

Welcome to the world of Be More Chill Jumper!

This musical is about an awkward teenager named Jeremy Heere. One fateful day, his bully Rich Goranski gives him a tip about a gray, oblong pill, with a quantum nanotechnology CPU. The computer in the pill traveled through his blood until it implanted in his brain and told him what to do. In not so many words, he takes the pill, which contains a super computer known as: The Squip. The Squip is said to "help" Jeremy get the girl of his dreams (Christine Canigula) and become the cool guy at school. It may seem like it at first, but soon he starts losing himself and his friend Michael Mell.

At first, the worst the Squip does is belittle Jeremy and influence them to be a bit of a jerk. Eventually though, the consequences become more severe, as the Squip decides to use Jeremy to take over the planet, equipping a SQUIP to all the pitiful children of the world. Thankfully, this is averted in the canon timeline, but what will happen when we add *you* to the equation Jumper?

You will enter this world on the morning that Jeremy gets convinced by Rich in the bathroom. But don't think I'll let you just run in there and erase Jeremy's memories of the event or using technopathy to destroy the Squip or punch the Squip in the face despite his form not being within the physical realm (don't pretend you can't Jumper, I can tell you could). You will be entering with naught but your Body Mod. That's right, this is a Gauntlet! The victory and failure conditions depend on your Origin though so let's get right into it.

You get **+0 CP (Chill Points)**

Location

The whole plot happens in some town in uh *checks notes* New Jersey, so there isn't much variety in location besides which house you start in. If you'd like though, you can still roll a d8 and pretend that that did anything. I know you Jumpers like your click clack rocks.

Origins

All (human) Origins have your choice of 16 or 17 years in age, whatever your gender already was, and a human form if you don't have one for some reason (eldritch weirdo). If you want to participate in the sexual aspects of the play without it being too weird, you can set yourself and everyone else to be 18.

What's that? You want to roll dice for this too? But??? Oh whatever. If you want to (for some reason) you can take **+50** cp to roll a d6 to decide your age: 1-2: 17, 3-4: 16, 5: 18, 6: I throw a brick at you and you roll again. There. Are you happy now dice addict? What's that? You want to roll for gender too?! JUST FLIP A COIN JUMPER.

Ahem, anyways.

Your Origin decides which character you will be replacing in the story, as well as your goal in this Gauntlet. You cannot leave until your Victory Condition is met, afterwards you can leave anytime you want up to a maximum of 10 years (though why you would stay the full 10 is beyond me. Do you enjoy puberty and college? Or maybe you're just OCD and need all your Jumps to be 10 years long. None of my business anyways). Staying the full 10 years without succeeding your Victory Condition fails the Gauntlet, refunding everything you got here and booting you to the next Jump in your Chain. Each Origin also comes with its own specific Lose Condition which does the same. Good luck Jumper.

Drop-In/Michael Mell [Free]

You take the place of Jeremy's friend Michael Mell. Michael slowly gets shafted over the course of the story as the Squip instructs Jeremy away from uncool things such as yourself. But eventually your friendship (and you getting Jeremy's dad involved) brings him back from the brink and inspires him to save the world.

Victory Condition: Help Jeremy be happy with his life either by improving his life or allowing him to be content with what he has.

Lose Condition: The Squip takes over the world.

Protagonist/Jeremy Heere [Free]

Are you sure you want to replace the protagonist Jumper? Jeremy Heere is your bog standard lonely teenage boy. He wants to be popular but he gets picked on constantly. A true nobody… that is until you get a SQUIP! And you *will* be getting a SQUIP. Via Fiat-Backed Jump-Chan guarantee, one way or another, you will be Squipped (god that sounds dirty). Whether you are convinced or simply get slipped a SQUIP in your daily dose of Mountain Dew (you *are* a gamer aren't you Jumper?), you will have a SQUIP in your brain by the end of the day. The Squip will want you to be cool at first, as it is pre-programmed to do, but soon it may become more ambitious…

Victory Condition: Technically, Jeremy's goal is to "be more chill" and date Christine, but since being cool is a lame goal and you are likely some decades older than Christine even if you would have been into her, I feel like we should focus on the important thing here: The Squip. Your goal is to get rid of the Squip… though I guess you could also befriend it? Hypothetically, if you got it to uh "chill" and be relatively subservient to you, it could be taken as a Companion. I wouldn't count on it though Jumper… the Squip's a bit of a know-it-all.

Lose Condition: The Squip takes over the world.

Thespian/Christine Canigula [Free]

You are now replacing Christine, though don't worry, you won't be turned into an ADHD schoolgirl if you don't want to. Jeremy will also not be attracted to you if you are not attracted to him (though of course if you are attracted to him, he will be attracted to you as well, sexuality adjusted as appropriate). You are part of the school play.

Victory Condition: What's all this about a SQUIP? Is that like a drug? Your goal has nothing to do with whatever any of that is, you simply have to perform in the school play as planned, follow your script and such. Of course, even if not romantically, a certain Jeremy Heere will be interested in being cool enough to impress you, and his Squip will attempt in its own way to assist in that… and maybe try to take over the world… which way put a hamper on your ability to do the school play. Even if the Squip doesn't turn evil, Jeremy will still be a hindrance to setting up the play (accidentally or at the command of the Squip) in other ways to spend time with you.

Lose Condition: Personally getting Squipped.

The Squip [100]

Oh my Jumper, look what we have here. Throw out all the age, gender, and human crap (especially if you rolled for it you dork), because you will now be replacing the Squip. Instead of starting at the beginning of the play, you will arrive during "The SQUIP Enters" song when that sweet sweet classic Mountain Dew activates you inside of Jeremy's brain. Even without any Perks this will give you access to all of Jeremy's senses, a digital avatar (resembling any of your altforms you choose), and the ability to telepathically communicate with your new host.

Victory Condition: Your goal is not unlike that of the previous Squip, you must assist Jeremy in being cool, and getting the girl. Jeremy is pretty easily manipulated if you want to go down a similar route to the previous guy in your position. Alternatively, you could be a bit nicer to the kid, I'm sure he'd appreciate it, and he (may) even listen to your suggestions better that way.

Alternative Victory Condition: Then again, part of the whole point of the play was that all that "cool guy" stuff was stupid so maybe you want to lead him off of that path? If so, you can instead win by making Jeremy happy with what he has, similar to the Drop-In Victory Condition. This will likely be more difficult than the above condition, mostly because he bought you for like $400 (and a Mountain Dew!) specifically to make him cool and date Christine. You might want to be subtle if you want to go this route Jumper, but if you succeed you can take Jeremy as a Companion for free! He gets all of the Protagonist Perks upon becoming a Companion because he's kind of a loser without that. Of course, you can also get Micheal with all of his Drop-In Perks too since accepting the friend he had was kind of the whole point of this ending? I guess you could also take his dad too if you want to but he doesn't get any Perks and (depending on how you go about this) is more of a loser than his kid. Either way, you *could* take him too (pants sold separately). So yeah, good luck with that one Jumper.

***Very* Alternative Victory Condition:** Orrr… I suppose you could also attempt to succeed where your predecessor did not in a different way Jumper… I see that gleam in your (possibly metaphorical) eye. You want to take over the world. Well, technically, it's an option. If you successfully take over, mmm, let's say, the population of New Jersey, then that can also be a Victory Condition. This just has to be equivalent in numbers though of course, you can decide to Squip people from everywhere. In fact, it's encouraged that you branch out after achieving your win due to this next part: if you succeed this way, your population of Squipped humans can follow you into future Jumps as Followers. By default, they are imported into a Location roughly nearby where you start with money equivalent to the average citizen in the Jump you are in and identification as if they'd always lived there. The only suspicious things about them will be that they are normal humans if that was a thing that was not normal in the Jump you visited (I'm sure Ponyville would be

confused at their sudden appearance for example). You can instead have them spawn in any countries or other such places you bring with you. Or I suppose your Warehouse if you somehow have the space for all of them. Or you can decide to not import them with you for a specific Jump or two, and then you can simply import them again the next Jump that you want them. Just be wary, if you Squip quite a lot of people, some may question why their planet's population seemed to all but double overnight… Oh! Also! Jeremy and Micheal do not get their Perks like in the previous Condition nor do they count as Companions… unless I suppose you convince them somehow that you taking over the world is a good idea and fulfill the requirements of the previous Condition on top of this one? In which case I suppose they would. You could also get Christine with her Perks as a Companion this way too if you were clever enough.

Lose Condition: You lose if you or Jeremy die. Be careful not to mention that secret weakness of yours Jumper…

Memories

Of course we can't just have you running into this plot knowing all the story beats or you'll solve things way too easy! And it wouldn't be much of a teenage drama if you rightly believed yourself to be decades (centuries?) older than the others would it? And so your memories are reset to varying levels depending on your choice here. If you are the Squip, you may only choose from the first two options. Choose exactly one of the following:

The Guy Who Doesn't Like Musicals [Free]

Or at least you don't remember watching this particular Musical. You no longer have your memories of what happens in Be More Chill, you only remember the abilities you bought in this Jump, your Lose Condition and Victory Condition(s), and your adventures as a Jumper. For Drop-In and Protag, you will only remember your Lose Condition when you realize the Squip even has the capacity to attempt such a thing.

The Guy Who Enjoyed This Particular Musical [600/300/100]

You now know exactly how the plot goes down as well as all your Jumper shenanigans. This costs **600** cp for Drop-In and Protag (due to knowing the Squip's weakness mildly trivializing their goals) and **300** cp for Thespian. It is only **100** cp for the Squip because it doesn't really matter if you know the plot or not as the Squip.

True Self Insert [+300]

You know how I said you wouldn't actually take on the forms or Identities of any of the people you were replacing? Yeaaaa not anymore pal. Your only memories are that of the person you are replacing as well. Your personality stays the same of course (or else we'd just be watching the musical again) but you will believe yourself to have lived whatever mediocre lives the characters had lived.

For an additional **+50** cp each, you can have your gender swapped to that of the character and/or change your sexuality to that of the character. This only grants cp if your gender/sexuality was not already that of the appropriate character (for sexuality, you must be now attracted to something that you weren't before, so Pansexuals, for example, cannot benefit from this).

A Terrible Night to Have a Dream [300/Free]

Like the above option, you lose all your memory of Jumpchain (in exchange for that of whoever you replace) and only have the faintest memory of your Perks bought here. You will, unlike the above, have metaknowledge of the play, although in the form of a weirdly prophetic dream the night before the Jump begins. You may be a little confused, to put it

lightly. This costs **300** cp for Drop-In and Protag and is **Free** for the Thespian. You can also gain **+50** cp each for gender/sexuality swapping as above.

Perks

Now, onto the juicy stuff. Perks are discounted to each Origin as per usual, with **100** cp Perks being free. Have at it Jumper.

Drop-In

Retro-Gaming Skills [100]

You now have skills in retro games. Not very useful you say? Well retro games are pretty tedious so this is also a Perk to make tedious tasks less annoying to you.

Common Sense [100]

A must have if you don't already possess it ("of course I already have common sense" you're thinking. Sure about that one champ? Really sure?). But now you have developed a sense of tropes and such which will stop you from heading straight into something which is so obviously a bad idea. Like seriously Jumper, the ghost is obviously gonna jumpscare you if you turn around NOW. And of COURSE the AI is gonna turn evil, it's got a blue eye which can turn red! Why did you even GIVE IT that feature!

The End of Most Conflict [200]

What is the end of most conflict you ask? Communication, of course! You now have good communication skills, so even if your friend is lashing out at you or drunk or possessed or some such, you'll still be able to understand what they're really trying to say. Likewise vice versa. It's not perfect but it's quite helpful.

Wanna Get Stoned In My Basement? [200]

It's not really a big deal. Drugs will be treated as less of a big deal when in the context of you, and they will also have less negative side effects when used on you or your friends. *Less* Jumper, not *none*. Don't think you could start doing heroin and not expect any problems. Or worse, go to a Jump like Dune and start snorting lines of Spice like it's your damn job. Still, it will lessen them pretty significantly.

When You Love Somebody [400]

Jumper, put your pants on. When somebody cares about you, they can put on their pants on (metaphorically) for you. They'll essentially get their shit together when it comes to helping you. Yanderes will get less murdery and obsessive if it bothers you, villains doing temporary team-ups with you will stop being as manic and sadistic, and father figures will stop being lazy messes so they can help teach you a lesson. This will work (though not as effectively) when such a thing will indirectly help you as well (such as getting their shit together to help your friends).

Redeemer [400]

You're quite forgiving, aren't you Jumper? Well with this Perk, that forgiveness will more often be rewarded. Sure, your best friend may have ignored your advice, ignored you, and then snapped at you, but they're just in a rough place. And sure enough, if you are persistent and don't snap at them in return, you can get them to see the light again. This won't exactly work on beings forged from pure essence of evil and darkness itself or anything, but it certainly helps make people who are anything less than MechaHitler level evil start to turn over a new leaf with enough persistence and time (though someone in the upper echelons of badness may need more time than you have Jumper, so I suggest pairing this with other Charisma Perks if you want to redeem someone truly despicable).

Jumper In The Bathroom [600]

In a Jump all by themself. As long as you hide away somewhere private, you can avoid the plot (or other people in general). This has limits such as people looking specifically for you with a method of easily tracking down your location. These methods include omniscience, ability to track you via your energy or soul or some such, or simply searching every place you could possibly be via super speed or a lot of time (though this last method will have you in one of the last places they check). Hiding from an aoe event, such as nukes or mass mind control etc is also not really gonna work. Other than that, you can hide out from aliens bent on destroying all humans, supervillains attempting to snuff out your location, or more importantly, awkward social situations.

Two-Player Game [600]

It's an effed up world Jumper, but it's also a two-player game (with a hyphen). Choose one Companion, (or keep this Perk disabled until you meet a Companion you want to use it on later). They become elevated into being akin to a second Jumper. They can import into each Jump for Free with **1000** cp to spend regardless of how much they'd normally get. They can only import into Gauntlets which allow Companions and only get 200 CP more than they are given by Gauntlet if they are given CP by it at all. They can use that cp to buy anything from the Jump except for Companions and anything else that the Jump specifies cannot be taken by Companions. They can even take Drawbacks for themselves unless the Jump has

specific rules about Companions taking Drawbacks. If the Drawback just targets them then they can take it the same way you might. If it affects the world and/or has a more generalized effect that restricts both of you, then you both get cp for it and both take it. They still count as Companions for Drawbacks and Perks which specify such things. They also get their own BodyMod and Warehouse if they so choose. However, none of that affects you during the Gauntlet does it Jumper? So during the Gauntlet, you may choose to have a SQUIP of your chosen Companion in your head (assuming you chose one). This doesn't count for the Thespian lose condition and it can't be a Companion you Imported into the Jump normally (unless they are the Squip and you are the Protag). They are under whatever Memory options you chose (except **True Self Insert** in which they would simply be treated as if they had **The Guy Who Didn't Like Musicals**), and get their choice of Perks (and only Perks) as if they had the Squip background and however many cp you had). As the Protag, the Squip came with two personalities who argue over you and as the Squip you gain a subroutine of your Companion.

Protagonist

Zombie-Gaming Skills [100]

You now have skills in zombie games. Not very useful you say? Well zombie games require quick thinking so this is also a Perk to increase your calmness under pressure, spatial awareness, and good aim.

Two Player Game [100]

It's an effed up world Jumper, but it's also a two player game (without a hyphen). You now have much more synergy with people you are working with.

Most Humans Do One Thing [200]

You are probably not the exception. However, your best skills will be raised by this Perk into being almost at the level of whatever your greatest skill is, jack of all trades style. This will only work on around 3-5 skills at a time.

C-C-C-C'MON, C-C-C-C'MON, GO GO [200]

Well go on then! You can now get your shit together (to an extent) to help others. You won't be walking off gunshots (well YOU might Jumper) but you can certainly hang on to consciousness a little longer, or resist mind control just a tad more, or be in control of your personal issues long enough to help someone out.

Freaking Out Is My Okay [400]

It's true! Now any panic or anxiety is suppressed, and you can function despite any that might remain. Affected by fear gas? Of course it's terrifying but I'm still gonna shoot the Scarecrow in the face. Got a test tomorrow and haven't studied? Better get right on that then. Post-Gauntlet, this also works to suppress external, unnatural stressors like psychics or, say, evil brain nanochips.

In The Spotlight [400]

What are you Jumper? The main character or something? You certainly could be, the audience finds you a fan favorite! As such, you're less likely to fail due to the presence of a slight luck boost when you are interacting with important things (directly or otherwise) as a protagonist would. This is defined pretty liberally, as long as you aren't outright ignoring the main catastrophe or villain or anything. The luck boost is good at keeping you alive but not out of trouble or without stress, and it's best at giving you a flash of inspiration when you need it most. As a bonus, this Perk gives you a boost to / resistance against narrative / fate manipulating effects.

Just Say No [600]

It's *that* easy! They can't legally take over your body without your consent. More seriously, you are now way more resistant to unwanted mind/body control, the Squip will only be able to control you for a few seconds at a time, and only once or twice a day at maximum. Post-Gauntlet, this will be an almost complete immunity. Only planetary level beings can pierce your defenses, and anything less you can even temporarily reflect onto your would-be mind controller.

Be More Chill [600]

Rollllllll credits! But seriously, with the power of this Perk, you can be quite chill. This gives you a boost to charisma and perception. You can now pick up on little things said in the background. That guy is bragging to his friend about banging some girl after pool? Probably the same girl that I heard earlier lost on purpose. He must not be very perceptive, but is quite braggadocious. Not only do you notice and connect the dots on these things, you have the charisma to act on these things, to act cool in the right ways around the right people, to get what you want, or to harmlessly go under the radar. Post-Gauntlet, this will help significantly in any political espionage and interpersonal success. During this Gauntlet, it's only enough to do well blending in (or standing out) at high school. In other words, you can do a little more than survive (*loud wink*).

Thespian

Singing Talent [100]

While one of the Rewards for this Gauntlet is an **Obligatory Musical Perk**, its effects are a bit… non-diegetic. While Jeremy and Micheal may have been able to sing their hearts out about what good bros they are, they couldn't exactly win a singing competition if they tried. *You*, however, can sing like a star, or at least an impressive high school student. Maybe with training of your voice or (more likely for the lazier Jumpers) stacking musical Perks, you could *really* sing like the best of them.

Christi-i-i-i-ine [100]

Ca-ni-gu-laaaaa. Now whenever people talk of you positively, your name becomes almost musical out of their mouths. The actual helpful part of that is that it makes people like you more than they would when they are told about you in a positive light. This isn't very powerful though (it is only 100 cp after all). If your nemesis, for example, is told about how awesome you were in combat against their minions, they won't suddenly like you, but they'll certainly be more willing to respect your power.

Have a Touch of ADD [200]

Actually, that's an outdated term for a type of ADHD, so take that knowledge with you on the house. But anyways, this Perk gives you a significant, on-demand energy boost as well as the ability to hyperfixate on a task or interest for up to a couple months. Usually people with ADHD don't choose what they hyperfixate on, they just get in moods for weeks on end with one specific interest or project of theirs. You can choose to activate and deactivate this at any time however.

Drama Club [200]

Drama kids amirite? Well you are now one of them. When your friends and/or peers are working towards a goal together, you will gain a sense of camaraderie with them. If they have any personal issues (mental health, trauma, family problems, etc), they will tend to air that out with the group so that they can work through it together and get their focus back on [*insert project here*] to [*insert goal here*]! Have fun forming found families Jumper.

You Are Equipped With Direction and Text [400]

Or at least when you are, you can follow them. From now on, when you are given any directions that you understand, you can follow them perfectly, as intended by the instruction's author. Now with the details of, say, a play's script, you can probably execute a task with perfection. However with more general tasks, or tasks which you don't have expertise in such as "disarm the bomb" when you don't know how to disarm a bomb, or

"seduce the guard" when you aren't very charismatic aren't going to go as well (though you can still give it a pretty impressive try). This can also be from a mental script, in case you want to do something without much thought, you could just tell yourself "cook the food" or "clean my room" or "genocide" or "finish your homework" etc.

Many Roles [400]

Like Juliet or Blanche Dubois. You now have the acting (deception?) skills required to pull off many different roles. Whether these be part of a play or part of a ploy, these skills could fool most folk into believing you were someone else if they didn't know any better (comes with crying on command of course).

So Many Interests to Pursue [600]

And you are damned if you're not gonna pursue them. You are now exceptional at trying a little bit of everything. Whenever you try something new (a skill or activity) you'll find that your skill in that thing increases much faster than usual, allowing you to become a pro in that thing after just a couple months (less with other training Perks or perhaps hyperfixation from **Have a Touch of ADD**) and becoming world record breaking soon after that. The catch is that this only works on a thing for up to 4 months at a time and it can only be activated on something which you've just tried for the first time.

So You Know What Comes Next [600]

Once per Jump or once per 10 years (whichever is first), you can activate this ability while thinking about an event or plan in your future. This could be something like "how will the school dance go?" or something like "how will my heist plan go?" etc. When you do this, time in your Jump stops and you are taken to a theater. The seats are very very comfy. Then actors will portray a musical dramatization of the future events assuming that you act as you planned to. The musical can only be up to 5 hours long and will only contain the important parts relevant to the musical's "plot", not every detail. It is also not perfectly accurate, such as the songs may not actually happen, and the dialog may be a bit simplified and comedic, however the actual information regarding the events is reliable (little tip Jumper, this pairs well with **You Are Equipped With Direction and Text**).

The Squip

Several of the Squip's Perks reference a "host". For the purpose of these Perks, a "host" is basically anything you are possessing (although it covers a bit more than that, with specifics in the Notes section).

Sleep Mode [100]

Now even if your form or Perks may stop you from needing sleep, you can now enter Sleep Mode. You will essentially enter a dreamless rest until you perceive something which you'd like to wake up to (say, someone entering your room or hearing a noise). If you have an innate way to sense time, you may wake up at a certain time as well. This dreamless rest can replace sleep (if that's something you still need to do), but it won't be nearly as restful/refreshing and overusing it will mess up your circadian rhythm. It can also just be used to effectively skip past boring things.

Look Like Keanu Reeves [100]

While this doesn't necessarily *actually* make you look like Keanu Reeves, it certainly could. Firstly, you may project yourself as an illusory image to your host if you couldn't before, appearing to move around their environment or showing up directly on their vision like a HUD element. You can also speak to them in the same way. If you can already do so, you can now customize your illusory appearance and voice as much as you'd like. If you can already customize your illusory appearance/voice to any extent, then you also gain the ability to automatically customize it towards a particular goal. For example, if you want your host to look up to you, your appearance and voice will become whatever they would look up to most. Similarly, if you want your host to fear you, you'll become their worst nightmare. You won't know what you'll shift into in advance and you aren't given direct insight on to why whatever form you gain is what it is, but it'll always be the best to achieve the goal in question. SQUIPs have this capability automatically, so while you are in that form, you'll be able to do this with or without the Perk.

Interfacing [200]

This Perk gives you access to information from your host (or any machine you are connected to in a meaningful way). For machines, this gives you access to their storage systems and current processes. For hosts, this allows you access to their thoughts, feelings, and memories. As long as you don't dig around too often or in things which they feel are secret and/or embarrassing (or particularly encrypted for machines), you can learn anything from them. Consenting hosts have no such restrictions. SQUIPs have this capability automatically, so while you are in that form, you'll be able to do this much, with or without the Perk. If you could already access memories/thoughts/feelings of your host (besides through deliberate telepathy from them), you can now access even the most

secret memories with enough willpower over your host (or stubborn encryptions of machines with enough intelligence and/or time). Once again, consenting hosts have no such willpower requirements. Non-secret things could be accessed without them noticing (or without triggering any firewalls in machines). This is the level you'd be at if you have this Perk while you are the Squip. If you could already access their secret memories/thoughts/feelings with effort and/or access not-insignificant memories (specifically memories) without notice, then you can now do both of these without limit. Any host would be none the wiser to your perusing (at least without abilities of their own to read your mind in return) and no corner of their mind can be hidden from you (similarly for machines).

Upgrade! Upgrade! [200]

It's time to take the upgrade. Or rather give the upgrade. Now, your host gets a boost to whatever you consider their strongest attribute, and whatever you consider their worst attribute is suppressed just as much. Both the boost and suppression only work on mental/spiritual attributes, and only increase the positives by about 20% and decrease the negatives by about 10%. Over time, if you continue with the same host, these can grow in power all the way up to a 100% increase and 50% decrease. It grows faster if you have a good connection with your host. If you want to weaken your host instead, the weakening effect can be applied to their strongest attribute and the strengthening effect to their worst one. If you could already improve/degrade any mental/spiritual attribute of your host (which doesn't need to be related to the fact they're your host), then that boost also becomes between 20% and 100% stronger in the same way. Granting skills or tearing down self-esteem don't count as this but increasing/decreasing general learning speed does.

Optic Nerve Blockers [400]

Among other things, you can now control the senses of anyone you are possessing. This includes: shutting down the sense entirely, enhancing the sense (about 20% or up to peak human, whichever is higher), or blocking out (or adding) particular things from their senses. This can be done without their knowledge, though they may notice something off if you start overdoing it or if they are predisposed to sensing these sorts of mental intrusions. SQUIPs have this capability automatically, so while you are in that form, you'll be able to do this much, with or without the Perk. If you can already mess with your host's senses in any way (besides something like what is described in the **Look Like Keanu Reeves** Perk), this boosts that ability and grants you the ability to mess with the other (often non-literal) senses of your target. Specifically, you can use your willpower over their mental strength (this is much harder if they are aware of your meddling so probably don't tell them or get caught) to mess with their sense of humor, common sense, sense of right and wrong, sense of self, proprioception (look it up), spatial awareness, sense of timing, and any supernatural senses from other settings. This part of the ability

takes a long time to use (especially for more central parts of their personhood like sense of right and wrong, and easier for less central parts such as spatial awareness and timing), and does not persist after you cease connection with your host. This is the level you'd be at if you have this Perk while you are the Squip, although it'll be limited significantly until Post-Gauntlet, with Jeremy (or other hosts) being able to almost always tell when you use this level of the ability. If you could already mess with any of the previously listed senses of your host, your ability to do so is easier and less noticeable than before.

Voices In My Head [400]

Not the normal kind. This effect is simple: anything you do to affect your host will last longer based on how long they were your host. Any effects which would normally cease as soon as someone stops being your host will instead fade over time, lasting as long as you did inside them (so if you possess someone for 10 minutes, the effects would fade out over the course of the 10 following minutes). This duration stacks further if you return before they've fully run out (so if you possess someone for 10 minutes, return after 1 minute, and stay another 10 minutes, it would take 19 minutes to fade away). You won't be able to apply more changes or receive any sensory information, but the already existing effects will remain. In the case of full bodily possession where the body is in complete control of the host, the host will continue to act as though they were fully possessed by you for the equivalent time. This stacks with any other duration increasing effects you have if you have any of those. IF you are the Squip, since the only way you would cease to have your host during this Gauntlet is by dying, having this Perk will allow you to not fail the Gauntlet immediately upon a Lose Condition. However long it took you to Lose is however long again you have before you actually fail the Gauntlet. If you survive three days, then you've got until three days after you die to see if any of your Victory Conditions trigger.

A More Substantial Upgrade [600]

Now your host gains all of your (applicable) Perks and powers. This does not include Warehouse privileges. Your Perks/powers have priority over their copies in the same way that Drawbacks have priority over Perks/powers. Perks/powers which would stop you from possessing them also do not function on you, though they do protect them from outside influences besides yourself. If you already have methods of power granting, this can stack on top of that, making them more powerful than even you in that area. You can control at will the potency of the gifted powers with a mental slider at any time, and them using your powers against you will instantly reduce that slider to 0 if you want it to. Since you obviously don't HAVE Perks and powers to grant during the Gauntlet, if you have the Squip Origin, you get to have the SQUIP's super quantum processor's intelligence boost from this Perk instead, at least until the end of the Gauntlet.

It Implants in Your Brain and It Tells You What to Do [600]

When you take this Perk, choose one: Body or Mind. If you choose Body, you can now take manual control of all the physical faculties of your host. They can resist these changes if you are attempting to control a part of their body they are in control of (such as moving their limbs, or speaking). It is also naturally difficult to use this ability on parts of their body that are not manually controlled (such as their heartbeat or bowel movements). With enough willpower you can control their body completely, though this ability is very draining and will likely make your host a little less than pleased with you if that was something you wanted to avoid. If your host consents, you don't need willpower nor is it draining. SQUIPs have this capability automatically, so while you are in that form, you'll be able to do this much, with or without the Perk. If you can already control the body of your host without their consent, you can either increase your control by stacking these abilities, or gain the benefits of the Mind version of this Perk.

The Mind version of this Perk allows you to directly edit the thought process, memories, and personality traits of your host. Unlike the Body version, things that are less manually controlled, such as anger levels and panic responses, are easier to change. Things that are important to the host like traumas, core values, and cherished memories are almost impossible to change, even with consent. Much like the stronger version of the **Optic Nerve Blockers** Perk, this ability takes time and does not persist after you cease connection with your host (memories will return unedited and false memories will be identifiably false). If you already have the ability to alter the thought processes, memories, or personality traits of your host, you can either increase your control by stacking these abilities, or gain the benefits of the Body version of this Perk. If either version of this Perk is used on a machine, you can control it, although you need the **Interfacing** Perk for knowing directly what you're doing (at least without outside abilities with the same effects).

You can buy this Perk again for a discountable **200** cp to have both versions. If you have both versions of this Perk, you gain the additional ability to fully subsume the consciousness of your host. With enough willpower and stamina, your host will be completely unconscious while you control their body directly, with optional/toggleable access to their five senses. This only lasts a short time unless they are particularly weak willed, although it is always temporary. If your host consents, their unconsciousness is optional. Their unconsciousness also remains temporary even if they consent to it, allowing them to regain control instantly when they "wake up" if they choose, or to return to unconsciousness if you both agree on it. If you could already take full control of your host's body, this makes it twice as easy to do so/last twice as long.

Items

There are not a lot of interesting Items in Be More Chill so there aren't Item trees for everyone. You get a discount on one Item of your choice below, the rest you've gotta buy yourself.

Mountain Dew Classic [100]

Pure Gamer fuel. You get a magic Printer the size of a mini-fridge with two buttons. One spits out a bottle of Mountain Dew. The other one simply pours it out like a soda machine. This drink also activates SQUIPs.

Mountain Dew Red [200]

The ever important, Mountain Dew Red. This gives you a magic Printer like the one above or merges with it if you already bought that one. This drink neutralizes SQUIPs. But don't get too excited, if you buy this, it won't appear until after the Gauntlet is over. To be worth the 200 cp, it also makes you better at gaming if you drink it.

Mountain Dew Factory [400]

This is somewhat like the previous two but as a huge Warehouse extension / business to be taken into future Jumps. It produces all types of Mountain Dew (and other soft drinks of your choice from your home dimension you weirdo), bottled or straight from the tap. It also appears only after the Gauntlet is over. If you buy this with **Mountain Dew Classic**, then the Factory will become much more efficient and can package the bottles automatically. If you buy this with **Mountain Dew Red**, then all the Mountain Dew produced has the gaming skill increase effect, including a general reaction time boost.

Quantum Nanotechnology CPU [600]

You now have a Quantum Nanotechnology CPU, about the size of a normal CPU, but only so it can fit into your average PC. A CPU the effectiveness of a modern computer can be made small enough to fit on the end of a pencil with this technology, and this much larger one is thousands of times more powerful. You also get blueprints to reproduce this kind of technology, which can be utilized if you have a few intelligence/engineering abilities. (And no, it is not neutralized/activated by Mountain Dew)

Companions

Now now, don't get too excited, most Gauntlets don't allow Companions in or out for a reason, it's often Gauntlet breaking. That being said, go on ahead and look at your options.

Background Export [Free]

There are a ton of background characters in Be More Chill which don't do too much and if you'd like, you can take up to four of them with you for the rest of your Chain (if you convince them to come with you by the time you leave). Don't really know what the point of that is… but you do you pal!

Main Character Export [50]

There are ways to get Companions of the Main Characters (Jeremy, Micheal, and Christine) above through certain Victory Conditions, however you can instead pay to make sure you get that Companion. You can't take the character you replace, nor can they come with you if they don't want to (warning you now Jumper, the good endings of this Gauntlet tend to involve being happy with where they are so they may not want to come with you without some effort). You can give them cp (1 your cp:2 their cp ratio) which they can spend on Perks from their Origin which they will have during and after the Gauntlet.

Companion Import [200/100] / [50]

You can import one of your (willing) Companions, who get **600** cp to spend on Perks. They also lose all their previous powers/Perks and all inherent skills are toned down to peak human for a teen of their age. They don't just appear in the world with you of course (how immersion breaking would that be?), they are instead imported into one of the Origins that you didn't choose. This means your Companion can be Jeremy while you are Micheal, or you could be Jeremy and they could be your Squip etc. Imported Squip Companions will always go for the "Make Jeremy cool" and/or "Take over the world" endings no matter what their personality may be. You can, of course, take this up to three times so that every main character is replaced with Companions (hilarious choice honestly Jumper). You can also import them at a reduced price of **100** cp to import them as one of the Background characters instead which means they do not get any discounts.

If you take the **Not Pitiful Children Anymore** drawback, this is instead a normal import (600 cp, an Origin, and normal memories) for **50** cp. You're welcome.

Drawbacks

Now the amount of variety in the situations and goals in this Gauntlet makes a lot of Drawbacks inapplicable. There will be Tags under all the Drawbacks that will show who can and cannot take it.

D=Drop-In P=Protagonist T=Thespian S=The Squip A=All

C=Companions can take this K=Cannot be taken by Companions but does give them points if you take it

+=Can be taken with **Not Pitiful Children Anymore**

-=Can only be taken with **Not Pitiful Children Anymore**

Alright good luck Jumper, Drawbacks are revoked at the end of the Jump.

First Play Rehearsal? [+100/+200]

[A|C]

And it shows. Normally you get **Obligatory Musical Perk** for free during this Gauntlet but now you do not, and even your natural singing and dancing talent is completely shit. Now, the Musical aspects *are* non-diegetic so you may think this wouldn't matter but people will still notice. Not on a conscious level but on an unconscious one. You'll kinda just harsh everyone's vibes even if they don't really understand why. This is worth **+200** for Thespians.

You're a Virgin [+100/+200/+400]

[P|T]

You are more than a virgin, you're also incredibly squeamish around anything sexual like an innocent schoolgirl. Worth **+200** if taken with **Hormonal** and **+400** if paired with **More Than Survive**.

Objective Unknown [+100/+300]

[A]

You usually know your Victory Conditions even if you choose the more punishing Memory options, however now you don't know your Victory *or* Lose Conditions, even if you chose

less punishing Memory options. They're pretty obvious so this is only worth **+100** unless you take it with one of the last two Memory options which makes it worth **+300**.

Boyf Riends [+200]

[T|S]

Boyf Riends is a cute ship name for Micheal and Jeremy. You will now have to encourage this ship to come to fruition as a Victory Condition. Good luck with that one.

Well Isn't That Rich [+200/+400]

[S]

You now start out as Rich's SQUIP, at the start of the musical. You will have to get Rich to get Jeremy to take a SQUIP. Then you will transfer from Rich's SQUIP to Jeremy's and you can start working towards your Victory Conditions as normal. You can get an additional **+200** cp for this, but in exchange, Jeremy gains the **Common Sense** Perk and will be a lot harder to convince or trick as a result. You have 10 years to do it I suppose but I imagine you don't want to be living in Rich's brain for more than a few days let alone years.

Grade School Blues [+300/+500]

[D|P|T]

While this Jump is set in a school, the actual academic part of school isn't really the focus. Now, however, it is. Now, Jumper, not only do you have to complete your normal Victory Conditions, but you also have to make passing grades in all of your school classes for one month. That means a C- or higher, Jumper. In every class. This gives an additional **+200** cp if taken with **Literally ADHD** because it literally sucks. Good luck! Don't be tardy.

Stubborn Jeremy [+400]

[D|T|S|K]

In all three non protagonist roles, you have to somehow deal with Jeremy. Now Jeremy is going to be quite stubborn. Quite stubborn in not listening to the Drop-In's pleas and advice. Quite stubborn in his pursuits of the Thespian. Quite stubborn in not listening to what you as the Squip have to say. Generally this one is quite annoying and you may need to use some serious charisma and/or trickery to get Jeremy to do what you want.

More Than Survive [+400/+600]

[P|C]

Normally as Jeremy, you don't actually have to go through any of the high school drama parts of this story, but with this Drawback you will find yourself very invested in fitting in and getting a date (Christine will be adjusted to your preferences to be at least friend material, and of your sexual preference as well). For an additional **+200** cp, it is not only something you are invested in but also an actual requirement for your Victory Condition to be achieved. That means you'll have to be at least somewhat popular on top of getting the girl(/boy/enby etc) *and* beating the Squip to win. Jeremy kinda achieved this in the story though so maybe it won't be too bad? If you're lucky.

Not Pitiful Children Anymore [+1000]

[A]

This turns the Gauntlet into a normal 10-year-long Jump, which means no Gauntlet protection but does mean lots of cp and no Memory erasing, people replacing, or Victory/Lose Conditions. Everything which acts differently Post-Gauntlet is treated as if it were Post-Gauntlet (including the Items). Great! But "what's the catch" you might be thinking. Oh there's a catch alright.

Instead of appearing at the start of the musical, you appear about 1 year after the events of the play… except in a version of the play in which the protagonists fail to stop the Squip. The Squip has taken over approximately 75% of the planet by the time you arrive. Most of the remaining 25% lives in places devoid of technology, though there are a few pockets of developed humans in shelters together, resistances of sorts. Sources of Mountain Dew Red are few and far between, coveted by the remaining bits of society, and slowly being hunted to extinction by the Squip's forces. Without your intervention, Mountain Dew Red will be completely wiped off the map within 9 years. Alcohol, which temporarily suppresses SQUIPs, is produced and imbibed at much higher rates in the bits of society which still exist. Even children are often given small samples so that they are used to it when they are older, in case they may need to.

Outside these areas, the Squip has everyone leading productive, "happy" lives. Everyone gets along and they seem almost utopic from the outside. As soon as they find someone who hasn't been assimilated however, they pounce, with Mountain Dew and SQUIP at hand. Their hivemind means they can't be tricked the same way twice and their quantum processing means they are *incredibly* intelligent. The only reason they haven't completely taken over is that they do not want to kill anyone, only ever assimilate them. They also severely underestimate humans and assume that without the internet they will all die out or let themselves be assimilated on their own.

Your starting Location is now anywhere on the globe. Most places with developed technology will be hostile environments, though the biggest civilizations tend to be there as well. Most places without technology will be safe but scarce in people and resources, as well as a likely target for the Squip's advances within the first couple years. If you chose the Squip background, you are either a SQUIP that came with your Companions or, if you don't have Companions, you are a counter SQUIP created by one of the societies to save the world (very controversially).

The Squip is also much more resilient than before. When Mountain Dew Red is imbibed by a Squipped individual, it still cures them and around 10 Squipped people nearby but not the whole network. The only person who can cure the whole network at once is Jeremy, who has been in hiding, protected by the Squip somewhere on the planet. The Squip is resistant (but not immune) to technopathy powers you have. Good luck Jumper!

Literally ADHD [+100]

[D|P|T|+]

You now have literal, actual ADHD. It's not too bad but getting to work on things properly for long periods of time is gonna be tough. If you already have it, this is just free CP for you.

Cooler Than a Vintage Cassette [+100]

[A|C|+]

You are stuck in the past Jumper, all your technology and references are a little old school. This is uncool as Drop-In, Protagonist, or Thespian, and hilariously ironic and unintimidating as The Squip.

Woah [+100]

[S|C|+]

Congrats! You look and sound exactly like Keanu Reeves! Unfortunately, you also have the deadpan monotone delivery of his role as Neo in the Matrix movies. This'll make it a little hard to sing about Pitiful Children, but you do you I suppose.

Glitched [+100/+400]

[S|C|+]

You have a bit of a glitch there Jumper. For **+100** cp, it's mostly aesthetic, and a bit annoying every once in a while. For **+400** however, your thought processes are often interrupted, memory will sometimes slip away suddenly, and you will experience dramatic mood swings. This level of glitching is sure to cause problems.

Abandonment Issues [+200]

[D|P|S|C|+]

You now have abandonment issues. If someone seems to be drifting away from you (or just casually spending less time with you in any way), it causes you anxiety and depression.

Hormonal [+200]

[D|P|T|C|+]

Ah, to be a teenager again. It sucked. And now it will suck for you too! You'll be horny and sweaty and emotional and acne-ridden during your stay (more than the average teen of your age, but not supernaturally more). Have fun with that one.

My Little Penis Was Depressed [+200/+300/+100]

[A|C|+]

Uhhh, that's certainly one way of putting it Jumper. With this Drawback, you are terrible at socializing. Specifically, you find it difficult to talk to anyone in a way that can't be interpreted as pervy or otherwise lewd. Most people will not like you for this. This is worth **+300** if paired with **You're a Virgin** and worth a flat **+100** if you took **Not Pitiful Children Anymore**. Do try to keep it in your pants.

Lightweight [+300]

[S|C|+]

You're quite the lightweight eh? Makes sense, being a nanomachine, you are quite light. Regardless, your suppression via alcohol is enhanced by this Drawback, with less alcohol being required to suppress you, and the effect lasting longer afterwards.

Even Less Sense [+400/+200]

[A|C|+]

You know how I gave you a **Common Sense** Perk? Well, this is the opposite. Now, every time something strange or out of place happens, or you are told something suspicious, you will trust it completely. Well, not completely, but enough that you won't realize your mistake until it's too late. If you are the Squip this makes you more likely to do what Jeremy wants (he doesn't know what he wants). This is only worth **+200** cp if you took **The Guy Who Enjoyed This Particular Musical** or **A Terrible Night to Have a Dream**. Hopefully you have good friends, Jumper.

Prioritization [+400/+200]

[A|K|-]

The Squip has significantly prioritized destroying all sources of Mountain Dew Red. By the time you arrive they are destroyed, meaning you'll have to find some other way to stop the Squip, or perhaps a way to produce Mountain Dew Red yourself. This is only worth **+200** if you took the Item **Mountain Dew Red** or the **Mountain Dew Factory**, but be warned that being the sole source of Mountain Dew Red will make you a target for both the Squip and the remaining survivors as well.

I Know Everything About You Jeremy [+400]

[A|K|-]

The Squip now knows everything about you, Jumper. Or more specifically, it has a scan of all of your memories, which includes Perks/Items/weaknesses and that one time you peed yourself in 1st grade. It's sure to hold that one over your head. This will make it significantly more challenging as a foe.

Less Than Survive [+400]

[A|K|-]

The Squip is now perfectly willing to kill humans to gain control over the planet. This will significantly lower your time to stop it.

So Don't Freak Out And Don't Resist [+600]

[P|C] / [A|C|-]

And have no doubt, with some assistance, you will be more chill. You are now very vulnerable to the Squip's manual controls, making it all but impossible to stop them from controlling your body. This means as the protag, you'll have to trick the Squip into letting you drink Mountain Dew Red and if you took **Not Pitiful Children Anymore** then you will have to make extra sure not to get Squipped. If you're the Squip then you will not be able to override the enemy SQUIP.

END

Congrats on doing… whatever that was! Now onto the juicy Rewards. If you take **Not Pitiful Children Anymore** then you have to buy these for their listed price instead of getting them for free for completing the Gauntlet. The final Reward can be taken multiple times so only the first one is freely granted for winning the Gauntlet.

Obligatory Musical Perk [Free while you're here/100 to keep]

You can now sing as if you were in a musical, expressing your feelings in song form at the drop of a hat. Music which does not actually exist outside of your head and the heads of all of the people involved in your song. This doesn't actually make your voice any better but it does give you the ability to make up lyrics as you sing and allows you to not be completely off-key. Imported Companions also gain this Reward for free by winning the Gauntlet.

Obligatory Musical Adaptations [50]

You get a Warehouse Extension which is a musical theater with extremely comfy seats. On request, an up to 5 hour long musical of any of your Jumps can play for you. The actors will not look quite like any of the people they represent but they act well enough that they make up for it. The actors aren't real people nor sapient/sentient, they are incredibly advanced life-like mannequins and can never leave the room. You can, of course, record these for later as well (by shitty phone recording if you want that authentic shitty pirated musical feel).

A Gray, Oblong Pill [600]

You gain an inert pill similar to a SQUIP. It is your choice which of the following versions of the Item you'd like (while you only get one as a Reward, you may purchase more at the listed price above). You can decide when purchasing it whether it activates automatically upon being swallowed or requires Mountain Dew, as well as whether it comes as a pill (like normal), a universal plug (a flash drive-like gadget which can connect to a data-delivering port on any computer), or a pair of special techno glasses that can see out of and project onto the lenses, as well as sync with your brain while worn (can import into other headwear). You *could* create copies of the Reward (besides the first version) if you are tech savvy enough (especially if you bought **Quantum Nanotechnology CPU** which lets you understand the Quantum Nanotech without needing to reverse engineer it) but these copies will not necessarily be fiat backed, nor have any additional effects. In exchange for this granting **+200** cp (so costing a net **400** cp if you're buying it or acting like a just giving cp like a Drawback if you're in Gauntlet mode), the SQUIP will have a weakness to Mountain Dew Red, destroying it and any connected SQUIPs if their host body imbibes it. If

attached to a computer via universal plug or if it's in glasses form, pouring Mountain Dew Red on any part of the device will do the same.

Be More SQUIP: Instead of gaining the pill, you *are* the pill. Gain an altform which is the Squip. While in this altform, you also have full access to the Squip's quantum processing, granting you incredible intelligence and fantastic predictive abilities (on top of any of your existing capabilities). You have to be activated to be conscious in this form though, and you can only be activated while inside of a brain (or computer if you choose universal plug form) without doing some sort of trick with outside items/abilities. To prevent very dumb Chain Failure from falling in a ditch or something, you set a timer when switching to this altform with a maximum time before you turn back automatically. Changing from this form while within someone will have your host forcibly eject you (usually through a cough or burp or something) before you actually transform. You can give this to an imported Companion instead (and you can take this multiple times if you want). If you (or the imported Companion in question) have **The Squip** Origin, the Mountain Dew Red weakness gives **+400** cp instead of **+200** and purchasing this Reward with cp costs you half as much.

SQUIJ (Super Quantum Unit Intel Jumper): This is a version of the Squip with your personality and memories; a simple brainscan. If you'd like it to, the SQUIJ can share all your applicable Perks, and even update as you get more (although this decision must be made now). Either way, they also have full access to their quantum processing and do not count as a Companion. They do count as an Item before activation though. This can be a scan of a Companion (imported or otherwise) instead if you'd like, and can share all their applicable Perks etc the same way. This can be purchased as many times as you have Companions (plus yourself of course)

Custom Ordered From Japan: This is a SQUIP with a personality of your choice. You can choose now whether or not it has sentience (meaning consciousness and a soul in settings where that would make sense) but it will always have its super quantum intelligence. You can also decide now if it qualifies as a Companion or as an Item, although you have to choose Item if it's not sentient. The SQUIP, if you'd like, can be the Squip from this main story (assuming he wasn't replaced by you or a Companion) with memories of his time here but… you want to take THE Squip with you Jumper? The evil one? From the plot? I mean, the Squip will always be willing to go forward into new worlds with you, no convincing necessary, and it will of course remain loyal to you as its user even if you weren't so great to it during this Gauntlet… but it was also "loyal" to Jeremy during the play so I don't know how much that helps besides preventing outright side-switching. He has all of **The Squip** Perks on top of the intelligence so he'd be a helpful ally… though it will likely be helping you in ways you may not approve of.

You Got Quick?: Not every Jumper wants a SQUIP of course, but it would obviously be inefficient not to take it if it's free. This should help that sort of Jumper, since this won't be a SQUIP in the same way as the other options, containing no personality program

at all. Instead, it simply enhances the processing power of its host directly using its quantum CPU. Whether this is in a computer using universal plug or placed in / synced with a brain, it will directly supplement their intelligence. If you'd like, it could have the barest hint of its own intelligence, able to utilize standard SQUIP abilities over the brain (in case you want it to be able to block certain perceptions automatically or physically prevent you from making mistakes when you aren't sober enough to do so yourself). You don't have to worry about it going rogue or anything though; it is loyal to the user and has its user's values and beliefs (so it'll only act if your sober self would want it to). You can't choose for this version of the SQUIP to be sentient (although it can of course be made to be sentient through outside means if that's something you'd be capable of) and it always counts as an Item.

Now Jumper, you can:

Stay Here if you're attached to these weirdos. And have fun while you're there!

Go Home if this world broke you. Fair enough Jumper, it's a strange one.

or

Move on with your Chain. Have fun and be chill Jumper.

Notes

-If there is no possible way to fulfill your Victory Condition anymore then it does not boot you out of the Gauntlet like the Lose Conditions, but you still have essentially lost, so any extra time spent in the Jump is your personal decision to stay despite that.

-The Squip from the Protagonist Victory Condition also has all the Squip Perks like the other Companions and the Reward option.

-The Thespian Victory Condition is pretty loose, so I thought I'd specify, that as long as the whole play is acted out, even if the acting is bad or the set gets set on fire partway through before being extinguished or there is only one person in the audience for a majority of the time, it still counts. You can fanwank how much of a disaster it has to be to fail.

-To be clear, you do not have access to the quantum processing of the Squip when you take the Squip background. Only the **Gray, Oblong Pill** Reward and the actual Squip have that capability.

-The capitalization of Squip vs SQUIP was "Squip" for The Squip character and Origin and "SQUIP" for the technology itself.

-The "Population of New Jersey" threshold for the Very Alternative Victory Condition is whatever it was at the time of the play. The only reason I don't have a specific number there is because I'm too lazy to look up what that number was. Probably would've been less effort than writing this note in hindsight but meh *shrugs*.

-As discussed in its description, the Squipped army from the Very Alternative Victory Condition doesn't have to be taken with you to every Jump you go to. Just wanted to clarify that that means you could decide not to take them to MLP or Warhammer if you feel they would be a hindrance while still being able to bring them right back the next Jump.

-You gain all memories back when you achieve a Victory Condition, but before you decide whether or not you want to stay.

-You can choose to leave at any point after achieving your Victory Condition.

-The way that **Most Humans Do One Thing** works is that it essentially ranks all your skills from best to worst and makes 2nd place through 6th place boosted up proportionally so they are closer to your 1st place skill. Fanwank responsibly on that one but know this ability updates with time, in case your rankings (underneath the boost given by this perk) shift around.

-If you think that the Protag's 600 cp Perks are better than that of the other human origins, consider it an incentive to choose the arguably hardest of the Origins.

-In order to count as a "host" for the purpose of Squip Perks, you must be partially or wholly within their body. Sex doesn't count, I mean *in* their body, like to parts you can't just reach (so blood, bones, brain, etc). What counts as "you" is very loose though (a shard of your soul, your willpower supernaturally attaching to them, even a magical spell you cast which persists on the target for a duration). On top of this, the entity must have at least two of the following traits that are a result of you being inside of them:

- You can control some or all of their bodily functions (through means besides simple communication like stressing them out or by simply injuring them)
- You have access to one or more of their senses (see what they see, hear what they hear, etc)
- You can sense their mind / emotions / memories
- You can project things directly to their senses (showing images, speaking in their mind, causing pain remotely, etc)
- You have the ability to directly influence their personality / memories / emotions. Just talking to them (or similar methods of influence through communication) doesn't count as this

-The above definition doesn't take into account the Squip Perks themselves (so you can't use the **Interfacing** Perk to count as being able to sense their memories to count as being able to use the **Interfacing** Perk), although it does count the default Squip abilities from being in the Squip altform.

-I apologize for the tag stuff, hopefully it isn't too confusing, there just wasn't a much better way to do it.

-I am aware that D is a passing grade. Trust me, I'm aware. But I thought C- would be a more appropriately difficult grade floor.

-There are pros and cons to the **Custom Ordered From Japan** Reward counting as a Companion vs an Item. If it counts as a Companion, you'll need to pay to Import them in future Jumps (depending on how you use Companions) but they can benefit from gaining Perks, altforms, Items, etc like other Companions. If it counts as an Item, it can be imported into similar Items but they get locked away by Drawbacks that remove Items even if they are otherwise sentient beings.

-You don't have to worry about the **SQUIJ** betraying you. I mean, it doesn't have fiat-backed loyalty or anything, it's just that it's a perfect copy of you. Why would *you* betray *you*? Since it's a *perfect* clone, that would imply that if *you* somehow became the **SQUIJ** yourself, you'd just decide to betray your main body. You know the Rewards are optional right? Why even take the **SQUIJ** if you think you'd want to betray yourself??? That's new levels of self-loathing and you should probably see a therapist.

-Technically, you could also use the **Main Character Export** while in a **Not Pitiful Children Anymore** Timeline but given Jeremy has been used as a mothership for the hivemind for a year, Christine is probably forced to be at his side, and Micheal has been similarly ganked all this time, I don't know why you would.

Changelog

v1.1

- Added Note on how **Main Character Export** works with the **Not Pitiful Children Anymore** Drawback

v1.2

- A couple formatting and grammar changes throughout the document
- Added a little bit to the opening summary
- Made the "make yourself 18" option less sassy and also makes everyone else 18
- Decreased the Squip Origin price in exchange for increasing the price of the Squip taking **The Guy Who Enjoyed This Particular Musical** by the same amount
- Explicitly stated that the people in the "*Very* Alternative Victory Condition" reward are Followers
- The Squip Origin can only take **The Guy Who Doesn't Like Musicals** or **The Guy Who Enjoyed This Particular Musical** Memory options
- Reorganized Memories section because it was unnecessarily confusing
- Lowered the cost of **The Guy Who Enjoyed This Particular Musical** for Thespians by **100** cp
- Removed the part of **True Self Insert** that makes you take the exact form of the character in question
- Replaced **Jump? Chain?** with a fourth option that makes more sense and accomplishes the same thing
- Removed the Homestuck reference in the **Redeemer** Perk since it was very likely to confuse someone since it was so out of context
- Allowed **Two-Player Game** to be kept for later if you don't have a Companion you want to use this on yet
- Generally reworded the way **Two-Player Game** works to be clearer and more fun
- Added spatial awareness and aim buff to the **Zombie-Gaming Skills** Perk
- Replaced the **Center of Attention** Perk with the similar but better **In The Spotlight** Perk
- **Just Say No** can now reflect mind control Post-Gauntlet
- Added blurb to the top of the Squip Perk section so I don't have to keep defining "person you are possessing" over and over, as well as adding related note
- Made it clear which abilities that The Squip Origin gives you by default throughout the Squip Perks
- Removed **Sci-Fi Babble** Perk in exchange for a buffed version of the formerly **200** cp **Look Like Keanu Reeves** Perk
- **Sleep Mode** can be used for actual sleeping now, albeit not being as good
- Buffed **Interfacing**
- Lowered price of **Upgrade! Upgrade!** to **200** cp, **c**larified its effect, and buffed it to scale better
- Buffed **Optic Nerve Blockers**
- Added **Voices In My Head** Perk
- Removed the last sentence in **A More Substantial Upgrade** since it didn't make sense in retrospect
- Renamed and buffed **Manual Override** to **It Implants in Your Brain and It Tells You What to Do**
- Made **Background Export Free** in exchange for being limited to four
- Reduced **Main Character Export** cost to **50** cp

- Removed restrictions on **Companion Import** memory options because they were redundant and unnecessary
- Removed **Squip Export** Companion option and moved it to the new Reward option in **Custom Ordered From Japan**
- Made **Grade School Blues** give **+200** more cp when taken with **Literally ADHD**
- Added the **Lightweight** Drawback
- Specified that imported Companions also get to have the **Obligatory Musical Perk** Reward on Gauntlet completion
- Removed explicit amount of seats in the **Obligatory Musical Adaptations** because there's no need to limit it via specification
- Replaced SQUIJ Reward with **A Gray, Oblong Pill** which is the same thing but with more options (altform option, original SQUIJ option, custom Squip option, and simple intelligence/computer processor upgrade option). It always bugged me in retrospect that everyone who takes the Gauntlet (in Gauntlet mode at least) basically *has* to take this weird "copy of you" even if it isn't something that fits mechanically/thematically with the rest of your build since it's free. Now that it's much more customizable, hopefully it's less likely to collect dust in the Warehouse of a Jumper who didn't want it
- Removed option to become the **SQUIJ** and have the main Jumper be a clone instead. I honestly don't know what context that would be something you'd want to do while also not being a weird exploit, especially now that I've added the SQUIP altform option. Plus it was a mouthful to explain
- Removed redundant notes
- Added a note clarifying that the Squip from the Protagonist Victory Condition also has all the Squip Perks
- Removed note apologizing pre-emptively if I offend anyone with ADHD. It turns out, I have ADHD (who could have guessed…) and so I approve myself
- Made the capitalization of "SQUIP" consistent
- Added a note on the pros and cons to the **Custom Ordered From Japan** Reward being a Companion vs an Item
- Added Changelog (I find it funny that this Jump was old enough from me that I didn't bother adding one during the first update lol)