

The Sims 3 Jumpchain: Reddit Version

by rach918

Welcome to SimNation, the country at the heart of the Sims series of games. In many ways, this world is a lot like the one you originated from. There's all sorts of modern conveniences like cars and the internet, as well as people worrying about getting promoted or finding love. But look beyond the surface, and you'll find that this world is a lot more fantastical. The futuristic and the supernatural are present in every part of life. Alien abductions, yard-destroying zombies, and mac and cheese related fires are just some of the worries you'll face here.

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

Origin

Drop in- you just woke up on a park bench in your chosen location, without any new memories or an established identity in SimNation. This isn't the disadvantage it is in some worlds. You're far from the first person to just suddenly show up, what with all the time travel and teleporter accidents that happen around here. If you don't have somewhere to stay, a friendly, middle-class townie will let you crash in their spare room. If you're younger than the young adult stage, you'll be placed in a foster home with component parents until you grow up.

Townie- you've lived in SimNation all your life. You are used to its strange blend of the magical and futuristic. Maybe you've already travelled through outer space or met the Grim Reaper. Whatever you've done with your life so far, you now have a stock of new memories and a place in this world. If you'd like, you may choose to be part of a canonical family or create your own family. Either way, you've already got a modest, middle-class home of your own somewhere in your starting location.

Foreigner- you've lived in this world all your life too, but you're not from SimNation. Instead you may choose whether you are from Champs Les Sims in France, Al Simhara in Egypt, or Shang Simla in China. Whichever you choose, you grew up in a popular tourist destination in a foreign land, and have memories and a place there. What brought you to SimNation is up to you, but

with your strange customs, you're likely to stand out. Whether you've been here a week or a year, you've already found somewhere comfortable to stay.

Service NPC- you're another SimNation native, though you've lived a very strange life so far. Did you have a family? A home? Who can tell? What is certain is that you had a job and that it involved visiting other people's homes. You might have been a mail carrier, a babysitter, a repairman, or even a burglar. Whatever you were, you've quit now, and are free to enjoy your life outside of work. Maybe you'll even have a house of your own, since you don't seem to have had one before. Seriously, where did you go after you clocked off? Did you clock off at all?

Life State

There are a variety of different types of intelligent beings, or life states, present in SimNation, many of them possessing strange abilities. All life states except for normal sims and aliens are magical and called occult life states.You may choose only one, except for ghost, which must be taken with another lifestate. Upgrades add to the price of a lifestate, e.g. being a true immortal vampire costs 400cp.

Sim- this world's equivalent of an ordinary human being. Not terribly interesting, but if you change your mind you'll find lots of opportunities here to transform into something else.

Ghost (200cp, must be taken with another life state)- the spectral figures of the deceased. Any life state can become a ghost, remaining largely the same as they were before death, with a few slight differences. Ghosts float instead of walking, and can become invisible, move through solid walls, and possess inanimate objects. Ghosts also talk with a slight echo, have phobias or quirks based on the method of their demise, and have occasional, uncontrollable urges to frighten the living. They come in many different colours, with their colour indicating the way that they died.

Because ghosts are already dead they cannot die in the mortal sense, but they can eventually lose their grip on the mortal world and be forced to move on to the afterlife. As the ghostly equivalent of dying of old age, this counts as a chainfail but can also be avoided through anything that extends 'lifespan'. They also have to watch out for ghost hunters and exorcists who possess technology and/or magic that can trap them and force them to the afterlife early.

Alien (400cp)- visitors from outer space with a distinctive appearance- entirely black eyes, green skin, pointed ears, thin lips, and either bald heads or black hair. Aliens don't need to sleep; instead they must meditate to restore brain power, which takes a maximum of five hours. They can last much longer between meditation sessions than sims can between nights of sleep, provided that they do not over use their special powers that are fuelled by brain power. These are as follows:

- *Bio-drain*- fulfils the alien's needs for socialising, entertainment, and bathing at the expense of increasing these needs in a targeted other.
- *Bio-boost*- bio-drain working in the opposite direction.
- *Transmutation*- turns gems and metals into purer forms or other, slightly more expensive types. Odds of failure increase with the value of the object it is being used on.
- *Repair*- fixes broken electric or plumbing items
- *Meteor shower*- calls down a meteor shower on an area. A lot more useful for gathering samples, but there's no stopping someone from trying to use it as a weapon. The most taxing power.

Alternative- Hybrid (200cp)- for a reduced price, instead of a full-blooded alien, you might be a hybrid, the child of an alien and a normal sim. You can pick to have one or two signs in your appearance of alien heritage. You can also pick a maximum of two out of the five alien powers.

Fairy (300cp)- magical tricksters with a special connection to nature. Their natural lifespan is five times that of a sim and they are naturals at gardening and socialising. Fairies have wings in a variety of colours and two forms- one the size of a normal sim, the other very small. Fairy magic is unique and largely focused on auras and playing tricks. They develop new abilities through practice, which include speeding plant growth, an aura that boosts creativity, and a curse that causes the cruel to become horribly ugly until they learn to be nicer to other people.These powers are fuelled by their inner magical pools. To refill their pool, fairies can drink elixirs, spend time in a fairy house in their small form, or just wait for it to recharge naturally.

Upgrade- Fae Monarch (another 100cp)- for a little extra, you can become exceptional amongst Fae kind. Your abilities will consume less magic from your reserves, you will be able to summon any fairy you've met to your side, and you will gain the ability to change the shape and colour of your wings at will.

Genie (300cp)- blue-skinned beings who live twice as long as normal sims. Free genies, those not enslaved and tied to a lamp, are not able to grant wishes, but they still have a variety of other powers. They can instantly make buildings they are inside or people they are near spotlessly clean, summon a plateful of perfect quality food, and levitate at speeds considerably faster than running.They can banish nearby people, instantly teleporting them off the property. Finally, genies can ensorcel others to obey their commands for up to four hours at a time. Most orders work, but they cannot be forced to be receptive to social actions, e.g. you can make them cook you dinner or hand over their car keys, but you can't make them accept a romantic advance or laugh at your jokes.

Imaginary Friend (+100cp)- enchanted, bright-coloured ragdolls and children's best friends. For an imaginary friend to develop, a toddler first has to develop a close bond with the doll. When that toddler turns five, the imaginary friend gains a child-sized form with the same ragdoll appearance. Adults cannot see this larger form, or the imaginary friend move- it always just looks like a normal toy to them. Imaginary friends grow up alongside their child friends. If they stay close, the child may eventually find a way to turn their imaginary friend into a real sim. This life state gives bonus cp, as imaginary friends' only special ability is poorly controlled short-range teleportation (enough to move between rooms). They also have to deal with the inconvenience of not having much to do with their time other than play with their child friend.

Former Imaginary Friend (50cp)- or perhaps you have already become official best friends with your child and they've provided you with the potion you needed to become real. Former imaginary friends are indistinguishable from any normal sim, apart from often having bright, unusual hair and eye colours. They retain their abilities to turn into their large doll form and to teleport. Although their teleportation remains very hard to control, it will often kick in automatically to free them if they get trapped somewhere.

Mermaid (200cp)- the sims' amphibious cousins. In water, mermaids have colourful fish tails, whilst on land these transform into legs decorated with scales. They have a strong need for regular hydration which can be fulfilled through exposing their skin to any source of water, from the ocean to showers to rain. If they go too long without this they become extremely dehydrated and eventually die. Also, hydrated or not, a mermaid must swim in the ocean at least once every

three days or they will transform into a normal sim. Whilst they can eat normal food, it's less satisfying for them- kelp or raw fish are best. They can breathe underwater indefinitely, survive deep pressures, and do not suffer from the bends. They are masters of swimming and diving, graceful and quick in the water. Almost no ocean-dwelling creatures or monsters will attack a mermaid. Finally, evil or mean-spirited mermaids can summon sharks to attack people at their bidding.

Mummy (200cp)- sometimes long undead residents of tombs in Al Simhara, other times explorers transformed by sleeping in a cursed sarcophagus. Wearing Ancient Egyptian attire is optional, being a bandaged-wrapped corpse is not. Mummies are tireless, much stronger than normal sims, and never need to use the bathroom. They don't exactly age, but they do slowly decay; they have a projected undeath of around five times that of a normal sim lifespan. They move very slowly, limping from place to place. Mummies are immune to damage from electricity, but very easily hurt by fire.

Plantsim (100cp)- sim-plant hybrids, with green skin and leaves for hair. They don't need to eat or go to the bathroom. Instead, they require skin hydration which must come from freshwater sources, including things like rainfall or showers. Alternatively, they may recover both hydration and energy by photosynthesising in direct sunlight. Plantsims make for good gardeners, partly because they can talk to their plants. They also have two special abilities that they can use on other sims. Flower kisses are a potent flirtatious action, sure to inspire romantic interest from the target, whilst poison kisses will make the target feel very ill for several hours, with a slight chance to turn them into a plantsim too.

Simbot (200cp)- robots made in the likeness of sims. They all have some innate knowledge of household repair and inventing. Whilst simbots can eat regular food, they much prefer scrap metal and only need small amounts of it to stay operational. To recharge, they sleep in a bed like any sim. They are very strong and tough, capable of smashing through many materials by spinning their arms like helicopter blades. Simbots are completely immune to damage from fire or electricity, but exposure to water makes them short circuit and require repairs. In fact, being electrocuted is energising for a simbot, replacing an entire night's sleep. Finally, simbots have jets in their feet which allow them to hover at a speed comparable to running.

Upgrade- Pseudo Plumbot (another 100cp)- decades more advanced than simbots, plumbots seem on most levels a clear improvement. They are sleeker, shinier, and immune to that pesky water damage. They also don't need to eat anything at all, and recharge at a charging station or via solar panels instead of sleeping. Their only additional need to replace these is regular maintenance that they can perform themselves.

Unfortunately, traditional plumbots also lack the personality that simbots have, more tools than members of the family unless they have certain advanced upgrades. Since that wouldn't be very fun for you, this upgrade makes you a pseudo plumbot- a prototype with the benefits of both. You can consider yourself a simbot in all ways except for the effects listed in the above paragraph- there's no need to worry about relying on a trait chip to retain your sentience or ability to feel.

Vampire (300cp)- creatures of the night, with pale or greyed skin and glowing eyes. They drink plasma to sustain themselves, obtained from the blood of another sim or plasma fruit. If a

vampire goes too long without plasma, they will lose access to their powers and eventually die. Other weaknesses are sunlight, which can also eventually make them lose their abilities and kill them, and garlic, which at its worst makes them pass out.

Vampires also have many special abilities. They live five times as long as normal sims. Their super speed lets them move at a blur, and they never get fatigued at night time. Also at night, vampires have noticeably increased learning speed, which increases even further as they age. They can see in the dark and have special vision that allows them to see which individuals around them have the best plasma. Vampires also have several powers that work against other sims. They may put them into a trance with their hypnotic gaze, charm them into thinking positive thoughts of the vampire, or read their minds. These interpersonal powers take time to recharge after being used. Vampires may also turn other sims into vampires, a process that takes several days.

Upgrade- Immortal (another 100cp)- feel like being a bit more powerful? For a little extra, you can become properly immortal, no longer ageing at all, and lose your weakness to sunlight.

Werewolf (200cp)- sims who transform into bestial forms under the light of the full moon. The wolf-form still appears mostly human, except with yellow eyes, large teeth, hunched posture, claw-like fingernails, and lots of thick body hair. Apart from the full moon, anger can also cause an involuntary transformation, but this possibility is lessened as a werewolf gains experience with and control over their powers. They can also take their bestial form at will at any time. When in wolf-form, a werewolf will never lose a fist-fight against another sim, except for a stronger werewolf.

Even in human form a werewolf gains athletic ability faster, doesn't tire as quickly, and will live 50% longer than a normal sim. They may use their enhanced senses to hunt down valuable items, and howl under the light of the moon. A werewolf's cursed bite allows them to turn another sim into a werewolf. The process takes a couple of days and has a moderate failure rate based on their level of experience with werewolf powers.

Upgrade- Alpha Dog (another 100cp)- this upgrade makes it so your cursed bite never fails; anyone you use it on will become a werewolf. It also gives an upgraded howl that can be used during the day, terrifying enough to make people literally faint at the sound of it.

Witch (300cp)- otherwise normal sims, with magic in their blood. They have the ability to use magic wands, fly on broomsticks, and an increased success with alchemy. Like fairies, witches possess a magical pool that fuels their abilities. The pool can be refilled through waiting, which is slowest, or through drinking certain elixirs or riding a broom. They can also keep a familiar like a cat, a lizard, or a frog to increase the rate at which they learn spells and decrease the amount of magic they spend per spell. Also like fairies, they increase in magical ability and learn new spells as they practice. Some notable witch spells include good luck charms, turning sims into toads, and summoning ghosts.

Upgrade- Magic Hands (another 100cp)- don't feel like carting around a wand all the time? With this, you can cast spells without one. As a bonus, your magical efficiency is maximised and your spells will never fail.

Location

You may start in any of the eight locations listed below for free. Unlike in the game, you may travel around SimNation, between these eight cities and towns as you wish. You also have access to Sims University, the future city of Oasis Landing, and the foreign cities of Al Simhara, Champs Les Sims, and Shang Simla, presuming you meet any other requirements to visit these places.

Sunset Valley- a charming, quiet town situated in a coastal valley, surrounded by forest and mountains. Sunset Valley is particularly notable for the large amount of land to explore and for the economic diversity of its neighbourhoods, from the cheapest houses near city hall to the mansions of Summer Hill Court. The town is currently caught up in a feud between traditional, old-money families, the Goths and the Landgraabs, and the newly arrived, city-bred Altos.

Riverview- tucked away in the countryside, on the banks of the Simmon River, Riverview is the ideal place for people wishing to escape city life. Many of the town's businesses lie on Long Island in the centre of the river, connected to either bank by two pairs of bridges. Further out of town lies farmland, then rolling hills. It's a quiet place with little drama, though not totally devoid of it; Hank Ferdinand, a local artist, has recently disappeared, and Don Lothario, who lives out in the old granary, says he arrived in town via a teleporter accident.

Twinbrook- in its heyday, Twinbrook was a small industrial town at the mouth of a creek. Since then, a dam has been built, transforming Twinbrook into a bayou, with its neighbourhoods mostly clustered around the sim-made lake. It's known for its wealthy population of artists, inventors, and other professionals. Sims of interest include the weird-science obsessed Curious family, and the local mafia family, the Rackets.

Bridgeport- once a humble shipping town, now a thriving metropolis and the centre of the film industry. Bridgeport is the place to go to rub shoulders with celebrities, build fame of your own, and enjoy vibrant nightlife. The city is also home to a vibrant community of vampires, who of course have their own nightclubs as well. Scandals abound here, from news anchor Reuben Littler who's cheating on his wife with the nanny, to vampire womaniser Beau Merrick, who has his three human roommates at each other's throats for his affections.

Appaloosa Plains- this country town is where you go to live the ranch life, though it's even more caught up in the clash between old and new than Sunset Valley. Until the city slickers started to pour into town a few years ago, Appaloosa Plains was little more than a ghost town, but not everyone appreciates the changes. Dot-com millionaires, the Singleton brothers, are struggling to raise horses on their new ranch, whilst Tate and Esme Curly are just trying to hold onto their property, no matter how much developers offer them for it.

Starlight Shores- whilst Bridgeport is the place to be for fame on screen, Starlight Shores is where sims make their name on stage. This sprawling beachside town is packed with stadiums, outdoor venues, karaoke bars, and coffeehouses from which countless superstar careers have been born. But for every sim who makes it, like master acrobat and reclusive widow, Yolanda

Lemmon, there's a hundred more like Mitch Lee, who's wife wishes he'd just give up his DJing dreams and get a 'real job'.

Moonlight Falls- set in a misty valley between snow-capped peaks and a rocky coastline, Moonlight Falls has a truly peculiar reputation. It's not advisable to stay out after dark, but those brave enough to risk it can find all sorts of mysterious plants, gems, and minerals under the moonlight. The town is a hotspot for supernatural activity; it's possible that there's more witches, werewolves, fairies, and vampires in town than normal sims! Perhaps you can help settle the arguments between the werewolf Wolff family and the vampire Van Goulds, or help Helen Hall cope with moving into a house filled with ghostly Goths.

Isla Paradiso- an archipelago in a tranquil sea, Isla Paradiso is known for its tropical resorts. There's a lot more to the islands than just relaxation and recreation, though. A dedicated explorer could discover many unmapped islands, find buried treasure, or even spot the illusive Kraken. Or, if that's not your speed, then Hobart's Hideaway Resort is available free to anyone willing to fix it up and keep it running. The islands have a higher population of singles than many other locations, including the wealthy romantic Akoni Kahale who moved to the islands on the advice of a fortune teller, and Lincoln Porter, an expert on mermaid lore.

For **100cp**, you can also travel to the ten store DLC cities briefly described below. These will give you access to more exotic locations and even different time periods. Notably, you still have access to all modern technology no matter what time period your current location is based in. There are also unique, very powerful, and arguably broken items available in most of these places, such as pet dragons.

Aurora Skies- a town with an Icelandic coast theme, where hot air balloons fill the sky.

Barnacle Bay- a pirate-themed island, set fifty years in the future of the main locations.

Dragon Valley- a medieval fantasy town filled with elves and dragons.

Hidden Springs- a mountainous, alpine retreat and home of the fabled Fountain of Youth.

Lucky Palms- a small, desert resort town with a bustling casino and a working wishing well.

Lunar Lakes- a colony built by sims stranded on another planet, where strange, skill-boosting fruits grow.

Midnight Hollow- a Victorian-style town with a classic horror aesthetic.

Monte Vista- a hilltop, seaside Tuscan town surrounded by hills dotted with villas.

Roaring Heights- a 1920s, Art Deco city with a boardwalk amusement park.

Sunlit Tides- a tropical, jungle island with a lagoon and a large volcano.

Age and Gender

Numerical ages are of less significance here. Instead, sims ages are defined in terms of seven life stages- ***baby, toddler, child, teen, young adult, adult, and elder.*** You can assume that they pass through these life stages at the same rate that normal humans do, and have a life expectancy of around 80 years. You may choose to be in whatever life stage you wish, unless your occult status restricts you, and.except for service sims who must be children at the youngest,

- Imaginary friends must be a toddler, child, or teen.
- Former imaginary friends must be a child or older.
- Mummies must be a young adult or older.
- Simbots don't choose, as they don't age in the traditional sense.

Whilst age choice is not restricted for aliens or the other occult life states, their abilities are dormant before a certain age. **All life states age at the same rate before they become young adults.**

- Vampires and werewolves unlock their powers when they become young adults.
- Mermaids, fairies, witches, aliens, and plantsims unlock their powers in their teens.
- Genies unlock their powers when they become children.

Young children still look like members of whatever life state they are, they just can't use their abilities- e.g. young fairies have wings, but cannot fly, and young mermaids have scaled legs, but their legs don't transform into a tail in water.

Gender is a free choice for all life states. Even simbots come in male and female varieties, though this mostly just affects minor things like head and torso shape.

Life focus-

What is your primary goal in life? In what areas would you need to excel to feel satisfied with yourself? These are deep questions, but all grown-up sims are keenly aware of what their core aspirations in life are, so you need to be as well. ***Pick one of the areas below to receive a free perk to help you in your goal. You may select up to two more (for three total) for 300cp each.***

Athletics- you find it easier to get into shape and stay that way, and excel at all forms of athletics and sports. You can always motivate yourself to hit the gym and will find enjoyment in any sort of physical activity. If you were cursed to spend eternity rolling a boulder up a hill over and over, you still wouldn't be bored the millionth time you did it. That isn't to say you'd passively accept your fate, only that it wouldn't really be a curse in the time before you could escape it. What's more, you don't get fatigued, sore, or sweaty from physical exertion. You could run three marathons back-to-back and still be fresh and ready for a meeting with the President right afterwards. All this exercise will keep you in tip-top shape. You are extremely resistant to mundane diseases, and guaranteed an exceptionally long, healthy old age, presuming you live that long.

Creativity- you are more talented at all forms of creative pursuits, including art, music, writing, and many more. You never run out of inspiration, will learn new techniques easier and will discover little tricks of your own as you practice your favoured art(s). It's easier for you to create truly exceptional things, from best-selling novels to masterpiece paintings, which isn't to say it won't still take a lot of hard work.

Once you've created something of such quality, reaction to it will never lessen. The things you make will go down in history. You could even produce the same work over and over and people will still lap it up, not caring that your latest album is just an unchanged rerecording of the last, or that you only ever sculpt the one figure. Even if you're a one-hit-wonder, that hit will be a lasting one.

Deviance- you excel at many things that society disapproves of. From insults and pranks, to brawling and more criminal acts, you are a pro. You've got nimble fingers and a light step, no one sneaks around quite like you do. Where you really excel, though, is in theft. You could walk right into your neighbours' house and start taking things and, unless they catch you actively pocketing something, not be called out on it. You can take their TV, their car, their toilet….

Somehow, any three items, no matter how implausible, will fit in your pockets so long as you are in the progress of stealing them. This ability only works after dark and can be used once per night. Finally, you only face the slightest penalties for non-violent crime. So long as nobody was hurt, the most you'll ever see is a night in jail.

Exploration- if you want to explore exotic places, the first step is to be able to survive them comfortably. Environmental hazards, from extremes of temperature to natural disasters to dangerous beasts, will not harm you. This is specific to dangers inherent in a place and not targeted attacks. You could happily walk over lava to take a photo or collect a rock sample, but that wizard casting fireball is still going to hurt. Also, sapient natives aren't quite as affected.

They will be well disposed to you by default, but this will go away if you insult, attack, or otherwise provoke them.

To help avoid this, you have impeccable instincts when it comes to cultural matters. So long as you rely on your gut, you'll never misstep in even the most complicated or formal custom. You're also a lot better at communicating through language barriers. Deep conversations are impossible at first, but you'll always at least be able to get across who you are and why you are there. You'll also pick up foreign languages considerably faster.

Family- you have a real way with kids. You're a lot better at working out what they need when they're too young to tell you themselves, and a lot better at convincing the older ones why they shouldn't want what they do. You've got this firm demeanour that makes kids and teens alike know when you mean business. Only the most disruptive will keep acting up when you've given them a stern look. You are also remarkably efficient at all things needed to run a busy household. You only need to put half the time and effort into cleaning to get the same results, and are a decent chef and handyman.

Finally, you have a couple special ways of influencing how your children turn out. You know all sorts of remedies for use when you/your partner is pregnant to influence the gender of the child and increase the chance of multiples. This will lock in the first time the child(ren) is observed, so be sure to get the remedies in before the first ultrasound or crystal ball reading. When the baby is born, you will also get to choose the very basics of their personality and future talents. This gives you considerable early influence over who they might be, but who they become when they grow up is still up in the air.

Knowledge- you love to learn, and you are brilliant at it. At your baseline, you can read and properly take in things 50% faster than the average person. This rate slowly but constantly increases the longer you continuously read, eventually resetting to baseline if you stop to do something else. The only true limits to how fast your reading and mental processing can get are how long you can continuously sit and pay attention, and how quickly you can put information in front of your eyes.

You don't only have to learn things through reading, though. By tinkering with things you can learn how they work, how to take them apart, and how to make them better. You might break them in your fiddling, but you're always guaranteed to be able to put them back together again, maybe even a bit better than before.

Love- you're attractive. Really attractive. It's easy for you to charm a person, or a dozen people, and your kiss leaves people breathless. Whether you want a single partner or a hundred, you'll have better luck than most people. Firstly, when considering a romantic interest, you'll instinctively know whether or not their expectations line up with yours. There will be no more getting invested in a relationship before discovering your views on marriage or children or whatever else are incompatible, unless you choose to do so. You're also a lot more likely to attract and find partners who want what you want. If you're the serial romantic type, you'll meet a whole lot of fun, attractive people in the mood for one night stands.

If you're more the soulmate type, you'll get a slower stream of eligibles but you'll always have at least one person on your radar who fits what you'd like in a long term partner. When you

do find someone you'd like to keep around, you'll develop an innate understanding of and respect for each other that builds over time, quickly becoming something that would take a world-shattering conflict to break apart. If your beloved is a companion, you may always import them with a CP stipend of triple what you pay to import (e.g. pay 200cp to give them 600cp).

Nature- you're at home in the tranquillity of nature. Just being outside in the fresh air boosts your mood and the rate at which you learn hands-on skills. You're particularly good at gardening and fishing. Plants you grow don't need as much water, attract fewer damaging bugs, and reach maturity quicker. When fishing, you catch considerably more in the same amount of time, and each individual fish is larger and highly quality as well.

Beyond this, you're also great at finding other things that occur in nature, from rare ores to strange insects. You know specifically what can be found in any particular location, meaning that you could glance at a forest and be able to immediately list all of the plants, fungi, insects, gems, and minerals one could collect there. People will also regularly mail you samples of collectables from the local area. You'll never be without scientific samples, alchemy ingredients, or just cool rocks to sell for a profit.

Popularity- to say that you get off on the right foot with people would be a massive understatement. You're so charming and likeable that you could greet a random stranger on the street and get them to quickly agree to chat with you for a while. Within an hour, you could be calling them your latest friend. No one ever finds you dull, no matter what you do. You could tell the same knock knock joke over and over and people would still enjoy your delivery enough to laugh every time. You've also got this trustworthy aura about you. If you ask somebody sincerely for a favour, they'll often agree without even asking any questions, provided it's not totally outrageous.

And, since it would be impossible to regularly hangout with all the friends you're sure to make with this perk, you no longer need to put in much effort to keep up your relationships. That stranger you turned into your friend with an hour of conversation? You could show up at their place, out of the blue, to hangout for a couple hours once a year, and they'd be delighted to hear from you every time. Even those you're closest to won't begrudge it if you ignore them for a while; they know you've got other things going on.

Wealth- to get rich, you need to both make money and avoid spending it. You've got both covered. You'll never need to stress over your budget. Somehow, all your household bills end up only being half as much as they should be. Your house also seems to manage itself to best reduce the bills even further. Electronic items will turn themselves off or go into low power mode when they're not needed, food will last noticeably longer before spoiling, and you'll never waste even a drop of water to a leaking tap. You'll also always find that you have the best value-for-money option for things like insurance. When it comes to making money, you'll also have several advantages. Promotions come faster to you and with less work, though they still require effort on your part, and you'll make more at every stage of your career than you otherwise would. If you reach a point in your chosen field where promotions are no longer possible, or you do not wish to move past your current role, then you are still guaranteed regular raises for as long as try at your job and are at least passably capable at it. Finally, any successful investment you make will provide 110% of the profit that it otherwise would.

Perks

Perks from your origin's section are free at the 100cp level, and higher levels have a 50% discount.

General

All weather champion (50cp)- you are better at a whole host of seasonal, outdoor activities. In summer, you'll blow everyone away with your skill at water balloon fights and building sandcastles. During winter, your igloos, snow angels, and snowmen will be the envy of the neighbourhood, and everyone will want you on their side in a snowball fight. You're also great at both roller and ice skating.

Inappropriate, in a good way (50cp)- people don't generally like it if a visiting acquaintance makes themselves too comfortable in their home, but they make an exception for you. No matter how close you are with a person, you can sleep, take a shower, or make yourself a meal in their house without them caring one bit.

Professional slacker (50cp)- you'll never get fired or disciplined for slacking off at work. You're very unlikely to get promoted or earn any bonuses, but as long as you show up, no one cares what you do all day. Mess around on your computer, make some personal calls, take a nap in the break room- you'll be taking home your cheque either way.

Strong stomach (50cp)- you no longer get nauseous for any reason. Seasickness, pregnancy, eating weird things, the flu- none of it will make you feel queasy. If your system really, really needs something out you'll still throw up, but the experience will be as free of discomfort and pain as is possible.

Motive management (100-300cp)- sometimes doing those basic things that you need to do to stay functional just gets inconvenient. If you didn't have to spend all that time keeping yourself happy and healthy, you could get a lot more done. For 100cp, you can select one of the six perks listed below, all of which make your basic needs a little easier to deal with. For 300cp, you can have the whole set.

- *Carefree*- you recover from even the worst stress 50% faster than you used to. You also have more fun whilst doing any activity that you find enjoyable.
- *Dirt defiant*- you don't ever get as dirty anymore. Unless you go dumpster diving or something, a quick shower every three days is enough to keep you squeaky clean.
- *Hardly hungry*- you only require a quarter as much food to sustain yourself. This applies to whatever it is you have to eat, even if it's something like plasma or scrap metal.
- *Independent*- you can go at least twice as long as you could before without socialising with other people before you start to get lonely.
- *Meditative trance sleep*- you only need 40% of the amount of sleep you used to need to be fully rested.
- *Steel bladder*- you don't need to use the toilet anymore at all, unless you want to for whatever reason.

Discount date (100cp)- you no longer have to pay for movie, theatre, opera, or concert tickets- you've always got free ones. They're not VIP passes, but they do get you great seats. You can also eat for free at any restaurant, no reservation needed.

Vacationer (100cp)- you'll get three times as much paid time off from any duties or jobs then you otherwise would have had. This also applies to down time between jumps, if that is something that you take. You can end this early and go back to work immediately whenever you choose.

Morning sim/night owl (100cp each)- on your first purchase of this perk, choose either 5am-12pm or 8pm-3am. You now learn things 25% faster during your selected hours. You can buy this a second time to get the time frame boost.

Fireproof homestead (150cp)- no building you are living in will ever catch fire for any reason, including arson. You can light candles or fireplaces, cook and things like that, but the flames will never spread to anywhere else. It might seem situational, but you won't be sorry you've got it in SimNation, where kitchen fires are a leading cause of death.

Drop In

Info screens (100cp)- you have innate, internal, and numerical knowledge for many things that are usually far more abstract, specifically including your basic needs, strength of relationships, how far you are from a promotion at work, and how developed your skills are. You can exactly and accurately rate how hungry you are on a scale of 1 to 100, your skill with an instrument from 1 to 10, and know precisely how many more times you have to interact with someone before they consider you a friend instead of an acquaintance.

Opportunist (200cp)- people will regularly contact you in regards to skills or talents you are known for. They will offer you payment in exchange for some service or to set you a challenge which they will reward you for completing. These will always be possible, but challenging, for you to accomplish. Depending on exactly how hard or time consuming the task is, you may receive any combination of monetary consumption, rare items, a relationship boost with the request maker, or speciality instruction in some rare application of your skill. Whatever you get, it will always be something that you consider worth the effort that you put into the task.

Create a sim (400cp)- between making your purchases for and starting each new jump, you now have the option to customise your appearance. If something was available for CP purchase in the jump document, such as age, gender, or species, you are locked in to what you have already chosen and must stay within normal limits for that type. Pretty much everything else is up to you. Specific things you can change include your body shape, facial features, height, colouring, and hairstyle. You can also add or remove tattoos and piercings. Once you are done, this appearance becomes your default or base appearance for that jump. It's effects are mostly aesthetic; no matter how scrawny or buff you make yourself, for example, you'll still be as strong as your perks/body mod/whatever else have made you.

As one last bonus, whenever this customisation gives you the ability to change your gender/sex (i.e. whenever the jump allows free changes, or where you have paid the CP cost to

change) you get the Sims 4 version of gender customisation. In addition to the basic sex choice, this allows you to separately choose whether to have a masculine or feminine frame, whether you can become pregnant, get others pregnant, or neither (but not both), and whether or not you can use the toilet whilst standing. Want to be a cisgender woman in all ways except for being able to pee while standing? Go ahead. How pregnancy/impregnation works if you don't have the required parts is up to you.

Build/buy mode (600cp)- this allows you a massive amount of low-effort control over any of your properties via an edit mode that you enter through a trance. Other than the limitations specified below, you can construct or renovate basically any property you'd like, how you'd like, so long as you own the land that it is located on.

Build mode concerns the construction and landscaping of a property. You can build walls, floors, roofs and ceilings, and basements, and customise them with windows, doors, staircases, and fireplaces. You can also add pools, water features, fences, and various plants, as well as shape the land itself to raise, flatten, smooth, or sharpen sections. All sorts of standard building materials, from brick to concrete to wood, are available to you, though you cannot make any wall thicker than a normal brick wall. You could build an entire palace if you wanted to, but any castle you make will be pretty ineffective.

Buy mode allows you to access an enormous catalogue of home furnishings. It has furniture, electronics, appliances, plumbing items, decorative items, and much more, at a wide range of different price points and in many different styles.

Any changes you make to a piece of land that you own with these powers happens instantly, at the cost of a fee- the cost of furnishing purchased through buy mode, or the materials cost of changes in build mode. Anything capable of being added can also be destroyed, providing a small refund. Whenever you use these powers, time stops for everything but build/buy mode. You can't even move, so if you decide you want to place something where you are standing you need to restart time, step out of the way, then re-enter build/buy mode to place it.

You are, of course, free to exploit these abilities for all the usual nefarious purposes. Building walls around someone to imprison them, luring them into a basement and deleting the door out, trapping them in inescapable pools. The limits are often only how sadistic you are willing to be.

Townie

Expanded entry level (100cp)- you can always get an entry level job in any business by simply walking in and asking for one. This includes criminal enterprises. If you have relevant degrees or experience, you can get a higher ranking, higher paying job using this.

Endless excitement (200)- the people of SimNation lead very interesting lives, and now you will as well. Forget about any perks to stop you from feeling bored- with this, you don't need them. Any time you start to feel restless, a new and exciting opportunity will fall into your lap. Maybe a relative you've never heard of will offer you a house on the other side of the world. Maybe a unicorn will start showing up in your backyard every night. Whatever it is will always be

within the realm of the possible for your current world, but also extremely unlikely, rare, or even just amusing. The situation will always end in something positive for you, even if it's just a funny story to tell, though the road to that point may get rocky.

Familiar face (400cp)- you've lived here quite a while, and you know everyone in town. This includes their name, address, age, job, personality, relationships, and any notable achievements or actions they are infamous for. If you have need for an expert in anything at all, you'll know just who to call, assuming there is someone to call. You also know a little more than most, particularly around which rumours are worth listening to. The other townies also know you well enough to have an opinion of you, but you can choose for them not to know the other, more personal information. You receive this information for all individuals in your starting or home (your choice) city/town for each jump, including this one. Even if you have yet to take an infinite memory perk, this information will not overwhelm you, instead existing as a sort of external database that your mind has perfect access to.

Practical learning (600cp)- you can learn new skills just by trying, no matter how poorly aimed your efforts are. Pick up a guitar upside-down, start strumming at random, and you'll somehow improve. Your learning rate isn't even decreased. This method is more likely to result in injuries or damaging effects, if they are possible, like in martial arts or welding. This extends to things like forms of magic, though do be very aware of the clause about harmful effects. There will also always be a class on offer locally to help you improve your skills a little. Maybe take a couple of those, at least until you're less likely to burn down your house.

Foreigner

Charmingly exotic (100cp)- people in foreign lands will accept any differences in customs between you and them as endearing cultural differences. The first time you do anything that they would otherwise consider a grave insult, they might just laugh it off. Also, when travelling, the locals will be a lot more generous with you. Things like a bed for the night, a warm meal, or a ride to the next town will be very easy to come by.

Ease of travel (200cp)- you find travelling to foreign nations easier and cheaper than others do. Flights and accommodation cost less, visa restrictions are a little looser, and the more you travel to the same place, the more these benefits will increase. This is relative to how hard it usually is to that place, so you might not notice much of a difference with places closed to outsiders at first. If you dedicate a truly exceptional amount of time to travelling to one nation, you just might find yourself with almost zero travel costs and an honorary citizenship.

Inherited culture (400cp)- your culture is in your blood. You know the language, the customs, the songs, the recipes. This is true for every cultural group you become a part of. Whether or not you grew up around others of that culture, you know of the traditions as though you grew up immersed in and proud of said culture. Even if you were launched off your dying home planet alone as an infant and raised in a totally alien place, you still would have this knowledge. This knowledge will not influence your thoughts or behaviour in any way you don't want it to, particularly in regards to things like prejudices or ideas about morality. You also pass this along to any children you have, and choose what specific culture(s) they inherit.

Vacation dimensions (600cp)- no matter where you are in the multiverses, you will always be able to go on holiday. For every new jump you enter, you will also gain access to three new, culturally-distinct holiday towns or cities. These places are still part of the jump you visit from, and thus have generally the same advancement of technology, degree of magic, and intelligent species present. They will feature a wide variety of locals to get to know, mysterious tombs or ruins to explore, artefacts to find, and lots of surrounding countryside to wander around and collect strange resources from. Each also has unique recipes, dances, and songs to learn, and a skill with masters to teach it to you. This might be a martial art, method to make liquor, sporting activity, the riding of an exotic beast- whatever it is, it will be new to you and at least a little different from anything you could learn anywhere else.

Service Sim

Payment guaranteed (100)- you'll always get paid a reasonable wage for performing your current job, whether or not anyone asked you to do it. If you're a bartender, you could show up at an acquaintance's house unannounced and start endlessly making cocktails and they'd still feel compelled to pay you a fair wage for your time, though they might be a little annoyed with you once you leave.

It's my job (200)- if you claim that what you're doing is part of your job, people will believe you wherever plausible. The more mundane the task you are performing, the more likely you are to get away with it. If you claim to be Secret Service, this perk alone gives you a good chance of talking your way into restricted areas of the White House, but you'd be flat out of luck if you tried to climb into bed with the President

No longer chosen (400cp)- yes, you were the mail carrier, the pizza boy, the maid, or whatever else, but you aren't anymore, and the world has gone on just fine. You could easily change things like this again. Whenever you wish to leave a position you are in, there will always be someone else competent available to take your place immediately. You **c**an abdicate the throne without risking your kingdom falling into ruin, or resign a teaching position halfway through the school year without jeopardising your students' grades.

This specifically extends to supernatural or prophesied callings. There is no such thing as the Chosen One when you are involved. If you no longer wish to bear that calling, someone else who is happy to do it will manifest whatever supernatural powers or gifts they need to do so. You won't lose any gifts either, there will simply be two people who have the Chosen One powers, but only one who has the destiny.

Once per decade or jump (whichever is shorter), you may extend this to another person. Maybe they won't come along as a companion if it means abandoning their post, or maybe you just want to give someone the normal life they've always dreamed of. Whatever the reason, they'll find that another is willing, happy, and able to take on their mantle.

Get the job done (600cp)- as long as a task is part of your job and you are actively trying to do it well, you can do a lot of things that otherwise would be impossible.Quests, divine callings, and the like are specifically included in this- a 'job' is defined as any task a person with authority over you has assigned to you, be they Zeus, the King, or just your manager Dan. A social

worker could instantly remove a neglected child from a locked basement room just by standing on the front lawn with the necessary paperwork. A university mascot could visit as many houses as Santa Claus in a night to drop off merchandise and application forms. And a merchant in a hurry might teleport to the other side of the avalanche blocking the trail in order to make their delivery on time.

Items

Like perks, you get your origin's 100cp item free and the rest of its perks at a 50% discount. Most life states also have a discounted item. All items, except those in the life state section, are available for purchase multiple times.A free item purchased multiple times is only discounted for purchases beyond the first.

General

Hover bed (50cp)- it's a bed that hovers. More than just being really cool to look at, it's also ludicrously comfortable. You'll never have a better night's sleep in any other bed.

Alchemy elixirs (50cp each)- willing to risk chance for some cool elixirs? Take this, roll a number between 1-45, and consult the list at the end of this document and the table at this link to find out what your elixir does. You might luck out and get a young-again equivalent potion for much cheaper, or a way to get a free life state, or you might end up with what's essentially a brief happy pill. It's luck of the draw. Whatever you end up with, you'll get another elixir of the same type at the start of each jump.

If you buy this multiple times and roll the same elixir twice then you can optionally roll again until you get a unique result.

Motherlode (50cp)- 50,000 simoleons, the currency of SimNation. The second time you buy this, you get 100,000 more, for 150,000 total. The third time, this doubles, for a total of 300,000. At the start of jumps after this one, you will get $50,000US (or $100,000 or $300,000) worth of the local currency. If you buy this four times then, in addition to the cash-on-hand, you will gain the power of Motherlode. Simply shout 'Motherlode!' to the sky at any time and receive a direct deposit of $50,000US worth of local currency. You can use this power as often as you want.

The book corral (100cp)- this bookshelf, despite its modest size, somehow contains every instructional manual in existence in your current world. 'Instructional manual' here means any sort of written work aimed at teaching the reader how to do something.You can keep copies of books as you'd like. If you do choose to remove and keep a particular book, the shelf will generate a new copy of it.

There is a catch- it's supernatural ability only works so long as the bookshelf is kept in a readily accessible public area. Somewhere akin to a modern town's public library is ideal. When kept in a private residence or locked away, it's just a normal shelf. Why have knowledge if not to share it, after all?

Collection helper (200cp)- a cool little gadget that will point you towards collectable items near you and cause them to glow so you can find them easier. You can set which type of collectible you'd like it to point you towards out of rocks, gems, insects, seeds, fish, or small animals. Many collectables are very valuable or useful for things like alchemy or scientific study.

Omni plant (200cp)- ever wanted to grow your own fruits and vegetables? What about your own cheeses, books, or teddy bears? These strange plants are capable of growing all that and

more. Simply feed them whatever object you'd like them to make more of and come back the next day to harvest three copies of that object per plant, of the same quality as the one you fed to the plant. Things they can grow include those listed above, as well as fish, steaks, eggs, and simple gadgets and toys. Omni plants can produce copies of many rare items, but not one-of-a-kind items or death flowers. You get three omniplants, which will require only very infrequent watering and weeding to stay healthy. If one is somehow destroyed, you'll get a new plant within the week.

Weather stone (200cp)- a magical stone totem that can be used by a variety of occult sims for various effects. A group of occult sims of the same type has a better chance of successfully summoning the weather effect than a single sim, though those with a high level of magical ability have a decent chance at using it alone. The weather stone can be used once per day and its magical effects last for three hours. Be careful not to anger it, or it may strike you with a lightning bolt. The effects it can cause are:

- *Bewitching rain*- summoned by witches, this makes anyone caught outdoors overcome with happiness and a desire to dance.
- *Eclipsing fog*- summoned by vampires, this fog makes it so no one within a city will reject a vampire's request to feed from them or turn them into a vampire.
- *Reviving sprinkle*- summoned by fairies, this waters, weeds, and fertilises all the plants within a city's limits. It can even revive dead plants.
- *Hunter's storm*- summoned by werewolves, in this storm metals, gems, and insects fall along with the snow. Werewolves get a boost to finding these items, particularly the valuable ones.

Death flower (300cp)- a flower that resembles a skull, surrounded by thin scarlet petals. It also happens to be the Grim Reaper's favourite flower. If you die of anything except old age with one of these in your possession, he'll gladly take it instead of your soul, and you won't fail your chain either. You'll receive another death flower at the start of each jump or every ten years, whichever is sooner. You can also only use one yourself per decade, no matter how many you've got stockpiled. The Reaper will only give you so many chances.

Young again (300cp)- a potion that, when drunk, will return anyone's physical age to the start of young adulthood for their species. This is around 18 for humans. It has the exact same result regardless of how far past this age the drinker is, and no effect on those younger than this age. Any health improvements since the drinker was last a young adult, such as increased fitness or a cured disease, are retained after drinking. You start with one potion and will receive another one every year.

Moodlet manager (600cp)- this device can instantly cure any sort of bad or undesirable state you or another is in. Hungry or tired? This'll fix your mood and health immediately. And that's just the tip of the iceberg**.** Loneliness, hay fever, sore muscles, the emotional pain of a breakup- all that and more can be gone in an instant, with no more effort than pressing a button. It won't make you as satisfied or happy as, say, a nice meal or a night's rest, but it can always get you back to feeling fine. It does also backfire occasionally and leave you totally exhausted,but does it really matter when it only takes you another try to be feeling normal again?

Drop in

Body sculptor (100cp)- calibrate this large, transparent tube then step inside to transform your body. It can be set for transformations anywhere within normal human limits for weight, muscularity, and tone. You could make a bank running the most efficient diet clinic ever, help malnourished people gain much-needed fat stores, or just fulfil some weird fetishes. To maintain these changes requires either effort or continued use of the machine.

Additional purchases can either give additional machines, or expand the original body sculptor's limits by (an additive) 10% each time. Changes outside human norms require proportionally more effort to maintain without the machine the more extreme they are.

Magic phone (200cp)- or, at least it feels like magic. Dial a number, any number, on this phone and you'll be put through to someone who can help you with your legal and financial matters. Want to sell or buy property or stock? It's already done. Adopt a child? One's already on their way over, and they're of the age and gender you'd prefer, if you have such preferences. Sue someone, hire someone, book an overseas holiday- this phone has professionals who can handle all of it. You might not always get the best deal, but you'll always get the quickest, and there will never be any fee for the service.

Townie

Your house (100cp)- whatever house you are living in at the end of this jump will come with you, be it a one bedroom trailer or a mighty estate. It will insert itself and its lot somewhere in either your starting location or a (reasonable) place of your choice in each jump. At the start of each jump, the house will be exactly as it was when you left SimNation. The same food will be in the fridge, the same artefacts hidden in chests, the same plants growing in the garden. This is true even of things that you sold, consumed, or destroyed in your last jump. Any new items you've decided to place in the house in jumps after this one are not fully part of this. Furnishings and the like will appear again, consumables like food won't.

Buying this multiple times allows you to bring other houses you buy or acquire here with you. If you don't have any others, you can choose a residence from those in your starting location to get a copy of. You don't get this copy until after you complete this jump.

Life fruit bushes (200cp)- these bushes produce a fruit that looks a lot like a yellow pear wearing a halo. If eaten raw, each fruit provides a person with another day of healthy lifespan. It does this by de-aging them slightly, so, if you ate enough, you could age backwards. Whilst it doesn't work properly if cooked, wine made with it also has life-extending effects. You have three mature bushes, which will each produce two life fruit a day. If too neglected, they'll stop producing fruit until they are cared for again. If one is somehow destroyed, you'll get a new plant within the week. The fruits never rot or decay in any way, so feel free to pick and stockpile as many as you want.

Tourist

Tomb explorer's kit (100cp)- this handy backpack contains everything you could need to go on an expedition. Included are a good quality tent and sleeping bag, enough tasty, high-quality, dried rations to last a week, and patented 'shower-in-a-can', the only shower-replacement spray guaranteed to leave you truly refreshed on the go. There's a couple more exotic items as well. The first is sands of understanding, which when scattered will be attracted to locks, traps, or hidden mechanisms that you otherwise might have missed. The second is escape dust which, when thrown at your feet, will instantly transport you to the nearest parcel of safe, outdoor land and fresh air.

The backpack contains enough sands for three uses and enough dust for one use. Any items consumed from the pack will replace themselves once per week. If you buy this multiple times, you can choose whether to add extra supplies per week to the original bag or to acquire an additional bag.

Pangu's axe (200cp)- a large, red handled axe with a curved blade. It once belonged to Dong Huo, a ruthless and despised tyrant from ancient Shang Simla. Whilst it is an excellent weapon, it has more useful properties. A single swing of this axe will instantly destroy any boulder or clear a pile of rubble, no matter the strength of the person swinging it. It is totally indestructible and will return to you within a week if ever lost or stolen.

Service sim

Bonehilda (100cp)- a red and white coffin. Knock on the lid to wake Bonehilda, your friendly skeleton maid. As well as cooking and cleaning, she will repair broken appliances and plumbing items, train pets and teach them tricks, and even put out fires and chase off burglars. She's also happy to just chat, if you want, and is always up for a drink. Do be careful with the drinks, though. She's a skeleton- they literally go right through her.

Bonehilda gets on fabulously well with copies of herself. For each additional time you buy this, the efficiency of all Boehildas is slightly increased.

Food replicator (200cp)- a very special appliance. Place any prepared dish you'd like in here and it will be saved into the device's memory. Anytime you want to eat that dish, you can use the food replicator to create it instantly, with no need for ingredients. The created dish will be of the same quality as the original version you copied into the device's memory, and the food replicator can create enough to feed up to eight people at once.

By default, the replicator's memory can store up to five dishes and one will have to be deleted if you want to add another. If you know anything about tinkering with electronics, you can upgrade this to a twenty dish memory with a little effort. Additional purchases can either add extra machines or add to the memory capacity of the first machine (so a second purchase would give ten recipes before upgrade and forty after).

Life State- (can only be purchased once each)

Galaxa space car (200cp, free for aliens, discounted for hybrids)- what kind of an alien would you be without a spaceship? This one-seat UFO comes equipped with small laser cannons and never needs to be refuelled. It's more suited for outer space, but also capable of atmospheric flight. There are three locations already programmed into its space GPS- the moon, the local asteroid belt, and the planet Sixam. Who knows what sorts of cool stuff you might find if you went exploring?

Fairy mansion (200cp, discounted for fairies)- the best fairy house money can buy. This is the size of a large, elaborate dollhouse, perfect for fairies in their smaller form. It comes equipped with many luxurious bedrooms and a massive ballroom, where there's always enough pollen punch to satisfy all your guests. The parties you throw here could become legendary amongst the Fae. Also, hanging out in this house refills your fairy magic pool far quicker than any other fairy house.

General-purpose metamorphium (200cp, discounted for former imaginary friends)- an upgraded version of the potion that allowed you to become a real sim. This one can still turn imaginary friends real, in this and future worlds, but it can do other things as well. Any supernatural creature, from a ghost to a talking animal, if they desire it, can have a sip of this potion to obtain a normal, human form. This form will be young, fit, and not exceptional in any way. If the creature previously had a human form, they will look as they did before. If they did not, it will resemble their old self in some way. The potion never runs out. Please note that the target must desire the change for this to have any effect. You can't trick a dragon into drinking this to kill them easier, but it could probably make ending a traditional zombie apocalypse a lot simpler.

Discount dusty lamp (200cp, discounted for genies)- you've come into possession of a lamp containing an enslaved genie! Unfortunately, this one is running pretty low on wish-granting power. If you agree to free them, they'll still grant you one simple wish. Think something that you can articulate in no more than a couple words, like 'wealth', 'love', or 'long life'. They're a nice genie and you are doing them a favour, so they'll fulfil the wish to the specifics you'd like, if perhaps not the scale.

If you hold up your end of the bargain and free them, then they'll stop by and visit you from time to time, even in other jumps. They have all the powers of a genie as listed in the life state section, except that they are immortal rather than long lived. As a free genie, they can no longer grant wishes, but they will still be willing to do you favours from time to time. If you do not free them, then all you will get from the genie after the first wish is its eternal hatred of you.

Your personal graveyard (200cp, discounted for ghosts)- this graveyard will always be a stone's throw from your backyard, no matter where you live. It is abandoned and pretty small, with only a few dozen graves, but at sundown it comes alive. The ghosts here are unusually friendly, very knowledgeable and always up for a chat. Their knowledge also seems to be concentrated in areas that are helpful to you. If you're investigating a mysterious disappearance, you'll find that one of the ghosts used to live next door to the victim. If you're struggling with your latest invention, one of the ghosts might be coincidentally one of the country's most famed

geniuses. The ghosts will be different each jump, but you can lock someone in if you take a liking to them and bring them with you. Be careful though. The graveyard is only so big, and any individual ghost's expertise might not be as relevant outside their home world.

Mermaidic kelp (200cp, discounted for mermaids)- don't feel like being the only mermaid in the next world you visit, or just want to make your companions' transformations a little cheaper? This is the item for you. When consumed by a normal sim (or human), this kelp will transform them into a mermaid, with all the effects listed in the life state section. This is also a special strain of kelp; regular consumption can remove a mermaid's need to swim in salt water. You receive enough of this a week to support two dozen mermaids, transform two dozen normal people into mermaids, or some combination of the two.

Neutral sarcophagus of kings (200cp, discounted for mummies)- the maker of this sarcophagus couldn't decide whether to bless it or curse it, so they settled on both. It's effects occur when you sleep inside it, and you simply have to choose which form you wish for them to take before you use it each time. In either mode, it pauses many of your other basic needs whilst you sleep, so you wake clean and as sated as you were when you went to sleep, and you'll never need to get up in the middle of the night to go to the bathroom.

In blessing mode, sleeping inside the sarcophagus for eight hours will extend a person's natural life span by two days by de-aging them slightly. A mummy who sleeps too often in blessing mode will eventually turn back into a normal person. In cursed mode, the sleeping person will slowly increase in athleticism while they sleep. A normal person who sleeps too often in cursed mode will eventually turn into a mummy, with all the effects listed in the life state section.

Laganaphyllis simnovorii (200cp, discounted for plantsims)- a carnivorous, bovine plant more commonly called the cowplant. It has a thick vine stem, horns, and a mouth large enough to swallow a person whole, resembling that of a cow, except with much larger, pointed teeth. Its favourite food is swordfish. It's second favourite food is people.

If you neglect to feed fish for three days, it will start trying to lure people in. It refuses to eat you, your companions, children or people who haven't bathed in a while, but everyone else will have to watch their step. If it does manage to eat someone, the cow plant will produce milk afterwards. This milk is extremely delicious, nutritious, and will wind back your age significantly. Here, that means to the start of your current life stage. You can decide what it means in other worlds, but it should always be a significant amount.

Scrap pile (200cp, discounted for simbots)- a never-ending pile of scrap metal and spare parts. A lot of it is pretty basic stuff, but if you root around long enough you'll find almost anything you could need to finish off your latest mechanical or electronic project. Available parts adjust to the world you are in, so the more common they are there, the quicker you'll find them in this pile. Simbots will also find that any metal they eat from this pile is exceptionally delicious and keeps them fuller for longer.

Plasma fruit bushes (200cp, discounted for vampires)- plasma fruit are great for any vampire who doesn't want to or can't find the time to feed from people regularly. These bright red fruits pulse like beating hearts and can be made into wine or added to regular food to create

something even the pickiest vampire would enjoy. Or just eaten raw, if you don't want to worry about all of that. You have six plasma fruit bushes that can be harvested daily, producing enough fruit between them to keep five vampires well fed. If you need more than that, you can always plant some of your fruit and cultivate more plants. If any of your six original plants are destroyed in some way, they will be replaced within the week.

Your pack (200cp, discounted for werewolves)- there's just something sad about a werewolf without a pack, so here's yours. This group of a dozen or so people will be werewolves in any world where werewolves exist, or some other sort of creature stereotyped as aggressive and athletic, like orcs, in other worlds with fantasy races. Whatever they are, even if they are normal humans, they are friendly, easy-going, and notable for their self-control. They are a little obsessed with tracking things and practising fighting and are the best of the best in these areas. Any time you want to find something or someone, or want to spar, call up the pack and they'll hurry right over, eager to help. These people will be different in every jump, but you are able to lock in ones you like and they'll show up in the next jump as well.

Flying vacuum (200cp, discounted for witches)- what's better than a broom? A vacuum! For some reason, that also holds true for flying. With this you can fly considerable faster and more gracefully than you could on even the quickest of brooms. You'd be hard pressed to even find a car that's faster than this beauty. It also has a built-in cloaking device to keep anyone from noticing you as you zip around the neighbourhood. If you ever fall off, the vacuum will catch you comfortably long before you hit the ground. It can also be used whether or not you are a witch, but witches find that riding this vacuum refills their magical pool far quicker than the best broom.

Companions

Import (50-200cp)- for 50cp, you may import or create a companion. For 200cp, you may import or create eight. Any imported companions receive an origin, a free life focus, and 600cp to spend on everything else. If they purchase the same life state as you, they get a discount on it, but not any upgrade. e.g. if you are a vampire and your companion wants to be one as well, they only need to pay 150cp, but they'd still need to pay the full extra 100cp to upgrade to true immortal, even if you are a true immortal.

Townie (50-100cp)- rather bring along someone you meet here? You may pay 50cp to recruit any normal sim, or 100cp for any occult or alien, as a companion. After this jump, they gain the life focus perk that best matches up to their canonical lifetime wish. If there is ambiguity between a couple, you can choose which perk they get, e.g. a sim with the 'Gold Digger' lifetime wish could choose between the love and wealth perks. If none matches up well, you can choose one that you think suits their personality.

Clone voucher (100cp)- it's you! Well, sort of. This child is you as you were at five years old- your clone. Since they're your clone, they've also got any inheritable abilities that you have, including the life state you bought here. They comprehend who you are and what the relationship between the two of you is better than someone their age really should be able to. Naturally, as you, they are more than willing to come along on your adventures as a companion.

Plumbot pal (100cp)- a traditional plumbot, with all the abilities described in the life state section, that has been upgraded in several ways. It will never need maintenance, and has more 'trait chip' slots then ever thought possible. It has already been fitted with five permanent trait chips- limitless learning, capacity to love, friendly functions, simulated emotions, and, most importantly, sentience. You can find out what those trait chips mean and customise you plumbot with five more by consulting the table here, but the gist is that it is its own person, capable of thinking, caring about others, and learning, and it would like to join you as a companion, if you'll have it.

Unicorn (250cp)- a horned horse with a glowing coat and a suite of magical powers. All unicorns are far more agile, faster, and longer lived than ordinary horses, but this one is exceptional. It has human levels of intelligence, is completely immortal, and can communicate telepathically with humans. Any offspring it bears or sires, with horses or other unicorns, will be unicorns, with all its unicorn abilities, and have a projected lifespan of 180 years.

If you ever give you unicorn pal another form through any means, it will retain all its powers and still pass them and a long life on to any offspring, though the offspring will always be the species that the unicorn was when they were conceived.

Unicorn abilities take from a magic pool like those of fairies and witches. If fully used, this pool takes six hours to refill. Their abilities are as follows, listed in order of increasing magical toll. The first three use no magic energy at all-

- *Sense good and evil*- your unicorn will match whatever alignment you are closer to- good or evil. Pick one. Unicorns hate neutrality. It can sense the moral alignment of others and will react negatively to those of the opposing sort.
- *Cure fauna*- removes curses or parasitic infestations of people and animals.
- *Extinguish*- puts out fires. Requires multiple uses to put out large fires.
- *Teleport*- teleports the unicorn and any rider a moderate distance, say across town.
- *Cure flora*- instantly withers and kills a plant.
- *Ignite*- sets a small fire. Cannot be used directly against a living creature, but can set fire to something near them.
- *Bless flora*- increases the quality of produce a plant will produce. If it can't increase any more, this instead makes the plant immediately ready for harvest.
- *Bless/curse fauna*- a unicorn's blessing cures any curses the target is under, makes them feel very happy, and increases their learning speed for a few hours. A unicorn's curse makes the target deeply upset and slows their learning speed for a few hours.

Drawbacks

You may take as many drawbacks as you'd like for extra CP. It is possible to overcome all drawbacks with time and effort, though the task becomes harder the more CP they award.

Epic lifespan (+100)- this drawback can be taken multiple times, and each time it is taken, your stay here doubles in length (so first purchase is a 20 year stay, second is 40 years, and so on). Normal chain fail rules still apply for your whole stay, as do any other drawbacks you don't solve yourself.

Lightweight (+100)- you won't find the drugs or alcohol you are used to in SimNation. Instead there are substitutes like nectar, juice, herbs, and coffee beans, all of which are unpleasant for you. Even a sip of the highest quality nectar straight from France will make you nauseated, and coffee will give you a headache. Stay away from university bonfires; people are always burning herbs in those.

Mysterious Mr Gnome (+100)- there's a garden gnome in your living room that you don't remember buying. Don't bother trying to move him outside. He'll just be back the next time you look away, standing somewhere else this time. Maybe next to the TV or inside the fridge or under your hedge. Hopefully you're not easily startled.

Nemesis (+100)- someone has declared you their nemesis, or will very soon after your arrival. This is no scaling enemy drawback. They might be an occult, but they're more likely to be just a normal sim, and one with no power over you at all. Mostly they just hate you. You could try and patch up the relationship, if you'd like. Or you could just enjoy having screaming matches when you pass each other in the street. Just remember not to push them too hard, lest you risk them spreading rumours or pulling pranks on you.

Plumbing problems (+100)- congratulations! You've just purchased a modest family home of your very own, ready to move into on your first day here in SimNation! There's just one piece of bad news. Every toilet, sink, shower, and bath in the entire house is currently clogged, leaking, or otherwise broken and unusable. Even after you've fixed them, they'll malfunction again more often then they should. You'll have to get used to using a plunger and mopping up puddles, but at least it's an opportunity to boost your plumbing skills.

Randomised CAS (+100)- everyone you encounter has the most atrocious dress sense imaginable. A bright orange sweater, bikini bottoms, and clown make up sounds like the perfect outfit for a wedding guest to these people. Not only that, but they will consider you the strange one if you dress in a more normal way, and they will judge you terribly for it.

Restless sleep (+200)- you find even small disturbances often wake you up. Forget about noisy neighbours- your roommate chatting quietly in the next room is enough. You'd better invest in some earplugs and blackout curtains. If you would usually need very little or no sleep, taking this makes you need at least four hours a night.

Homeless (+200, can't be taken with dorm life)- you no longer have a home to stay in at the start of your time in SimNation. Instead you've got a tent and a guarantee that the police won't

bother you if you set it up in the park. It's actually surprisingly easy to get back on your feet in SimNation; it'll be awhile before you're living glamorously, but you also won't be stuck sleeping rough for long, so long you try at all to change your situation.

Dorm life (+200, can't be taken with homeless)- the only place in town you could find to stay was shared accommodation. You'll have your own bedroom and bathroom, but all other facilities are split between you and seven roommates. These are random people of your approximate age from your starting location. It might not seem that big a deal, but sims are remarkably more likely to pass out in a puddle of their own waste, or burn the place down, then the people you're probably used to. Whether it's a large share house, a hostel, or a university dorm, you need to get used to living with, often unstable, strangers.

Zombie moon (+200)- every month, the mystical power of the full moon makes zombies rise from the earth, and your yard attracts the undead like flies. They'll appear at sundown on any full moon and remain until morning. The zombies will attack anyone who attempts to leave or enter your house and, if there's no one outside, they'll try and tear up any plants they can get to. Don't let one bite you, or you'll find yourself transformed into a zombie too for forty-eight hours. They're mostly just annoying- too slow to catch anyone who isn't practically standing still, and too dumb to climb over even a short fence. Occult sims don't even have to worry about their bite, since they can't be transformed into zombies. Just be careful if you go using them as target practice. Some of the zombies hanging around might just be your neighbours who got unlucky.

Tech shy (+200)- you just don't get why everyone's so obsessed with all this newfangled technology. You don't like it and it doesn't like you. You'll get no enjoyment out of activities that others enjoy, like watching TV or using a computer, and you'll find it harder to get along with simbots and plumbots. Also, all forms of electrical repair are trickier, more dangerous, and more stressful for you. Maybe you ought to stop after the first strong zap, in case the next one is strong enough to cause some real damage. The most advanced technology you should expect to reliably be able to operate and enjoy is a radio.

Complete coward (+200, must not be occult life state)- you don't have a brave bone in your body. You're frightened of the dark, burglars, fires, horror movies, and especially the occult. From fainting at the sight of ghosts and the Grim Reaper, to running from Bonehilda, you'll just have no chance of having friendly interactions with any kind of supernatural creature.

Set traits (+200)- the sims you meet here just don't seem to grow like the people you're used to. They definitely develop new traits as they grow up- an adult will always be a more complicated person than a toddler- but they never seem to grow out of anything. That girl who you remember as being very immature during high school will still be just as childish at the twenty year reunion. The toddler who used to bite all the other kids in the sandbox will grow into the old man who's always yelling at people to get off his lawn. There will be some rare exceptions but, for the most part, you'll find these people just don't change.

Five-note (+100, must have 'set traits')- now not only are the sims you encounter very stuck in their ways, they are also more simplistic then normal people. Everyone you meet could be summed up in five traits, with almost all their beliefs, choices, and actions inspired by one or more of those. It'll be very easy to predict their behaviour, but a whole lot less interesting to get

to know them. That is, unless you can enjoy having yet another conversation with your ambitious, workaholic neighbour about his latest promotion.

Fairy's target (+300)- you've become the pet project of one of the most talented and powerful local fae. This fairy is especially creative, experienced at inventing pranks, and focused only on you. They even know tricks that no other fairies do. Expect to be pranked at least once every couple of weeks. Maybe you'll find your mailbox filled with bees, your trash can erupting garbage, or to suddenly find yourself without your clothes. The good news is that faeries rarely do these things for no reason. Your little tormentor is trying to teach you some sort of moral lesson, perhaps to be more humble or generous. Whatever it is, they'll knock off the pranks as soon as you change your ways. Unless you find another way to deal with it first…

Needy (+300)- taking this drawback trumps any perks that would reduce or remove your needs to eat, sleep, use the bathroom, bathe, socialise, and entertain yourself. Now fulfilling those six motives eats up a sizable portion of your time each day, like it does for any sim (or person, for that matter). What's more, is you seem to need just about 10% more of each then most people do. You'll still have time to get stuff done, just plan in advance to take a nap or stop for a snack part way through. Maybe bring a friend too, so you don't get lonely.

The sky's wrath (+300)- did you make Thor angry or something? There's always a rare chance of danger from above, be it from lightning or meteor strikes, but this has been massively increased when it comes to you. It's like they're just waiting for you to be in a wide open area so they can strike and kill you. You'll always get warning- storms for lightning, or sudden darkness for meteors- with enough time to get away, but you'll still have to stay on your toes and watch for the signs. Your house is likely to suffer some damage too, either from the strikes themselves or the fires that result. At least meteors leave behind metals and rocks that the local scientists will be eager to buy.

Supernatural skeptic society (+400, requires occult life state)- a wave of distrust and dislike for the supernatural has washed over SimNation. Members of occult life states are treated with disbelief, annoyance, or even aggression. Don't expect anyone to let you drink their plasma, or thank you for performing even the most beneficial magic on them. It won't be easy to find others of your kind either. All the supernatural hangouts and elixir consignment stores have closed. In fact, it might be best to keep your occult status to yourself, lest you lose your job or get run out of town. Whatever happened to cause this change must have been major, and it will take something similarly dramatic to make things how they were once more.

Challenge Scenarios

You may optionally select to complete any of the following challenges, some of which may alter the rules of your stay. You can select more than one, as many as you wish. There's no penalty for failing to complete them, unless you chain-fail in the process. They are mostly here as a way to give you ideas of what you might like to do in SimNation. Each provides certain rare or unique rewards if you are successful in completing the challenge.

You may end this jump early by completing a challenge scenario. You don't have to leave once you've finished a challenge, you just get the option to. If you have taken the epic lifespan drawback at any level, you still have to stay for the extra time it added, but only for the extra- i.e. if you take epic lifespan twice and complete a challenge after five years, you would still need to stay for another thirty years (the extra time added by the drawback).

Optional rule- Lifetime Wish

You may select one challenge scenario to be your lifetime wish. Upon completing your lifetime wish, you get both its reward and +400cp. Failure to complete your lifetime wish within ten years is a chain failure. You only have ten years to accomplish it, no matter how long you will spend in this world.

Ghost Rainbow-

As you might recall from the life-state section, ghosts in this world are different colours, representing the way a person died. In fact, there's quite a lot of different colours out there. You've been challenged to collect them all, to personally become a rainbow of ghosts. That means dying in a wide range of silly ways for Jump Chan's amusement. You do have to actually experience these deaths fully, until the Grim Reaper shows up, checks a colour off your list, and restores you back to life to complete the next step.

For as long as you are attempting this challenge, normal chain-fail rules do not fully apply. You are allowed, encouraged really, to die. However, once you have checked a colour off your checklist, dying by one of that colour's methods again will cause you to chain-fail (unless you have a one-up, as usual). Once you have checked off the last colour, you have to survive at least five more years without dying again, or until the end of ten years total in-jump, whichever is longer.

The colours you need to mark off to complete the ghost rainbow, and some ideas of ways to do that, are outlined below. As a reminder, you only need to complete one death per colour to check that colour off your list, not all of them. Many methods of death require very bad luck, so you could be trying for quite a while depending on what you aim for.

- *Red*- thirst (vampire equivalent of starvation), jet pack crash
- *Orange*- fire, meteor strike
- *Yellow*- electrocution, mummy's curse, mermaid dehydration
- *Green*- haunting curse (effect of witch spell), ranting
- *Blue*- drowning, freezing

- *Purple*- poisoned by jelly-bean plant, shark attack
- *Pink*- starvation, murphy bed related blunt force trauma

If you are a life state that cannot die in enough ways to complete the rainbow, most notably a ghost, then you can still take this challenge, but you'll deal with special conditions. You will be a normal sim in all ways for as long as it takes you to complete the seven rainbow colours, then you can immediately transform into whatever other life state you purchased to wait out the rest of the jump.

Rewards-

Why bother cultivating all those new forms without being able to use them? You can now split yourself into up to eight ghosts at once- one for each rainbow colour you achieved, plus a white one, the colour of those who died of old age, as an acknowledgement of your achievement. You are in full control of each of your eight ghostly bodies whenever you split them up, and each has all your abilities as well as those of the ghost life state. You could be a whole spy ring or haunted house by yourself. If one of your ghost forms is destroyed, banished to the afterlife, or any other fate that could hurt or kill a ghost, it disappears, but your consciousness survives unharmed in the other ghost bodies.

And it wasn't just Jump Chan who was amused by your exploits, but the Grim Reaper as well. So much so that he's given you a key to his backdoor, more formally known as the Door of Life and Death. The door exists in an inter-dimensional space that you can access at any time, as often as you'd like. If you bring a deceased creature's remains, even their ashes, with you when you knock, you can ask Grim to bring them back to life. Grim would usually mess with them a lot if he decided to grant this request, but he likes you, so they'll come back just as they were before they died, except free of whatever ailment caused them to die. Be careful when bringing back people who died of old age this way. You might buy them a few more years, but don't expect much more than that.

You can also knock to challenge Grim to a guitar battle. If you win, he'll give you a free death flower, with all the benefits of such. If you lose, he'll sick his pet Pit Monster on you. Be careful not to hurt the Pit Monster much, or Grim could get quite upset.

Traveller Extraordinaire

Want to see a wide variety of what this world has to offer? This challenge will see you spending a lot of your time here outside of SimNation, exploring what China, Egypt, and France have to offer instead, and completing a variety of interconnected goals.

Your first objective is to become the ultimate tomb raider by fully exploring six tombs in each of the three foreign cities. They vary in aesthetics, loot, and location between settings. In Shang Simla, you may find one below a martial arts academy, in Al Simhara in a pyramid, or in the cellar of a chateau in Champs Les Sims. No matter the location, these will be filled with traps and puzzles, and often require you to bring along special items to unlock every section (which you'll need to do). Pangu's Axe is highly recommended, unless you want to spend a lot of time clearing rubble.

One thing you're sure to get a lot of through all that exploring is relics, which is lucky since you'll also need to build a collection of them worth at least 20,000 simoleons. You have to have to keep a hold of these at least until you have finished the other requirements of this challenge- no selling them yet. What you can feel free to sell are things like precious gems and hunks of metals. It's only actual ancient relics, like fossils, bowls, vases, statues, canopic jars and the like whose value counts for your collection.

The last thing you need to do to complete this challenge is reach the maximum visa level in each of the three foreign countries. This is done by completing adventures in each location. These are usually focused around helping a specific inhabitant of the vacation destination, or on finding a specific relic. Once again, this feeds into the other objectives. The main way you can learn the location of tombs or obtain keystones to get inside is through completing adventures. Other adventures will reward you in money you can use to buy relics from the marketplace. Some adventures feed into each other to create chains, others only need you to talk to someone. All give some sort of reward, as well as points towards your next visa level. As you get higher in visa level for each location, the time you can spend there on each trip and the privileges you have are increased, helping your other objectives too.

Rewards-

All that adventure and treasure wasn't enough for you? I hope you're not sick of it either. Vacation time works funny for you now. You'll always have time to take it, no matter how silly that seems. Fit a month long trip into your weekend, if you'd like. You must actually be on vacation, away from home and your regular responsibilities, but you can do what you like with the time other than that- relax, explore, meet new people, practice a skill. This works like the Ease of Travel perk, where the more times you've visited the same place, the greater the effects are. It will always be at a minimum of seven vacation days available for every one day that passes at home. You will age at the rate that time passes at home, not at the vacation rate**.**

You also now have your own personal tomb that you can access at any time. It's basically an underground, stone labyrinth, but you can choose its aesthetics beyond that. It's already larger, more elaborate, and more rewarding than any you explored in this world, or that you might encounter later with the Vacation Realms perk. It will also scale with you, always providing

traps, puzzles, and enemies that you will find challenging, but possible to deal with. The loot scales as well. Even if you are the richest person in the history of every multiverse, you'll still find something you consider valuable sealed away in a chest, waiting for you.

Nothing that happens within the tomb will ever cause you real harm. If you do get hurt, you'll be teleported outside the tomb, totally unharmed. You can bring others in with you when you enter the tomb, provided they were in your line of sight when you entered. They will be expelled when you leave, but you decide whether or not they have the same protections as you do. There's nothing stopping you from using the tomb as a personal death trap if that's what you're into.

Da Vinci Junior

A challenge for those polymath creators out there. To fulfil this challenge, you need to achieve what those great masters of the Renaissance did and achieve perfection in multiple fields- sculpture, painting, and invention.

For sculpture and painting, the goal is easy to explain if not achieve. Firstly, you must achieve mastery in both these arts, reaching a world class pinnacle of skill. Even if you currently have no artistic merits at all, this is possible here, though it will require years and years of hard work. To demonstrate your skill, you must also create five sculptures and five paintings recognised as true masterpieces. You must still have these in possession when you complete the challenge, as your own personal collection.

The inventing side is a little more complicated. To demonstrate your mastery of this art, there are two machines you must build- a simbot and a time machine. Both of these require a large amount of materials and excellent mechanical skill. Creating a simbot will also require you to collect several rare items.

Rewards-

Now that you have demonstrated yourself to be such a pure talent, it would be a shame to limit the amount of creations you can put into the world. That's why you find you now get twice as much done in the same amount of time as you used to when working on any sort of artistic or mechanical project. You'll only use half the materials as well, so you don't have to slow down to find more paint or spare parts.

When you do need to stock up on materials, every merchant in town will be such a fan of yours that they'll give you a steep discount. They're not your only fans either. Wealthy buyers will flock to everything you sell, competing with each other to own your latest creation to the point where you could charge three times as much for things you make and still find a buyer almost immediately.

Culinary Connoisseur-

Want to become a master chef on the level the world has never seen before? It'll take a lot of work, and not just in the kitchen. The first step in this lofty goal is to reach the pinnacle of the culinary career, becoming a celebrated five star chef. You'll find that every location has at least one restaurant currently hiring scullions. Show them you're good for more than just scrubbing pans, and you can start working your way up the ranks. Eventually you should become talented enough to ensure that the customers visit specifically for you. The final test of your cooking abilities will be to be able to consistently make ten different dishes perfectly.

Even the best chef can't work their magic without good quality produce. And, to pass this challenge, you can't settle for the fancier store-bought stuff. You must master your gardening abilities and maintain a garden with at least twelve different varieties of perfect-quality, edible plants. It might seem like a lot of effort, but it'll be worth it when you taste the difference.

But what is a meal without something delicious to wash it down with? Unfortunately there's no wine here, but there is 'nectar' which is similarly made from grapes. You must amass a nectar cellar with at least 60 bottles, all of which must be worth at least 1000 simoleons. That might seem like a daunting amount, but you could always learn to make your own. If produced from high quality, rare fruits like life fruit or French grape varieties, the value of nectar can quickly climb. Plan out your garden well and your cellar will start filling up in no time.

Rewards-

You really are a master of the culinary arts. The rules that apply to even the best chefs no longer apply to you. Nevermind the quality of produce, you can cook with even spoiled produce and still get a result other chefs would be envious of. With better quality ingredients, you can make meals that are almost unfathomably delicious. No meal you make will ever have negative health effects, no matter how mouldy the meat you used was, or how many deep-fried components were involved. In fact, the food you make is incredibly healthy and balanced, both in terms of calories and nutrient content. No meal plan a nutritionist could devise would ever keep a person in better shape than they would be eating your seven-layer chocolate cake for every meal.

Additionally, since you're a master gardener too, any seeds you personally plant from now on will grow into the most amazing plants. They'll never need any sort of tending to grow healthily, and all produce grown on them will be of perfect quality. The only labour involved after planting will be harvesting. No pests will ever disturb them, not even if you leave fruit to rot on the vine.

Finally, since a chef needs a kitchen, this is yours. This room will adjust in size depending on what you need it for. If you're catering a royal feast, it will grow to fit dozens of chefs. If you're making an intimate meal for two, it'll shrink down to make everything within easy reach, whilst still giving you space to work. Any appliance, cookware, or utensil you could ever want can be found in its cabinets. Whatever you're looking for will be right at the front too. Underneath the kitchen, there is a wine cellar stocked with hundreds of excellent wines, enough that you'll always have the perfect accompaniment for every meal. Any bottle you drink will be replaced with another the next time you enter the cellar.

The Jumper's Arc

A challenge for those who just might like animals more than people. The core of this challenge is getting forty-five animals to trust you and consider you a friend. Yes, 45. You may choose between cats, dogs, and horses to fill out this number, but you may have no more than thirty of these be of the same type of animal. In addition to these animals, you also need to personally catch twenty 'minor' animals to add to your collection. Minor animals consist of the many varieties of snakes, lizards, rodents, turtles, and birds that can be caught in and around settlements in SimNation. And they are surprisingly easy to catch, though you still have to take care of them.

At the time you want to complete this challenge, you must have owned and cared for your twenty minor animals and ten of the cats, dogs, or horses you've befriended for at least a month. You are allowed to hire as much help to take care of your animal's needs as you can afford.

For as long as you are attempting this challenge, you get a concrete sense of whether or not an animal considers you a friend, in their own way. Even if you are friends with one, you'll still need to interact with it semi-frequently in a positive way to make sure the relationship doesn't fade. Any animal that has since passed away of natural causes will still count so long as they considered you a friend when they died. If you befriend an animal and then kill it, whether through neglect or purposefully, it counts as negative five friendships, as it will warn future animals away from you.

Rewards-

You are a true animal expert. You may choose to take any or all of the sixty-five animals you counted to complete this challenge along on your chain from now on. Those you take will, from the moment you complete this challenge, be fiat-backed in life and health. They will also become noticeably more responsive to your commands and better at learning tricks. If one of them ever comes to harm, they will be restored within the hour, happy and healthy. Any supplies you could ever need to take care of these animals will be delivered to you or your warehouse, free of charge, on a regular basis.

A caretaker is also provided to attend to any of their needs you'd like, including feeding, grooming, bathing, exercise, and veterinary care. This caretaker is tireless, extremely skilled at their job, and will always be able to care for your pets expertly no matter how many of them there are. They are a follower, not a companion, unless you choose to import them as a companion in the future.

It's not just the pets you collected here who will benefit either. Any animals you acquire in the future are guaranteed disease-free lives at least 50% longer than others of their species. The supplies you need to care for them will also be free and regularly delivered to you, no matter how exotic their needs may be. Once a year, you will receive a Pet Age Freeze potion along with this shipment that allows you to add one more animal to the menagerie of fiat-backed pets.

Finally, any and all bestial creature, from the lowest insect to the mightiest dragon, will just plain like you a lot more than they should. You could convince the most skittish street cat into your

arms with a couple comforting noises, or get a Minotaur to spare you by scratching his belly in the right spot.

Alchemist Artisan

It's not only the occult sims who can learn to use magic around here. Alchemy is open to everyone, if a bit easier for witches to learn, and arguably more powerful than any of the occult's magic systems'. It's a hard road to learn and perfect all the alchemy recipes, but one that is well worth it.

Upon selecting this challenge, you will receive a free alchemy station with a small cauldron, mortar and pestle, burner, lots of empty vials, and enough spell books to learn most of the alchemy recipes known to SimNation's supernatural community. Learning to brew these will take study, plus a lot of practice and experience until you are ready to attempt the more complex recipes. As mentioned in the items section, there are forty-four total elixirs and their effects range from the simple to the extremely potent. Recipes for thirty-seven elixirs are included in the free spell books. You will have to locate the recipes for the other seven yourself.

As well as learning all the alchemy recipes, you must brew all of them at least once as well. For many of them, finding the rare ingredients you'll need could be the trickiest part. You might even need to leave the country for some. The collection helper item and some level of skill in gardening and fishing will all help to speed this part along. After you've brewed them, you must use at least fifty individual elixirs. You may drink them yourself, feed them to others, or just throw them at an unsuspecting person's feet. Brewing and using multiple copies of the same cheap elixir is fine for this step, but at least twenty different elixirs have to be used at some point.

Rewards-

Your alchemy station has had a serious upgrade. The missing alchemy recipes have been added to your spell books, but, more interestingly, you now have an ingredients chest. Every time you open this chest it will contain enough supplies to make every alchemy recipe you know how to make exactly once. This includes those you've learnt in other worlds. Whether they are called alchemy, potion brewing, or something else, so long as they use a recipe, require ingredients, and are otherwise reminiscent of fantasy cooking, you'll find the things you need here. Harry Potter style potion brewing is a good example of something that your ingredients chest would hold the supplies for.

You'll also receive another item- Lord Vladimir's Magic Cauldron, which is much larger than the cauldron which came with your alchemy station, and is the only way to brew eight special potions. You know these potions automatically, and the ingredients needed to brew them will appear in your ingredients chest. Five of these potions are used to force others into various compulsions- sleeping, eating, bathing, vanity, and romantic action. The sixth potion gives a one-use teleportation ability, and the seventh makes a person instantly well fed, clean, and entertained whilst also cleaning their whole house. The last is the most interesting- drink it and you will instantly have all the knowledge contained in any books on your person as if you'd read them carefully, with full comprehension. For the purpose of this potion, 'on your person' includes things inside bags you are carrying, even if they are the type that's large on the inside

Ultimate Social Butterfly-

You won't be content with just being well-liked. No, you need to be loved by everyone and anyone, to be a true friend of the world. To fulfil this challenge, you need to have thirty friends, at least eight of whom must consider you their best friend. No companions or followers can count towards this number, and you can't use powers to make people into your friends. These must be new relationships that you organically cultivate whilst in this world. Social perks are okay, it's only once abilities start crossing the line into mind control that they stop counting when it comes to completing this challenge.

But you won't be satisfied with only quantity in your friendships, you need variety as well. There are three formal cliques, or social groups, in SimNation- the nerds, the jocks, and the rebels. Each has a formal hierarchy of who is the most influential within their circle, and you want to be at the top of all three ladders at the same time. One of the best ways to get in regular contact with these social groups is to attend university. There you can find jocks at juice keg parties, nerds at the local comics store, and rebels protesting in the quad. You don't have to be a student to complete this challenge, but it would be easier for someone living a relaxed college lifestyle (classes be damned).

For all three social groups simply getting to know people in the clique is a great way to build your rank, but each also has their own specific ways to build cred. To get in with the nerds, you can play video games, participate in trivia challenges, or read comic books. The rebels respect members who organise protests, go dumpster diving, and experiment with herbs. Finally, the jocks like partying, playing juice pong, and showing off their school spirit.

As well as reaching the highest level of influence with each group, you need to build friendships within it. You must have three friends from each group, with one from each counting you as a best friend. These do count towards the thirty you need to complete the challenge.

Rewards-

You've spent enough time proving yourself with people and groups now that you won't need to worry about it often anymore. You'll automatically have an in with any social group you encounter. You might not know all the slang they use or everything about their niche interests yet, but they will be impressed by some skill or talent you have, or maybe just like your vibe. They'll happily extend invitations to their meet-ups and introduce you to other members of their circle, some of whom will always have power elsewhere in the community that they are willing to use to your benefit. As a wizard, you could wander into the bard's guild and leave with an invitation to the most private magical library in the city.

Juggling all those friendships at the one time has taught you to do it perfectly; you could have a lot more than thirty friends without any of them ever feeling neglected. In fact, your presence is so memorable and your friendship so valued that your relationships will never decay from time spent apart. Be it a few months or a thousand years without contact, it doesn't matter. People will feel the same way about you, with the same intensity, as they did the last time you meet. You can extend this to negative relationships or disable it entirely whenever you'd like.

Lastly, you gain access to a powerful app, which will be loaded onto the smart phone of your choice (you'll receive a new phone if you don't have a preferred one yet). You can use this to specify a type of person- their age, gender, interests, personality, and talents- and you'll find someone of those specifications knocking at your door a moment later. If you don't like them for some reason, you can always just put the same input into the app again immediately to summon another, distinct person who meets the same criteria. This works no matter where you are. You could be the only living being on an entire planet and use this app over and over until you had enough people to build a thriving colony. The people summoned through this app won't find anything strange about the way they met you unless you personally bring it up to them.

Grand Island Explorer

Are you into exploring, but prefer the high seas to dusty old tombs? This is the challenge for you. It is heavily recommended that you start in Isla Paradiso as the dive spots and hidden islands you will need to access are all located in and around the archipelago.

The first step requires you to become a master diver. Start out snorkelling down at the local beach, and you'll eventually become a strong enough swimmer to access scuba diving spots. Mermaids skip this step as they are already masters of swimming and diving. As your diving abilities improve, you will gradually gain access to four diving locations around Isla Paradiso. In order of difficulty, these are Rocky Reef, Davy Jones's Locker, the Mermaid Grotto, and Pearl's Deep. Each has underwater caves for you to explore, collectables to find, and the later three also have hidden treasure chests. You must fully explore each of these diving spots and gather 40,000 simoleons worth of collectables and treasure from them. Watch out for shark attacks.

The second step of this challenge is more time consuming. Around Isla Paradiso, there are eight uncharted islands that you must discover. One merely requires that you swim or sail to it, and you'll be able to access a second once you've mastered diving. Others require you to find map pieces scattered around the main island, befriend local mermaids, or complete tasks for island inhabitants. The two most involved require a distinguished career as a local lifeguard and ownership of a five star resort on Isla Paradiso to unlock. It will take a lot of work and effort, but you will automatically own each new island once you've found it. They vary a lot in size and usable area- the largest capable of supporting a sprawling resort, and the smallest a private residence. Three islands also have treasure chests filled with valuable gems and items.

Rewards-

Since nobody knows Isla Paradiso quite like you, it's decided to join you on your journey. The archipelago consists of two large tropical islands and around a dozen smaller ones, as well as the eight hidden islands that you discovered. Every one of these islands has beautiful, white sand beaches and they have 18 ports between them. Some of the facilities of the largest island, Isla Paradiso, include two resorts, a hospital, a school, several parks, two restaurants, and a pub. Surf Island, the second largest, has another resort, a grocery store, a diner, and a cafe. There's more businesses scattered around too, as well as thirty-eight houses and an assortment of empty lots, ready for development. And you own the lot of it.

You can decide now whether you'd like to bring along the population of Isla Paradiso as followers, or take the islands uninhabited. The archipelago can either become a warehouse attachment or be inserted into each new jump you visit, decided at the start of each new jump. The islands retain any changes or developments you make to them. If the islands are inserted or inhabited, businesses don't require input from you. They will automatically manage themselves and produce a decent profit, which will appear in your choice of your bank account or warehouse. If they are an empty warehouse add-on, the facilities will still manage themselves so that you and your companions can use them as you'd like. In either situation, every building on the islands will keep itself clean, maintained, and well stocked with supplies.

But it's not just the islands you get to take with you, but their most infamous resident as well. The Kraken, the monstrously large squid that lives in the warm waters around Isla Paradiso, recognises you as its master. It will never attack you or anything that you don’t want it to. Whenever you are in deep water, you may summon it to you and command it to attack anything you’d like in the water nearby, be it a sea vessel or another monster of the deep. If it is injured or killed in the fight, it will appear again unharmed the next time you summon it. The Kraken needs twelve hours to recover after being summoned, but this ability works whether or not you have inserted Isla Paradiso into your current jump.

SimNation Sensation

Do you want to see your name in lights? This challenge will task you to become wealthy, famous, and known for your world-class talent in the entertainment industry. You can choose to attempt this challenge through a career in the movie industry, as an actor or director, or on stage, as a singer, acrobat, or musician. Whichever you choose, you must reach the pinnacle of your career path.

Reaching the top of the m**o**vie industry is a lot simpler in SimNation than it is in many worlds. All you need to do to start is head down to the local movie studio and get an entry-level job as an extra; they're always hiring. After that, early career progression only requires you to try hard and build relationships with your coworkers. Once you're in the medium-leagues, your fame and level of charisma, for actors, or writing ability, for directors will also become important if you want to get ahead.

The other paths to fame are less straightforward. The first step is to head to the local park to meet the proprietor, who will give prospective acrobats and magicians permission to busk, and singers a job delivering 'Sing-a-grams'. Once you've built some talent and the start of a local following, you'll get gigs performing on stage in the park or in coffeehouses. Eventually you can build up to playing packed stadiums, assuming you've got what it takes.

But this challenge isn't just about success, but fame as well- becoming a five-star celebrity. Like many things, it's all about your connections. That all-important first star will likely come from befriending, or even having a fling with, a low-level celebrity through work or at a club. After you've gotten your first star, you'll be able to get an agent who will give you advice about how to build your fame even more. You might need to entertain sick kids, hit the gym to ensure you look your best, or make a cameo in a movie. Whatever it is, the opportunities your agent sends your way will often have other benefits. And no matter how high you get, having relationships with other celebrities will always give you a boost.

Being a celebrity isn't all fun and games, though. Once you start building those precious stars, the paparazzi will begin to flock to you, looking for scandal. To successfully complete this challenge, you must navigate at least three years as a five-star celebrity without suffering an extended public disgrace. The public is very fickle with their love- disgrace can come from any number of things including being arrested, having a child out of wedlock, cheating on your partner, getting into a public fight, or sneaking into a club. Even having a relationship with an occult sim can turn the public against you, even if you are also an occult!

Of course, you can still do these things, you just have to try very hard not to get caught. If people do find out you've been behaving badly, or if you are falsely accused, you do have a few options to repair your reputation. These are suing for slander, paying off the paparazzi, deflecting your scandal onto someone else, or individually convincing other notable people to vouch for you. Whatever the method you choose, you must repair your reputation within a fortnight of being disgraced or you will fail the challenge. Yes, even if you were falsely accused. Like I said, the public is fickle.

Rewards-

Now that you've proven yourself as a performer, you've got several benefits. Any performance you are involved in, onstage or backstage, or in front of or behind the camera, will be undeniably better. You will perform your role with expertise, and everyone you work with will be better at theirs for being in your presence. All the reviews will sing your praises and people will flock to see the show.

You're also now better at playing things cool. Your poker face and improvisational abilities will allow you to make the rare mistakes you make whilst performing look like deliberate choices instead. People will find these daring and enjoy the show all the more for it. This applies to other jobs you do as well. If you were hired as a tailor and accidentally cut the sleeve off a formal blazer, then one-sleeved blazers might just become that season's latest trend.

Finally, you'll now get a nicer kind of fame whenever you'd like it. You can consider yourself officially scandal proof. If a situation can possibly be spun to make you the good guy, it will be. If it can't, people won't seem to notice it at all. But, whilst the public will forgive you for following your heart and having all those affairs, your slighted partner might not. The paparazzi will actually behave themselves around you as well, only photographing you when they've been invited to and keeping a respectful distance even then. But, when you get bored of being a star all the time, you can make all this go away as well. If you don't want to be famous for something then you won't be, even if you really should be. Please note that this applies to fame, not infamy.

End Choice

Now that your stay is over, what do you want to do?

Go home- had enough of jumping? You can always go back home, waking up in bed on the day you left. All your perks, items, companions, and anything else you've picked up on your travels will go with you.

Stay- want to make this world your new home? Your affairs back home will be settled for you so you can live out the rest of your days here, with any drawbacks you took revoked. You also get an +1000cp stipend to spend on anything else you'd like from this document, with occult discounted items now unlocked for multiple purchases. Have fun.

Move on- this was just one more stop on your journey. You'll move onto another jump, taking all your purchases from here with you.

Notes

Thank you to the lovely people of /r/jumpchain for your feedback and suggestions.

If you're looking for more information on SimNation and its world, sims.fandom.com and carls-sims-3-guide.com are both great places to check out.

Most of the challenge scenarios were inspired by a couple of lifetime wishes from the game. If you're interested in strategies for completing them, guides for completing the following lifetime wishes might be helpful.

- *Traveller Extraordinaire*- Great Explorer and Private Museum and Seasoned Traveller
- *Da Vinci Junior*- Descendent of Da Vinci
- *Culinary Connoisseur*- Celebrated Five Star Chef and The Perfect Garden and Bottomless Nectar Cellar
- *The Jumper's Arc*- The Zoologist and The Canine Companion and The Cat Herder
- *Alchemist Artisan*- Alchemy Artisan
- *Ultimate Social Butterfly*- Super Popular and Reach Max Influence with all Social Groups
- *Grand Island Explorer*- Deep Sea Diver and Grand Explorer
- *SimNation Sensation*- Lifestyle of the Rich and Famous and Distinguished Director or Superstar Actor or Master Acrobat or Master Magician or Vocal Legend

Foreigners can visit their homeland for as long as they like and buy property there (assuming you can afford it) without worrying about visa levels. Assume you have dual citizenship of your home nation and SimNation. If you are trying to complete the Traveller Extraordinaire challenge, then you still must complete adventures in your homeland, as if you were trying to reach maximum visa level. Being able to stay as long as you like will still make it easier to complete those adventures, though.

Some varieties of ghost have strange quirks. For example, ghost-mummies are very flammable, like mummies, but cannot die by fire, like ghosts. Their mummy instincts still cause them to panic and endlessly try to put themselves out if they ever catch alight. They will remain indefinitely on fire, but unharmed, until something puts them out.

Hybrids aren't really possible in this world. If two sims of different life states have a child, the child will be one or the other, not some combination of both. Simbots and mummies cannot have children at all, but ghosts can have children with the living. Don't overthink it. Plantsims reproduce by planting a Forbidden Seed, which has a 50% chance to produce a plantsim baby. Partnerships between an alien and a normal sim are the exception to the hybrid rule. When a part-alien child is born, the amount of alien DNA it has influences the amount of powers it has access to. A child of an alien and any of the other life states will not have access to alien powers, though they might have some level of alien appearance.

Potions and elixirs are distinct concepts here. Elixirs are learnt from books, like recipes, and are all considered part of the alchemy skill. You can learn to make potions at a chemistry station, using plain experimentation based on intelligence. Another way to learn to make potions is from

the Alchemist Artisan reward cauldron. The potions learned from the chemistry station and the cauldron are different, with different effects.

Elixir list

1. Ad nauseum
2. Vial of bliss
3. Flask of sleep
4. Invigorating sleep
5. Jar of discord
6. Jar of friendship
7. Cure elixir
8. Flask of angry bees
9. Vial of enlightenment
10. Melancholy serum
11. Zombification
12. Vampire sunscreen
13. Vial of potent bliss
14. Large and in charge
15. Lean and mean
16. Essence of magic
17. Skill booster
18. Potent melancholy serum
19. Personality adjuster
20. Procreation elixir
21. Flask of potent sleep
22. Jar of potent friendship
23. Jar of potent discord
24. Liquid job booster
25. Potent invigorating elixir
26. Bottled mummy curse
27. Bottled vampire's bite
28. Opposite personality
29. Vial of potent enlightenment
30. Potent cure elixir
31. Bottled curse of the lycan
32. Potent personality adjuster
33. Clone drone
34. Bottled simbot converter
35. Age of instant
36. Potent zombification
37. Fountain of youth elixir
38. Bottled witch's brew
39. Vial of bottled genie
40. Potent skill booster
41. Origin of the tragic clown
42. Midas touch
43. Bottled blessing of the fae
44. Wish enhancing serum
45. Free choice!

Change Log

V1.2- 21/05/20

Items-

- Added ‘the book corral’

Drawbacks-

- Added ‘dorm life’ and ‘randomised CAS’
- Slightly changed description of ‘set traits’

Challenge scenarios-

- Added optional rules for lifetime wish
- Added ‘culinary connoisseur’ scenario

v1.1- 15/05/20

General-

- Formatting, grammar/spelling fixes.
- Some descriptions not mentioned below are slightly reworded, but not otherwise changed.

Life states-

- Permanent mermaid upgrade option removed.
- Extra information added regarding ghosts and death/chain failure.
- Pseudo plumbot upgrade added to simbot.

Perks-

- Familiar face now lets you choose whether to apply it to your starting or home city/town.
- ‘Spots’ in vacation dimensions description clarified to mean towns/cities.

Items-

- Corrected cut off notes at start of section.
- Special effects for multiple purchase effects added to several items.
- Elixir roll increased to d45 to allow for free choice result. Now allows optional rerolling of duplicate results.
- Added that improvements to health are retained after drinking young again.
- Moodlet manager cost increased, description clarified.
- Replaced money trees with magic phone in the drop in item tree.
- Added that life fruit do not decay.

- Cloaking added to the flying vacuum.
- Clarified that the neutral sarcophagus's setting has to be decided before each use.
- Added that laganaphyllis simnovorii de-aging effects must always be significant.

.*Companions-*

- Plumbot pal description altered to move some information to the life state section.
- Unicorn added.

Drawbacks-

- Light sleeper cp award increased, effects slightly worsened.

Challenge scenarios-

- Added information on leaving early after completing a challenge.
- Added page breaks to separate challenges.

v1.0- 12/05/20

Original release