

A Series of Unfortunate Events Jumpchain

by rach918

Welcome to the world of the novels *A Series of Unfortunate Events.*

This is a strange world, one that seems lost in time. Helicopters, computers, and payphones coexist with horse-drawn carriages and the widespread use of the telegraph. Business owners can get away with employing children or paying their workers in coupons, and freak shows remain a source of entertainment. A person visiting a fast food restaurant in Victorian style clothing would not be in any way unusual.

You arrive in this world on the day when three children- Violet, Klaus, and Sunny Baudelaire- will receive the tragic news that a fire has left them orphans and destroyed their family home. That is only the first terrible event these unlucky children will have to face. A villain named Count Olaf will stop at nothing to steal the fortune that the Baudelaire parents left behind. Between Olaf's machinations and dreadful circumstance, it will be quite some time until the Baudelaire children are safe and happy again.

But, as the children will one day discover, their misfortunes are just a footnote in the history of the secret society their parents belonged to. The Volunteer Fire Department, or V.F.D., was once an organisation united to stand against cruelty, chaos, and ignorance. They put out fires, literal and figurative, to ensure that the world remained, literally and figuratively, extinguished

and quiet. Where ever V.F.D. went, they covered their tracks with disguise, code, and all manner of other secrets.

All of that changed with the schism, an altercation which has kept V.F.D. divided for decades. One side strives to uphold the organisation's noble ideals, whilst the other has turned to selfish, destructive pursuits. The confrontations have been bloody, previously safe places have been destroyed, and many members on both sides have perished. Many children have also been left orphaned in mysterious fires.

You will spend ten years in this world. You have 1000cp to spend.

Origins

Drop In- you have no history or background in this world, simply appearing from nowhere in your starting location. If you don't have anywhere to stay, one of the many kindly, but foolish, people around here will lend you their couch for a few nights.

Orphan- you are an unfortunate child whose parents have recently passed away, or who will pass away sometime within the next few months. Chances are that they died in a fire that also destroyed your family home. Where you'll end up isn't certain yet, but you're guaranteed to have at least a few distant relatives who are willing to take you in.

You can choose to be a fourth Baudelaire or Quagmire sibling, if you'd like.

Guardian- you are an adult who has recently (or will soon) become in some way responsible for children who are not your own. You needn't have legal guardianship of them. You could be a teacher, a mentor, or even their boss- child labour laws really are quite lax around here. Whether you will do your best for the children or try to get them out of your life as soon as possible is up to you.

Villain- you are a truly dastardly individual who cares no more about motorcycle safety than you do about the welfare of crows. You've been scheming for a long time now and you know one of the fundamental truths of life- sometimes a few people need to die in fires or get eaten by lions if it's all for the greater good… money! Perhaps there's a fortune or two you've got your eye on right now?

V.F.D. Membership (may be taken with another origin)- you are a member of the mysterious and shadowy Volunteer Fire Department. It is highly recommended that, if you take this, you take it with another origin, but you don't have to if you really don't want to. If you do, you receive the full benefits (i.e. discounts and freebies) of both.

If taken as a Drop In, you can use this for discount purposes without the history in the organisation. If you take this alone, then you have likely been in hiding or on the run for quite some time, perhaps even since the schism.

Choose one of the three membership types listed below.

Neophyte (100cp)- you are not a full member of V.F.D. yet, but you have begun your training. With the way things have been since the schism, you might not even be aware that you are in training- there are those who start learning V.F.D.'s ways from their parents long before they learn of the organisation's existence.

Whatever your situation, you have started to build your skills. Whilst you don't have the grasp of them yet that full members do, you do have the benefit of anonymity. If you have enemies within either faction, they are ones who have been inherited from your parents and/or mentors, not people with a real grudge against you.

Fire-Fighter (300cp)- when the schism came, you sided with those who stuck to V.F.D.'s traditional purpose of preserving knowledge and maintaining peace. That's not to say you are a good or righteous person. There are dishonourable people, murderers even, on both sides of this conflict. You likely have a great many enemies on the fire-starting side.

Fire-Starter (300cp)- when the schism came, you sided with those who sought to build their own fortunes. That is not to say you did so out of greed or cruelty. There are those among the fire-starters who joined seeking answers, or because being framed for terrible deeds left them with no other options. You likely have a great many enemies on the fire-fighting side.

Age and Gender

Guardians and villains are adults aged at least eighteen. Orphans can be anywhere from two to fourteen years old. If you would like to be younger, see the infant drawback. Drop Ins and V.F.D. members without another origin can pick their age as they'd like.

You may freely choose your gender.

Location

You may choose your starting location from the following list. If you don't want to choose, roll a d13.

1. Briny Beach- a beach just outside The City, accessible via a short ride on a rickety trolley. On bright and sunny days, the beach is crowded with tourists. Today it is grey and cloudy and the only people around are you, the three Baudelaire children, and a shadowy figure headed towards them through the fog.

2. Lousy Lane- Lousy Lane, which connects The City to the town of Tedia, could possibly be the most unpleasant street in all the world. Travelling along its length you can see things like the muddy Grim River, sickly grey fields, scraggly apple trees which produce unpleasantly bitter fruit, and the horseradish factory which makes the whole area stink.

3. Damocles Dock, Lake Lachrymose- in the summer months, Lake Lachrymose is a popular tourist destination. The season is over now and the town is quiet. The lake is surrounded by tall cliffs with caves set into them, and it is large enough that hurricanes form on it. Leeches live in its inky waters. They're mostly harmless if you're careful, but will tear apart any swimmer who has eaten within the last hour.

4. Paltryville- this town is set in the Finite Forest, where the trees have so few branches that they look more like metal pipes, and the forest floor is covered in patchy brown moss. The town only has one street of windowless shops and a post office with an old shoe hanging from its flagpole. The most notable place. Lucky Smells Lumbermill, is known for having its sign written in chewed up gum and for treating its workers terribly.

5. Prufrock Preparatory School- a boarding school at which very little learning actually happens, thanks to the self-obsessed principal and clueless teachers. The school is made up of several smooth, grey stone buildings which strongly resemble gravestones. To enter you must pass beneath a stone arch carved with the school motto "Memento Mori"- or, in English, "remember you will die".

6. Dark Avenue- this skyscraper lined street is one of the most fashionable neighbourhoods in The City. At the moment, dark is 'in' and light is 'out', so the avenue has been lined with enormous trees with wide canopies which block out almost all sunlight. Even in the middle of the afternoon, this street is dark as evening.

7. The Village of Fowl Devotees- this village is extremely remote, being several hours walk across flat countryside from the nearest road. A murder of crows makes their home here. They roost uptown in the morning and downtown in the afternoon, and there are enough of them to cover every outdoor object in whichever side of town they are on, from the rooftops to the sidewalks. The town is governed by a Council of Elders who enforce a list of thousands of draconian rules, the punishment for most of which is being burnt at the stake.

8. Heimlich Hospital- this hospital would be called a beautiful building if it were actually a whole building. The left side is a shiny white structure decorated with tall pillars and small carved portraits of famous doctors over every window. The right side was abandoned mid-way through construction, a blank scaffold only decorated with a few sheets of plastic. The left side of the lawn is neatly mowed and dotted with wildflowers, whilst the right side is a field of dirt. Even the side is half neat gold letters on clean white wood, and half ballpoint scrawl on cardboard.

9. Caligari Carnival- this carnival is going downhill, thanks to its isolated location out in the desolate hinterlands. The rollercoaster is broken down and overgrown with ivy, and everyone agrees the souvenirs in the gift shop caravan are lousy. But if you want to see the freak show or have your fortune told by Madame Lulu, you're in the right place.

10. Mortmain Mountains- you are somewhere along the winding road that twists around the Mortmain Mountains. This range is notable for its odd, square peaks that make it look a lot like a staircase reaching up into the clouds. The waters of the Stricken Stream flow through here, toppling down as waterfalls here and there. Watch out for snow gnats, unpleasant little swarming things that like to sting people for no reason.

11. Gorgonian Grotto- you are on a beach contained in a narrow room at the end of a long underwater cave. Look around and you'll find all sorts of items half buried in the sand. Don't dig too deep. There's an incredibly deadly fungus lurking below the surface. Stay too long and it will bloom and take root in your throat. Have a little look around and you'll find all sorts of secret passages leading up to the wreckage of a former marine research centre. Make it that far and a ship will be along soon to take you back to dry land.

12. Hotel Denouement- this enormous hotel, managed by the triplet Denouement brothers, was designed to perplex. It sits in front of a large pond, tilting forwards slightly so only the hotel reflects in its surface, and not the surrounding lake and sky. All the signage on the building is written backwards, only clearly readable in the reflection, and moss and lilies grow on its walls. At first glance the reflection looks more real than the actual building.

13. The Island- a tropical island where everything washes up eventually. You'll find coconut trees, wild sheep, and lots of fish and crabs. There are around two dozen colonists living here at the moment, under the guidance of Ishmael, the facilitator. They are a quiet, peaceful people who like living away from the troubles and complexities of the outside world.

Perks

Perks from your origin's section are free at the 100cp level, and 50% off at higher levels. Discounts work slightly differently for the V.F.D.Member origin, as outlined in the V.F.D. training section.

General

Family Characteristic (50cp)- you possess some silly, mostly useless talent, such as whistling classical music with a mouthful of crackers. This talent runs in your family so, besides mild entertainment value, it also helps you to prove your identity to people who are close to a relative of yours.

Knot Knowledge (50cp)- you know how to tie several dozen different types of knot, most notable the Devil's Tongue. Invented by female Finnish pirates, this knot is exceptional in its complexity, strength, and usefulness.

"***Freakish" (100cp)-*** you have some strange and rare physical ability that some might find unsettling, such as being ambidextrous or a contortionist. Unlike some in this world, you feel no shame for having such an ability. You could still use it to get employment at a freak show, if you desired such a thing.

Sleepless (100cp)- you can get by on less sleep and sleep in more uncomfortable places than others. You won't be happy or well rested, but you could function as usual on only a few hours of sleep a night, even if those hours were spent lying on itchy hay or crammed behind a desk. You can also last a few days with no sleep at all before you start to really suffer from its deprivation.

Inventive Chef (200cp)- you are a capable chef, with a wide knowledge of recipes and a natural talent for seasoning. Where you really shine is in limited circumstances. You can make a tasty breakfast out of ingredients that have frozen solid, even on a mountain peak with no way of starting a fire.

Not a Baby (200cp)- your age impacts your abilities far less than it should. Your mind is never less sharp no matter how old your body is.

But even beyond cognitive abilities, people at either extreme of age often lack the fine motor skills or strength to do a lot of things. That no longer applies to you. You could do things like use a typewriter whilst aged under a year old, or run as fast at ninety as you could in your twenties.

Out and In (200cp)- you are a well-known expert on what is fashionable and what is not. You can instantly and accurately determine whether any item or activity is 'in' or 'out'. Others know that you're the authority in this area, and anyone who cares about fashion will follow your lead. You could convince all the residents of a trendy city neighbourhood to regularly climb dozens of flights of stairs to their apartments if you declared that elevators were 'out'.

This updates every jump to add knowledge of what is fashionable in that world.

Legalese (300cp)- you have an extensive knowledge of the law and all the loopholes within it. These don't even necessarily have to be real loopholes. You can exploit even the slightest potential alternate meaning of a word or phrase to your benefit and successfully argue your point in a court of law. Want to annul your marriage based on having signed the license with your non-dominant hand? If anyone can do it, you can.

This updates every jump to include legal know-how relevant to that world.

Mount Fraught Syndrome (300cp)- a counterpoint to Stockholm Syndrome, Mount Fraught Syndrome is when a prisoner does not become friends with their captives, but rather despises them more and more with time and never stops looking for an escape.

You can hold grudges for exactly as long as you want to, with exactly as much intensity as you desire. The pain, annoyance, or thirst for revenge no longer fades with time, but remains until you decide to let go of it. Also, you never give into despair when held captive by someone. No matter how grim your circumstances are, you will always be able to find the motivation to keep trying to get away.

Also, the longer someone holds you prisoner, the easier you'll find it to work against them, though the methods available to you might be limited by the circumstances of your capture. If your captors are forcing you to perform tasks such as chores, then you'll find lots of opportunities to eavesdrop on their plans. If you're trapped in a cell, you might instead find a way to manipulate whoever brings you food into betraying their boss.

The Right Thing (300cp)- it's often very easy to work out any number of wrong things to do in a situation, but much harder to work out what the right thing is. You don't often suffer from such dilemmas.

You have great instincts for knowing which course of action is right, in accordance with your plans and morals. This is a little stronger when it comes to moral matters. You'll usually know whether or not doing something will lead to an unwanted alignment shift- you're very unlikely to unwittingly fall down a slippery slope of increasingly selfish or violent behaviour (or up the slope of selflessness and mercy).

This perk is still useful when it comes to plans, but to a lesser extent. Like anyone, the more you know about your circumstances, the greater the chance you will make a decision that leads to the outcome you're hoping for. But, even when you're working with so little information that a coin flip could decide as reliably as you, you'll have around a 70% chance of choosing the 'correct' option.

Drop In

Which Here Means (100cp)- you always have the perfect definition, simile, turn of phrase, or anecdote to help you get your point across to others. Whilst using such literary devices, you can slip in references to your own life without people suspecting that you're speaking from experience. They'll happily assume that your story about ballerinas digging up a locked cabinet existed only to define the phrase 'in the dark'.

On the Run (100cp)- you are as comfortable as any person can possibly be when on the run. It's not that you enjoy it, just that you adapt to the realities of running as quickly as possible. Whether you're hiding out in a cathedral or in a sinking canoe, you'll find a way to get on with your projects and plans to the full extent that your circumstances allow.

Put This Book Down (200cp)- you know how to warn people in a way that tempts them towards whatever behaviour you're cautioning them against. Even the most sensible, genre savvy person would be tempted to push the big red button labelled "DANGER!" if you told them they shouldn't.

Call for Help (300cp)- you've got a long list of acquaintances in practically every possible field who you can call on for help in a crisis. If you found yourself trapped in a flooding Italian restaurant, you'd have your pick of people within the locksmith, pasta, and sponge businesses to contact to come set you free. Many of these people will expect something back in return, often a higher price than you would consider fair, but they will respond to your pleas promptly.

Stack of Hay (400cp)- whilst it's hard to find a needle in a haystack, it's not hard at all to find *anything* in a haystack. There might be all sorts of things within the pile, some of which you never could have expected to find but which will prove helpful nonetheless.

Whenever you are looking for evidence or proof of something in a large pile of material, you will find yourself luckier when it comes to pulling out relevant things. If you're looking through the embers of a ruined building, you'll go right for the ash that's got something intact hidden beneath it.

This need not be a literal pile. In a case with dozens of red herrings, you'll find yourself zeroing in only on those which are at least tangentially related to the problem at hand. Even if something turns out to be almost completely irrelevant, it will, bare minimum, help you to better understand the context around what you are searching for.

Author (500cp)- you are a skilled writer more than capable of crafting engaging prose and performing the research necessary to keep your writings as true-to-life as possible. It is in that later point that you truly excel.

If you know the location an event occurred, the people who were present for it, and the general points of how it went, you can write a remarkably accurate account of the proceedings. You won't know everything off the top of your head. It's only once you start writing down the story of what happened that people who were actually there will note that you know things you couldn't possibly know, like the exact words people said, how they were feeling, or whether or

not they were lying. This accuracy can extend to cover things that not even the people who were there knew, like that they were being spied on through a hidden camera.

Orphan

To Have Each Other (100cp)- you can always find a bright spot in life to hang on to that helps you through the bad times. No matter what happens or how long dreadful things continue to happen, you will always have something left to motivate you not to give into despair.

Fearless (100cp)- it is remarkably hard to rattle you. Whether you are spending all night outside with only a murder of crows for company and a killer on your trail, or climbing precariously up an elevator shaft in the pitch black on a makeshift rope, you'll hold your nerve.

Tie Your Hair Up (200cp)- there is some specific motion that you perform when you wish to think about something. The motion should be brief and require an object, such as tying up your hair with ribbon or putting on reading glasses. Completing this motion increases your creativity, ingenuity, and ability to concentrate for several hours afterwards.

Gack! (300cp)- you are fluent in baby. You always know why the baby is crying, and can understand the babbling of older infants perfectly. That is especially helpful here, where children's cognitive abilities seem to develop much quicker than their communication skills.

You also speak Sunny Baudelaire's version of baby talk. This lets you get across complex ideas or sentences with just a single word or brief phrase, often making use of allusion or shortened words. You might suggest making a rope out of neckties by saying "Armani" or ask if someone is dead by saying "kikbucit". Those closest to you, such as companions, will understand what you mean, whilst your others will just think you're speaking nonsense.

Orphan Talents (400cp)- when you purchase this, choose one of the three talents below. It can be bought multiple times, but additional purchases are full price for everyone.

Biting- you have four absurdly large, sharp, and strong front teeth. They are able to pierce material like soft brick or aluminium cans and can support your body weight without pain. You could use them to perform tasks like defending yourself in a sword fight, or climbing the walls of an elevator shaft.

Invention- you can MacGyver useful gadgets out of whatever materials you have laying around, and they work far better than they have any right to. You could break through the walls of a prison cell with nothing but bread, water, and a wooden bench, and tie together rubber bands into a bungee cord capable of holding the weight of several children without snapping. And when you are lucky enough to have access to proper materials and tools, you can create ever greater inventions.

Research- you have read thousands of books, and you remember almost every word of almost all of them. Most of them were nonfiction, so you have a library's worth of facts tumbling around your head, easily recalled when you find yourself in need of them. You never feel the urge to skip past a dull or dry section and can concentrate on reading even when you are completely exhausted or in circumstances that ought to be very distracting.

Your vocabulary is also very extensive. On the rare occasion you encounter a word you don't know the meaning of you will almost always correctly guess its definition.

Survival Chance Zero (500cp)- the more the odds are against you and the more extreme the consequences of failure are, the more competent you find yourself. If your abusive and neglectful guardian demanded you cater a dinner party, you'd find yourself able to put together a lovely pasta meal, even if you'd never cooked anything more complicated than toast before.

This helps even in situations where you should have no chance of survival at all. If anyone could successfully navigate a small ship through a hurricane with no sailing experience to speak of, it's you.

Guardian

An 'Ology' (100cp)- you have extensively studied and are a well-regarded expert in the field of your choice. This need not be something traditionally taught at universities. Law and herpetology are options, but so are grammar and the general concept of measuring things.

This perk can be taken multiple times, adding another field with every purchase. Additional purchases are 50cp for everyone.

A Very Terrible Childhood (100cp)- if a person calls you out for behaviour they find immoral or inappropriate, you can reliably defend yourself by citing your unfortunate upbringing. You can use this tactic regardless of how pleasant or unpleasant your childhood actually was. People who are close to you will back you up in this defence.

I'm Not Going to Force You (200cp)- you're a very convincing person. The weak-willed take your sternly phrased suggestions as orders and often follow them. Determined or sensible people can be cowed under your glare and firm tone, though less reliably. Also, even the biggest cowards can still defy you; they'll just try to hide their behaviour out of fear of your disapproval.

Fatal Flaw (300cp)- everyone has faults, some more damning than others. You're one of those lucky few who is self-aware of all of yours.

You know exactly which personality traits you have that might cause conflict, everything from an oversupply of timidness to a lack of patience. Should you want to become a more balanced person, you will be able to gradually build assertiveness, quiet your temper, increase your humility, or whatever else. On the flip side, if you are uncomfortable changing yourself, you will find others are more accepting of you as you. That's not to say they'll automatically like you, but they will be less likely to dismiss you on the basis of personality conflict.

Pure Luck (400cp)- the position of guardian around here is a dangerous one indeed. A large amount of orphans come with fortunes, and where there is fortune there are thieves lurking in the shadows, eager to isolate their prey by killing their guardians.

You're quite a bit luckier and less likely to die tragically than others of your ilk. That's not to say you have any real increased ability to avoid danger, just that you're more likely to survive

what does come. Whether you're shot with a harpoon, thrown to leeches, or almost sawed in half by a hypnotised boy, you'll find yourself far more likely to survive your predicament than most.

Unfinished Business (500cp)- you find yourself running into people from your past frequently. These will always be someone you have unfinished business with. The unfinished business need not be dramatic. So long as the person is one you truly wish to see again for a specific reason, they are an option in this perk. Maybe it's someone you want revenge on, to apologise to, to say you love one last time, or just someone you want one last chess match with. If it is at all possible, your paths will cross again so you can finally lay things to rest. Once a person has been brought back to you once through this perk, the chance of it bringing them to you another time is lessened.

Once per jump, this can extend to the realm of the impossible. It might allow you to contact someone who you met in a previous jump, or someone who has died in a world where speaking with the dead is not possible. You will have up to four hours to speak to them before the connection fades away.

Villain

Terrible Laugh (100cp)- you have a special, bone-chilling laugh. It will always unnerve your enemies, leaving them off guard. In time, it might even come to haunt their nightmares.

Murderer (100cp)- you know how to kill people in all sorts of ways, including but not limited to drowning, stabbing, and poisoning them. You've got a favourite method that you're a little more skilled at. You're also efficient within the art of killing and will always leave the minimum of evidence possible at the scene of the crime.

Accomplice Acquirement (200cp)- you know how to find people who will help you commit all sorts of terrible crimes in exchange for a share of the proceeds. You're particularly skilled at connecting with the disenfranchised. It would only take one conversation for you to convince mistreated circus freaks that throwing their boss to hungry lions and joining you is the logical thing to do.

You do have to put it at least a little effort to keep these people around. If you treat them too poorly, ask them to do things that even their limited morals find objectionable, or fail to pay them, they can and will abandon you.

Escape Artist (300cp)- sometimes a plan falls apart. One moment things seem to be going fine, and the next you'll only have moments to run before you'll find yourself under arrest. Well, most people would only have moments.

When it comes time to make a getaway, circumstances will always arrange themselves to give you a head start. Most of the time you'd even have time to shed your disguise, mock your enemies, and brag about the things they didn't catch you for before you have to run. On the rare occasions you do find yourself imprisoned, escaping again will come easily to you. Setting yourself free within ten minutes isn't impossible. But don't get cocky. One day, your luck could run out.

Hypnotism (400cp)- you are a skilled hypnotist, able to put people into a long-term trance where they will follow your orders. To place them in this trance requires a process that takes a few minutes- this is best done whilst you are alone with them. It is very clear that something is off about someone whilst they are hypnotised as they are dazed, blank, distant, and forgetful.

When you want to give the hypnotised person an order, it must be preceded by a particularly trigger phrase. They will follow any order to the best of their ability and without hesitation. However, these orders must be very specific. If you tell someone to get out of bed and go to work, they will do so immediately without stopping to put on their shoes.

A second phrase is used to release a person from their trance. They will not remember anything at all about what they did or experienced whilst hypnotised.

Cover Up (500cp)- you know how to make your crimes look like suicides, accidents, or the work of others. Forge a note of resignation to his employer and no one will go looking for that man you drowned in a swamp. Disguise yourself as a doctor, and you could cut off a patient's head mid surgery and get away with it by claiming it was just an unfortunate failure of an experimental procedure.

When it comes to framing other people, things go smoother for you than they should. If you wanted to convince an already riled up crowd that three children were murderers, it would only take a few random objects you claimed were evidence for the crowd to demand their execution.

The less angry and suspicious the audience, the more effort your setups take, but you could still fool even a court of law much easier than others could. The court of public opinion, on the other hand, is ripe for manipulation.

V.F.D. Training

One cannot expect to be an effective agent without the proper training. All fully-trained V.F.D. members have received at least a small amount of training in all the areas listed below. Taking a training perk means that you further studied and did particularly well in that area of your education.

All V.F.D. members get basic training and one other perk of their choice from this section for free. Fire-Fighters and Fire-Starters each also receive their respective slogan perk for free and discounts on two other perks of their choice.

Basic Training (free and exclusive to V.F.D. Members)- you have been well trained as a volunteer. You can put out a fire, read coded messages, put together a disguise, and tail people without them noticing. You've also cultivated and developed your skills in a particular field of interest- this might be anything from poetry to journalism to cartography.

Slogan- The World is Quiet Here (free for Fire-Fighter, 100cp)- you work best in the shadows. Whether you're trying to preserve knowledge or prevent conflict, you've got methods that allow you to do it whilst minimising the trace that you, or anyone for that matter, was there. You've also got insatiable intellectual curiosity and you learn things a little quicker.

Slogan- Fight Fire with Fire (free for Fire-Starter, 100cp)- rather than focus on not leaving a trace, your skills are aimed at making sure that trace doesn't matter. You know how to build connections within the media and justice system to help make evidence disappear. If that doesn't work, you can always burn the whole place down, since you're a practised arsonist.

Code Master (200cp)- you've learnt and mastered the more unusual codes that V.F.D. uses. These include everything from recognising when a stain on a map is actually marking an important location, to fluency in Verbal Fridge Dialogue, where messages are communicated through the arrangement of items inside a refrigerator. You are also excellent at guessing passwords, even extremely lengthy and specific ones. If opening a lock required you to enter the central theme of the novel *Anna Karenina* you'd be able to get the precise wording needed right on your first try.

You also have increased ability to teach such codes to others.

Disguise Master (200cp)- when it comes to disguise, you are as good as it gets. So long as you make the effort to cover distinguishing characteristics, such as tattoos, you can fool people you've met many times before, even if they know you regularly run about in disguise. Add a wig and a silly accent and everyone will dismiss the pleas of the rare person sensible enough to see through your disguise.

Whilst in disguise, things like business cards and nameplates with your fake name will be taken by most as proof of your identity to the same extent that something like a driver's license usually would be.

Grab Bag Talents (200cp)- you have a small number of specific, unusual skills. These are very contextual, but you'll likely find some use for them eventually. Perhaps you can hit an olive with a bow and arrow, memorise several pages of poetry quickly, and determine the presence of poison in cheese fondue without tasting it.

Flaneur (200cp)- you are brilliant at hiding in plain sight. People are less suspicious or cautious of you- you just seem to fade into the background. This works particularly well when you are in some sort of service position, or even just dressed as though you were. It's amazing how many people fail to realise that their concierge or maid is just as capable of eavesdropping on them as anyone.

Silent as Mimes (200cp)- you know how to move as silently as possible, without making even the slightest rustle. So long as a person cannot see you, they've got little chance at all of noticing your presence. You could even climb into their trunk whilst they were standing right by it without being heard.

Trekker (200cp)- you've studied a variety of outdoor survival skills. You are at home camping for long periods of time in a variety of environments, particularly in woodland or on mountains. In addition, you're a practised spelunker capable of navigating dangerous cave systems safely.

Weapon's Use (200cp)- you've mastered the use of a few different weapons, such as the sabre and poison darts. You can use these weapons very effectively for both offence and defence.

Items

Each origin gets both their 50cp and 100cp item for free, and a 50% discount on the rest of their items. Unless otherwise specified, any items destroyed or lost will be replaced within the week, with the copy delivered to your choice of either your warehouse or primary residence.

After this jump, any properties (business and residences) can either become warehouse additions or be inserted into future jumps at a reasonable location of your choosing. You can choose separately for each property you purchase. Obviously, if made into warehouse additions business will no longer bring in profits, but they will still manage themselves so that you and your companions may make use of them.

Rechargeable Diving Suit (50cp)- this diving suit allows for comfort through extended dives deep in the ocean. What's more is that the oxygen systems in the helmet 'recharge' automatically whenever the helmet is exposed to fresh air and not connected to the rest of the suit.

Various Sticky Foodstuffs (50cp)- you've got a cupboard well stocked with blackstrap molasses, wild clover honey, corn syrup, maple syrup, butterscotch topping, marshmallows, peanut butter, salt water taffy, condensed milk, pumpkin pie filling, and a variety of other sticky foodstuffs. Also glue, for some reason. The products all restock themselves within eight hours, if used.

Coconut Cordial (100cp)- a very sweet, thick, and strong beverage made from fermented coconut milk. It's actually strong enough to act as a sort of opiate, making people drowsy, inactive, and even forgetful. If this were to become a person's go-to beverage, they'd quickly become nigh zombie like in their passivity and agreeableness.

Lachrymose Leeches (100cp)- these leeches have six rows of extremely sharp teeth, strong enough to chew through wood. They are blind, but they have an extremely sensitive sense of smell. Whilst they usually feed on small fish and crabs, they will swarm and quickly devour any human who they smell food on. They will only attack humans who have eaten within the last hour.

You have a very large fish tank containing three dozen of these creatures. They will expand in number if you move them to a larger body of water, such as a lake. Your leeches will never attack you, regardless of when you last ate.

Reptile Collection (200cp)- a zoo's worth of remarkable specimens, mostly lizards, snakes, and toads. Just some of these creatures include a fat winged toad, a lizard with bright yellow stripes and two heads, a toad that can imitate human speech, and a snake with three mouths stacked on top of one another. Some, such as the Alaskan Cow Lizard which produces delicious milk, have useful properties that you can exploit. Many others have few uses outside of being samples of scientific value and excellent conversation starters.

Trained Eagles (200cp)- a flock of eagles trained to be eerily silent. They take commands well. They come fully trained to spot smoke from great distances, attack on command, and work

together to carry off large objects. You can teach them to perform other tasks as you wish. They are very receptive to your lessons and orders, but they are only relatively normal birds, so there are limits to what they can learn.

Daily Punctilio Tipline (300cp)- *The Daily Punctilio* is an extremely popular tabloid newspaper. The fact that it regularly gets things wrong, or even makes them up entirely, does nothing to stop readers from lapping its stories up. It has a particular reputation for editorialising, focusing on trivial gossip, and getting people's names wrong. And you've got one of their star reporters on speed dial.

This reporter is willing to listen to just about any nonsense you spout and base their next article on it, crediting you as an anonymous source. Whether you want to start a smear campaign against some interfering orphans, or you just want the news to be spread about your missing moustache, they'll get the story out there.

Once any major news source has claimed something (whether or not it was based on your tip) it becomes easier to get this reporter to publish things that agree with that perspective and harder to get them to publish things that disagree. Basically, it's a lot easier to take someone's reputation from killer to serial killer than from killer to innocent and framed.

You'll get the number of a reporter at a popular tabloid willing to fill this role for you in each jump after this one. If you're in a setting where journalism doesn't exist, you might get something like the contact details for the town gossip instead.

Hotel Denouement (400cp)- one of V.F.D.'s safe places- locations where volunteers can gather safely to exchange information and plan. Before the schism, there were a great many such places, but this hotel is among the last.

The interior is organised according to the Dewey Decimal System, with each floor corresponding to a class. If you wanted to find foreign guests, you'd head to the fourth floor, which is dedicated to languages. The couches in the lobby are labelled 135 for dreams and mysteries, so that guests feel welcome to nap there and hide items in the cushions. Take any classification and you'll find a room or place dedicated to it, from room 613 which holds the sauna, to room 792 which has a theatre, to room 296 which is reserved for visiting rabbis.

You now own your own branch of this hotel. It is always busy, manages itself perfectly without your input, and turns a substantial profit. More than that, it is an excellent place to meet almost any kind of person or gather unnoticed with your allies. Like the original Hotel Denouement, there is a cavernous space hidden under the pond, ripe to be filled with secrets. This space is currently empty in your hotel.

The Sugar Bowl (400cp)- a pretty, china, lidded dish that once belonged to a tea set. What's inside it- whether it be an item of tremendous power or danger, or just ordinary sugar- isn't half as important as the fact that many people are willing to kill to get their hands on it. And it is now yours.

In each jump after this one, you will acquire an item of similar reputation. It could be anything, from a police file to a prototype weapon to a used napkin. Sometimes it could prove so valuable that you'll want to keep it all to yourself, other times it could seem so useless that you

could research for years and never quite understand why people want it so badly. But they will want it. The item will always be one that dozens of people, even entire organisations, are willing to do almost anything to acquire. So long as you can keep it safe, it will make a powerful bargaining chip.

Drop In

Typewriter (50cp)- a lightweight, portable typewriter. The ink ribbon will never need replacing, and whenever you remove a sheet of paper a new blank one will automatically appear in its place. Whenever you are using this device, your typing will remain accurate whilst never dipping below 100wpm.

Letters to the Editor (100cp)- a special stationary set for letter writing. If you write a letter on this paper and place it inside one of the included envelopes, it will find its way to whoever you wish to write to, so long as they are on the same planet as you. Like any mail, it might take a few days to get there. Unlike other mail, it transports itself without need for a post office or mail carrier.

The letter will always arrive, but it might not do so unharmed depending on the circumstances. For instance, if you send a letter whilst you are on a submarine, it'll be readable, but damp and smudged, when it reaches the recipient on dry land.

Last Chance General Store (200cp)- a shop that sells a truly staggering variety of items. You find fresh fruit, canned meat, red wine, fashion magazines, goldfish bowls, controversial vitamins and many other items in its crowded aisles. There's also basic facilitates to contact people, such as a telegram or payphone.

This shop will appear in your path whenever you find yourself lost and in need of help, shelter, or supplies. The owner is a kindly man who will happily feed you and let you call someone free of charge if he sees that you're really desperate.

Records Room (300cp)- a records room much like the one found in Heimlich Hospital. The room is large enough that whilst standing against one wall a regular person would struggle to see the other walls. It's filled with filing cabinets which are in turn filled with a staggering amount of information on many different topics. There's no books, but there are many reports, news articles, photographs, and other such papers that can be stored in Manila folders. You won't find secret information in here, but you can find classified documents such as police reports.

The main issue limiting this room's usefulness is its organisation system. It's alphabetised- not by author's name or title, but by a keyword. Say you were looking for the transcript of a radio drama about the history of Paris- you might find it under 'P' for Paris, 'H' for history, 'R' for radio, or 'T' for transcript. The records rather like being sorted in this way and will gradually move themselves back into this scheme if you try to sort them another way.

Every jump after this one, the room will expand with several new rows of filing cabinets filled with information from that world. It can become a warehouse attachment or connect to another property you own, as you'd like.

The City (400cp)- a large, well populated city that, like all places in this world, exists in an anachronistic time period with broad 20th century influences. It's rather gloomy, grey, polluted, and many of the citizens are deeply strange people. You'll find a mix of horse-drawn carriages and motorcycles on its streets, and fashion ranges from Victorian to modern.

Practically every industry has its own discrete area, from the fish district down by the harbour to the great marble buildings of the banking district, to more specialised places like the stationary or beverage districts.

Within the city, you will always possess authority a bit higher than that of a mayor, giving you great sway over local politics and industry. You also own a dozen nicely furnished homes scattered around the city. Most of these residences are something a comfortable middle-class family could afford, but you may choose one to be more luxurious, such as a penthouse apartment in the centre of town.

After this jump, you can choose for the city to remain an anachronistic place, or to have it adapt to the technology level of each jump.

Orphan

Verdant Flammable Device (50cp)- at first glance, this looks like a packet of green cigarettes. In actuality, these are signalling devices commonly used by V.F.D. When you light one of these tubes, it will produce a large quantity of bright green smoke. There are twenty-five in the pack, and they will replace themselves every week if used.

Emergency Peppermints (100cp)- these peppermints can be used to fake an allergic reaction. When you eat one, you will break out in painless, but nasty-looking, hives which last for several hours. A full medical exam could find that there's nothing really wrong with you, but they will make you look sick enough to fool surface checks.

Anxious Clown Restaurant (200cp)- you own your own branch of the Anxious Clown, a fast-food restaurant known for its garish decoration and dreadful food. It still turns a tidy profit for you, despite its unpleasantness. But what's really special about this place is the Cheer-Up Cheeseburgers. At your franchise, something about these burgers actually does mildly improve people's moods, including your own.

Fortune (300cp)- you've been left an extremely large estate by a deceased relative. Unfortunately you can't access this wealth right now if you're under eighteen- you'll have to wait until you're of age.

The total value of this fortune is well into the billions. It's your choice what form the wealth takes, whether that is businesses, real estate, precious gems, artwork, liquid assets, some combination of the above, or something else entirely.

Your Island (400cp)- a large, remote, tropical island frequently beset by storms. The only inhabitants are a flock of wild sheep who originally washed up on its shores during one of those storms. They're far from the only thing to wash up here- practically any common object has done so at least once. The nearby coastal shelf, which is usually accessible on foot, is littered

with an array of objects after every storm. Go scavenging and you'll find everything from automobiles to ottomans to musical instruments to a waterproof fondue set.

Also on the island, there is an enormous apple tree, which produces bitter hybrid fruit. In the cavernous space below the tree's roots, someone has made and abandoned a home. Several people could live quite comfortably there. The facilities specifically include a well-stocked kitchen, library and reading room, and a bench devoted to tools used to repair damaged books. In the centre of the room, there is a pair of binoculars that connect to a long periscope that runs through the tree's trunk. By looking through this device, one can see anywhere on the island.

Guardian

Crate of Parsley Soda (50cp)- a large crate filled with bottles of parsley soda. It is refreshing and very fashionable, even if the taste takes a little getting used to.

Personal Library (100cp)- you have a personal library that suits your interests and way of life. It could be a room devoted only to reading, filled with comfortable chairs and oak shelves, or compact enough to be hidden under a single table. You might have a great many books on law, or grammar, or snakes, or your library might favour newspaper articles and correspondence over tomes.

Whatever form your library takes, it includes around two thousand individual books/documents. You may purchase this multiple times. Each additional purchase can give you a new library that takes a different form, or it can add another two thousand volumes to your existing library.

Self-Sustaining Hot Air Mobile Home (200cp)- a large vehicle that resembles a collection of hot air balloons whose baskets have been connected to each other with tubes, pipes, and wires.

There are twelve baskets in all, each around the size of a small room, supported by dozens of balloons in various shades of green. Some baskets are furnished with items such as camping beds. Others contain supplies. Yet more supplies are held in tanks which line the sides of the craft.

This contraption is designed and equipped to allow a small group of people to live in it for a century without ever needing to land. Unfortunately, that means it doesn't actually have landing gear. Once you inflate the balloons and take off, there's no way to safely get it back down. At least, there isn't yet; someone with enough technical skill could eventually find a solution to this.

Place of Employment (300cp)- you are the proud owner of the business you work for. It might be a lumber mill, a carnival, a boarding school, or something totally different. Whatever it is nets you a tidy profit whether or not you put any work into running it.

The type of business is considerably less important than the amount of influence you have over it. Silly things like 'laws' or 'regulations' don't apply to you within this space. Your boarding school could punish cruelly and teach nothing and no parents would ever complain.

You can pay your employees in coupons, or not at all, or even have them killed for entertainment purposes and the police still wouldn't come knocking. Somehow you'll never drive everyone away either. You might not attract good employees, but mediocre ones will always come, and the stream of customers won't slow either.

If you actually treat your employees well and give them safe conditions to work in, their loyalty will skyrocket and the amount of effort they put into their work will noticeably increase, and your profits along with it.

Penthouse Apartment (400cp)- this penthouse somehow only takes up one floor at the top of any normal skyscraper, though its expansive floor plan covers an area much larger than that. The view from every single window is spectacular and all the rooms are furnished to the highest standard.

There are seventy-one bedrooms and an assortment of bathrooms, kitchens, living rooms, dining rooms, ballrooms, sitting rooms, standing rooms- you get the idea. Every kind of room you might expect to find in a house, several more types that seem made up, and even more rooms that don't serve any conceivable purpose at all.

You are able to comfortably navigate the apartment without issue. Simply by thinking of which room you'd like to go to, you can open the nearest door and find yourself there. Anyone you wish to will have similar ease of passage around the penthouse. Uninvited people or wandering guests, on the other hand, will find the place a terrible maze. They could wander in confused frustration for hours and never find their way back to where they started, let alone to an exit.

Villain

Tagliatelle Grande (50cp)- an enormous Italian noodle that is long, thick, and strong enough to be used as a whip. It's strike has been described as less painful, and more unpleasant and somewhat sticky.

Sunoculars and Harpoon Gun (100cp)- all one needs to watch the skies and shoot something down from them.

Sunoculars are like sunglasses in that they are glasses that are worn to protect one's eyes from glare. They are also like binoculars in that they let a person see distant objects far more clearly. They are unlike both these types of eye-wear in that they are extremely silly looking. The lenses stick out from the frames, growing wider and wider until they reach the size of dinner plates several feet away from the wearer's face. Luckily, the lenses are also light enough that their size doesn't make it an effort to keep the glasses on.

The harpoon gun comes equipped with four harpoons. Any that are used replace themselves every sunrise.

Olaf's Mansion (200cp)- this mansion is just as filthy, rundown, and cobbled together as it is expansive. Unfortunately, not even a deep clean and a bit of paint could fix issues like its near total lack of windows, or the fact that it is sagging to one side. It will never actually give in to the

total collapse it looks to be threatening, though you might have trouble convincing your neighbours of that.

The grime in this place only bothers those you wish it to. You yourself are totally immune. Even if you've got terrible allergies, the dust will never make you sneeze, and you can freely touch anything without dirtying yourself, whilst others only have to brush against the handrails to get sooty and sticky.

There are also hidden peepholes and cameras in every room of the house that let you observe whatever happens inside its walls, even when people think they are totally out of your sight.

Of course, there's nothing stopping you from cleaning the place (or having someone else do it). The mansion will always remain in exactly the state you want it to be in, dilapidated, pristine, or anything in between.

Octopus Submarine (300cp)- an exceptionally large submarine which was fashioned in the crude shape of an octopus, with twin portholes for eyes and many, many tentacle-like protrusions used to propel through the water. It has a section which can be opened like a mouth to capture smaller vessels and bring them inside the ship where they can be boarded.

Some of the facilities on board include several officer's rooms and a brig. The vessel is propelled by oars that move the tentacles. These can either be manned by simple robots or kidnapped children- your choice.

Medusoid Mycelium (400cp)- you've acquired a contained sample of an extremely deadly fungus/bioweapon. This fungus has a pattern of waxing and waning, where it will regularly go dormant leaving only the barely-visible mycelium, only to rapidly sprout back to its full size and flower out across a large area. It can grow on practically any surface, but will only do so within enclosed areas- the smaller the better, but it can still sustain itself somewhere like a large cave.

The spores, whether inhaled or consumed, lodge themselves within the victim's throat and grow there, slowly choking them to death over the course of an hour. If you opened a diving helmet filled with this fungus in a crowd of dozens, all of those people would be infected with their first subsequent breath. If introduced to a public water supply, or something similar, the effects would be devastating.

The only known remedy for this poison is the consumption of horseradish.You need not worry about that since, upon purchase of this item, you are rendered immune to the fungi's effects.

V.F.D. Member

Commonplace Book (free for V.F.D. Members, 50cp)- a notebook with unlimited pages where you can write down your thoughts, discoveries, and experiences. This book will repair itself nigh-instantly if ever damaged.

Picnic (free for Fire-Fighters, 100cp)- a picnic basket filled to the brim with a delicious brunch spread. Included are several loaves of fresh baked bread with accompanying spreads, a wide

selection of pastries and muffins, quiche, smoked fish, and many different types of fruit. There's more than enough here to feed a dozen ravenous people.

If some or all of the food is eaten, the whole picnic will restock itself within twenty-four hours.

Disguise Kit (free for Fire-Starters, 100cp)- this small case fits a lot more items inside it than should be possible. It contains all sorts of clothing- shirts, pants, hats, coats, dresses, shoes, suits, accessories, and more for dozens of occasions and roles. There's also things like wigs, razors, and a make up kit to complete your disguise.

Vertical Flame Diversion (discounted for V.F.D. members, 300cp)- this system of tunnels serves two purposes, as a chimney and a secret passage. It can connect any properties you own, providing them with access to each other and with a little extra protection from fire. Depending on the steepness of the tunnel, routes sometimes will include fireman's poles or foot holds built into the walls of the passage.

You can connect places which no one owns, such as caves, up to this system as well so they may serve as secret passages to and escape room from your properties.

V.F.D. Headquarters (discounted for V.F.D. members, 400cp)- an enormous headquarters hidden away in the mountains. It is situated by a waterfall, and the building has a mechanism which heats some of the falling water into steam which forms a fog to cloak the building.

Hundreds of people could meet, train, and live here and still have room to spare. The living accommodations include dormitories, bathrooms, and a kitchen and dining room. Education facilities include testing centres, a gym, a school room, six laboratories, and a grand library. If you're looking for some entertainment, there's also a theatre, music room, museum, swimming pool, and ice-cream shop. And even that doesn't cover everything.

Basically, the place has much the same facilities and space as you'd expect in a specialised academy or small university campus, except all within one building.

Companions

Import/Create (50-200cp)- for 50cp, you may import or create one companion. For 200cp, you may import or create eight. Each companion gets an origin, age, and gender of your choice and 600cp to spend.

Siblings (100cp per set)- around here, notable siblings, including the Baudelaires, the Snickets, the Quagmires, and the Denouements, come in sets of three.

If you follow this pattern and import companions in a set of three, as siblings with the same origin, all three receive 800cp (instead of 600cp, as in the standard import).

You may also import two companions as your siblings to give them this larger cp budget (provided they take the same origin as you), but you do not receive any extra cp yourself.

Recruit (50cp)- for 50cp each, you will have the opportunity to bring any characters from this world you'd like along with you to future jumps as companions.

Drawbacks

You may take as many drawbacks for extra cp as you'd like.

Alternate Continuity (+0cp)- instead of the novel series, you may instead optionally use the continuity of either the 2004 film or the 2017 Netflix series.

Deeply Silly Name (+100cp)- your name is laughable, and people love to take full advantage and mock you for it. Even the most kindhearted or stoic people will crack a smile at your expense when you introduce yourself. Be careful about choosing to go by an alias; people will find your name even funnier if it comes as a surprise after knowing you for a while.

Grammatical Pedant (+100cp)- you can't bear to let even the most minor of grammatical mistakes go. You'll even interrupt people mid-sentence to correct them on particulars that no one cares remotely about, such as phrasing that could only be confusing or ambiguous to a person who wasn't paying attention at all.

Slave to Fashion (+100cp)- you always want to be the best dressed person in every room, and you're not going to get practicality get in the way of that. Sure, wearing a ballgown on top of a mountain is silly, and those stilettos with actual blades on the heels slow you down, but you don't care if it means you look your best.

Verbal Tic (+100cp)- you're afflicted with something that constantly interrupts your speech. It might be a constant desire to bring up your mother or to draft newspaper headlines relevant to your current situation, or something more simple like coughing fits. Whatever it is, this tic will interrupt what you're saying at least once per conversation, if not more often.

Disability (+200cp)- you have some condition that limits your manoeuvrability. You might have extremely poor eyesight, a pronounced hunchback, or have lost your hands and replaced them with hooks. Your enemies will never hesitate to exploit this condition in their efforts against you.

Misplaced Shame (+200cp)- you are terribly ashamed of some characteristic of yours that you have no real reason to be self-conscious about. It could be something that others might consider a talent, like being contortionist, or even something you regularly do to yourself, like painting your face with white powder. Your shame might even extend to the point where you think it necessary to keep yourself distanced from regular society entirely.

Non-Confrontational (+200cp)- you are an exceptionally timid person. The mere presence of an authority figure is enough to render you mute, and you will go to great lengths to avoid an argument, even when you know that you are completely in the right.

Stop Interrupting (+200cp)- like many of the adults around here, you care far more for how someone delivers a message than what they are saying. Someone could be interrupting a con artist/murderer to warn you to stay away from them, and you'd still be more concerned with scolding the messenger for their manners than with getting away from the villain.

Infant (+300cp)- you are no older than eighteen months old at the start of this jump. Any origin you have taken (except for Drop In or Orphan) ceases to function except to provide discounts and freebies.

Like Sunny Baudelaire, your physical, cognitive, and communication abilities are far beyond those others of your age. That still doesn't mean you'll start out anywhere near the level of an adult. You'll be lucky if anyone consistently understands what you mean when you babble, a lot of what others say will go over your head, and you might not have even learned to walk yet.

Solemn Promise (+300cp)- you have made a vow to document a segment of the tragic life of someone from this world, likely a child or group of children, as faithfully as possible. You will spend a great deal of your time here travelling to all sorts of miserable places to piece together primary sources. Most of what you find will be sad, though some rare pieces of the tale might be bittersweet or even happy, though the more joyful the event, the more likely it is to be steeped in tragic irony.

Perhaps the saddest part of your task is that there is nothing you can do to change your subject's circumstances. The part of their story that you've sworn to tell happened long ago. Even if they are still alive, you may never find them, so their future could yet be as sad as their past.

Wanted (+300cp)- you are wanted for a long list of crimes, including at least one murder. Whether you are guilty or not is mostly irrelevant. The public and media have already decided that you are a terrible crook. People who recognise you will go to great efforts to try and apprehend you. Even if you surrender voluntarily, you may receive a heavy sentence based on little evidence just to keep the mob happy.

Panophobia (+400cp)- you are terrified of everything, from doormats to stove tops. You've essentially got a form of agoraphobia where not even your home feels truly safe to you. There's so much that could go wrong there, from burglaries to electrocution via telephone. You could gradually deal with these fears with time and therapy, but doing so will be hard work.

Unfortunate Events (+400cp)- a dark shadow follows you wherever you go. The more you like a person, the more likely they are to die tragically. The more you enjoy living in a particular place, the quicker circumstance will force you to move on. You attract people who wish to ruin your plans and take what belongs to you as dung does flies. And every time you think the world is finally going to give you a break, it'll find a new way to kick you whilst you're down.

End Choice

Once your stay here is over, what will you do?

Go Home- you've had enough of jumping. You're ready to get back to your ordinary life. You will be sent back to your home world, waking up in bed on the day you left. All your perks, items, companions, and anything else you've picked up on your adventures will go with you.

Stay Here- if you took a liking to this world, you could always continue your life here instead. If you choose to do so, all your affairs back home will be settled for you. You will also receive a +1000cp stipend to buy anything else you'd like from this document. Enjoy your permanent new life.

Move On- this word was just one of many stops on your jumpchain adventure. You are ready and willing to face your next challenge. Good luck and safe travels.

Notes

The Sugar Bowl offered in the items section is the one from the book canon. What is inside it is a mystery. If you want the version from the show (which contains chemically engineered sugar that makes people who eat it immune to Medusoid Mycelium), you can buy it instead, even if you haven’t used the Alternate Continuity toggle.