

Gold Digger FRVR 1.0 By LJGV/Sin-God

Welcome to a strange and vast land filled with opportunity, miners, explosives and lots, and I do mean lots, of gold. For the next ten years you'll be spending your days deep underground in search of something truly precious: gold. Good luck, and your benefactor says to take these. You'll need them if you want to get filthy stinking rich.

1000 Gold Points.

Locations:

1. **A tutorial hole**: You start off in a 2x5 hole armed with a trusty pickaxe and a dream. A ladder leading deeper underground is visible. The second you set foot on the ladder the tutorial begins. Once you complete the tutorial you find yourself on the surface and at the foot of the mining settlement.
2. **Mining Settlement:** This is a strange place situated right over an unexplored mine. It only has a few buildings of note; a store that sells you various bits and bobs related to mining, the tent of a solitary carnival man who plays games of chance with you, a thrift shop where you can sell off loot from your spelunking adventures, a geological museum where a museum curator is in need of help, and your actual home; a tiny building complete with a bedroom for you and another one for an old lady known only as the oracle.

Origins: There's no backgrounds here. If you wish you can get a series of memories related to the perks you chose as part of a backstory and in-jump history for your character.

Age and Sex options: Pick whatever you want within the realms of reason for a mundane human.

Perks: These cost 100 points unless otherwise stated. You get 4 Gold Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Basic Mining Knowledge (Free): This gives you simple knowledge of mining ins and outs. This improves the efficiency of your ability to mine, allowing you to swing more easily without feeling tired, as well as helps you identify dangers in a mine.

Tireless: You can dig, dig, dig, all night long. With this perk your stamina is enhanced so that you can work for days on end without any suffering, allowing you to go without sleep so long as you're working on something.

Swimmer: You could do a good Michael Phelps impression. You are remarkable at swimming, capable of holding your breath for a long time, over a dozen minutes at least, and are even capable of swinging your mining implements underwater though not quite as fast as you can when you aren't submerged.

Miner's Physiology: Miners are built differently in the world of Gold Digger FRVR. This perk allows you to take some of the mystifying physics of this world and take them with you, most notably a remarkable immunity to fall damage, enhanced strength, and an intuitive grasp on handling mining implements. You can also see in the darkness and gloom of the mines no problem, as well as breathe the subterranean air with no difficulty.

Opportunity Sense: You have an eye for opportunity, and can easily spot things like small cracks and tears in a patch of dirt or a bit of a wall where treasure can be lurking.

Pawn Star: You are a stunningly effective haggler and can sell things to pawn shops with a level of mercantile skill that would leave real-world hagglers in tears. You can sell something that is visibly on the verge of breaking for about half the price you paid for it, and leave the buyer thinking they got a steal!

Quest Taker: You have a habit of finding people who need help. When you help them they remember and reward you in ways that make sense to both the work you have done for them and also to their means.

Demolitions Certified: You are skilled with all sorts of explosives, be it man made ones or the ones that wise miners know how to cause in the mines, with the right rocks in the right numbers.

Innovative Installation (200 GP): You have a strange skill at installing things that actually work. You can purchase something like an elevator shaft and the parts of an elevator and immediately configure it in any appropriate space. This knowledge extends to all sorts of mechanics and marvels of engineering.

Upgrade Tree (200 GP): This perk populates the world and any future jumps you visit with some sort of physical treasure only you can see. You can collect these items and spend them to upgrade your physique and to immediately gain both vital knowledge and legal certifications that allow you to use all sorts of machinery, technology, and other equipment with the same level of ease and skill as someone who has trained for years.

Hotheaded (200 GP): This grants you tremendous heat resistance. With this you can slide down ladders all day long and can even be near lava for hours on end without spontaneously combusting or overheating and suffering a gruesome fate. If you jump into lava with this… Well, you won't die immediately but you'll still be toast if you don't get out within a few seconds.

Third Person (200 GP): This is a very peculiar ability but you can, at will, broaden your field of view and look at things from an outsider's perspective. What this ability allows you to do is take your vision and spread it outward from yourself, allowing you to see things from a third-person perspective. This allows you to see enemies sneaking up behind you, see what is going on directly above you and a good deal beneath you as well.

I Can't Die! I Need My Stuff (Free for this jump/300 GP to keep): Ask any miner and they'll tell you their work is dangerous. Accidents of all sorts happen deep in the earth, and a smart miner is a survivor… Well, usually. You see, you're a pretty smart miner and you haven't survived. When you die a grave appears where you died and all of your stuff is tucked away. When you die, in this jump (and for free! At least until you leave.), you respawn in the mining settlement and know how to get to your grave. If you make it to your grave and get your stuff, you are able to die and respawn again without consequences. If you die on your way to your grave your chain ends (unless of course you have another 1-up). If you pay 300 GP for this perk, this trait persists across your chain. Your grave is indestructible by anyone but you, but any sort of mildly destructive act you perform can destroy it and allow you to recover your stuff.

Master Of The Exploding Arts (300 GP): Something about the physics of this world is extremely peculiar. If you get three chunks of the same kind of ore close enough to each other they'll prime each other and begin to hum. In seconds they'll explode, but if you get more of the same metal once the countdown has started and place it next to the primed chunks of metal the countdown will reset and the resulting explosion will be bigger. This perk allows you to take this strange physics with you in future, and apply it to things other than metals, as well as be selective in what will and what won't explode. You can apply this to non-living, solid things, such as tools, vehicles, and artwork. The same rules that apply here apply to stuff you prime, so if

you opt to prime three paintings and put a fourth painting close to it the countdown to the resulting explosion will reset and the eventual explosion will be bigger.

Go Home (300 GP): You can, at will, teleport from wherever you are to your home. An important facet of this power is that it can be activated at **any time**. It doesn't matter what you're doing, you can instantly head to whatever location you've internally designated as your home. You can be seconds from losing consciousness underwater, be in the midst of some adult activities, or even be in a prison, and with this ability you can instantly go home. "Home" is wherever you've designated it to be mentally, so long as it has some sort of meaningful connection to you, be it a motel room you've rented for the night, a sleeping bag under a bridge, a home that is legally yours or that you've been invited to stay at, or any property item you happen to own.

Items:

Items cost 100 GP unless stated otherwise. You can use gold tokens to purchase items here.

Uniform & Shovel (Free!): This particular item consists of an always-clean uniform and an unbreakable but weak shovel. The uniform is always comfortable, subtly altering itself to be as loose as you'd want it to be at any moment and it dries itself the moment you get out of the water. The shovel is a simple tool that requires patience and strength to use effectively on some of the former stone walls deeper in the mines, but it is reliable, unbreakable, and can be called to your hand from any distance automatically.

A Supply of Vials: This is an endless supply of vials that is perfect for collecting soil, dirt, and even rocks. Whenever you need more of these vials you can find them in your warehouse.

Bottles: This is an endless collection of bottles, filled with water. These bottles can be used as a portable supply of water, to ensure you'll never be at risk of dehydration, or it can be used to fill a place with water. Bottles can be pulled out of any appropriately sized opening, and can always be found in your warehouse.

Headwear: You have a dapper collection of assorted hats, helmets, and headware of all sorts. This headwear will stay on your head as long as you want it too until it takes a hit from a heavy object, like a falling rock, at which point in time it'll vanish.

Scuba Gear: This is a set of fancy scuba gear that easily quadruples how long you can stay underwater and how fast you move when you're fully submerged.

Pickaxes For Days (Varies): This is a set of each of the pickaxes the game lets you buy, each of which is unbreakable. This comes with the licenses and certifications necessary to both legally and safely use such instruments. If you pay an additional 100 GP, or use a token to purchase this, you can get a single auto-digger a day, which can dig for hours even when you're far from it.

Endless Explosives (200 GP): This is a collection of dynamite and other such explosives that you can summon at will. You know how much they'll blow up, and how long you have until any explosive you have lit will go off.

Mining Settlement (300 GP): This is a collection of buildings that are now fiat-backed to follow you along your chain. This is the entire **Mining Settlement** starting location, and as you move from jump to jump the stores here will update to include more stuff that you'll find along the way. This won't give you a discount on the stores here, but once you leave this jump the pawn-shop will buy things from you at full price instead of at half price.

Super Ore (300 GP): This is an unbreakable ore. If someone wants to get past it they need to pay a fee determined by you. You can erect one thick clump of this a day, and can use it to blockade areas, making them completely unpassable. If someone pays the fee to go past the ore you get the money directly into your bank account or the money is deposited into your warehouse.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Gold tokens, same as you got.

The Oracle: This strange old lady lives in the same building you live in, barring something like item imports. She is a wise, matronly figure who seems to have resources of her own and is happy to share them with someone who is wise and willing to learn from her. She can be imported as a full companion or as a follower, and if she is follower then she'll reside somewhere close to you and be happy to give you quests and dole out appropriate rewards when said quests are finished. She loves her rocking chair and the muffled sounds of activity in the mines.

The Carnival Man: This odd, dramatically dressed man is a wandering trader. He has set up a tent at the outskirts of the mining settlement and will allow people to come and play intricate games of chance where you can win all sorts of mysterious prizes. If taken as a companion he can be imported as a full companion, able to get perks and items or you can import him as a follower. If he is brought in as a companion he'll be a wandering salesman, if he is a follower he'll stay close to your starting location and you can enter his tent once a day to play a game with him which could result in you getting valuable goods or winning nothing. As he enters new settings the games you play will increase in variety and he'll get new items for you to win.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Water Physics: Oh no, the bane of gamers everywhere has followed you here! Water tremendously slows you, you can't breath in it, and if you get struck by a falling object larger than a few feet wide you're doomed to fall to the bottom of the body of water you're in and drown. (In case you're curious… yes this actually happens in the game.)

Realistic Explosions: In-game explosions can be outrun if they are large enough and you are far enough away from the epicenter of the blast. And if a blast doesn't hit you, you're completely untouched by it with no risk of getting injured by debris. No longer will you have that little luxury. Now blasts occur much, much faster, and even if you aren't right where they end debris can still hit you. This doesn't actually make the blasts themselves more dangerous (unless you want them to be, in which case take another ***200 Points***.) but ensures that if you are explosion happy that is actually a bit dangerous.

Longer Stay: You'll spend 10 more years here.

Exit Fee: In order to leave you need to amass 10,000 gold. Once you've made enough, any extended stay drawbacks, from here or elsewhere, will begin to take effect and once the allotted time has passed you can go ahead and leave.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Warehouse Lockout: You can't access your warehouse.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Be The Main Badguy: You're the bad guy and have to deal with that.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many template points as you spent. They don't like you and want to make more money than you. If you purchase this more than once you can either design more foes or your first rival becomes willing to play dirty to get rid of you.

Deadly Ladders (300 GP): Normally ladders are a miner's best friend, but with this drawback you're gonna have to get a bit more creative navigating the mines as ladders now rot, break, and even fall, potentially crushing you.

Realistic Mines (400 GP): Cave-ins, gas, and even just physics, are now real, ever-present dangers. By taking this drawback your stint in this setting becomes a lot more realistic. Good luck, you'll need it.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?

Notes:

-This is a jump for the game Gold Digger FRVR by developer FRVR. It is free to play, can be played on a web browser, and can be reached by clicking this link.
-This is intended to be a simple jump and is meant to let more people learn of a game than be a chain-defining setting, but the hope is that these perks, items, and drawbacks can be used to help a range of future jumpers.
-~~The current version of the game, last time I played it (June 19th, 2024) no longer has the trader (or if he's in the game he's not unlocked by default) and has instead replaced him, apparently, with the home decor building and items. The way his game worked was that every 24 hours you could visit him and his tent and enter it to play a game of chance that involved kicking a machine and sending rocks tumbling into pits. Every time a rock hit something it was added to your haul. You got three rocks but could pay for more and for new things to win.~~

-The current version of the game (Played in early August, 2024), includes the “trader” who is now identified as a carnival man.
-This jump was published on August 13th, 2024. Updates are possible, and if they occur they’ll be noted below this note.