Problem Sleuth Jump version 1.1, Hairpin Trigger

Another balmy summer evening. The city rolls these nights like loaded dice. You're a particularly hard-boiled case: a dick, a sleuth, a PI of renown. Solicitations for your service are numerous in quantity. Compensation, adequate. Always some dame yackin' over the phone about some fella she's havin' troubles with.

Only tonight's a little different. You're trapped in your office, your window leads out into an imaginary universe, and the only way to get to the real universe is to retrieve the MEGATON KEY from the Mobster upstairs. And he aint giving it up to some nobody. This building and the imaginary universe have dozens of hours of weird puzzle shit you can't handle alone. The way you figure it, you're going to need the help of those jackasses in the other offices on this floor.

Luckily, tonight you also get a benefactor whose willing to help you out and guide you to your next universe, if you make it interesting...

+1000 CP

ORIGINS: Age is 1d8+25. Gender and Age can be chosen for 50 CP.
Drop-In - You have the advantage of having your own personality, unchanged by a history that wouldn't help you anyway. Instead of an office, you're locked in a janitor's closet and it unlocks from the outside. Over the course of your time here you'll obtain the loyalty of the Clown Kingdom.

Sleuth – Sleuths like to keep candy on hand and have a habit of cluttering their inventories with useless items. They can expect to see most of their stat gains in PULCHRITUDE, or charisma. You're trapped in your office by an especially large bust of Ben Stiller from his role in Starsky and Hutch. During your stay here you'll have to obtain the loyalty of the Elf Kingdom.

Dick – Business has been going well lately, so you have some commemorative busts of Owen Wilson and Snoop Dogg from their roles in the 2004 Retromania Flick Starsky and Hutch. You can expect to see the most gains in your VIM, or strength and stamina. You were waiting for the last bust in the set when you were trapped in your office by a scaffolding with it's wheels locked. You'll have to gain the loyalty of the Hog Kingdom to see the end of this adventure.

Inspector –You've been trapped in your office for 18 hours now, when you misplaced the key. There doesn't seem to be any power and the only light comes through the window on your door. The time has been spent whiling away the hours in your fort and developing a homoerotic interest in your furniture, largely due to the gains they receive in the IMAGINATION, or imagination. To complete this jump, you'll have to attain the loyalty of the Weasel Kingdom.

SKILLS: Discounts are 50% of the total cost of the skill.
Pose as a team, because shit just got real – When shit's about to go down, you know exactly what to do. Gather up your friends and stand in really cool poses, preferably with something to make the background flash different colors. This perk lets you strike the most amazing of team poses to show off your team's badassitude.
[Free]

AUTO-PARRY – You have a distinct method of dodging attacks that, no matter how silly or out of

place, always seems to be as effective as the more practical methods of dodging. Whether it's adjusting your corset or getting distracted at just the right moment for the attack to fly over your head, you can now use it to avoid damage.
[100 CP] free Drop-In

UNPLEASENT NOTE – You now know exactly what you need to write to deliver truly sick burns to people and your vocabulary for insults is vastly increased. All you have to do is write it down and you'll leave your opponent reeling from your devilish wit. Doesn't seem to carry over into vocal communication.
[100 CP], free Sleuth

PUNCH IT IN THE SNOUT TO ESTABLISH SUPERIORITY – You can punch anyone hassling you in the face. The common people will become enamored of your rowdy, no-nonsense brand of ruffianism. Your superiority will be clearly established!
[100 CP], free Dick

BATTLE TECHNIQUE: DISCONCERTING OGLE – Now, whenever you feel the need, you can stare someone into a disconcerted state. This ogling shakes their mood from whatever it was previously to just being unsettled, whether they were overjoyed or full of murderous wrath.
[100 CP], free Inspector

QUEEN OF ALL TRADES – Normally, you'd be lagging behind in a few of your stats, cutting you off from handling most puzzles on your own. This skill grants you above average stats for your species in areas you'd be lagging behind in without it, but doesn't stack with other perks.
[200 CP], discount Drop-In

BATTLE TECHNIQUE: SLEUTH DIPLOMACY - You have the potential to be a master at bringing conflict to a quick and diplomatic close. As your PULCHRITUDE grows you will learn the best ways to negotiate (with their corpses), call in allies to get second opinions (and additional weapons), call for a laying down of arms (and raising of fists), and eventually pen and ratify treaties (with a fancy signature and everything). Lets you use your charisma to boost your attacks.
[200 CP], discount Sleuth

WALL OF FLESH – You're one tough customer whose not afraid to take a hit. Taking a bullet to the gut won't even slow you down, no matter how much damage it does to you. If you can survive the slings and arrows, you can tolerate the pain they cause and still perform to the best of your ability. You should still probably get the wounds cleaned, when you get the chance.
[200 CP], discount Dick

STEERTECH: CHAUFFEUR'S RECKONING – You're a surprisingly good driver, whether it's a car, boat, or even a horse. On top of that, the more desperate the situation, the more your driving seems to improve. If something precious needs saving and your vehicle could potentially save it, only something completely unexpected could get in the way.
[200 CP], discount Inspector

TEAMWORK – You and your companions are really well coordinated. Almost supernaturally so. When a friend is in need of assistance, you'll start hearing instructions in a friendly voice, and by following their advice you'll find you somehow helped out a friend in need. All advice given will be the sort of thing you'd do anyway, had you known about their situation.

[200 CP], discount third person omniscient narrators

BATTLE TECHNIQUE: SUMMON HISTORICAL ALLY – You can bribe historical figures to fight by your side for a single battle. Includes currently living figures as long as their names made it into the history books, and you can decide who you summon before you perform the summoning. The size of the bribe necessary is relative to the power of the historical figure you're summoning, and exceptionally powerful individuals may cost more than a nation could hope to acquire in a year.
[300 CP]

GAMBIT SCHEMA – By carving a pumpkin with the appropriate monster's face, you can gain the powers of the SCHEMA PUMPKIN and achieve a powerful temporary form. This form is dependent on the pumpkin's RIPENESS and FLICKER. RIPENESS decreases with time, rotting the pumpkin over the course of an hour; FLICKER decreases with damage. When one of these is depleted, you'll be returned to your previous form.

The forms available from this are the incredibly fast but fragile CANDY CORN VAMPIRE for the Sleuth, the nigh invulnerably squishy GUMMI WORM ZOMBIE for the Dick, the slow but impossibly strong TOOTSIE ROLL FRANKENSTEIN for Inspectors, and the life sucking CHUPA CHUP CHUPACABRA for the Drop-In. You can pick a mismatching schema if you want.
[400 CP] discount Drop-In

SICK BURN - By thoroughly insulting someone you can cause their defenses to lower. This doesn't just apply to defensive tactics, but also magical and metaphysical defenses. The more effective and well put the insult, the greater effect it has on their defense. It won't completely remove their defenses unless you say something so cruel that they're broken and unable to keep fighting anyway.
[400 CP] discount Sleuth

COMBAT OPERANDI: BELLY OF THE WHALE – You have gained the ability to suck things into your stomach and trap them there. As your VIM increases your lungs will grow in power and your stomach will be able to contain larger volumes. Things trapped in your stomach by this skill will be shrunk down and eventually die of starvation or stomach acid. If you can't vomit on command, don't expect to get anything you suck in back.
[400 CP], discount Dick

COMBAT OPERANDI: ABSTRACTED THOUGHT – Normally, you'd have to find a safe place to concentrate to project an imaginary version of you into the Imaginary Universe. With this skill, you no longer need to be actively imagining yourself to support their imaginary existence. Your imaginary self is now a fully functional extension of yourself capable of independent actions and thoughts. This could be applied to other psychic or metaphysical extensions of yourself, if you wish.
[400 CP], discount Inspector

AFFINITY DRIVE – A limit break powered by certain allies taking damage. With the purchase of this perk you've gained accessed to the game abstractions SYMPATHY SWALLOWS and SOLICITUDE TAPE MEASURES. The birds of a feather will attach themselves to you and to people with which you share a metaphysical bond, such as companions and distaff/spear counterparts, and clones. When one of those people is damaged, all SYMPATHY SWALLOWS not attached to the damaged party begin flipping out, which will cause the SOLICITUDE TAPE MEASURES of those SYMPATHY SWALLOWS to lengthen relative to the damage received. Once the SOLICITUDE TAPE MEASURES are fully extended the person can at will activate their AFFINITY DRIVE: SNAP BACK OF THE

INTERDIMENSIONAL TOUR BUS, a frenzied assault that causes massive damage and returns the SOLICITUDE TAPE MEASURE to it's fully stored status.
[600 CP], discount Drop-In

COMBAT OPERANDI: SEPULCHRITUDE – In a burst of the righteous fires of charisma the resplendent light of divine PULCHRITUDE consumes your spirit. Your manifested personal magnetism generates a powerful aura around yourself and your attacks that deals massive damage, with a bonus to demonic enemies. SEPULCHRITUDE is extremely draining, commonly leaving the user near death, and shouldn't be undertaken lightly.
Comes with a strong growth in PULCHRITUDE, a bottle of INK OF SQUID-PRO-QUO that refills over the course of a month, and TECTRIXCALIBUR/THE TECTRIX OF THE ARBITER, a sword/quill of the legendary arbiter. All three are necessary to activate SEPULCHRITUDE, but usable outside of it.
[600 CP], discount Sleuth

STRONGEST MAN IN THE WORLD – Over your stay here, you will become the strongest person in this world. This means you can expect massive VIM gains and the ability to lift any musical instrument you come across. Actions (not perks) taken to increase your physical strength are generally more effective. Mostly useful for brute-forcing your way through puzzles.
[600 CP] discount Dick

POWERFUL MIND – You have a huge IMAGINATION, and you know how to use it. In the Imaginary Universe you can create objects and, by using truly large amounts of imagination, living beings. Your specialty, however, is candy weapons and armor. Candy weapons can bypass the natural defenses of otherworldly beasts and similar monstrosities. Unfortunately, living beings imagined into existence cannot persist in the real universe, melting into skeletons the moment they pass through a portal between the universes. Objects are drastically reduced in usefulness and durability if they enter the Real Universe. For other jumps, treat realms based on imagination, dreams, emotions, or other areas of the mind as imaginary universes for the purposes of this perk.
[600 CP] discount Inspector

Items: Discounts are still 50% off the total price of the item
ARMS – You've already got arms, douchenugget.

ASSORTED STAT BARS – You find several stat bars with labels attached. A VIM bar seems to correlate to your strength and stamina, the PULCHRITUDE bar is your charisma, and the IMAGINATION bar relates to your intelligence and creativity. There are also some bits of decorative furniture that somehow relates to your health and politeness, the PLUCK RELIQUARY and ETTIQUETTE MONSTRANCE, respectively.
[free]

3 IMAGINARY LIVES – If, in the events of your imagining, you should perish, you'll find yourself safe and sound the first 2 times. The third time, you will lose the ability to imagine yourself a new body and only be able to interact with the Imaginary Universe by physically entering it. If you should have any left after the jump, they will be expended every time a mental projection of you is destroyed, saving you from any harm that would cause.
[1 free]

DESK – A plywood board, faux wood siding, and some cinderblocks in the shape of a desk. Everything

you need to make a fort big enough for 1 person to sit in comfortably. While resting in your fort, you are free to imagine a better life. This will create an imaginary body for you to explore the Imaginary universe with, safely. Outside of this jump, it's just a regular desk.
[1 free]

HAT – A nice hat in the style of your choosing. Must be an actual hat and not just something worn in a manner resembling a hat.
[1 free]

CANDY CORN – Two pieces of candy corn, just what you needed to temporarily boost your PULCHRITUDE slightly. A large enough supply could be fermented into a powerful liquor that grants your IMAGINATION a major boost at the cost of one hell of a hangover.
[2 CP]

OBJECT DUALITY – Import 2 or more items to collapse them into a single object that can be any of the items used in it's creation. It won't take parts and pieces of both items and combine them into a superweapon, but you'll be able to swap between the items involved with a thought. An individual item can be modified without affecting other items. The changes are a bit finnicky at first, but you'll get it down with time.
Many of them items below have Object Duality already attached.
[50 CP per item]

HUNK RUMP: THE GATHERING CARDS – A deck of your favorite gay pornography based collectable card game, containing the legendary COPPER SKINNED BRAWNSTUD. If this deck is folded into a sword, it'll be useless and break apart pretty quickly. Guaranteed to make elves cry.
[50 CP]

MURAL - You pause to marvel at the beauty of your warehouse wall mural celebrating ethnic diversity. You had it commissioned some time ago by a promising young artist. Best $11,000 you ever spent.
[50 CP]

FLASK OF WHISKEY – A stainless steel drinking flask full of your favorite brand of booze, refilling daily. Drinking from this will boost your IMAGINATION stat for a few hours, but drinking too much will induce vomiting. Outside of this jump, this translates into general creativity and drunkenness.
[50 CP]

BUST – A series of busts of characters from films that came out between 1999 and 2007. You can choose the film and character upon which the bust is based . When you shake it, you can hear candy rattling around inside.
[100 CP]

KEY/HANDGUN – The key to one of the locks on the mask of the final boss' second face. Shares object duality with a revolver. The gun is powerful, but can only hold up to six shots. Comes with 12 bullets.
[100 CP]

RING OF KEYS/TOMMY GUN – A set of keys that will unlock one of the final boss' locks on it's second face. Shares object duality with a Thompson submachine gun, popular in gangster flicks and noir stories like this one. Comes with 2 drums of ammo to fill your enemies full of daylight.

[200 CP]

TOOTSIE ROLL SHOTGUN – A dangerous candy weapon capable of damaging the otherworldly beasts that exist in the Imaginary Universe. This shotgun can be loaded with chocolate ammo and you have knowledge on how to make more should the need arise. While it's power is reduced outside the Imaginary Universe, it's still a chocolate gun.
[200 CP]

HAIRPIN/MACHINE GUN - Armed with the MACHINE GUN, you are an unstoppable murdering machine. The heavy weapon is perfect for sating that burning desire to fill something with hot lead. Shares object duality with a hairpin that can pick the lock on the mask of the final boss' second face. Requires a high VIM to carry and comes with a 2000 standard machine gun rounds.
[300 CP]

WINDOW - The window comes off the wall altogether. On closer examination, it seems to be a false window with a picture inside it. The picture is lit from within, sort of like a sophisticated light box. Functions as a portal to the Imaginary Universe, with the dimensions being no larger than your office wall. The Imaginary Universe is mercurial, and has a tendency to redesign itself between jumps, incorporating things you left inside into strange and frustrating puzzles, or hiding them beyond reach until for a few jumps. Items may have their size changed or be rendered unrecognizable. This one comes with a battery that can hold a charge for up to 6 hours.
[300 CP] 1 free for everyone

WHOREMOBILE – A magical flying convertible useful to get to and from Whore Island. It still runs on gas.
[300 CP]

ROYAL CHEMISTRY SET – Contains 100 drops of elf tears, pie filling, weasel snot, and hog slop. These would usually be necessary to use most of your COMBAT OPERANDI and BATTLE TECHNIQUES, but for you these just provide a small power boost to those abilities.
[400 CP]

WARHAMMER OF ZILLYHOO - Forged in fire by the smiths of Pipplemop, commissioned by the sage Lord of the Wozzinjay Fiefdom in the Realm of the Snargly Fruzmigbubbins. It is so beautiful. You are so bewitched by its beauty, you are not sure if you can wield it. In fact, it's so beautiful that if you do manage to wield it, weak-willed enemies will be too much in awe to defend themselves.
[600 CP] discount Drop-In

5 ALARM HOT SAUCE – A spicy fluid made from hot peppers and the horns of the otherworldly beasts of the Imaginary Universe, it greatly raises your Vim and unlocks the awesome Latin form Fiesta <jumper>. With this boost comes the Frijole Aegis, a special shield that will absorb huge amounts of damage in your stead. Once your Frijole Aegis is emptied you'll return to your normal form. Has the flavor of INTENSE PAIN.
Comes with a recipe book that will tell you how to make a similar substance using ingredients from your current jump.
¡*Ándale*! ¡*Ándale*! ¡*Arriba*! ¡*Arriba*!
[600 CP] discount Dick

DEATH'S SCYTHE/ANYTHING – A farming tool belonging to the personification of the end of

existence, it's blade is as sharp as you'd expect. It's real power comes from it's object duality. Death's Scythe can become any generic object, but with a small handle attached. It won't imitate legendary objects or even specific ones, but if you need a sword with a handle attached or a sugar skull with a handle attached or even a nuclear weapon with a handle attached, you'll be happy you had this. If this item blows up you don't get a new one.
[600 CP] discount Sleuth

CANDY MECHA – A 4 story tall war-machine of unbridled sugary wrath imagined into existence through the use of candy corn liquor, this version comes complete with a functional entrance and exit. It's absurd dextrosity can take out the toughest of diabetics and otherworldly BEASTS. Comes with two infinite ammo candy machine guns and functional legs.
[600 CP] discount Inspector

COMPANIONS:
Distaff/Spear Counterpart - In accordance with deep seated mythology that dictates that any man secretly wishes to have sex with a female version of himself and likewise any woman secretly wishes to have sex with a male version of herself (re: Alvin and the Chipmunks, Mickey/Minnie, etc.), you gain a counterpart to yourself, of the opposite gender. This counterpart will have any perk you bought in this jump costing 300 CP or less before discounts and a personality appropriate for an opposite gendered version of you.
[200 CP]

A WHORE – A loyal whore has agreed to accompany you in your journeys, out of thanks for saving them from the wicked MOBSTER KINGPIN. Select either the HARLOT RANGER, TROLLOP THIEF, or STRUMPET PRIESTESS to accompany you every time you buy this option.
[100 CP]

INFINITE SUMMATION HONEYBEE PROFESSOR – A dedicated apiforme who can explain the mechanics of any game universe you find yourself trapped in. The real benefit is that he brings the convoluted methodology to accomplish a COMBRAVE with him. Honeybee Professor will convince the local bee population to gather PANG NECTAR from the damage done to your enemies (no, I don't know how that works on non-plant entities) and fill IMPETUS COMBS with it. There are 8 IMPETUS COMBS of different sizes, each successive comb is more powerful than the last. Once the PANG NECTAR matures into JOCOSE HONEY, you or your allies can use it to unleash devastating super-moves of your own devising, called COMBRAVES. The IMPETUS COMBS reset every jump.

That's 8 super attacks of your own design, each more powerful than the last and powered by previous violence, per jump. Anyone can use them, provided they have a way to manipulate the bees and the ability to understand what the fuck is going on, and that last bit slides for you.
[500 CP]

Import: Standard 8 Companion free import. The offices are pretty small, though. Why don't we set them up with accommodations in the speak-easy on WHORE ISLAND? Anything they need can be put on your tab. If you choose to spend 100 CP, you gain 200 CP to split between them on undiscounted perks from this jump.
[free]

DRAWBACKS:
CANDY CORN VAMPIRE – Every damn time you find yourself staring through a peep hole, opening

a door or turning a corner, someone will be waiting to jump out and spook you. Sometimes it'll even interrupt your special attacks, causing them to miss or strike allies. You can never seem to see them coming, no matter how good your prognostication capabilities.
[+100 CP]

Target of the Eldritch Flagella – OGOLG M'RUBBIT: PRINCE OF THE CANDYBEAN WARLOCKS, FLUTHU, and other assorted BEASTS have it out for you. Expect to run into their coddling, invasive, embarrassing tendrils early and often when you venture into the Imaginary Universe. Sometimes they'll even attack with the lights on.
[+100 CP]

Weird Puzzle Shit – Normally, to open the door to your office, you'd only need at least one other compatriot, the pass code for your actually hidden safe (rather than your openly hidden one), sheet music for Für Elise on slide trombone, the ability to solve a rubix cube, a series of vaguely erotic business cards, and a bust of The Rock in his role as The Scorpion King in The Mummy Returns. Now the weird puzzle shit is going to get really convoluted and somehow even more prevalent. I hope you're good at sudoku.
[+100 CP]

Diabetes – You have diabetes. If you eat anything with sugar in it, your BLOOD SUGAR will skyrocket, vastly increasing the damage you take from attacks until you can get some insulin. Candy will just find it's way into your mouth sometimes, and there's little you can do to stop it.
[+200 CP]

Emotional – You're a big blubbering baby. When around things that are sad or romantic or other sorts of drama, you can't help but get misty eyed. This sadness will leave you open to damage, both physical and emotional. Enemies will often attack you with romance novels or while reciting poetry.
[+200 CP]

Death's Door has working locks – Normally, when death comes for one of your fellow sleuths or companions they'll find a way to come back to life. Unfortunately death figured an actual lock would be a good thing to have on the door back to life. Now you have to keep those blithering retards alive or find a way to escape on your own.
[+200 CP]

No IMAGINATION – You start off with little in the way of IMAGINATION, and actually get worse with time. Eventually, you will lose access to your IMAGINATION entirely, forcing you to survive based solely on your VIM and PULCHRITUDE. Don't expect any creations you make in the Imaginary Universe to work close to right or not explode in your face.
[+300 CP]

No VIM – You start off with little in the way of VIM and actually get worse with time. Eventually, you will lose access to your VIM entirely. You won't be able to lift more than 10 pounds and will have to rely on your allies to do all the heavy lifting.
[+300 CP]

No PULCHRITUDE – You start off with little in the way of PULCHRITUDE and actually get worse with time. Eventually you lose access to your PULCHRITUDE entirely. You'll find yourself losing any charisma you have and nobody will listen to you. Don't expect to make any friends while here.

[+300 CP]

ENDINGS: This jump ends the second you walk out the front door into the REAL UNIVERSE.

It's tough for a flatfoot to make it in a town like this. Some towns are built loose and a stiff breeze of upset blows through, but these bricks are tight-knit. Built like a damn Chippewa birchbark canoe. Not much daylight seeps through, see? A gumshoe asks questions and questions upset. It's like some shawlless dame frostbit in winter, too proud to take your coat for some damn reason. You know how dames are. The city turns her cold shoulder to a type a fella and that's all there is to it.

>STAY HERE
But a steak dinner don't pay for itself if you catch my drift. I'll put your affairs in order back home.

>GO HOME
You're tired of the weird puzzle shit . You walk out that door and end up where you left off in your homeworld, with everything you've earned.

>NEXT
You proceed to your next jump, a few spondulicks richer.

Notes:
-This universe runs explicitly on RPG and point and click puzzle game logic.
- The Imaginary Universe – A parallel universe with 2 planets connected by a tower. One planet contains the 4 warring kingdoms and the other contains the imaginary city outside your office windows. Also contains a sun, a moon, and Whore Island. Somewhat overlays the offices of the main characters.
-You're probably going to die at least once, because a puzzle needs at least the front half of your skull
-When your real body dies you're sent home, rather than to the afterlife.
-Nothing in the Warhammer of Zillyhoo description is more than silly nonsense. In fact, a lot of words used in the descriptions of a lot of things are more flavor than function.

Glossary
Badassitude: Badass plus attitude
Vim: Stamina and strength
Pulchritude: Charisma and beauty
Imagination: Creativity and abstract thinking
Sepulchritude: Portmanteau of sepulchre and pulchritude, or a holy place and charisma
Combat Operandi & Battle Techniques: Words put in front of special techniques to make things seem more video gamey
Gambit Schema: A gambit is a calculated move and a schema is a data structure. I don't have any idea how this relates to Halloween based superpowers.
Tectrix – A quill.
Beast – eldritch abominations that look like meatballs with eyes and teeth. interchangeable with other eldritch abominations