

Anemoiapolis Chapter 1 Jump
v1.0
by LJGV/Sin-God

Welcome to Anemoiapolis. Come on in, the water's *fine*. In this liminal space horror jump you'll slowly discover that you're never really as alone as you feel.

Take **1000 Pool Points** to fund your adventures.

Starting Location

Each origin has it's own custom starting location.

Abandoned Parking Lot
Electricians start off in an empty parking lot in the middle of what appears to be a place earmarked for some sort of development. They've arrived here on a job, and if you choose to proceed you'll find that this job is a lot more complex than it seems at a glance.

Eerie Locker Room
Spooky Specters start off here. This is just one room in a vast suite of interconnected rooms that revolve around water and lockers in some capacity.

Age and Gender

Spooky Specters are effectively ageless but Electricians are at least in their late teens. Select an age that feels appropriate for you for free. By default your gender is whatever you were previously.

Origins

Electrician [Free]
You are an electrician who has accepted a seemingly simple job; you are to inspect the transformer of a local development.

Spooky Specter [Free]
You are… *Something*. Perhaps you're just a hallucination of a frightened person's fears as they wander an endless labyrinth? Maybe you're a composite spirit of the souls of dead electricians, all of whom have been tricked into dying in this place? Maybe you're just a mechanic to give this game a touch more horror? Who's to say? Regardless, you are now a spooky spectral being. This becomes an ***Alt-Form*** in future jumps.

Perks
Origins get their 100PP perks for free and the rest are discounted to 50%.

Electrician

One Less Lonely Jumper [100 PP]
You are immune to the negative effects of solitude and isolation. You will never find your social skills atrophying or your mental state declining just because you are by yourself.

Athleticism and Endurance [200 PP]
You are surprisingly athletic. Not only can you jog for miles no sweat, you're also able to fall hundreds of feet into a pool of water and be fine, as well as do light parkour. No one should underestimate your base-level athleticism. You can also get just as much nutritional value from gumballs and candy as you can from healthy, well-cooked, painstakingly made meals. You can drink any water, no matter the source, and derive the sustenance you need from it as well as not suffer from any negative effects due to the water being contaminated, irradiated, or otherwise unclean. Certain environmental conditions also just… don't affect you. You stay wet for exactly as long as you'd like to stay wet, and being wet doesn't endanger you, make your clothes heavier, or make you more likely to get sick.

Puzzle-Minded [400 PP]
You're skilled at manipulating your environment and can easily study your surroundings and think of ways to turn things around you into handy tools to get around. If you see something blocking your way and you look around surely you'll be able to find something that can help you move the obstacle or otherwise prevent it from being an issue. This also makes you great at applying the skills your careers give you to puzzle solving, letting you use training as an electrician to jumpstart electrical devices and do emergency maintenance on various bits of machinery.

Always A Way Forward [600 PP]
You are both determined and uniquely blessed. So long as you don't give into despair and you keep your eyes open you can find ways forward. This is especially true when the obstacle is something like becoming lost, or otherwise dealing with spatial issues and anomalies. Despair is the greatest foe and if you can overcome it you will find a way out, fate conspiring to help you out at key moments when you remain determined enough.

Spooky Specter

Jumpscare Bait [100 PP]
You are fantastic at sneaking up on people and giving them the jumpscare of a lifetime. You are capable of moving in truly stunning silence, even sprinting in it, and have a natural sense of what those you are sneaking up on are focused on, letting you figure out how best to sneak up on your enemies. This also makes you incredible at stalking things, able to effortlessly track and keep an eye on things as they move around.

Vibe Setter [200 PP]
You can set up an area and make it ripe for jumpscares. This lets you establish triggers that if set off cause things to activate suddenly, or change an area's layout when someone isn't looking. You can pick and choose who sets off what triggers you establish, letting you make places positively terrifying for foes or strangers but not at all bothered by your friends and allies.

Resetter [400 PP]
You are not meant to kill or even permanently harm your opponents and those you opt to terrify. You are better at simply scaring someone into unconsciousness or draining their energy and leaving them slumped over, unable to move for a while. You can more easily control your attacks and negative effects, making them better at dealing non-fatal harm to your foes.

Amorphous [600 PP]
You are a creepy thing, one of shadows and weird dimensions. You can decide how 2D or 3D you are at any given time, can pass through mundane obstacles, and can move invisibly through the darkness. You also exude a negative aura and can passively drain people of their courage, willpower, and even sanity, and while this is strong at range if you touch someone you can immediately drain tremendous amounts of energy from them.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100PP perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Electrician

Car [100 PP]
You have a standard car with specifications you can decide when you purchase this item. It comes complete with all of the standard benefits that normally come with fiat-backed cars; infinite gas, self-repair, and no need to pay for anything car-related.

Provisions [200 PP]
You will always have a steady supply of healthy, appetizing food and drinks. These things manifest as gumballs and bottles of water, but they can taste however you want. You can summon them just by reaching into your pockets or by reaching behind you and intending to summon one of them.

Tickets And Elevators [400 PP]
This is a fast-travel system that lets you go from place to place with a rather curious mechanism of payment. Scattered throughout the world will be strips of tickets, the kind you get at arcades and carnivals, and each time you want to use the elevator to get from place to place you need to pay an appropriate number of tickets based on the distance you wish to travel. Collected tickets disappear until it's time to use them. These elevators can ignore physics and take you to areas vastly far away with enough tickets.

Spooky Specter

Spooky Set Dressing [100 PP]
This is a variety of small, fairly mundane devices that can be modified or maneuvered with ease to create spooky conditions. This manifests differently every jump, changing to have setting-appropriate items, but there will always be a few holdovers from past jumps.

Pool Rooms [200 PP]
This is a collection of pool rooms that are added to your warehouse. The pool rooms will vary in shape and in features they add to your warehouse, such as adding water slides and lazy rivers. The water in these poolrooms is always pristine, safe to swim in and even safe to drink.

Underground Complex [400 PP]
This is an odd underground neighborhood. Now it's safely tucked away in your warehouse! You get to keep the area the electrician investigates in the game, and can use it however you wish. This item doesn't really have much use in this jump, but in future jumps having miles of subterranean developments can be plenty handy. You can insert this into future settings, and it'll create appropriate spaces for it to appear in. You'll still be the recognized owner of this place and the main person profiting off of it.

Companions
Companions can purchase more companions.

Companion Import [50-200]
By taking this option you can pay to import a single companion (per interval of 50 PP) who gets an origin of their choosing and a budget of 600 PP.

Canon Companion [100]
So you want to take any other existing character from this world. Well then this option is for you. By paying for this you are given a token and can give it to someone after explaining what it means to be on a chain with you as a companion. If they agree they become a new companion of yours.

Drawbacks

Another Universe [+0 PP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 PP]
Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 PP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Cannon [+0]
You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?
Maybe the entire setting was nothing more than a stage production?
Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now a fact in the version of the Anemoiapolis universe you're about to enter.

Extended Stay [+100 PP]
For each purchase of this your time here is extended 10 years. You can purchase this up to three times as far as points go and can purchase it more times after that to further extend your stay here.

Uncreative [+100]
You are, rather tragically, not a creative sort. This can certainly make your stay here take longer, especially if you have some sort of speedrunning abilities that let you leave if you complete the plot. Thankfully this does not affect your determination.

Liminal Randomness [+200]
This place just got a good deal more random. While in canon procedural generation is a part of this place's development and mapping, it's now a good deal more pronounced. This won't endanger you, outright at least, but it'll certainly make this place more chaotic.

Unappetizing [+200]
Sadly for you, you are unable to do anything about this place's food and water. The water tastes gross, and the gumballs are not much better.

More Specters [+400]
Oh well, this is unfortunate. Now specters are much more common, haunting almost every area in the complex that you may explore. This, by itself, does not make them more dangerous, but it certainly enhances their annoyingness. This also causes other specters to haunt you, if you happen to be one of their kind.

Completionist [+400]
You are struck with a powerful, impossible to resist, urge to 100% this place. This means you won't be able to leave until you fully explore everything and get 100% of the available tickets.

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.

Deadly Shadows [+600]
The shadows are now more overtly hostile, actively wandering the complex in search of people to assault and harass. This also makes them far more dangerous, by giving them the ability to take life if they drain enough of someone's energy.

Decisions
You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log
v1.0

Jump creation began on November 8th, and was completed on November 11th.