

Movie by Rian Johnson et al
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"When renowned crime novelist Harlan Thrombey is found dead at his estate just after his 85th birthday, the inquisitive and debonair Detective Benoit Blanc is mysteriously enlisted to investigate."

[+1000=1000]

Body Insert

You can freely take on any form for this jump and it may treated as normal. If you create a new form or alter an existing one, you may split it off into a new alt-form, use it to augment the look of another alt-form, or apply it to your body mod.

Starting Time & Place:

You may start this jump either the night of the party, or a week later when Benoit Blanc comes to investigate.

Background:

You may Drop-In if you wish, and just take a background for the discounts it provides.

Detective Extraordinaire:

You are Benoit Blanc's peer, or maybe even the man himself. The preeminent and last in the tradition of the gentlemen sleuth. Hailed as the greatest detective of the modern age.

A Member of the Family:

You are a member of the Thrombey family. This may take whatever family relation you want. Be another of Harlans children, be a distant cousin, be anything between the two. This won't directly affect the set-up of the movie should you wish it not to.

A "Friend" of the Family:

You are either a staff member of the Thrombey's or an actual friend of one of the family members. You could be something like their head chef, or you could be Ransoms best friend. It is up to you to decide exactly what form this takes.

Toggles:

Supplement Mode: With this toggle you may use this doc and combine it with another document or setting in some fashion. This may mean just using this as a supplement, or it could be something more along the lines of full on mashing settings together, or otherwise having them connected, up to you how to use this.

Stay Length: By default you'll be staying here for the standard decade. This toggle instead lets you decide how long you'll stay. You may either choose the exact length now, pick a condition(s) to end on, or allow yourself to choose when you want to leave during the jump. Any choice you make here will still be subject to if you use the **Length of Stay** drawback.

Glass Onion (and Beyond): By using this toggle, you may either skip straight to the sequel and start either before the first murder or after it. This may also be used to decide whether the events of that movie take place or not. Finally, if a Glass Onion doc is made, this toggle can be used to have continuity of events shared between this jump and that one. May also be used in the same ways for any future additions to the franchise.

Perks:

(100 Point perks are free for your background with the others being 50% discounted.)

Detective Extraordinaire:

Disarming Personality [-100]

You have a way with words that can leave people underestimating or otherwise getting an inaccurate view of who you are, when you want to. This also helps you get into or stay in places you otherwise might be barred

from. You may also learn how to put on an accent much quicker than average.

From the Moment you First Set Foot in Front of Me [-200]

You're very perceptive, with a hint of luck helping you out as well. You could notice a small spot of blood on a suspect's shoe upon first meeting them, or you could connect a clue to a relevant location rather quickly. You'll find more clues, while also being reasonably sure what you discover will be useful to the case.

A Smaller Donut with its Own Hole [-400]

This is what you're really here for. This perk provides detective skills and practical experience to rival Blanc Himself. This also comes along with the colorful ability to make apt, if somewhat goofy, metaphors and comparisons. Finally, you're a master of the wrap-up, able to not just get everyone relevant to an investigation together in one location when you're ready, but to then also flashily unveil the truth.

A Member of the Family:

Blind Confidence [-100]

You can affect a sort of unfounded self-righteousness that allows you to throw your fears or shame to the wind to push forward. You're also better at starting arguments, airing drama, and getting under people's skin.

"Self-Made" [-200]

You now have a diverse set of skills that give you great potential to start from nothing (or almost nothing, maybe a lot even) and make yourself filthy rich. These skills are not specific towards a single craft or profession,

and instead are such things as financial know-how, how to network, and other more abstract skills along these lines.

Mystery Writer Supreme [-400]

You are now a writer to equal Harlan Thrombey. You get his skill in writing the mystery genre as a baseline; however, this perk gives you more than that. Pick 5 other genres or styles of writing and you will similarly be one of the best writers in those areas. Each of these comes with accompanying skills semi or barely related to writing that also make you this good, like a boost to your imagination & creativity or a faster typing & handwriting speed.

A "Friend" of the Family:

A Beautiful Pattern [-100]

You have a knack for picking up and playing games, with the ability to stump even masters of their craft through your odd and unusual strategies. You don't play to win, and yet that leads to you winning a whole lot.

Because you are a Good Nurse [-200]

This perk has two effects. First, you gain the skills and experience of a licensed nurse with at least a decade in their field. Second, you are incapable of harming your patients; on purpose or by accident. You could inject the wrong medication into someone, and they'd somehow walk away fine.

A Kind Heart [-400]

No matter what you've done or what you've believed about yourself before, you will become a genuinely good and kind individual. This will not

directly affect your thoughts, beliefs, or personality right away, instead you will find yourself over time fitting the description of what you'd consider a paragon of goodness.

Even before you reach this point, for all intense purposes you will always read as an unblemished or pure hearted soul, whenever that would matter.

Items:

(100 Point items are free for your background with the others being 50% discounted.)
(You may freely import or combine any of these items into others you've bought of a similar type)

General:

The Duology (for now) [Free/-100]

This item provides you with digital and/or physical copy of Knives Out & Glass Onion; along with any other films in the franchise that may come out. You will get 2 copies of each film, one is the original the other is the version which you experienced and took part in.

Detective Extraordinaire:

Stylish Wardrobe [-100]

This wardrobe may be imported into your warehouse or into any property you own, and moved between any of the above freely. It contains a full wardrobe full of stylish and brightly colored clothing that fits your aesthetic and body. Putting clothing back in cleans them instantly and every item automatically tailors itself to your current form.

Private Detective Agency [-200]

You are now the proud owner of an agency that facilitates your detective work. This comes as both a physical office as well as a one-time handling of any paperwork or licensing details you'd need to have to run this business. The office comes pre-furnished with furniture, utilities, appliances, books, and electronics; everything a detective of your caliber would need. This office is also guaranteed to find great hires for whatever purpose you need, such as a secretary.

May also take the form of an apartment you work out of instead.

Fortuitists Baseball [-400]

This item is different from the usual sort, as it is not an item for you to own but instead a reoccurring macguffin you'll come across in your travels. This item will act as a sort of through line, slightly assisting you while also helping to resolve any loose ends you might not have bothered dealing with or clearing up. After its use is up it'll go back to being a normal object, and you'll have the next macguffin to look forward to eventually.

A Member of the Family:

Harlan Thromby's Bibliography [-100]

This is a collection of every book Harland Thromby ever wrote, complied in hardback, softcover, digital, and audiobook formats. Also included is any notebooks or other unreleased material of Harlans.

Publishing Company [-200]

This is just what it says on the tin, a large and successful book publishing company. This comes as both a physical building as well as a one-time handling of any paperwork or licensing details you'd need to have

to run this business. The building comes pre-furnished with furniture, utilities, appliances, office supplies, and electronics; everything a company of this caliber would need. This company is also guaranteed to find great hires for any position you need filled.

Stash [-400]

This is a special sort of item, more of an effect you can apply to one storage space at a time. This effect allows you to store anything within it, and others will not only not think to look in there, but it will be impossible for anyone or anything besides you to gain access to its contents without your full and uncoerced consent. Also comes with it an assortment of some average quality joints.

A "Friend" of the Family:

Go [-100]

This is a high-quality Go board in a handy to-go carry case. When you put it away and take it back out, you may instead bring out a different game of the same sort, such as chess, checkers, a deck of cards, etc. They'll always be very nicely made and freshly cleaned. You can also put it away mid-game and take it back out in the same game state at a later point.

Medicine Bag [-200]

This bag contains a refilling and impossible to spoil supply of a variety of modern medicines and drugs. Includes morphine, Narcan, ketorolac, EpiPen, Ibuprofen, Acetaminophen, etc.

Also contains an endless supply of other first aid supplies. Bandages, disinfectant, gauze, masks, gloves, tape, scissors, a booklet describing the use of the different medicines and items within here, etc.

Surprise Heir [-400]

This is not a traditional item. Instead, once every 10 years or jump, you may become the surprise sole heir of anyone you pick. You may be a complete stranger to this person, in which case correspondence of some sort will come to light that establishes some form of positive relationship between you and your target.

If you use this before they're dead, the instead events will allow you to either become good friends with this individual or hasten their demise. Whichever way will be up to your discretion.

Companions:

(Any companion of yours may freely import and gain points as if they were a jumper)
(The following options will either spawn a completely new individual, or you may bestow the qualities described below upon someone who agrees to become a companion. May be bought multiple times.)

Detective Extraordinaire [-100]

This individual gains: all the perks from the Detective Extraordinaire background and the "Stylish Wardrobe" Item.

A Member of the Family [-100]

This individual gains: all the perks from the A Member of the Family background and the "Harlan Thromby's Bibliography" Item.

A "Friend" of the Family [-100]

This individual gains: all the perks from the A "Friend" of the Family background and the "Go" Item.

Drawbacks:

Year X [+50/+X00]

The extended stay drawback, for every 5 years you add onto your stay here you'll gain +50 points.

Alternatively, you may use this as a toggle and leave this jump whenever you want or after a certain point in the plot. But if you take this drawback for points, you at least have to stay that long.

Complicated Backstory/Story [+50/+X00]
For every 200 words of backstory or story written about the personage or events that happened to the jumper in this jump, you'll receive +50.
This needn't be purely narrative; it could also include other aspects like your descriptions of powers, how they interact, side narratives about other characters who you interacted with, etc. Have fun, hell, if you write at least 1,000 words, then that's work at least an extra +250! (Credit to Agitated_Butterfly75 for the original idea for this Drawback)

Drama Queen [+100]
You have a flair for the dramatic, with a strong urge to air dirty laundry and cause complications and trouble for those around you.

Please use "Inbreathiate" in a sentence [+100]
You have an unfortunate tendency to improperly use words or even make up words wholesale sometimes while speaking. This won't be too distracting to most people, but the keen eyed (or eared) and those with a literary mind will get annoyed about this the more time they spend with you.

A Regurgitive Reaction to Mistruthin' [+100]
Simple as it is disgusting. Every time you tell a lie, you'll puke within 10 seconds.

Knives Out [+100]
Before this jump is done, somebody will try to stab you with a knife. The knife might be fake or miss, there's nothing directly forcing you to be harmed with this drawback. You cannot force or otherwise predict when this will happen.

Eccentricity [+100]
Like the great Blanc himself, you can be a bit of an oddball at times. Whether it be belabored or strange metaphors, seemingly not perceiving important things going on around you, or affecting a general twee and lackadaisical front. However, just like with Blanc, this will not disrupt or otherwise affect your actual competency.

Prime Suspect [+100/+200/+300]
Benoit Blanc will assume it's you from the start, but will treat you much like he did Marta. This will be true no matter how improbable or unlikely it may be.

For an additional +100 You will become the cop's number one suspect straight from the beginning.

For another additional +100 Blanc will take this case much more seriously the entire time and try to get you arrested as soon as possible while building a strong case against you.

Character Flaw(s) [+50/+X00]
You may add to yourself suitable character flaws for the duration of this jump.

These may be bought in 50 point increments, each are not on their own overwhelming, but will be noticeable, hard to change or overcome completely, and stack and synergize with each other. Must at minimum be on the level of something like being greedy, gluttonous, quick to anger, impatient, etc.

Warehouse Lock-Out [+100]
You will lose access to your warehouse for the duration of this jump.

Item Lock-Out [+100/+200]
For however long you stay here, you will lose access to your items not from this Jump.

For an additional +100 you will also lose access to any item bought from this document as well.

Perk/Power Lock-Out [+100/+200]
For however long you stay here, you will lose access to any perk or power not from this jump.

For an additional +100 you will also lose access to any perk or power bought from this document as well.

Memory Erasure [+100/+200/+300]
For +100 you will only lose your memories about this specific media property(s) for the duration of this jump.

For +100 you will forget all your memories since you started jumping for the duration of this jump.

Instead, For +300 total, you'll instead lose all memories (with only those remaining that you need to function depending on your personage & background story for this jump) for the duration of this jump.

The Game is Afoot [+200]

{May only be taken with at least all level 1 Lock-Outs}

Benoit Blanc has left the building folks. He was never hired to work this case and as such it's up you and you alone to reveal the truth or stop the crime from even being committed (depending on when you start).

If you succeed at doing this, despite your deprived state, then all of your purchases here may be added to your body-mod.

If you fail, then you will be deported will not be able to enter the United States for the remainder of the jump.

Ending:

Departure

Stay:

As a bonus receive an extra +10,000 points that may be spent here or on any previous doc you've jumped on this chain up until this point.

Return Home:

No matter how far you've come or how long it's been, I hope you enjoyed the ride. As another option, you may instead choose any previous jump you've been to be this "home" you're retuning to instead.

Move On:

This is just one more jump, nought but a link in a chain that as of now has no end. See you, safe travels.

Notes:

• Version 1.0: 1/x/2023
-First Release