

A Jumpchain CYOA by Random One-Shot

Welcome to the library!

This world is much like the one you left behind at the beginning of your journey. You will spend one year here, from January 1st to December 31st, but there will not be much adventure unless you go looking for it. No, no, no, my friend. What you are doing here is much more sedate. Good thing too, since you do not get a CP handout here, your items and Warehouse/equivalent are locked away, and you have been reduced to just your Body Mod.

You, lucky Jumper, are going to the library.

Which library? Well, that depends on your choices. Keep reading.

Whether you are in a small town or the big city, whether you go as an employee or a citizen, you will be drawn in to the world of books, quiet and furniture used by the public masses. We recommend keeping a bottle of hand sanitizer nearby.

This Jump is a Gauntlet, so do not worry about failing, You will just be kicked to the final choice, where you decide whether to stay here forever, go home or continue to the next setting.

Being a Gauntlet, this document does have a specific goal in mind. Do not worry, it is not necessarily a difficult one. Given that this is a library challenge, you must go to your local library every day that it is open and stay there for at least one hour. To help with this, I offer this guarantee: as long as you do not go looking for trouble, trouble will not find you. This will not help you against such things as natural disasters or the bad decisions you might make while drunk, but as long as you are driving sensibly you will never be pulled over for a routine stop or rear ended by another car, for instance.

Simple, yes? Well, I suppose that depends on what you choose to fund your CP stipend.

Whatever else you choose to do with your time here, we hope you enjoy it.

Just please remember to keep your voice down and place anything you do not take with you in the re-shelving bin.



Origins Section

Any of these can be taken as a Drop In, if you would rather avoid gaining a new set of memories and social connections with your arrival in this world. In any case, you arrive in town on January 1st, which also happens to be a Sunday. You can take this first day to get used to your new surroundings before the library opens on Monday tomorrow.

You can pick your age within reason. Librarians have to be at least 22 years old. For a Book Lover or a Volunteer, you can be at least 14. If you are under the age of 18 years old, you can either be an emancipated minor who has a social worker checking in on them now and again, or you can design yourself a family to look after you.

Book Lover – You love books. You like movies, music and other things that the library has as well, but mostly you love books. They are not your job, but they are your passion and the library just lets you take them! You have to give them back, yeah, but that just means you can take more.

Librarian – You love books, so was there ever going to be a better job for you than this? Your day-to-day involves helping people find their books, putting away unwanted books, maintaining the library's books and acquiring new books. Oh, and there might some more clerical and organization work after all that, but maybe you can dump it on the volunteers.

Volunteer – You love books, so how could you turn down an excuse to spend time at the library? You do not get paid for it, unfortunately. But hey, you have to get those community service hours in somehow, right? And it is nice being surrounded by books all day. The librarians make sure you get long breaks to get some reading in.



Location Section

Small Town Library – With less then 5,000 people in the last census, you are not exactly a bustling metropolis. Most everyone knows everyone at least by name and face, you can reach everything on foot and the rich vacation people only stick around for two weeks out of the year. The downside is that certain amenities big city folk like are not available unless you are willing to travel out of town. Your library is a single story affair and rather small. It has multiple sections, but space is at a premium and you have no sister libraries.

Mid-sized Town Library – Around 50,000 people. You have to drive further out for a few things, but most of whatever you want can be found within your municipality's limits. Most people know those in their neighborhood, but not out of it. You might be able to reach your destination on foot or you might have to get some wheels. Your library has two floors and a basement. It has a decent selection and can easily request something else from other libraries in the same county. Further out is possible, but takes a long time.

Large City Library – Over 200,000 people live here. It is a bustling hub of activity at all hours and it can be overwhelming at times, but you can find anything you like in these streets. Neighbors generally know each other, but no one else. With how aggressively the city planners divided up the districts, you have to ride to get anywhere. Your library is massive, the result of some old oil baron growing a slight conscience about the plight of the poor and deciding to give them something nice. It stands at least four stories high, with multiple wings and a huge basement that opens directly into its own subway station/coffee shop/café combo. Your library can get just about anything you could ever want to check out, as long as you know what it is.

Private Library (100 CP) – In choosing one of the above, tack this on. Rather than being forced to interact with every schmuck that wanders in off the street, you are now a member of a private library in your town/city that restricts access to only certain people. Expect standards within this library to be much higher than that of a public one.



Drawback Section

Here is where your CP will be coming from. There is no limit, but take care that you do not take on more than you are able to deal with. Equally, take care that you do not take some combination of Drawbacks that would irrevocably cause you to shoot yourself in the foot. While your own house rules will of course come first, for those who like to follow the law of the land, we have the following:

While in some other Jumps, Drawbacks are intended as manageable challenges, this is a Gauntlet and you are meant to suffer here. Any Drawbacks you take here will trump the Perks and/or items that could help you deal with them. That said, each of these Drawbacks will vanish upon the completion of this Gauntlet.

Easy Life [+0 CP] – Not a Drawback per sé, but a toggle. If you would rather take this as a regular Jump, then use this. You gain +1,000 CP, but forfeit the protection of the Gauntlet if you do manage to die. You can also use this to make the Gauntlet into a Supplement. Libraries improve everything!

Quota [+100/200/300 CP] – You must fully read through at least one book each day you visit the library. By finish, we mean comprehend each page. Anything that could count as a book will count for this. For 100 CP, it can be a book of any length. For 200 CP, it must be at least 100 pages or more. For 300 CP, it must be at least 200 pages or more.

Vintage [+100 CP] – The Dewey Decimal system debuted in 1876. Your library predates that and never caught up with the times. There is some manner of organization (I mean, there *has* to be… right?), but you never seem to catch on to it. Expect to spend a lot of time trying to track down a specific item, even with help.

Wait Your Turn [+100 CP] – The thing about a public library is that it is open to the public. As in other people. Using the same stuff you do. Anything you specifically want to check out or use is always in someone else's hands first. Expect to spend a lot of time on waiting lists and in lines.

Anchored [+100 CP] – Whatever town or city you picked to start in, I hope you like it. You are not crossing the boundaries while this Gauntlet lasts unless in the case of an official evacuation order. Even with that, you must return the moment it is deemed safe to do so.

No Perks [+200 CP] – Maybe you are a material person. This ensures none of the Perks you buy here will work until after the Gauntlet ends, but you can still use any item or Companion options. You can take these CP if you buy no Perks at all.

No Items [+200 CP] – Maybe you are a hands-on person. This ensures that none of the items you buy here will appear until after the Gauntlet ends, but you can still use any Perk or Companion options. You can take these CP if you buy no items at all.

No Companions [+200 CP] – Maybe you are a loner. This ensures that none of the Companions you import or create will appear until after the Gauntlet ends, but you can still use any Perk or item options. You can take these CP if you buy no Companion options at all.

What Social Life? [+200 CP] – Just an hour is not enough. You must now remain within the library for four hours every day they are open.

Bookbinding Mafia [+200 CP, Requires Book Lover] – You love borrowing books. Sadly, you are not so good at bringing them back. After a great deal of missed deadlines, you find yourself starting out with a $10,000 library fine. Oddly, you are still allowed to check things out, as long as it does not grow any larger. It must be paid off before the year ends or you fail the Gauntlet.

Hoarder [+200 CP, Requires Librarian] – The library is not enough. You must have more. *More*. In addition to the stacks of books you surround yourself with for your day job, you must also fill up your home with books before the year is through. At least three walls worth of floor-to-ceiling shelving filled with any manner of book that you enjoy, at a minimum. To make this a bit more difficult, your coworkers have picked up on your tendencies and have

banned you from taking part in any of the library's book sales. You will have to look outward to grow your collection. If you fail, you fail the Gauntlet.

Plastic Smile [+200 CP, Requires Volunteer] – You keep getting tapped on the shoulder and asked for help by annoying people. They are not violent, just… annoying. This always happens between once and five times a day while you volunteer. One guy insists on you getting a whole row of books down from a top shelf for him. A kid who reeks of garlic will only sit still for story-time if you take over the reading. You are just a volunteer, so if you give them anything less than your best customer service, expect them to complain to the librarians and make trouble for you. If you get booted from your volunteer position, you fail the Gauntlet.

Book Jenga [+200 CP] – At some point before the six month mark during your stay here, there is going to be a bad earthquake. Do not worry, no one dies. However, some of the librarians and volunteers will be injured and need bed rest. Additionally, it will have an unfortunate effect on the shelving. Once the insurance check gets cashed and the replacement shelving built, it's going to be time to re-shelve everything. And you *love* the library, so whatever your origin, you are going to help by re-shelving the entire fiction or non-fiction section in three weeks to speed up the restoration. You will have some help for a library in a large city library and a tiny bit of help for a mid-sized town library, but none in a tiny town library. This will be possible if you work hard each day, but it will almost certainly take up the whole day for each of those three weeks. Things got jumbled around quite a bit. If you fail to complete your section by the end of the three weeks, you fail the Gauntlet.

It Has Character [+200 CP] – The books might or might not be modern, but the building itself is ancient. Your library was around before the atom bomb at least and it feels like it. The building is drafty, poorly insulated, leaks, creaks, squeaks (or maybe those are the mice) and you are pretty sure that stain in the last study room is alive. You are going to be busy trying to renovate this building for most of your spare time, either by raising money to have a professional do it… or by doing it yourself.

Butterfingers [+200 CP] – You a sinner of the worst sort. You have a nasty habit of damaging the things you check out. Or pull off the shelf. Or, on a rare occasion, even brush up against. Expect to be paying fines and dealing with angry library personnel on a frequent basis, unless you take care every second you are on the premises to be *exceptionally* delicate and careful.

Ouch! [+200 CP] – Rather than you destroying the books, the books seem to be trying their best to destroy you. Not just the books, either. Those tend to give you paper cuts or fall on your head when you pass underneath their shelving. DVD cases pinch your fingers when you snap them shut, chairs roll back as you sit down, doors swing shut on you just a little faster than others, etc. Nothing here will ever kill or even seriously injure you, but can you really call yourself a friend of the library when it seems to hate you so much?

Double Shift [+300 CP] – Whatever 40-hour per week job you have, it is not enough. You must now find and keep a second job for the duration of your stay here. That second job must keep you busy for no less than another 20 hours each week.

Books Are (Really) Magic [+300 CP] – Well, this is a bit odd. Seems this world is not as mundane as it first seemed. Every now and then you will stumble across a true spellbook. Whether or not you utilize them to learn some form of magic is up to you, but what is not up for discussion is that you must deposit them into the hidden arcane section of the library for safekeeping. Complicating this is the fact that the books themselves are… well… *alive*, for lack of a better term. They do not want to be locked away. Expect all manner of non-violent shenanigans as they try to escape you before you place them into their jail.

Insert Snappy Title Here [+300 CP] – During your time here, you will be the focus of a cliché genre plot. Maybe you have to help the police solve a murder, perhaps a gorgeous newcomer begins to romance you, perhaps a terrorist plot unfolds nearby – I will leave the details up to you. The only guarantee I am willing to give is that no matter your choice, there is no chance of you dying solely due to the actions of this Drawback. Whatever your choice of plot, you must resolve the ‘novel’ by the year’s end.

Get Your Name Out There [+300 CP] – Outline, write, edit and publish a book from scratch before the year ends. If you think this sounds easy, ask yourself how many aspiring authors there are the world vs. how many successful authors there are in the world. Your task is done when your library has a copy of your book ready to go out on loan.

Ancient History [+300 CP] – Rather than modern day, you start at any point in human history that is no later than the year 1800 A.D. You can begin in any location that has a public library. Is the high possibility of death by disease, murder and disaster really worth getting your hands on those first editions?

By Touch [+300 CP] – Well, the good news is that you can still read. The bad news is it is not with your eyes. You are now either legally or completely blind. I will leave the details up to you, but you should not be able to make out anything more than whether or not the sun is shining. Needless to say, reading a standard book is now impossible. Still, you will not let that stop you! You are now proficient in reading via the American English Braille system (or whatever system used in the country you choose to start in). Your library does, technically, have a Braille section, but not a very large one. If you want to enjoy books for this Gauntlet, you either need to buy your own, convince the library to increase their selection or just get used to reading the same thing multiple times.

If you take this Drawback, you can keep the knowledge of how to read Braille after the Gauntlet ends. This Drawback comes with the instincts and knowledge of how to live without your sight, an optional seeing eye dog (who is just the absolute best) and the guarantee that whatever job you have will make accommodations for you.

Shut In [+500 CP] – The library is the greatest place on Earth and you know that, so what the heck is up with this closing time nonsense?! You won't leave! Well, more like you can't leave. For the duration of the Gauntlet, you cannot leave the library after setting foot inside of it. The one guarantee I am willing to make is that they have public restrooms and some vending

machines for you. Whether you work there or are just a visitor, expect to have to dodge concerned employees, baffled customers and possibly even the police if you are not sneaky enough. The one exception is in the case of an unavoidable disaster such a hurricane, something that would require a full evacuation of the town… and even then, you have to be back inside the day that it is declared safe to do so.



Perk Section

All Perks listed below are discounted by 50% for their associated origins. Any 100 CP Perks that are discounted are free. Please note that a free Perk is not the same thing as a mandatory Perk. You should only take what you wish to take.

General

Strong Reader [FREE] – Let's get this out of the way. You are skilled at deciphering the written word. You have a fantastic grasp of spelling, grammar and vocabulary. You can read at a bare minimum rate of 180 words per minute. This will only work for the common language of the area and time you find yourself in, but it does update for the setting of each Jump you come to.

Book Lover

Book Creation [100 CP] – You are skilled and knowledgable in the book arts. You are fully able to create your own paper, ink, binding agent, covers and more from raw materials that happen to be nearby, so long as you have the tools needed.

Curl Up By The Fire [100 CP] – By settling down with a good book, you can heal yourself of any mental or spiritual trauma. This will be true for any relaxing activity that you enjoy, but it works best with reading. The longer the activity, the more restoration you gain from it. By reading out loud, you can extend this benefit to others.

Florid And Beautiful [200 CP] – Your handwriting is gorgeous and extravagant. This flamboyant style has the benefit of preventing anyone or anything from ever forging your signature. The fake is always obvious to anyone who has seen your true script. While gaudy, your writing is still perfectly understandable to anyone who can read that written language.

A First Edition, Huh? [200 CP] – You have spent a lot of time hunting around shady second hand stores and it has honed your knock-off detection radar to perfection. You always know if something in your hands is the genuine article or a reproduction with the print date carefully edited.

Wallflower [400 CP] – No, you do not need help. You need peace and quiet! Here, take this. From now on, whenever you wish, you can pull a perception filtering cloak around yourself and your actions. At the lighter level, you are unable to stand out from the crowd in any large way. You could smash apart the moon in the sky with your bare hands and no one would think it odd, though they would still find it rude that you broke public property. This effect will extend to everything about you, from your history (or what they think is your history), your abilities, your character, your actions, your friends and family, etc. You can also control what it does and does not touch, should you like the idea of someone being properly confused about your one thousand and one eyes. They can think you horrifying, hysterical, infuriating or enjoyable, but odd? Noteworthy? Only if you want. At full strength, it prevents anyone or anything from taking note of you at all, no matter what you do.

Universal Translator [400 CP] – Understanding is a skill that you have taken to new heights. You are capable of broadly comprehending any written record, no matter what language it is in. While a word-to-word translation will be out of your reach to start with, you do get the general gist of what it is trying to convey and you can build further understanding from that with time.

Palm Reading [600 CP] – Reading is a slow activity and something to be enjoyed over time, but sometimes you just do not have that time. Take this for those moments. By touching any book, you can gain instant comprehension of all of its contents as if you had ready it thoroughly and you will retain that book in your mind forevermore. This only happens if you will it so, as to not ruin the pleasure of reading leisurely for you.

Extension [600 CP] – You understand the importance of due dates and deadlines, but what they don’t understand is that you have not finished the book yet! You have the remarkable ability to put off important events until

you are ready to deal with them. Want to avoid going to the New Year's party later tonight until you have finished your current book? Your day will just seem to drag on and on and on….

Librarian

Properly Indexed [100 CP] – You have a well organized mind that can easily comprehend any kind of organization. In addition to having a crystal clear memory that now retroactively covers everything you have ever experienced since starting your Jumpchain, you can forget ever forgetting anything ever again. Moreover, you can quickly come to a total understanding of any kind of indexing, filing or archival system with only a few examples to go off of.

Voice Of Knowledge [100 CP] – A librarian has a wide variety of duties. It is not always about the books! ~~Sadly.~~ You will often be called upon to explain things to others in search of the knowledge to be found in these halls. To help with that, you are now a good educator. You can succinctly explain complex and difficult concepts in a way that is easy for your listeners to remember and comprehend.

Plain And Clear [200 CP] – Your handwriting is very quick, sparse and comprehensible. Anyone who reads your written language can understand it easily. You are also a skilled typist, able to knock out a minimum of 120 words per minute with nary a spelling error to be seen.

Restored [200 CP] – You do not always get things back in the same condition that they were checked out in. Sadly, you cannot kill someone for water damage or a torn title page. It's more compassionate to forgive, forget, ~~ban them from the library forevermore~~ and repair the damaged item yourself. You now have the knowledge and skills needed to affect perfect repairs to any mundane piece of media, provided you have the tools. For example, should you get your hands on a VHS tape with a shattered slip cover, you would only need a 3-D printer and a bit of plastic to perfectly replace it. A DVD could be run through a resurfacing machine under the perfect settings to actually remove all scratches and make it run without issue. A book with a torn cover could be seamlessly integrated into a new cover with no sign that

it was ever replaced. If there is a way to fix the damage, you will know exactly how to go about doing so.

Return Guarantee [400 CP] – Tracking down delinquent borrowers is tedious. Better if they just can't hold on to their stolen or misplaced property. No one is able to steal from you or your organization, whether intentionally or not. Either their attempts fail at the starting gate or the property is promptly returned to you by a series of comical events. So, even if they do *actually* forget to return that signed first edition, it will still be dropped into the return chute by a passing albatross or something along those lines once the due date comes rolling by.

Fortunate Fortune Finder [400 CP] – After so many years on the lookout for rare and valuable finds to add to the library's collection, you have gained something of a knack for locating and recognizing genuine examples of precious media on sale for a cheap price. You seem to stumble over them in the most unlikely of places. Really, what are the odds of finding a Gutenburg Bible at a flea market for only $5.00? Well, as it happens….

Book Binder [600 CP] – Librarians can be seen as wardens of literature. In your case, that is more than a metaphor. You have the ability to seal away individuals and objects into blank books for safekeeping… or to keep others safe from them. You merely need to be within visual distance of the target, get them in your line of sight and then open the book. A great wind which they cannot fight against will carry them into the pages. That said, they can still attack *you* or their surroundings, so take care to not drop the book until they are trapped. After being sealed away, the pages will fill with a true written history of the individual/item up to that point. Only you can release the contents. Those trapped inside are in stasis and do not think, feel or age until released. If you do release them, a strong wind will blow the person or object out of the book. Here's hoping they are quick to land on their feet.

Shield Of The Meta [600 CP] – You are now utterly immune to any magical, spiritual, memetic or cognitive hazards that can be passed along via your senses or information. They have no hold on your mind at all because, as you

always keep in mind, it's just a book. Nothing in there can hurt you. So, stick that copy of the Necronomicon on a shelf and think no more of it.

Volunteer

Give This A Try [100 CP] – While the librarians are busy, sometimes you will be called upon to help direct visitors to what they want. But what do they want? You can help with that too! You can tell at a glance what a person would enjoy.

Re-Shelving Skills [100 CP] – You fulfill a lot of roles in your position as a volunteer, but the biggest on a day-to-day basis is just putting things back so the librarians do not have to leave the front desk so often. You now instinctively know where – if anywhere – anything you hold belongs. This is useful for both indexing and the return of lost property!

Picture Book [200 CP] – You are a skilled illustrator. It must be the result of all those coloring sessions with the pre-schoolers. You can draw and paint in a wide variety of styles with a wide variety of materials.

Smile, Smile [200 CP] – You are approachable in a way that other people are not. Maybe it is your aura of 'I have no actual authority here.' Maybe it is the terrifying face on the only remaining librarian at the desk as they explain yet again that no, late fees are not negotiable. Maybe it is the fact that it is only five minutes until closing and they still have not found their goal. For whatever reason, people will never find you too intimidating to speak with. Can be toggled on and off.

Overachieving Organizer [400 CP] – You have a knack for putting together enjoyable events on a small budget of both time and money. Public funding is never very generous and various events can interfere with everyone's plans, so learning to do your best in a hurry and with little is something you are proud to say you have done. Moreover, whatever shindig you throw together always goes smoothly, unless some sort of massively disrupting influence from outside the event makes itself known. Now, make that book fair happen!

Cheap IT [400 CP] – You understand how to use technology, which is more than can be said for some of the library's actual employees. Not naming any names, mind you. You always have a good idea of how to utilize any functioning technology, even if you cannot fully explain how it works.

Living Book Flap [600 CP] – You now know a short, accurate summary of the contents of every published fiction or non-fiction book in your current setting. *All of them*. If it exists (indeed, if it *ever* existed) in any kind of purchasable book format, for any amount of time, you know about it.

Good Deeds, Good Rewards [600 CP] – You might get a little something for your time in the library – community service hours, a free meal or two, work experience, etc. However, it is largely a work of love. Would it not be wonderful if you got something a bit more… substantial? From now on, any action you take that benefits others will see you being proportionally rewarded by them in some manner or another, even if unknowingly.



Items

All of these will return to you 24 hours after being stolen, lost or destroyed. They can be combined with other items if you wish or their functions imported into similar items that you already own, though either of these options must wait until after the Gauntlet has ended. They will accept any upgrades you wish to apply to them.

General

Library Card [FREE] – The most important thing you can possess in this world. This will allow you access to any library and its contents, as well as letting you check out your items without any deadlines to return them. Sadly, this does not give you special privileges on what what you are allowed to check out.

Apartment [50 CP] – A small place to call your home. This third floor apartment is in nearly perfect condition, with only some outdated appliances and ugly carpeting bringing it down from a 10 to a 9. Well, for the price. Which is nothing. This will follow you from world to world and you will never have to pay a cent of rent nor utilities, which are fiat backed to be infinite. You can place your apartment anywhere you would like in future settings.

It has two decent sized bedrooms, a full-sized bathroom, a nice kitchen and a dining/living area.

Employment [50 CP] – Your job, assuming you are not already employed at the local library. It takes up roughly 40 hours per week, with two days off of your choice. You get one week of paid vacation time, as well as some middling health and insurance benefits. You make roughly $40,000 annually after taxes. It can be blue- or white-collar work. This will follow you from world to world, allowing you to choose a new job each time.

For this Jump, the important bit is that you get a two-hour lunch break each day (and that is only if you take the kind of job that requires a set lunch-break). This should give you the time you need to squeeze in some reading.

Bicycle [50 CP] – Not the most glorious method of transportation, but it gets you from A to B. Has thick tires capable of going over rough country, gears to switch speeds and a trio of baskets (one hanging from the handlebars and one of either side of the rear fender), each one of which is capable of holding an armful of books. This will never need maintenance and will fully repair itself of any damage 24 hours after taking it.

Book Lover

Tools Of The Trade [100 CP] – You possess a limitless supply of blank, white 30-pound paper, as well as black ink pens, pencils, binder's board, cover paper, adhesive, thread and more. Everything you need to make basic books of your own by hand!

E-Tools [50 CP, Requires Tools Of The Trade] – This adds in a basic laptop, wireless ink printer and an endless amount of black and colored ink cartridges, allowing you to use the tools of the modern era in your book crafting. Neither the laptop nor the printer will ever need maintenance. Even more odd… they do not seem to need to be plugged in to an outlet. They just work. Did you get these from Bethesda?

Lap Cat [100 CP] – Reading is usually a solitary activity, but cats are usually solitary creatures. Maybe it evens out? You now have a pet cat that will never age past its prime, ensuring you have some purring company while you finish that book. It does still need all the typical cat things, such as food, water, playtime, etc., but it is immune to disease and very resistant to physical injuries, ensuring no ordinary car can take it out of commission. Finally, it is always willing to take a nap in your lap whenever you offer.

Bookguard [200 CP] – This long rectangle of laminated paper with a ribbon piercing through the top has the unique property of safeguarding any book it is placed in. Only you can remove it and until you do, the book is safe from all damage and theft.

Special Collections [200 CP] – A gathering of information and items relevant to the history of the setting you are in. This is nothing jawdropping, but can give you a very thorough background for the place you have found yourself in. The utilities here are fiat-backed. It starts out as a room the size of a walk-in closet able to be placed wherever you like at the start of this Gauntlet. This becomes its own little wing of your Cosmic Warehouse/equivalent or an add-on to a property post-Gauntlet.

Endless Shelving [400 CP] – A simple varnished wood bookcase. Standing six feet tall, three feet wide and with five shelves to hold your stuff, this would be a fine addition to any book lover's home as is, but it possesses one final attribute that makes it priceless – it never runs out of space. Once it reaches visible capacity, some of the books seem to vanish from sight to leave fresh gaps to filled. However, whatever book you have placed on the shelves and want in that moment will take the place of a book you do not need.

Taking this item will not prevent you from meeting the requirements of the Hoarder Drawback. When you have stuffed your endless shelving bookcase with enough books to meet your needs, you will know.

Certified Book Lover [400 CP] – A certificate proving beyond all doubt that you love books! Do not ask how it does this. Anyone you show this to will understand that books are the most important thing in your life and, more importantly, be far more inclined to sell or give you their rare and valuable books. You would take much better care of them, right?

Bookstore [600 CP] – Ah, this is the dream! You now possess a bookstore straight out of a Hallmark movie. The building is two-story, with the shop taking up the lower floor. It is stacked with old bookcases of heavy oak that have been varnished to a gleam and possesses a plethora of overstuffed armchairs in odd locations for anyone who wishes to being reading their purchase immediately. Unlike many bookstores, this one will never go under. You are guaranteed to have a steady stream of well-paying customers. They will always have new stock for you to take in, ensuring that there will never

be more than three copies of any book taking up space in your shop. The utilities are fiat-back to never run dry and you will have any kind of paper trail that you may need.

The top floor contains your living quarters. You have a small bedroom, tiny kitchen, minuscule bathroom… but so much shelving. A huge amount of shelving. Most of the second floor is taken up with shelving. You had to cordon off that one regular bedroom-sized chunk for all of the above, but the rest of the second floor can be devoted to the thing that matters most in your life – your own collection of books.

Reproduction [600 CP] – A blank book, to the untrained eye. You know differently. This book can perfectly copy any book in the setting. *Any* book. The only requirement is that you must touch the reproduction book to the original and then it will take on all attributes, information and aesthetics that the original possesses. Moreover, an infinite amount of books can be copied in this manner. The reproduction will retain them all and switch between them, or even combine them, as you wish.

<u>Librarian</u>

Work Computer [100 CP] – A desktop PC with all the hookups. It is completely secure from any forced intrusion, ensuring your library record (as well as any other data) remains safe.

Printing Press [100 CP] – As much a vintage historical artifact to be displayed to visitors as it is a useful tool, this small movable-type printing press is just big enough to fully cover a single sheet of A4. You get a collection of blocks to use it with, each one with a single letter (either capitalized or lowercase), symbol or number to be found on one side. The font is your choice. Comes with an endless supply of black and colored ink in jars, white A4 paper of a 30-pound thickness and sponges to apply the ink to the blocks. This printing press will never need maintenance.

I.D. Card [200 CP] – Your proof of employment at the library. Post-Jump, this will allow you access to the secure areas of any knowledge depository.

Burned Book Club Member Card [200 CP] – Sometimes people try to destroy information. Sometimes they even have a good reason for it. Mostly, they don't. Happily, completely destroying any published book in totality can be hard, since the people who own them tend to move around. Now, in any setting you find yourself in, this little card will ensure a single copy of every 'banned' published book in your setting will find its way to you eventually. Simply show it to the nondescript courier who tracks you down and they will hand you your package.

Keyring [400 CP] - You have been here long enough to be trusted with some of the more important stuff. This keyring contains the keys needed to open the cage door to the more valuable and fragile books. And the vintage electrical equipment. And a host of other things, actually. The keys on this ring can open any physical lock.

Newspaper Section [400 CP] – Where the old folks like to congregate and complain about their kids. Yours contains several comfy armchairs and a great coffee/tea machine. What sets this newspaper section apart from others is that your subscriptions seem to be running a day early. You will get publications from every local and national news company showing what the next day's events will be. This does require your setting to have some kind of formalized news circulation, even if it something as basic as a town crier. No one else seems to notice or care about the future events being spoiled in this manner, thankfully. It starts as a room with fiat-backed utilities that you can place wherever you wish in the setting, but will be an addition to your Cosmic Warehouse/equivalent or to any property you own post-Gauntlet.

Library [600 CP] – Ah, it is good to be the supervisor. You are now the owner and manager of your very own library. You get to set the rules, hire the employees and, most importantly, decide who gets to enter these hallowed halls. The utilities are fiat-back to never run dry and you will have any kind of paper trail that you may need.

Additionally, you can set up loan agreements with other libraries. Which libraries? Any libraries. Your own book delivery staff will facilitate the

transfer of books to and from each facility, ensuring that each request gets to its destination without an ounce of trouble. They will also ensure that your checkout request fully complies with any of their policies and if they do not know how to ask for your books properly? That's their problem.

L-Space Gate [600 CP] - **BOOKS = KNOWLEDGE = POWER = (FORCE X DISTANCE ÷ TIME).** This is a scientific fact. Utilizing this formula, you have managed to create a bookwormhole through the L-space connecting all large collections of books. Very few librarians learn the secret, and there are inflexible rules about making use of the fact – because it amounts to time travel. The three rules of the Librarians of Time and Space are: (1) Silence; (2) Books must be returned no later than the last date shown, and (3) the nature of causality must not be interfered with. Your L-space gate is currently only big enough for one person to slip through, but it will certainly grow larger with a bigger book collection.

<u>Volunteer</u>

Free Lunch [100 CP] – One of the very few benefits of volunteering in a place like this is that you get free munchies from all the doting old folks that man the desk. Once a day, every day, you get one free meal of your choice delivered to you. How? It just appears, okay? Look, don't think about it too hard and be thankful you don't need to leave a tip.

Old Media Equipment [100 CP] – Do you want to read a microfilm? Watch some Betamax? Listen to some 8-track tapes? We've got you covered. You now have a dusty, battered, yet still perfectly functional collection of old media devices. Everything from phonographs to floppy disc readers, as well as simple to comprehend manuals explaining how to set them up and utilize them. They will never need maintenance to keep functioning, which is good considering how old some of these are. You also get everything you need to get them running, from power cables to adaptors to CRT televisions with all the necessary connection ports.

Movie And Music Collection [200 CP] – The library does have more than books, you know. If you feel like a change of entertainment, take this. This

tablet contains an e-copy of every mundane film, radio drama, audio book, theater production and musical piece ever published for the setting you find yourself in, all helpfully indexed in a hundred different ways. This tablet will never run out of power, possesses surprisingly powerful stereo speakers, can interface with any set of headphones you would like to use with it and somehow always fits in whatever pocket you place it in. It retains the data from all settings, ensuring you will only ever have more to enjoy.

Children's Section [200 CP] – You may or may not like kids, but you have a safe space to stash them if need be. This brightly decorated room has a small snack bar, a nap area and a play area for up to 20 little gooey people at a time. It also has an impressive collection of children's books of all kinds. Thankfully, everything here is self-cleaning. It begins as a large room with fiat-backed utilities that can be placed where you wish at the start of the Gauntlet. Post-Gauntlet, you can attach it to your Cosmic Warehouse/equivalent or to any of your properties.

Wheeled Helper [400 CP] – This little shelving cart does not need your assistance to replace the books placed onto it. That would be strange enough, but as it rolls through the aisles, is also seems to be cleaning the area in a nine foot radius around it. As in, could-do-surgery-on-these-floors clean. All graffiti removed and all stickiness scrubbed away. This would certainly cut down the time needed to clean up after hours.

Foreign Language Section [400 CP] – You have to be able to understand and be understood if you want to help people. Take this. This large room holds a collection of dictionaries, thesauruses, study guides, manuals, novels and more in a wide variety of languages native to your setting. By studying these diligently, you can be speaking at a beginner level in a week and be fluent in a month. This updates with the setting, ensuring you can always be multilingual no matter where you are. You can place this wherever you like at the beginning of this Gauntlet. The utilities are fiat-backed. Post-Gauntlet, it will become either an addition to your Cosmic Warehouse/equivalent or part of another property you own.

Glowing Recommendation [600 CP] – The reason why you do the volunteer gig! Also the books. This three page document contains a detailed breakdown of all of your best characteristics and strengths, all the events you helped set up and direct, the many hours that you put into your community and so much more. Including this with any school or employment application will guarantee your acceptance.

All-The-Time-You-Need Study Room [600 CP] – You might still be in school and needing a quiet place to study of your own. Or maybe you just need a place to nap. Take this. This study room, although small, contains a comfortable sofa, a coffee table, several electrical outlets, pleasant lighting, good ventilation and a vending machine that can dispense any foods or drinks that are offered in snack form. That does not sound very impressive, does it? Well, here's the kicker. When you step inside and shut the door, the world outside of the room is frozen in time until you open the door and step back outside. Moreover, you stop needing sunlight, sleep or social activity until you leave. You will still have to eat and drink, so you might want to leave to shower and use the facilities every now and then, but aside from those bathroom breaks, you can use this room to get all the time you need to cram for that upcoming test or anything else you would care for. The utilities are fiat-backed. You can place this wherever you like at the beginning of this Gauntlet. Post-Gauntlet, it will become either an addition to your Cosmic Warehouse/equivalent or part of another property you own.



Companions

Import [50/300 CP] – Pay 50 CP now to bring in one Companion of your choice. They do not get a CP stipend, but can take Drawbacks to get CP. If you would rather bring in your whole roster, pay 300 CP.

Export [50 CP] – Pay 50 CP now to bring anyone you meet here with you when you leave. How many people would like to be in an adventure of their very own? You can find a lot of dreamers in a library. The only caveat is that they must agree to go with you.

The Pagemaster [100 CP] – All right, not really. This is just a sentient book with a grandiose sense of self. It can float and will happily follow you anywhere you go. It can fill its blank pages with black ink strokes to write or illustrate whatever it wants. It is also capable of speaking and has a lovely voice, perfect for narrating a novel. The Pagemaster (and it is *The* Pagemaster, the The is important!) comes with the **Curl Up By The Fire**, **Florid And Beautiful, A First Edition, Huh?**, **Wallflower**, **Universal Translator** and **Palm Reading** Perks.

Hamish Connery [100 CP] – An older gentlemen with a fondness for trench coats and bowler hats. He seems to have stepped out of the pages of a novel himself, but he swears that he just has an acute sense of melodrama. He enjoys poetry, long walks under a night sky and battling the forces of evil with the power of the written word. He comes with the **Properly Indexed, Return Guarantee, Fortunate Fortune Finder, Book Binder** and **Shield Of The Meta** Perks.

Peggy Carlyle [100 CP] – A teenager currently between high school and college. She is vivacious and friendly, but somewhat adrift in life. With no concrete plans for her future, she spends her afternoons helping other people and trying to figure out what she wants. She comes with the **Give This A Try, Re-Shelving Skills, Picture Book, Smile, Smile, Overachieving Organizer** and **Cheap IT** Perks.



Final Selection

Well, it's checkout time. We thank you for your continued patronage and hope to see you again soon, but will understand if you take a while. So, what is your final decision?

Continue – There is always another chapter to write.

Remain – You have found something good and intend to enjoy it as long as you can.

Go Home – Be it ever so humble, there's no place quite like it.



Notes

No scenarios for this. Make up your own if you want. Take the Ancient History Drawback and try to preserve the Library of Alexandria or take the Books Are (Really) Magic Drawback and make up your own urban fantasy or something else if you really want to. Myself? I'm going to head for the sci-fi section and see you all in a year.

