# THE STUDIO

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**A/N Verse Jump**
**v1.0**
**by Tri-Sevon**

Uh, this isn't a normal place. I mean, it is Earth, but somewhere on it, a whole lot of pure insanity goes on. All in one major area, where the locals refer to it as "The Studio"

What is the function? Apparently, it is meant to be a place where the two owners would be spending their time trying to create their written works, but the place seems to have formed a different function.

A large abandoned warehouse converted into a residential area, somehow. Anyway, you will not be given anything. Or in other words, you have **0 AN Points** to spend.

# Starting Location

*No cost or dice are needed here. You will see why shortly…*

**Somewhere near 'The Studio', Outside of Short Coast, USA, Earth**
To be honest, this is the only place to go. You can show up and stick around or just head off and go enjoy the rest of your time on Earth.

Just keep in mind, the world at large still has some stuff going on, even if you stay as far away from The Studio.

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# Age and Gender

*Up to you, obviously. Though a suggested age range to go with it is 19-29.*

*You can freely decide your gender as well.*

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# Origins

**Drop-In**
Much like a lot of the Residents, you may have just been someone minding your own business till something brought you to this strange Earth. That, or in the case of Lindsey, you brought yourself there for reasons that make sense to you.

Thankfully, as long as you don't mind things going crazy every now and then, it is an easy life…kinda.

**Resident**
Besides the original intended role of The Studio, it is also a community that can take in any lost souls displaced from their home world or universe. With this, you may have decided to stick around to get all living ammenintes handled, alongside a ticket to any mishaps and hijinks that go on.

Oh, and occasional hostile invasions…

**Studio Staff**
Really want to be stuck around here and hold an Job? The heads of The Studio, Magma and Ice will allow you to designate what your tasks and roles are if you want to suit your own skills. If not, they will do what they can to give you a fitting role/job with a fair amount of pay.

To note, besides the bosses…There is also Clarkson and Fayth as fellow Staff, but you'll probably meet them soon enough.

Oh, and you'll still have a seat in getting caught up in the invasions…

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# Species

*Honestly, no charge. Albeit because The Studio pulls in a LOT of people of various origins.*

*You can freely have whatever you would be considered as in your last Jump, or you can use the options below.*

**Human**
While this is one of the larger groups overall making up the numbers in The Studio, the sheer variety hailing from either an atomic wasteland, an awakened land of emblems and fire, or even a stranger Earth…

…Yeah, even the Humans can be weird.

**Robot/A.I.**
A smaller number of the people living in The Resident, but still a significant factor. The most prominent examples being the "Clone Bots" of Magma and Ice. Your physical form will still be giving a room and access to living amenities as a curiosity.

And in the case you are an A.I. that would rather be in a computer or terminal, they have you covered as well.

**Alien/Xeno**
Like what it says on the tin. Most of the Residents that fit into this do have human or humanoid forms, though what they can do depends on what makes them special. For example, Nolan Wayne is an Invader Shapeshifter, while Venat is a Psionic being.

Much like everyone else, you still have room and board, alongside help with accommodating things for your ends and getting along with your fellow residents.

**Ghost**
Odd. There's only one Ghost in The Studio. And that little fellow is probably going to have similar company. For note, the "Ghost" in question can eat food, drink water and other tasty drinks, and can still be hurt despite being, well, 'undead'.

And well, also become intangible to phase through walls and turn invisible. But other than that…Not much benefit besides having a small pal you can hang out with.

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# Perks
*Not a lot of Perks to give out, but there will be some.*

**Magma Luck: (-0 AN)**
A mixed set of luck, that contains both good and bad parts. The bad part means you may get involved in things like hijinks and other freak accidents a bit more often, but on the other hand, the good part  makes anything you do that is considered crazy much more likely to be pulled off successfully and safely.

**Will Of Ice: (-0 AN)**
A mixed set of willpower. It may seem like this demotivates you when things don't go to plan or you may feel hopeless in the situations you find yourself in. But just as you may feel like you will hit rock bottom, it will flare up at just the right moment…

…And be perfect for anything that requires willpower, especially for protecting those that are your friends and loved ones.

**Clarkson Talents: (-0 AN)**
A trio of boosts. The first is focused on all efforts done in the line of playing games like RPGs and Fighters. As if you were spending your time whenever you could to play and practice outside of work and other passion projects.

The second one also makes you have a good punching arm in case you ever need to use something like that. And while definitely stronger than any normal joe out there could accomplish, it also does one more key factor…

…That being mixed with the third one. A stronger ability to divert focus away from others and towards you instead. Especially with various forms of taunting and distractions you can cause.

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# Items
*Ditto with the Items.*

**Rocket Lawnchair Gun: (-0 AN)**
A strane rifle-like gun that, when the trigger is pulled…

…Somehow produces a cheap lawnchair that is strapped to a rocket. The bizarre projectile will then blast off to whoever you aimed at and explode. It only carries one shot before the rifle disappears.

A replacement will be found by you at your nearest convenience the following day, with a new replacement bit of ammo to use.

**Jet Engine Surfboard: (-0 AN)**
An entire Jet Engine with its front side covered up, alongside a shopping cart attached to a chain to some part of it. With such an engine of its size and modification, one can actually 'surf' across the ground with it.

Also, any passengers in the shopping cart will not be harmed or hurt as the Jet Engine takes off at its frankly, insane speed.

If for any reason both chained items are broken or damaged, a new set will arrive and be found by you at your nearest convenience the following day.

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# Companions
*Fine, you can have two options here. They won't cost anything.*

**Clone Bot Jumper**
Well, this is very weird. Somehow, there is a Clone Bot version of you. And the thing is, while Magma Bot and Ice Bot are not the only ones encountered out there…

…They were specifically prototypes that became based on Magma and Ice, due to very specific matters involving Clarkson's past. He also doesn't make machines like them anymore due to other reasons.

So perhaps either someone else made yours or something else altogether made them exist. And yes, they will be based on you, with an optional wrinkle that they may have some sort of personality quirk.

**Alternative Jumper**
As it may become quickly apparent, there are actually multiple versions of Magma and Ice in The Studio. And while the original duo are still the ones in charge, they made sure to work it out with their alternative versions to go by different names to avoid causing confusion.

As for you, you seem to have your own alternative version of yourself. And that's up to you to figure out what makes them different from you. Though a suggestion to keep in mind is that while they may be like 'you', there are enough differences that they may be their 'own' person or something like that…

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# Drawbacks

**Taste Preference: [0 AN]**
You now have a strong desire or lack of will to resist drinking Cream Soda. While in either case, if you do take this…

…Do keep in mind that one of The Studio owners, Ice, does not like the residents taking the Cream Soda located in the Break Room fridge.

Alternatively, you can pick something else to inflict yourself with this Drawback, but keep in mind that you may be taking food or drinks that belong to others.

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# Decisions

*You have one choice…*

**Time To Move On: (Mandatory)**
Unfortunately at some point, The Studio will be gone. Any of the friends you made there will still be alive and so on, but given what you are and how out of place you are, especially in a setting like this…

…It was just not meant to go on forever. When The Studio gets split apart thanks to some esoteric shenanigans that not even Lindsey could do anything to avert, you will be sent elsewhere to continue your Chain.

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# Change Log

v1.0

Jump Created.