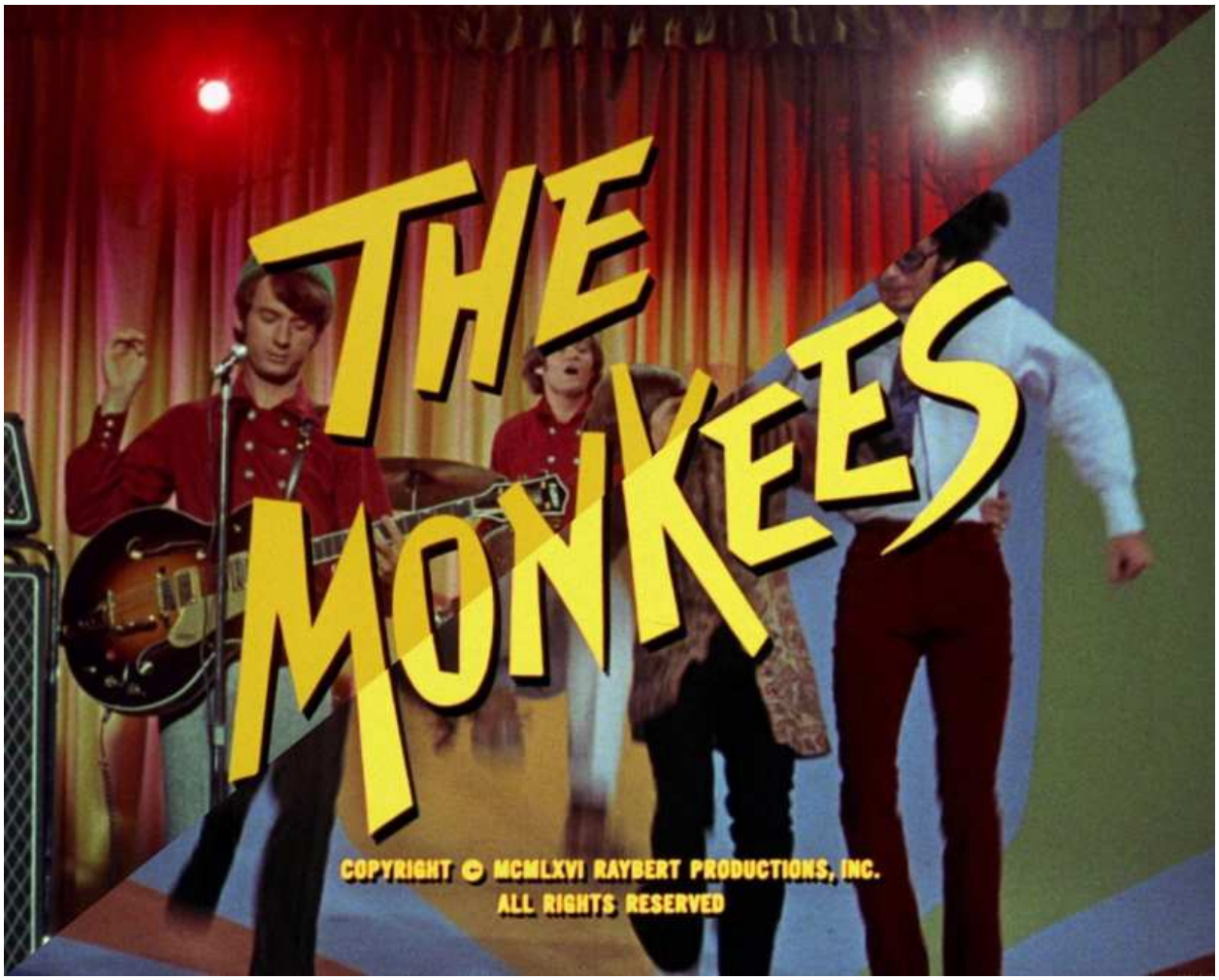
The Monkees Jump

Version 1.0.0



... Here they come, walkin' down the street

They get the funniest looks from every one they meet

... Hey, hey, they're the Monkees and people say they monkey around

But they're too busy singing to put anybody down

Welcome to Los Angeles in the latter half of the 1960s. It's the home of a struggling band looking for fame known as the Monkees. In another world they might be known as the Pre-Fab Four due to their manufactured nature as a Hollywood production version of the Beatles, but in this world they're a group of broke musicians who just can't

seem to help themselves but get involved in zany antics helping people in need, stopping evil spies, or fighting the Evil Wizard Glick and his desires for world domination.

You'll be entering into this crazy sitcom world for 10 years, as someone in the lives of the Monkees, or maybe even replacing one of the four boys in the band. Maybe you'll make a life in this world, maybe you'll climb to stardom and be surrounded by screaming fans, or who knows what else you might end up doing. But whatever you'll be doing here you'll need these.

+1000 Choice Points

Normally this is where I'd wish you good luck and good jumping, but I've been instructed to inform you to try not to lean on the fourth wall too hard around here. It has a tendency to break, so it'd be a shame if you fell down that way.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 50 CP perk and first copy of the 50 CP item for your origin which are Free instead.

Girl of the Week: Well girl is optional, at least one was an old man who made toys. You're just the person who the Monkees are going to help this week. So you're a normal person, or maybe a prince or princess whose kingdom is at risk of being usurped. Whatever you are, you're a person who is going to meet the Monkees soon. If you want you can choose to have no history or connections in this world and simply drop-in.

Charmer: You're Davy Jo… Well if you'd like to take Davy's place in the Monkees that is an option. But you could be part of another band. Either way you're the pretty guy (or the hot gal) archetype, the one who is supposed to be attractive eye candy.

Oddball: You're Micky Dol… Well if you'd like to take Micky's place in the Monkees that is an option. But you could be part of another band. Either way you're the oddball or goof archetype, the one who is supposed to bring the comedic element and tell gags.

Pure Soul: You're Peter To… Well if you'd like to take Peter's place in the Monkees that is an option. But you could be part of another band. Either way you've been put in the

innocent dork or dummy archetype, the one who is supposed to tug at the heart with your sheer innocence and good heart.

Smart Guy: You're Mike Nes… Well if you'd like to take Mike's place in the Monkees that is an option. But you could be part of another band. Either way you're the smart guy or leader archetype, the one who is supposed to be the brains of the operation and bring forth solutions.

Villain: You're… not part of a band. You're instead the villain. Maybe you're a conman, an evil spy, a gangster, an upper class twit, or a Dracula. Whatever you are, you're the bad guy of the story. Expect to have the Monkees meddling in your plans by sheer accident soon, and maybe even the mighty Monkeemen.

Location:

Los Angeles, California. Oh there are other places that show up, but you'll be starting in the same city as the eponymous band.

Age and Gender:

If you choose to drop-in your age and gender are the same as at the end of the last jump. If you do not, your age and gender can be freely chosen as something appropriate to your origin.

Perks:

The 50 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Ballerina (50 CP): You know how to perform ballet. You can also do bounding ballet leaps higher than a normal high jump and where you seem to glide through the air, rising and falling at a lowered rate as if under reduced gravity… or being pulled by ropes and strings.

Best Rider (50 CP): You are a highly skilled motorcycle rider. You could probably be a competitive racer in motorcycle races, and have a good chance of winning illegal biker gang street races, though they can get rather violent.

Jockey (50 CP): You're a trained jockey and experienced in caring and tending for horses. If you want this can also lower your height and reduce your size towards the lower end of the range for your species and gender; this choice can be made separately for each alt-form you possess and remade at the start of each jump.

Nester (50 CP): You're a trained and experienced farmer. … You know how to farm, in the context of 1960s America, and run a successful farm. You have the necessary skills. You're a trained and experienced farmer, what more do you want me to say?

What's Kept You Alive All This Time (50 CP): Hatred and violence. No this won't make you harder to kill in a fight, but when you spend your time hating, fighting, and dedicating your life to vengeance and feuding your aging is stopped.

Studio Recording (100 CP): Do you really play your own instruments? Well this won't change whether you can, but like how the show used canned music from studio recordings even when the Monkees were playing 'live' you'll find that when you play/sing music you can have it come out with studio recording post-production already included. Always sound your best.

Obviously Innocent (200 CP): Your innocence will come out if you're accused of something. This isn't necessarily instant. You may, for example, get to trial, but it will come out sooner than later. It'd take the most rigged kangaroo court for you to be sentenced for a crime you didn't commit, and even in the court of public opinion your innocence will come out.

That Paris Perk (200 CP): 1/jump you can just cause everything to stop and go on a 1 week long vacation. You can't do any training or preparation for things (other than basic prep for the vacation like packing and booking travel), just rest, relaxation, and enjoyment on the vacation. During this vacation anything and everything 'important' just stops. The plot won't continue. You can walk out of a fight right in the middle. Everything that could be called important just stops. Even money problems, as you'll find that basic travel accommodations and vacation needs are paid for; this won't include souvenirs (you'll have to buy them yourself) or anything particularly extravagant, but an economy class plane ticket and a hotel and food and even some stuff to go to shows or an amusement park are included.

However at the end of the week, or the moment you start trying to prepare for the future or do something important you will immediately return to where you previously were back into the condition (save for a week of rest and relaxation) you were when you left. Souvenirs will be in your warehouse.

Hostage (300 CP): People see you as an excellent hostage. They will keep you alive and attempt to use you as a tool to get others to comply, and even when that's not an option they will find reasons to keep you alive. If you give them enough reasons not to, these reasons might not be sufficient, but people do tend to want to keep you alive. People are also unusually capable when it comes to rescuing you (if you can't rescue yourself).

Frodis (500 CP): You are not a human. You're an alien bush. An animate alien bush, but still some sort of alien bush. You possess mind-altering abilities. When they are charged up you can produce a cloud of smoke which could leave even vile villains giggling on the ground in a mellow, and more importantly pleasant and friendly, high. The same power that produced this smoke was able to be used to produce hypnotic television signals which put people into trances where they could take no act but stare unthinkingly at their screens – and which didn't automatically end when they were removed from the screen – though that required technology and possibly magic provided by the Evil Wizard Glick.

Post-jump this alien bush form becomes an alt-form.

Musical Montages (500 CP): Why does this happen around you? It just seems that every once and a while music starts playing from nowhere and everything becomes a musical comedy montage for a few minutes. The end result of these few minutes will be the same as they would have been normally, everything resolving itself as it would have otherwise… almost. You actually seem to be luckier during this time, and resolution actually seems to be better for you than it otherwise would be. This won't necessarily

surmount insurmountable odds, but the results of these musical montages are uncommonly favorable to you.

You can expect this to happen no more than once per episode… I mean week.

Girl of the Week Perks

Eccentric (50 CP): You're not some long-haired rock playing weirdo, or mad scientist, or vampire. You're normal. Even if you're rather weird. Very weird. As long as you at least pay lip service to being normal and do not advocate for some form of 'counter culture' people will accept your rather weird and exotic behavior as normal. This doesn't extend to criminal behavior, just odd behavior.

Star Collector (200 CP): You seem to find it easy to find love. This won't guarantee that your relationships will be a success, or make you super attractive, but you have a way of stumbling into those who you could form an enjoyable romance with. These romances won't be guaranteed to be easy to start, or to last longer than a fling, but if you put the effort in you can start a relationship with these individuals, and it will be the sort that is enjoyable for at least a fling.

You can recognize these individuals when you see them because stars will gleam in their eyes.

Born Monarch (400 CP): When you are their rightful monarch or lord, your subjects just seem to love you, and hate those who would usurp your power, even if they are the regent left in charge during your minority. As long as you don't actively abuse your people, should you be their legitimate monarch or hereditary lord, they will remain loyal to you even in bad times, war, or should you have no functional power. Unless you are actively terrible you can always expect to have an upswelling of support from the common people of a kingdom you rightfully rule should you ask for it, and that any over ambitious lords will find it hard to find support for them to curtail your power and authority. Of course this does require you to first establish your legitimacy for the throne; this is easiest if you're born into it.

Somebody to Help (600 CP): Seems to appear when you need one. These are just individuals who are willing to provide you a helping hand, and have an odd luck or capability of helping you. They won't do everything for you, but they will provide you some substantial aid and support in your goals. They aren't even necessarily particularly competent, but somehow or another they will manage to do the right thing at the right time to help you – often with a touch of sitcom silliness. Just don't over rely on this; they will only come so often, and while they'll always help it's not guaranteed to be enough in a bad enough situation.

Charmer Perks

Theater Kid (50 CP): You are an excellent singer and dancer. This is a combination of natural talent and skill, helping ensure you are at a level where you could at least get cast in a musical show of some sort, and will improve somewhat faster than average.

Cross Stars Struck (200 CP): The girl you like this week is the daughter of a judge, a wealthy heiress, or even a princess. What's a broke, long haired weirdo to do? Well you seem to do pretty well. Somehow you seem to be able to cross social divides and gulfs with unusual ease, people willing to overlook your low status, being a teen rebel, or even being English in America. It won't necessarily be completely overlooked, but people are far more accepting, and you'll find moving in social circles not your own is far easier for you. To be clear, this doesn't only apply to romance (though it does), but other social interactions as well.

Helping Hand Out (400 CP): Are you burdened with a conscience which compels you to help others out? Well lucky for you, your attempts to do so seem to go quite well. Not only do you seem to be somewhat luckier, and a touch more competent, but loose ends in the end results seem to have a way of tying themselves up, and solutions tend to remain solved. This won't necessarily do everything, and you'll need to deal with the main problem first, but things do go a fair deal better for those you help.

Now I'm a Believer (600 CP): You're attractive. Like you're very attractive. This isn't just looking quite good – though you have the good looks to be the 'good looking' one in a boy band – but you've got that sort of charisma and charm which draws in romantic attention and teenybopper fans and induces love at first sight. This will even help normally unattractive traits be overlooked; even as a most distinctly short guy you could be hot to the masses without needing to try and hide it with photography angles and thick soled shoes.

Also, for some reason, you always win spin the bottle. Even if you're in the next room over the bottle just seems to love you.

Oddball Perks

Comic (50 CP): You've got an excellent sense of humor and comedic timing. You know how to tell a joke, and you know how to make one. You might not have a stand-up routine ready to go, but you could probably come up with one if you needed.

Wrench Monkee (200 CP): It's surprising how good of a mechanic you are. Especially given you don't seem to know the first thing about machinery. Still you're surprisingly capable of fixing machines and making them work as intended. If you had the parts you might could rebuild a race car's engine despite not understanding it, or possibly figure out how to reverse the functions of a mad scientist's device. This is might and possibly for a reason, though. Don't expect it to work on everything, and you might only be able to fix or stumble into certain functions; still your understanding (or lack thereof) doesn't seem to be related to what technology you can use this way.

Monkee Around (400 CP): Sometimes a joke needs a prop. As such you can pull small objects – something that a normal person could carry in their hands – out of your warehouse, or put them back in. This also allows you to instantly change your clothes into an outfit you have in your warehouse putting your current clothes into your warehouse.

They'll Believe Anything (600 CP): … at least for a while. You can make some really crazy bluffs work. If you could change clothes fast enough, you could keep some hardened gangsters believing you were one of them, while having no idea how anything in the mob worked, and running off into the restaurant kitchen to change into a waiter uniform and serving them as the waiter when they call for food or drinks. These ridiculous bluffs will eventually fall apart, but the funnier the whole situation is the more effective they will be.

Pure Soul Perks

Musician (50 CP): This is a combination of natural talent and skill in singing and playing music, helping ensure you are at a level where you could at least get a role in a band of some sort, and will improve somewhat faster than average. This skill is primarily in a single instrument of your choice, but you seem to pick up new ones almost intuitively to at least a near professional level.

Translator (200 CP): You possess the ability to understand and translate languages. Even ones you've never encountered before. You can even converse in them, despite, ostensibly, not knowing them. This even applies to 'languages' that were constructed by a single individual for their own use.

Playing Dumb (400 CP): You excel at acting like you're dumb and/or harmless. Regardless of how intelligent or competent you actually are, you can convincingly behave as if you're completely harmlessly inept, totally naive without guile, and/or simply unintelligent and mentally deficient. When you act dumb, it's exceedingly easy for people unfamiliar with your normal competence to accept that you are incapable of being a true threat. This also gives you the ability to actually dial down (or back up) your intelligence and competence, in case you want to slow down your brain for a time.

Dumb Luck (600 CP): You seem to possess it. It comes about most of all when you're in real trouble, but it helps you to escape dangerous situations, the plots and machinations of enemies, as well as avoid injury, death, and other disasters. When trouble comes calling for you, this luck can be trusted to give you at least some assistance. This luck usually manifests in comedic and humorous ways, with an emphasis on dumb silliness, but it will always be something that helps you out.

Smart Guy Perks

Songwriter (50 CP): This is a combination of natural talent and skill in writing and composing music and songs (including the lyrics), helping ensure you are at a level where you could write songs for a band of some sort, and will improve somewhat faster than average.

Finding Employment (200 CP): It seems to be oddly easy for you to find jobs, at least those on the lower end of the hierarchy. They'll be enough to keep you fed and homed at least, even if you have no real skills, qualifications, or even proof of identity or legal existence.

Not A Stepping Stone (400 CP): Your mind is oddly resilient. Whether it's mind control or memory manipulation it just doesn't affect you as thoroughly as it should. While you're not truly immune to mental manipulation, you are very resistant.

Minor hypnosis and weaker influences on your mind just won't affect you at all. Stronger effects will instead simply fade very quickly, and offer less control until they do so; in fact attempts to control and manipulate your mind tends to result in comedic 'misinterpretations' of their commands for the brief span of time they affect you at all.

This isn't limited to mind control and hypnosis. Drugs that would control or allow others to influence your mind are similarly affected. Likewise your memory isn't immune to manipulation, but you seem to very quickly recover from it. Whether it's memory loss, or recognizing fake memories, you shouldn't expect it to last too long. Something that should blank your memories for 3 days, might last only 30 minutes, and even permanent alterations shouldn't be expected to last a full day.

We Need a Plan (600 CP): You are strangely good at problem solving. You can easily recognize the common sense solution, if there is one, to problems you find yourself in, acting as the proverbial small child who can point out the flaws in the plans of great villains and media 'geniuses.' You are also able to recognize when this common sense is a trap, either due to narrative forces or basic second order effects.

Where you really excel, however, is in coming up with plans that make use of the narrative tropes of the world around you. By weaving the local tropes and narrative into your plans you will find them being more effective the further you weave them in.

Villain Perks

Con Artist (50 CP): You are an experienced and trained con artist. This also comes with some talent for lying convincingly, but mostly you just know how to run confidence scams.

Big and Strong (200 CP): You are unusually strong, noticeably stronger than you should be for your size and build. Augmenting this is that you have the option to be unusually large as well, being both taller and more heavily built than the norm for your species and gender. You can change the choice with this option for each alt-form you possess at the start of each jump in case you want some to be big and others not to be.

Regardless of the choice you make on being big, you will be noticeably stronger than your build would indicate. Even as a Monkee sized weakling lifting a Monkee up one handed wouldn't be difficult.

Upper Class Twit (400 CP): You are proficient in the etiquette and behaviors of the upper class in American and Europe in the 1960s. Beyond this you are highly skilled at polo, yachting, and traditional upper class pastimes and hobbies. This includes shooting skeet, archery, fencing, jousting, and the use of medieval knightly weaponry. This level of skill is extremely high end; you can casually shoot skeet over your shoulder, make the bullseye every time in archery, and generally pass for an Olympian in any of these various sports or hobbies.

Spy (600 CP): You are a fully trained and experienced espionage agent. Whether you work for the CIS in counter-intelligence for the American government, or for some Communist aligned country, you are an expert spy able to create intelligence networks, codes, plans to transfer information and so forth. You're not an assassin, or a 00 agent with a license to kill, but you know how to perform espionage, create dead drops, forge paperwork, perform abductions, use MICE to create assets, and generally are a highly skilled spy. Now if only you can avoid bumbling buffoons who somehow disrupt all your plans.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Kellogg's (Free/50 CP/100 CP/200 CP): This is a box of each variety of Kellogg's cereal. You'll get a new box of each at the start of each jump.

For 50 CP you can get a box of each variety every month instead of every jump.

For 100 CP you can instead select a single variety which you will get 10 boxes of which are refilled daily.

For 200 CP you instead get 10 boxes of each variety of Kellogg's cereal which are all refilled daily.

Motorcycle (50 CP): This is a motorcycle or a motorbike. It's a pretty normal example, though it will repair, maintain, and refuel itself over time when not in use.

Vending Machine (50 CP): This vending machine only has one option: Coca-Cola. It restocks and repairs itself daily. Unfortunately it has a tendency to get jammed, and not dispense the cans of soda within, so you might have to break it open.

Beach House (100 CP): This is a southern californian beach house. It's not guaranteed to insert into SoCal in future jumps, but it will try to insert near the beach if there's an available one near your starting location. You don't have to pay rent on it. Though the landlord doesn't maintain it any better than the Monkees' landlord did theirs, which is to say it doesn't automatically maintain itself. It will repair itself between jumps at least.

Ice Box (100 CP): This is a fridge, with a built-in freezer. It doesn't come with food, but because you're paying CP for this it doesn't need electricity to run and will power itself which is nice at least.

Monkeemobile (100 CP): This is a modified Pontiac GTO. It's fast enough to be used as a race car, at least in street racing not NASCAR, and can pop wheelies. The car is actually got a rather souped up engine which gives it more power than would normally be

easily handled, but you'll find it's a good deal easier for you to handle than it should be. Beyond that it will repair, maintain, and refuel itself over time when not in use.

Good Guy Gun (150 CP): This handgun holds a lot more bullets than it should, something like 3 or 4 times as much as it should. It will also reload itself between scenes.

Television (200 CP): This is an ordinary, 1960s television. You are able to talk to broadcasts through it and have them respond. This won't change historical events if you're talking to a broadcast of one, or even the broadcast on other televisions, but you can ask advice from and communicate with the characters on the screen.

Writers' Room (300 CP): This is a room attached to your warehouse. Inside of it there is a group of 4 old Chinese men chained to typewriters. These men are professional writers and will write at classic Hollywood levels of skill. While by default they specialize in sitcoms and jokes for them, they can write other things and are at least skillful enough writers to regularly get work in a meritocratic system, so could write things like speeches, or even books. You don't have to pay or feed them, and they can't leave the table they are forced to write at.

These men count as followers.

Super Monkee Suit (500 CP): This is a classic ~~athletic leotard~~ superhero costume with garish colors, a large letter across the chest, and a cape. When worn it allows you to fly faster than cars, though turning can be somewhat difficult, makes you tough enough to be bullet proof to hand gun bullets though they might sting or tickle, and leaves you strong enough to burst through brick walls.

Flying Saucer (600 CP): This is an alien spaceship. Mostly saucer shaped, it is completely unarmed, but is capable of flying at high speeds in atmosphere, changing direction or stopping midair with great ease, possesses artificial gravity, and is even faster in the void of space, even capable of moving through interstellar spaces at speeds faster than light. It's pretty small on the outside, barely seeming large enough for half a dozen people to fit in if it was completely empty, but seems to be roomier on the inside. It's still not big, but it's about the size of a very small house.

Girl of the Week Items

Cute Dress (50 CP): Or outfit. This isn't formal wear, but it's a respectable outfit one might wear on a date or a night on the town. It's designed to look flattering on you, and if you change your alt-form it will change to be flattering for it. It will also clean and repair itself when not worn.

Haunted Mansion (200 CP): This is an old mansion which you have just inherited. It's sort of dusty and full of cobwebs, but it is well furnished, large, and even has a nice estate surrounding it. There is a rumor that it's haunted, and some investigation will reveal that various rooms have been rigged up to simulate poltergeist activity – objects connected to hard to see strings that can be used to lift and move them, tables set up to rise when a mechanism is manipulated, etc – and secret passages and doors to allow for individuals to move quickly and unseen between rooms.

Amulet of Nehudi (400 CP): This is a large, bejeweled amulet on a chain meant to be worn around the neck. This amulet seems to bestow luck on the wearer, making them noticeably luckier, and good things more likely to happen to them. Beyond making the wearer noticeably lucky, this amulet seems to attract projectiles launched at you that are too weak to penetrate or damage the metal and gemstone amulet.

Book of Mysteries (600 CP): This is a large book containing information on supernatural and occult things. While it's only some general information on such things, and not the greatest amount of detail – there's a lot of occult and supernatural things especially when you include ones that are merely folklore – but it will update with each jump and give you some accurate information on them and their natures. There is a place where it is more detailed. That is in ways to cure occult transformations and lift curses. You will find here it includes instructions on how to lift them, including full rituals where appropriate. If lifting a curse or supernatural transformation is possible it will tell you how to do it.

Charmer Items

Maracas (50 CP): This is a set of very well made maracas, and a cymbal. They're strangely easy for even a novice to 'play.'

Genuine Dracula Cape (200 CP): This is a genuine Dracula cape, in genuine gothic horror movie fashion. By grasping this cape and flapping your arms like wings it can be used to fly. This isn't super fast or graceful flight, more slow and awkward, but it's still flight. Plus the cape looks like something a Dracula would wear so that has to count for something.

Mail Impenetrable (400 CP): At least to medieval means. This suit of chainmail stops above the knees and at the wrists and includes a coif, and comes with gauntlets and a helmet every bit as impenetrable. Still this does leave your legs unprotected and the helmet is somewhat awkward and has somewhat bigger holes than one would like. Still this armor is powerful enough to casually ignore medieval armaments, even the pure bludgeoning force of a mace or hammer being completely absorbed. It'll even work on handguns so you'd barely feel a bullet from one, though a high powered rifle might still sting and kick; the bullet wouldn't be making it through though. Not guaranteed against things that hit harder or have more penetrative ability than military rifles, though.

Screaming Fans (600 CP): You possess fans. These fans are spread throughout society to give you instant celebrity status if you make yourself publicly known. They are mostly teenagers, and not particularly influential figures, but you will find that in any jump you enter you have an instant fanbase should you choose to reveal yourself. Of course your nature and actions may influence how this fanbase manifests; if you play rock songs they're probably teenyboppers, but if you're a giant kaiju randomly destroying cities they're probably edgy anti-social nihilists, and if you're a supervillain they're probably fairly deluded youths.

If you don't want an instant fanbase in a world, you can choose to not import this fanbase into a jump at the start of a jump.

Oddball Items

Drums (50 CP): This is a set of drums. They're unusually easy to set up and move, and naturally stay in tune.

Costumes (200 CP): This is a wide wardrobe of job/role based costumes. Things like doctor, mechanic, plumber, janitor, judge, mad scientist, eccentric artist, gangster, cowboy, etc. It won't necessarily include every role possible, and definitely doesn't include specific individuals and anything too specialized (such as a specific company's uniforms), but it will update with new costumes at the start of each jump to fit the roles and jobs of that setting.

When wearing one of these costumes you will find that you seem to have a small amount of skill in the associated role. This is quite a small amount of skill, and focused more on acting the part of the role than actually doing the job, so don't try and perform surgery on someone you care about, but it should help you play the 'character' in question.

Sword That Cuts Through Steel (400 CP): The one in the show never managed to be used, but its name says it all doesn't it? This is a magic sword which is able to cut through steel with even the force a Monkee could put behind it, much less a guy who wasn't subpar in physical strength. This magic isn't steel specific, it will help it cut through other hard materials; steel is just the limit of what a Monkee could use it to cut.

The Script (600 CP): This is a script, or more the script, for the events around you. It's not a perfect play by play, unfortunately there appears to be more than a touch of ad lib, and whoever is directing things around here occasionally changes things last minute without telling everyone, but it's generally accurate at least until you start going off-script. It only has a few 'scenes' at a time and you're not guaranteed to be in the first scene in it when you open it. Still this will tell you what you're 'supposed' to say and do and how things will work out based on that at least through the scenes currently in it. At the end of a sequence of scenes it will update to a new sequence, but don't expect it to show more than a few hours in the future at most at any time.

Pure Soul Items

Guitar (50 CP): This is a guitar. The type is up to you when you purchase it; it can be acoustic or metal, bass or regular, or really just choose a kind of guitar. It'll always stay in tune and repair itself over time if damaged.

Treasure Map (200 CP): Map to treasure. Will take an adventure, but yours will hopefully not be an old actress whose career ended decades ago. It'll definitely be worth the adventure, and probably help get you started in a world.

Devilish Harp (400 CP): This is a beautiful, elegant, and well made harp. It's always perfectly in tune, but what's more is that when you play it you find that you are far more skilled than you'd normally be. Even as a novice harpist you could play it well enough to be a once in a generation genius, the finest harpist in the world. If you were properly skilled this could push you to even greater heights.

Your fame for this music is also unusually likely to spread and bloom. It's almost like the Devil is helping you. Only you don't have to sell your soul for this harp, just spend 200 CP.

If you really want another type of instrument than a harp you can choose something else that was around in the 1960s for an undiscounted 50 CP surcharge (this surcharge is dropped on additional purchases even if the initial instrument was a harp).

Magic Locket (600 CP): This large locket is home to a fairy godmother. The fairy godmother is able to use her magic and status as a fairy godmother to help prepare you for a quest or task, such as providing individuals the ability to make magical gear tailored to help you with your goal, or magically making a dress and turning a pumpkin and animals into a coach and carriage complete with coachmen. She's far from omnipotent, having only the sorts of magical power you might expect from a fairy godmother and more Cinderella's than Sleeping Beauty's, however it does come with some very strict limits: these magics will only last for a single 'quest' or 'goal' and it has to be something that won't take more than a few days or weeks; anything enchanted with her aid only retains its magic as long as you wear the locket; and the godmother will only help every so often, she has her own life. Finally the locket is her home, if it is crushed or destroyed the godmother will be lost until the end of the jump (or 10 years post-chain).

Smart Guy Items

Hat (50 CP): This is a hat. By default it's the style of snug-fitting knit hat called in some places a toboggan, but you can choose another style. This hat stands out as distinctive and identifiable, and you will find that if you wear it regularly it will easily become part of your persona and people won't ask you to remove it even when wearing a hat would usually be socially unacceptable.

Shoes That Can Scale Any Wall (200 CP): These magical shoes look rather normal, but they allow you to walk up even sheer, vertical surfaces. They won't let you walk on the ceiling, but since the name says 'any wall' they will allow you to walk on the underside of overhanging elements of walls, and will even let you walk on walls that are made of materials slick enough you couldn't walk across them if they were horizontal and level. For non-wall vertical surfaces, you'll have to deal with just being able to walk up them as if they were horizontal.

Computer (400 CP): This is 1960s smartest computer. It doesn't have a monitor, but can hold conversations well enough to… not quite pass the Turing test, but it can run interviews. The latter is what it's designed for, though it's generally good at analyzing who would be good for what job. It can either tell an individual what job to apply for from a variety of questions, or if you give it a job you want filled along with information about applicants it can tell you which applicant would be best for the position. It is always accurate as far as the information it is given is accurate and based on the limits of the information.

Family Ranch (600 CP): This is a fairly large ranch, at least to be run by a single family of 4 or so individuals. It comes with heads of cattle and crops, as well as a large supply of extremely pure crude oil underneath it. This is the highest grade of oil, requiring the least refinement for use, and there's a very large reserve directly beneath the ranch.

This ranch retains modifications, good and bad, between jumps. There are however exceptions. First, if the cattle are reduced below their starting number they will be replaced with young heads of new cattle at the end of a jump. Second, if the amount of oil in the reserves beneath it is reduced below its starting amount it will be refilled at the end of a jump.

Villain Items

Suit (50 CP): This is a respectable suit or other high quality set of formal wear that looks good on you, and speaks of being of the upper class. It just seems to stink with old money, as if it belongs to the top echelons of society. Thankfully it won't stink with other things as it will clean and mend itself when not in use.

Criminal Gang (200 CP): This is a group of 4 criminal thugs. Maybe they're mafia goons straight out of the era of Al Capone, maybe they're mexican bandits, maybe they're gypsies, maybe they're supervillain mooks or even pirates. Whatever their theme, they are people experienced in violence and using threats of violence to rob people. They are loyal to you and will obey you, though this might be because they aren't creative or bright enough to plot against you.

These thugs count as followers.

Chinese Restaurant (400 CP): This chinese restaurant comes with staff which means it can pretty much run itself. This staff doubles as a network of information brokers experienced in smuggling top secret information. They won't get anything too secret on their own, but they do know how to transfer information in ways that won't be followed or intercepted except by the most extreme dumb luck or absurd actions, and are a small spy ring. The restaurant also has a secret exit to allow people to leave (or enter) unseen.

If you'd prefer this could be a musical instrument store or another kind of restaurant.

In future jumps it will update to a local equivalent, and gain a new staff of information brokers.

Talent Transfer Device (600 CP): This is a large machine bank of machines. It possesses several attachments to place on the heads of individuals. This machine is designed to transfer talents and skills from one or more individuals to another individual. That is to say it will take the talents and skills in a particular field of one or more individuals and bestow it to another individual, leaving the 'donors' without those talents and skills and giving them to the 'recipient'. This doesn't seem to be the most perfect transfer – the four Monkees put together only really made a Frankenstein's monster roughly equal to one of them – and there's no guarantee you couldn't overload an individual's brain by adding too many skills this way, but it is still a means to steal the skills of others and give them to your chosen.

Companions:

Bandmates (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Hey Hey We're the Monkees (100 CP): It'd be a shame to break up the band. With this you may take all four of the Monkees (Davy Jones, Micky Dolenz, Mike Nesmith, and Peter Tork) as a group companion sharing a single slot.

Frank Zappa (100 CP): Well he did show up in an interview at the start of an episode before the episode proper. He was playing Mike Nesmith at the time, and later used a sledge hammer to play a car in another sense. Still if you want him, here's your chance.

Jimi Hendrix (100 CP): … He wasn't even in the show! But he did open for the Monkees on a tour, so apparently this option is here if you want it.

The Beatles (300 CP): Now this is just getting ridiculous. Ahem. If you want you may take the Beatles as a group companion sharing a single shot. Apparently just because the Monkees were openly based on them that's enough… or something.

Drawbacks:

*Need more than 1000 CP, you may take **up to 5 drawbacks** for additional CP. All drawbacks fade at the end of the jump.*

Advertisements (+100 CP): Sometimes it feels like you're living in an ad. Whether it's coke vending machines in the desert, people going into detail of the wonders of the modern consumer products, or that moment where you feel compelled to talk about the wonders of Kay-Ee-Double ell-Oh-Double good, Kellog's frosted flakes, it seems like there's been a lot more ads put into this world, and somehow you're being compelled to play out the role of someone in them. And you can't skip these ads and ad block won't help either.

Good Samariband (+100 CP): You seem to be unable to help yourself from helping people. One way or another you will find yourself pulled into helping someone or a group of people for no reward on a regular basis. At least they'll be happier due to your actions. And that's its own reward, right?

I Was a Teenage Jumper (+100 CP): Things seem to have taken a horror turn. Oh it's not too bad. It's still a sitcom, but while the Monkees occasionally ran into mad scientists, Draculas, wolfmen, a mummy, aliens, and the like, you'll be finding yourself dealing with Horror movie scenarios far more often. Thankfully these will retain their sitcom nature so while they're dangerous, they aren't as dangerous as they could be, and this is 60s horror before the big shift in the 70s.

Long Haired Weirdo (+100 CP; incompatible with Manufactured): Your hair isn't even that long. Still everyone is convinced you're some sort of long haired weirdo. The younger generation don't seem to care too much, unless they're big on traditional values, but you'll find that traditional society doesn't seem to be the most accepting of your unconventional life choices. And no no matter how you dress or look you won't get away from the idea that you're a weirdo who lives outside of social norms.

Only One Plot (+100 CP; incompatible with Season 2 and Head): Things around here are pretty repetitive. You're going to find yourself being forced to run through repetitive plots and stories a lot during your time here, your goals and daily life interrupted by ultimately meaningless little adventures which are unfortunately extremely formulaic to the point of ennui-inducing boredom.

Singing With Your Feet (+100 CP): You are completely mute. You cannot make any vocalizations. You can still write, or communicate telepathically if you already could, but you are unable to make sounds with your mouth. You can't even whistle.

Then I Saw Her Face (+100 CP): Now you're a believer, not a trace, a doubt in your mind. You are going to find true love; love that is so powerful that at first sight it wipes away everything else in your mind and consumes all of your focus and desires.

Unfortunately, you'll be falling utterly and entirely into love with individual after individual. Don't think this is a harem. You'll only have room in your heart for one utterly all-consuming love at a time. You'll just be falling in love at first sight with individual after individual.

Thing (+100 CP): A hand and arm extends from containers/holes on occasion to take your stuff and make it disappear permanently… or to chuck stuff from them at you. Items from your warehouse, or purchased for CP will be returned after this drawback fades.

Violence in my Jump (+100 CP): You cannot take direct violent action against other people. Maybe you're a sworn pacifist. Or maybe this is a children's show so as the protagonist you can't do things like shoot or punch people. You can still threaten to, or shoot near them, and something like throwing a net over someone or hypnotizing them would be fine.

Dead Broke (+200 CP): You are broke. None of your out of jump powers or perks will help you make money, and neither will your out of jump items. In fact, you know all those estates and properties and items you bring in from other worlds, or this one, and which would normally have their taxes paid or be somewhere you could hide them from the IRS? You're being taxed for them. And no matter what you do or how much money you make you'll never be more than treading water with necessary expenses and what you have to pay to the taxman.

Dummy (+200 CP): You're a naive fool. Like Peter in the show, you're rather dumb, naive, and easily taken advantage of. Hopefully you've got some friends to look out for you.

Manufactured (+200 CP): You're a fake. You're a phony. You'd be nothing without all your CP purchased powers and supplements. And absolutely everyone knows it. No one respects you for anything you do, and everyone will treat you as if you were the most artificial, and worthless trash only meant to entertain the most puerile and infantile individuals who are too naive to know better. They'll accept your money, and maybe try

and get you to use these powers and supplements to help them, but even your companions and followers won't ever respect you.

Season 2 (+200 CP; incompatible with Only One Plot and/or Head): Things have just got a good bit more weird. Events make less sense and have a more surreal, and even dream like, nature to them. You also find that speculative fiction elements have become a lot more common; you can expect to run into space ships, curses, magicians with actual magical power, horror film plots, and just general oddities. Whatever you encounter here is going to be a whole lot weirder.

Spies and Gangsters (+200 CP): The Monkees meet these a fair bit of the time, but normally they're mostly harmless. Now, though… well you'll be meeting a fair number of spies, gangsters, and hardened criminals and these won't be shooting themselves, or merely threatening danger. They'll be serious, competent, and completely immune to sitcom hijinks and comedic silliness. And one way or another you're going to be getting them gunning for you.

Head (+300 CP; incompatible with Only One Plot and/or Season 2): Things were already weird, but this is just surreal. There is no longer a coherent plot or narrative, so you can have all the narratives. What this means is that events surrounding you can change wildly and without warning, and weird, surreal, and just plain odd things can happen at any moment. You could suddenly find yourself in a desert with a malfunctioning vending machine with no explanation, attacked by inflated silver bags, drawn into a horror castle inside of a mirror, or suddenly thrown into trench warfare all without rhyme, reason, or warning as reality itself seems to be wildly in flux.

Monkee's Paw (+300 CP): You have received a cursed monkey's paw. It is absolutely impossible for you to get rid of it; normally you could sell it, but since you received CP for it even that's impossible for you. It has a tendency to grant your verbally stated wishes and desires in terrible and undesirable ways, ones which will make you regret ever stating them. So be careful to keep your mouth shut, though even if you manage that it still has completely stripped you of any good fortune or narrative favor you'd normally have and has bestowed you with terrible luck. It almost feels like anything that can go wrong will go wrong. Good luck with that. I don't advise taking this with Head.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Star Collector vs Now I'm a Believer: Star Collector attracts individuals who you can fall in love with at least for a fling. It won't help you woo specific individuals, or make it easier for you to attract people in general; if you're unlikable to a great extent you'll have a relatively limited pool of people. Now I'm a Believer makes you attractive to get people, especially young women but really anybody, to fall in love with you.

Yes the Devilish Harp's surcharge for non-harp instruments is because a metal guitar or saxophone would be way cooler, but less show accurate.

The Sword that Cuts Through Steel, Shoes that Can Scale Anything, and Mail Impenetrable would be the canon examples of what the Fairy Godmother from the Magic Locket helped make. So use them as basic ideas for what she might be able to provide.

Escape the Box

The Monkees are a manufactured construct for the entertainment of others. It's something they tried to escape, to find something more to their art than merely manufactured pop.

You're not that different. You're a manufactured construct for the entertainment of your Benefactor.

Escape this fate. Escape the box your Benefactor has put you in. Escape your nature as entertainment and become something more.

Succeed and you will gain the greatest reward possible: Your freedom.

Changelog:

Version 1.0.0: Released.