that is subsequently judged and awarded prizes. With this Convention Room, not only will there be a dedicated space for this event at each Convention, but there will also be appropriate modifications made to the Con to contribute to general cosplay culture, including photo backdrops and cosplay-friendly booths (such as wig shops, accessory and prop booths, professional equipment dealers, and costume repair areas).

Music CR: Main Stage. The pull of a big live event can be a massive get for any convention. Doubly so one revolving around music. With the Main Stage comes a perfect area for hosting concerts, dance parties, and the like, with all the equipment that comes with it. This can even include performed plays and other stage acts, if appropriate to the Con in question. Post-Jump, expect a rotating schedule of performers from your current Jump if imported, and from your prior Jumps if a Warehouse attachment.

TV/Film CR: Autograph Area. For some folks, the chance to meet & greet the guests of honor can be the biggest win of the whole Convention. The Autograph Area adds that opportunity, but does more than that. It provides an additional level of peace and calm to those both signing and the fans themselves. Handy both for keeping congoers happy and granting the guests a decent time and interaction. Post-Jump, this space can draw in celebrities from your prior Jumps if used as a Warehouse attachment; this can include canonical heroes and villains, but neither you nor they can start any trouble while they're here, just collect up autographs, pose for photos, and have a little chat.

Drawbacks:

Need some more points? Don't blame you; like anything related to Conventions, there's just too much good stuff to resist! Well, given this is intended to be a fun ten years, I'd say be careful how much you burden yourself, but what's a Convention without at least one or two 'I probably shouldn't have done that' stories to tell? You can take as many Drawbacks as you'd like, and all Drawbacks will be removed before you leave this Jump.

+100: One-way Warehouse. The Jumper and Companions can usually drop stuff off freely at their Warehouse (or equivalent), which makes it a lot easier to pick up Con swag and make use of what you want/need. Now, you can still get swag, but can only keep one piece of it on you at the end of a given con; the rest is sent to a new locked annex in the Warehouse, inaccessible until after the Jump concludes.

+100: Boiled Ramen Diet. Jumpers often deal in grand scales. Epic adventurers, crowned nobles, with armies at their call and vaults of riches to indulge in. And for the average con goer, that last one in particular is just not going to provide the authentic experience. For the duration of the Jump, you lose access to any money or money-equivalent other than what this Jump can provide. Better get used to flavored ramen packs as the new staple of your diet.

+100: Peace-Bonded. Hey, c'mon, this is a peaceful Convention. Con security has a bucket full of bright garish orange zip ties, and they've helpfully applied them across the board. This prevents the Jumper from using powers, skills, or weapons offensively for the duration. You can still defend yourself, and if it wouldn't cause harm or threaten someone you can get away with it, but otherwise your best weapons are no more effective than someone's store-bought props.

+100: Everyone's A Critic. They know who you are. Or rather, who you're attempting to be. I mean, it's a nice t*ry* at cosplaying the Jumper, but, come on, you really don't have the *ears* for it, and that power armor is *okay* for a first attempt. You could unleash your full power from a hundred prior jumps and there'll be at least one person in the crowd commenting how your soul devouring vortex isn't *quite* the right color, but hey, A for effort, kid.

+100: It Must Be Mine! Every Con you go to will have a MacGuffin. It'll be something you desperately *need*, because it's *so cool* and why *wouldn't* you want it?! Your enjoyment of the Convention, every time, will come down to finding and obtaining this item. Failure to get it won't end your chain, but it WILL put you in a foul mood and cast a pale across the whole event. Maybe you shouldn't keep staking your Convention happiness on your pin collection, Jumper...

+100: Con-Dumb-Nation. Sometimes, it's for a valid cause. Sometimes, it's because someone somewhere made a mistake and it got folks mad. And sometimes, it's just because folks can't stand others having fun. Whatever the case, get used to seeing protesters outside at least half the Conventions you go to. With bullhorns, mics and speakers, or just strong shouts, the ringleader will happily inform you why they're here, how wrong the con is, and how wrong you are, and will frequently have documentation they're pushing your way to help explain their points. Even if their noise manages to become background filler or a shared in-joke, their existence will complicate getting in and out of the conventions they 'grace', and any ill actions against them runs a serious risk of at LEAST getting you booted from the Con and potentially shutting the Con itself down if they can manage it.

+100: Q&A-gony. There's always that one guy, isn't there? The one guy whose question is just so bad, so hideous, it makes the whole room groan in misery and physically cringe. Oh, never experienced that before yourself? You're about to. Every Con you go to, in at least one event or panel you participate in, there will be a Q&A. You will be unable to leave before it ends, and there will be that one guy. Expect to see uncomfortable guests, misery-struck staff, and an entire room of people desperately wishing they could disown someone they've never met. And even if you personally are immune to such social awkwardness, be proud of knowing you made all their days a bit worse just for some CP. Over... and over... again.

+100: Cosplay Emergency. You *did* remember to bring an emergency kit, right, Jumper? Side note, you *do* know how to sew, right? Well, better learn quick. Every day of every Con, you're looking at a 50/50 shot of a Cosplay Emergency. Split seams, burst or stuck zippers, popped buttons, collapsed props, contacts going gummy on you, the options are as varied as they are problematic. Even if you're not cosplaying, you'll find your attires have shockingly bad luck making it through a Convention in one piece.

+100: That Smell. Can't you smell that smell? The smell of Con surrounds you. More specifically, the smell of sweaty human beings with poor hygiene. While before you could usually count on modern Conventions being at least *somewhat* better in this department than their past incarnations, you'll now regularly find Conventions wafting with unpleasant odors. And while mundane means will help alleviate this, any Perks or Items you have that could negate it cease to function when That Smell comes back around.

+200 ea: Your Shift. Normally, regardless of what Origin you take, you're not locked into that role perpetually. A Fan could volunteer to work some part of a Con, and all the rest can simply attend as an ordinary attendee without batting an eye. Not so much once you take this Drawback. Once every month, randomly chosen, one of the Cons you attend will have you working it. Full-on, eight hours, working it. You don't get to decide where your shift is or what your duties are, but rest assured that the con organizers won't put you in any job you *can't* do. If the convention is two days or less, you're working eight hour shifts each day of it. If the convention is three days or longer, you'll get one day of the Convention where you don't have to work... and that, too, will not be within your control as to when it happens. On the plus side, for the duration of the convention this Drawback kicks in for, you'll get an extra 50$/day Per-Diem regardless of Origin. You may take this Drawback a total of three times, at which point three conventions a month will see you working them in this fashion.

+200: Fourth Day Fatigue. The final day of every Con will be one met with increasing lethargy, a lessening of strength, and a general sense of being just plain tapped out. It's not that you want to do less or stay in the hotel room the whole day... but that you will struggle and probably need help not to.

+200: Welcome To Line Con! There's a line for the exhibit hall. There's a line for the panels. There's a line for the dance hall. There's a line for the console gaming room. And yes, there's a line for the bathrooms AND food trucks. On rare occasion, you'll manage to get to something without a line and can go right on in, but those moments almost exist solely to string you along.

+200: It's the Con of all Cons! That didn't come out right. Or did it? Price gouging is about to become your world. 12$ hot dogs and 5$ cans of soda are just the tip of the iceberg, as everything even vaguely vital for sale in and around the Convention- for at least a mile! -will see a massive spike in costs. This filters into the content of the Cons, too, as event tickets and merch will on average start costing more, and in some cases shoot up to astronomically unreasonable numbers. Deals can still be

found, but it's going to require some serious leg work. Just hope you don't get hungry or thirsty while doing it.

+200: Please Do Not Block The Exits. All fatigue blockers are now turned off, as are alternate means of personal transit (flight, teleportation, etc). Not so bad, you can just take breaks, right? Not unless you find an actual seat, as Con security universally now considers it a mortal sin to stop against a wall, sit on the floor, or any number of other concerns. You can feel free to argue or resist, but they'll then have ground to cancel your badge and ban you from the con for life. And given running out of conventions will likely trigger a chain failure... best keep walking, Jumper.

+200: Is There A Tech In The Audience? It never fails to fail. At least one major technical aspect of some part of the con you're involved in will fail miserably. A projector jams up, the fire alarm goes off, the disc with all the content for the panel goes missing. It might even be something especially hideous, like the badge processing machines breaking down Day 1 and stranding the entire Convention outside in the elements for hours while it is fixed or circumvented.

+200: Phenomenal Crowds, Itty Bitty Halls. Good news, Conventions are thriving! Bad news, they're not limiting badge sales or getting larger spaces accordingly. Save for the earliest and latest hours, expect to be fighting through massive crowds to get ANYWHERE. This will make any other drawbacks relating to the number of folks at the Con hit even worse, as lines get longer, seats get rarer, and competition for specific con merch gets even fiercer.

+200: I Refuse To Speak Ill Of Taco Trucks. Maybe this Drawback isn't so bad. After all, thanks to it, there's food trucks at the Con! Every Con, in one form or another (might be set booths for specific food vendors at some Conventions like the Ren Faires, for example). The downside, and where the points come in, is that you now have to pick one, wait in the line for it, purchase food at it, and eat it, at least once per Con. Failure to do so will result in being struck with immediate thirst and hunger that will last until a Convention food truck is patronized. You have until midnight of Day 1 to hit up at least one truck, before the penalty kicks in and stays kicked in until rectified. But hey, plus side, that Hawaiian truck does a mean macaroni salad.

+200: Stay On The Red Line! Rules are for other people. You're a Jumper, and even if this is in your first few jumps you're probably more special and incredible than any other being here. Well, not in the eyes of Con security. What they say goes, unless you want to be kicked out, and they've all suddenly gained perfect immunity to *every single one* of your Perks and Items, to boot. So if they tell you to stay on the red line while s-l-o-w-l-y making your way in to pick up your badge? I'd advise staying on the red line.

+200: Booked To Capacity. Even moreso than usual, this Drawback ignores all perks and abilities to counter. Once per Con, you WILL miss an event/panel/whatever you wanted to go to. Something runs long, a guest fails to show, every seat gets taken... the methods will vary, but the end result is the same. And don't think you'll be lucky enough to have it land on something you didn't really care about. You *will* want to attend it, and you *will* be at *least* disappointed in missing it.

+200: Stay Indoors. You're very lucky that Convention centers are climate controlled, Jumper, because the elements are not your friend on this world. Expect outdoor woes on a constant basis; Spring Conventions end up drenched with rain, Summer Cons break temperature records for their host cities, Autumn Conventions get dark and cold real quick, but when Winter rolls around you'll miss how 'warm' they were. And unfortunately, now Conventions you attend have a bad habit of using outdoor

areas for lines even if there's theoretically plenty of space inside.

+200: Noise Memes. Vocaloid music. Vuvuzelas. Screams of 'JUST DO IT'. Exceptionally loud vendors who never seem to tire, repeating the same lines over and over again. Conventions already are not quiet places most often, but now you'll be hard pressed to get anything approaching peace anytime from opening to close. And even at your hotel, expect to hear everything from hotel parties to the echoes of midnight screenings. Perks and Items won't help, but mundane means like earplugs, headphones, or cotton balls might.

+300: Who Zoned This?! Normally, it can be assumed that the places hosting these conventions will be fairly benign. A hotel or hotel complex, a convention center, a wide-open field perhaps beside a stream... nice places all, that let you focus on the con itself. Now, that'll only be true half the time. The other half, something will be **wrong** with the location chosen. The Convention is in a rough part of town, another diametrically opposed Convention is sharing the space with them, the people who own the space are at odds with the ones running the con and that is bleeding into general services... whatever the case, there will be something environmental outside the convention's direct control that will impact the fun factor overall, and potentially even the safety...

+300: Con Funk. At least once every three months, a horrid disease will rip through the Jumper and knock them on their butts for between 24-72 hours following a Convention wrapping up. No immunity or resistance applies, as this bastard offspring of a head cold and intestinal distress will rend apart such petty defenses to remind the Jumper of all the fun of mortality. It'll never be fatal or even permanently harmful, but it'll sure FEEL like it's both.

+300: Paddles Are Banned! And so are swords, guns, knives, ancient relics... save for relatively mundane items that are already allowed by the Convention, you cannot bring anything from your Warehouse and/or prior Jumps into the Convention. Sandwiches are okay, bags of holding and infinite waterskins are not. Well, maybe sandwiches aren't either; you'll have to check the website before coming about bringing in outside food.

+300: There's Free Space In The Bathtub. You know how Companions always can have their own rooms by default? Not so much so now. You're all sharing the same room. Every con. Without fail. And frequently, it won't just be them; their friends, coworkers, and folks they owe a favor to will all be grabbing whatever slice of rug or empty chair is available to sleep in. Expect even suites to end up cramped and uncomfortable, and say goodbye to any expectation of private time with anyone.

+300: Probably Shouldn't Have Said That. It's a stereotype that Convention goers have... let's call it 'social norms issues'. Too loud, too clingy, too weird. Unable to read the room, prone to making the wrong choices, and generally coming off to normal folks- and in truth, a lot of other congoers -as deeply awkward individuals. This isn't the end of the world, and it's rarer than popular media makes it out to be... well, except for you. Your social skills are going to be taking a nose dive. You're louder, wilder, and more prone to vocally interject yourself into things even when you have nothing to say and could be interrupting something other folks are interested in. And best of all? You get to realize this fact about five minutes too late after the worst moments of it. On the plus side, this Drawback can be reduced in impact with a lot of practice & awareness, doubly so if you have a friend along willing to point out to you when to chill out.

+400: Variety! It's the spice of life, and potentially the bane of yours. While before your only limit was what would be up next in the whole of the world, now your choice of Conventions will be dictated

by which ones you've already done this year. Really enjoy comics? Then get all you can out of those four days in April you went to a Comics Convention, because you won't see another one until January at the earliest. On the plus side, to make up for this, you're going to have a vastly expanded potential pool of Conventions... everything from real estate brokers to restaurateurs have their own Conventions, after all, and soon your very Chain will depend on finding something to do at each of them.

+400: That's Not A Costume, Is It? Is a decade of Conventions without legitimate threats too soft a challenge for you, Jumper? Well, now you're in luck. Once a month, a Convention you go to is now infiltrated with antagonists straight out of the context of the Convention. Horror Cons have secret killers, sci-fi Cons have invading aliens, the works. They might be mostly benign, or they might be gunning for hell on earth very literally. Have fun fighting fires amidst a throng of folks who potentially won't realize this isn't very elaborate LARPing until it is too late.

+500: Guest of Honor. In the field of your specialty, sometime in the first three years of your Jump, you gain fame. A lot of it. An insurmountable level of it. Mind you, this is Con-fame we're talking about here, but it does make you a virtual legend... and thus the traps closes on you. Nine months out of every year, you're no longer going to Conventions for fun or work or anything in-between. You're being flown out to Con after Con in your specialty only, put up in hotel rooms the con staff picked, participating in panels and signings and events you are booked for, and that is ***it***. Forget your Companions; they're all going to be off having fun at any number of Cons without you during this time. You are on the Con's time and dime for food and appearances, so best hope the folks running it are competent and have decent finances. Time spent in these nine months not attending Conventions will instead be spent working on whatever you're now famous for, which one hopes you have some skill in, and you'll likely be pressured by those you work with/for to promote whatever your latest work is each time you go to a new convention. The remaining three months of each year, the Jump proceeds as normal. This persists until the Jump concludes. After all, once you're Con-famous, there's always *some* convention out there willing to fly you in, even if your star craters.

+600: The Unspeakable Convention. AnimeExpo 2007. Dashcon. Las Pegasus Unicon. The Con of Wrath. Fyre Fest. Sometimes, a Convention comes along that is remembered by the fandom for all the wrong reasons, and can even escape said fandom and enter into the common lexicon for 'Well, **THAT** went wrong'. And now, once a year, you'll have a front row seat to such a Convention. You won't know **WHICH** one. You won't know **WHEN**. But it'll become very clear very quickly which one drew the short straw after you arrive Day 1. And no matter what other Perks or even Drawbacks you have? You're in it for the duration. Even if you didn't take them, expect versions of every Drawback here to have a shot at appearing, and plenty more you haven't even imagined yet. Good luck, have *fun*.

Scenario:

You do not need to take this Scenario, and failure at it will not end your Chain (though it will radically alter your final year in the Jump and the governing rules). You may choose at any time prior to the start of the tenth year to take or not take it, but once the tenth year begins, you are locked in.

Make Your Own Con: No matter how they interact with them, anyone who has been around Conventions long enough starts to wonder... could I do that? Not merely act as staff here or there, or run a booth in the exhibit hall... but arrange, staff, promote, and successfully run a Convention? Now, if you select this Scenario, you're going to find out. You must use connections built over first nine years to create your own Con and run it top-down in Year 10. You'll get no special dispensation to fund this; you'll need to either finance it yourself or convince others to back you. Pick the site, the fandoms, the duration, and then get to work. The larger the scale you aim for, the harder it'll be to pull off as Murphy's Law loves nothing so much as a first-time Convention.

However, if you manage to pull off a successful (i.e., the majority of attendees, guests, and vendors had a positive experience and would come back the following year if able, and also you don't get arrested and the Convention is not shut down early) Convention, the prize might be worth the extra risk. Win, and you won't just be able to take the con with you on your Chain, but the whole Convention complex, including associated hotels and services if your reach was large enough. The Convention will become automatically run once a year, though you can insert yourself onto the staff/schedule if you wish. And if available, you'll always have a room waiting for you and a reasonable expense account at the property/properties you get to claim. So, how big of a gamble do you think you can pull off, Jumper?

End:

A decade has passed, and hopefully with it, a lot of fun memories. Now, however, the Convention is ending, the closing ceremonies running, the Con Gripe panel running next door to it. It's time to make the choice you knew was coming.

Go Home: Sometimes, it takes a fun but draining vacation to remember why you miss your home. This choice ends your Chain. You'll arrive with everything you took along the way, plus a farewell gift from your Benefactor; a Jumpchain Goodie Bag with little treats based on your Chain. Rest up, and maybe we'll see you at another Con down the road.

Stay Here: The life of eternal Con hopping appealed to you that much? All right, then! You'll get the Goodie Bag from Go Home, and while all Drawbacks are terminated your free transport, rooms, and badges are not. And with no more Chain, skipping a week or twelve won't do a thing. Enjoy exploring a world of Conventions a little more literally now, Jumper.

Continue On: Lots more adventures await on the horizon, and after a hopefully recharging decade, they better watch out. After all, compared to some of the crazy things you've seen/done/experienced here, whatever comes next may have to get creative if they want to surprise you. Journey ever onward, Jumper.

Notes:

Anything not directly relating to a named property or real-world Convention came from research, personal experience, or the experiences of those I've spoken to. All rights reserved to their respective holders. Please support your local Conventions.

Yes, I made way too many geeky references over the course of this Jump. You knew what you were reading.

If you do not select for your Origin to be a Drop-In, select a default home somewhere in the world. Transportation will be provided to return you to it after each Convention, assuming you don't travel from Con to Con immediately. Non-Drop-Ins also can (their choice) have a default appropriate 9-to-5 job at the average pay level, so they don't have to entirely pay for their existences off Per-Diems alone. Said job will always allow for the Jumper to head to Conventions each week, though they will not be paid for said time unless it somehow relates to the con in question (e.g., Press going to report on a con). Drop-In Origins gain none of this, so good luck.

Per-Diem functions at its regular instance pattern regardless of the length of the Convention that week.

Please, I Need A Break might be too meta for some, but please have a little pity on the Jumper you saddled with some horrible constant Drawback for ten-plus years at a stretch. Everyone deserves a vacation, a chance to relax... and isn't that half the reason we go to Conventions in the first place?

The Capstone Boosted version of Secret Master of Fandom does not let you circumvent Variety!. Instead, it lets you add an extra choice to your list. If using the Appendix, treat this as an early roll during the current Convention itself to find one in need. Use all relevant rules for rolling for your Jumper.

If both the VIP Badge and The Press Badge are purchased, then post-Jump both press credentials and a renewable VIP ticket are provided. You pay the CP, you get the benefits.

For Con-Goer's Weekly, if using the Appendix to roll up Convention options, roll it on the first day of the Convention instead of the last day. The choice of where to go next is still up to the Jumper, however.

If the Jumper has no 'favorite stars' and gets the TV Guide Item, the star/interview is with their Benefactor. If they have no Benefactor, it is with them.

Companions do not get free Companion choices, nor can they purchase Companions.

During the Jump, Convention Rooms are only available during periods where the Jumper is A) at a Convention, and B) the Convention is running.

Taking I Refuse To Speak Ill Of Taco Trucks with One-Day Pass does not spare the Jumper, it makes it worse; the effect of failing to patronize a food source as per the I Refuse To Speak Ill Of Taco Trucks Drawback will result in the negative effect lasting until the start of the next Convention.

If you took Variety! and use the Appendix to generate Conventions, and find that the things you

are rolling up are weird, or obnoxious, or you need to go looking on the internet for what they even mean... good. It's a Drawback worth 400 CP. I did my job. Special assist to the Global Industry Classification Standards wikipedia page where all those table entries came from.

Yes, if you bought Convention Rooms, they will appear at Conventions rolled up through the Variety! tables or just thought up if the appendix tables are not being used. I'd say fanwank responsibly but Conventions are so weird you barely need fiat-backing to justify this.

Feel free to repost this Jump anywhere you wish, but please do not edit without permission.

Created by Astrangeplaytomake

Version 1.0 - Created Jump

Appendix: Random Convention Schedule Generator

In the event you would like a full-sim of what Conventions you get, here is the default random generation rules, applicable for not only the basic Jump rules but also with variation notes for certain Drawbacks (In the order they appear: Your Shift, Variety!, That's Not A Costume, Is It?, and The Unspeakable Convention).

Please note, if you took Guest of Honor, you do not need to use this chart's convention type tables for your nine months where that Drawback is in place. You will only ever go to conventions of the Specialty you selected in relation to that Drawback. You may roll the rest of the Standard Rules as normal, however.

Standard Rules:

At the end of a given Convention, roll three times through all A-type table (A-1, A-2, etc.). If another table set is required, it will be listed on those results.

A-1: Convention Type (roll 2d8):
2: Tech/VG
3: Anime
4: Specialty! Select one of your Specialties.
5: Comics
6: Ren Faire
7: Specialty! Select one of your Specialties.
8: Tabletop Gaming
9: Literature
10: Specialty! Select one of your Specialties.
11: Horror
12: Furry
13: Specialty! Select one of your Specialties.
14: Music
15: TV/Film
16: Convention Season! Roll again twice through the tables each time this result comes up.

A-2: Convention Focus (roll 1d4):
1: Single topic (Star Trek, zombies, etc.).
2-4: General interest within that specialty.

A-3: Convention Size (roll 1d10):
1-5: Small (local Convention, probably takes up a small hotel's limited Convention space)
6-8: Medium (larger, may attract out-of-state attention. Could encompass a Convention center or a larger hotel)
9-10: Large (known globally, easily encompassing a Convention center, hotel, and likely any other surrounding businesses they could bring onboard)

A-4: Convention Length (roll 1d6):
1-2: 2 days
3-4: 3 days
5: 4 days
6: Day Zero! Roll again and add a Day Zero to the start of the convention, increasing the length by 1

day at limited operations. Reroll any further results of 6 on this table for this Convention.

A-5: Convention Location (roll 1d10):
1-3: North America
4: South America
5-6: Europe
7: Asia
8: Australia
9: Africa
10: Traveler's Choice

Your Shift Rules:

In the event the Jumper chose the Your Shift Drawback, roll on Table B-1 after the next Convention is chosen. In the event there are only as many weeks left in the month as the number of times Your Shift was taken and were not triggered earlier, the Drawback triggers automatically. Once all instances are resolved, ignore this entry until next month.

B-1: Is It Your Shift? (roll 1d4):
1: It is. Get to work.
2-4: It isn't. Enjoy the Convention.

Variety! Rules:

In the event the Jumper chose the Variety! Drawback, roll through the A series normally. However, if the result on Table A-1 is one you have already rolled up for the year, you must roll through the C-1 Table, replacing the A-1 roll. Rolling Specialty on A-1, if all normal Specialties have been chosen, will allow you to pick what you want from the C-1 table. Any subsequent rolls on the C-1 table that result in the same set of C-table options being chosen will require a reroll.

C-1: What are your alternatives? (roll 1d12):
1: Energy (roll on table C-2)
2: Materials (roll on table C-3)
3: Industrials (roll on table C-4)
4: Consumer Discretionary (roll on table C-5)
5: Consumer Staples (roll on table C-6)
6: Health Care (roll on table C-7)
7: Financials (roll on table C-8)
8: Information Technology (roll on table C-9)
9: Communication Services (roll on table C-10)
10: Utilities (roll on table C-11)
11: Real Estate (roll on table C-12)
12: Lucky pick! Select any C-1 result.

C-2: Energy Convention Focus (roll 1d8, then return to A-tables starting with A-3):
1: Oil & Gas Drilling
2: Energy Equipment & Services
3: Integrated Oil & Gas
4: Energy Exploration & Production
5: Energy Refining & Marketing
6: Energy Storage & Transportation

7: Consumable Fuels
8: General Energy Interest

C-3: Materials Convention Focus (roll 1d6, then return to A-tables starting with A-3):
1: Chemicals
2: Construction Materials
3: Containers & Packaging
4: Metals & Mining
5: Paper & Forest Products
6: General Materials Interest

C-4: Industrials Convention Focus (roll 2d8, then return to A-tables starting with A-3):
2: Aerospace & Defense
3: Building Products
4: Construction & Engineering
5: Electrical Equipment
6: Industrial Conglomerates
7: Machinery
8: Trading Companies & Distributors
9: Commercial Services & Supplies
10: Professional Services
11: Air Freight & Logistics
12: Airlines
13: Marine
14: Road & Rail
15: Transportation Infrastructure
16: General Industrial Interest

C-5: Consumer Discretionary Convention Focus (roll 1d12, then return to A-tables starting with A-3):
1: Auto Components
2: Automobiles
3: Household Durables
4: Leisure Products
5: Textiles, Apparel & Luxury Goods
6: Hotels, Restaurants & Leisure
7: Diversified Consumer Services
8: Distributors
9: Internet & Direct Marketing Retail
10: Multiline Retail
11: Specialty Retail
12: General Consumer Discretionary Interest

C-6: Consumer Staples Convention Focus (roll 1d8, then return to A-tables starting with A-3):
1: Food & Staples Retailing
2: Beverages
3: Agricultural Products
4: Packaged Foods & Meats
5: Tobacco
6: Household Products

7: Personal Products
8: General Consumer Staples Interest

C-7: Health Care Convention Focus (roll 1d10, then return to A-tables starting with A-3):
1: Health Care Equipment & Supplies
2: Health Care Distributors
3: Health Care Serices
4: Health Care Facilities
5: Managed Health Care
6: Health Care Technology
7: Biotechnology
8: Pharmaceuticals
9: Life Sciences Tools & Services
10: General Health Care Interest

C-8: Financials Convention Focus (roll 1d8, then return to A-tables starting with A-3):
1: Banks
2: Thrift & Mortgage Finance
3: Diversified Financial Services
4: Consumer Finance
5: Capital Markets
6: Mortgage Real Estate Investment Trusts
7: Insurance
8: General Financial Interest

C-9: Information Technology Convention Focus (roll 1d8, then return to A-tables starting with A-3):
1: IT Services
2: Software
3: Communications Equipment
4: Technology Hardware, Storage & Peripherals
5: Electronic Equipment, Instruments & Components
6: Semiconductors & Semiconductor Equipment
7-8: General Information Technology Interest

C-10: Communication Services Convention Focus (roll 1d6, then return to A-tables starting with A-3):
1: Diversified Telecommunication Services
2: Wireless Telecommunication Services
3: Media
4: Entertainment
5: Interactive Media & Services
6: General Communication Services Interest

C-11: Utilities Convention Focus (roll 1d6, then return to A-tables starting with A-3):
1: Electric Utilities
2: Gas Utilities
3: Multi-Utilities
4: Water Utilities
5: Independent Power & Renewable Electricity Producers
6: General Utilities Interest

C-12: Real Estate Convention Focus (roll 1d6, then return to A-tables starting with A-3):
1-2: Equity Real Estate Investment Trusts
3-4: Real Estate Management & Development
5-6: General Real Estate Interest

That's Not A Costume, Is It? Rules:

In the event the Jumper chose the That's Not A Costume, Is It? Drawback, roll on Table D-1 after the next Convention is chosen. In the event there is only one week left in the month, the Drawback triggers automatically. Once the Drawback triggers, ignore it for the rest of the month.

D-1: Is It A Costume? (roll 1d4):
1: It isn't. This Convention has been invaded.
2-4: It is! Enjoy the Convention.

The Unspeakable Convention Rules:

In the event the Jumper chose the The Unspeakable Convention Drawback, roll on Table E-1 after the next Convention is chosen. In the event there is only one week left in the year, the Drawback triggers automatically. Once the Drawback triggers, ignore it for the rest of the year.

E-1: Are We Doomed? (roll 1d10):
1: You are. The Drawback triggers.
2-10: Not because of this at least. Enjoy the Convention.