

It's November 1st, 1983 in Hawkins, Indiana, and while nobody could predict it just yet, this is the calm before the storm. On November 6th, just five days later, a terrible and mysterious monster makes first contact with the world, taking a child named Will Byers. As they search for their lost friend, Mike, Dustin, and Lucas discover a seemingly lost girl with strange abilities and a cryptic demeanor. Even among these bizarre and supernatural happenings, stranger things are yet to come.

While normally very little activity happens here, this is a very dangerous time. Fortunately, the game is rigged in your favour.

You have 1000 CHOICE POINTS. Spend them wisely, and you just might survive your time here.

You'll be spending 10 years here. Good luck, Jumper.

LOCATION

Roll 1d8 for your location. For 50 CP you can instead choose any of the *numerous* options below.

1-6: Hawkins, Indiana. A quiet, sleepy town. You may choose to have a place of residence here, owned by either you or your caregivers.

7-8: Free Choice: Choose any location on Earth. A very similar epidemic just happens to be going on there, the exact specifications of which are up to you. Have fun fighting monsters in Disneyland.

IDENTITY

Choose one of the following identities. Your identity determines many things, such as the age range you can choose from, your history, and skills. Your gender is the same as it was before this jump, but you can change it for 50 CP if you feel like it.

CITIZEN

Whether an adventurous child, terrified teenager, or highly concerned parent, citizens make up the bulk of the casting. You can start as any age 11 or above, and your age will largely determine your available social circle. Mike and company are around 12-14, the teenage cast is around 16-17, and the adults are roughly around 30-40. You've likely lived a somewhat normal life up until this point, though you've picked up some useful skills nonetheless. Those who choose this may forego giving themselves a history in this setting if they wish (Drop-In).

COP

Regardless of how much action you normally see, your job is about to get a lot more interesting. Fortunately, you've trained for this. Well, maybe not this exact scenario, but the same general skills that help with your normal job will come in handy now. Asking people questions, punching people in the face, shooting at stuff, and even breaking and entering places without a warrant are all covered under your standard police training. You can start as any age 20 or above.

SCIENTIST

You could be anything from a science teacher with all the right answers to one of Dr. Brenner's hazmat henchmen, but regardless, you've got serious knowledge of how things work. Given time, you could really get to the bottom of this whole 'upside-down' business. You can start as any age 20 or above.

EXPERIMENT (100 CP)

Apparently, project MKUltra was more successful than initially believed. You have been raised in Hawkins National Laboratory, or at least close enough to be subjected to the frequent experiments. It's very likely you have more history with scientists and dark, lonely rooms than you do with any real childhood. Your current status is up to you- are you imprisoned in a lab, or do you serve Brenner loyally? Maybe you've escaped, like Eleven? In any case, you might want to find a handkerchief- you'll be having lots of bloody noses. You can start as any age from 11-16.

SKILLS

These skills could prove very useful in the adventures to come. Citizens, Cops, and Scientists each get a specific free ability and three others discounted. Discounted skills can be purchased at half price.

-CITIZEN-

AVOIDANCE (100 CP, free Citizen)
You know how to stave off danger for a while. You're extremely good at hiding, and whenever you run away from a beast or monster that has animal-level cognitive ability, it is likely to temporarily lose you or focus on an easier target nearby. You still can't run or hide forever, but you'll last much longer doing either with this skill.

LANDO CALRISSIAN (200 CP, discount Citizen)
You have a sixth sense for when somebody aims to betray you; the would-be Landos will have a hard time getting past your radar. This sense isn't perfect at first, and it might go off simply because you're stressed out, but it will improve greatly with time.

TRUE SURVIVOR (400 CP, discount Citizen)
You're able to make it through, no matter how dire the circumstances. You naturally adapt to harsh environments enough to survive in them for up to a week (although not comfortably). In addition, you're able to digest just about anything. Raw demon slugs? Weird, giant eggs? Mysterious flesh strands? Sounds like a menu.

MONSTER HUNTING (600 CP, discount Citizen)
Whether it's aiming a gun, swinging a bat, or setting up a trap, you are highly skilled at finding ways to deal with monsters. In addition, you're especially effective at striking a monster's weak points, dealing boosted damage and causing a brief jolt of paralyzing pain.

-COP-

COPS ARE GOOD AT FINDING THINGS (100 CP, free Cop)
You have the uncanny ability to spot what others haven't noticed, analyzing the information quickly. Whether it's a kid, a hidden microphone, or something off about the security footage you're being shown, nothing escapes your keen senses. You'll also sometimes find minor yet surprisingly helpful and convenient items just as you need them, like a twenty dollar bill as you realize you left your wallet at home on your way to the store or a hairpin when you need a lock picked.

TRUSTWORTHY (200 CP, discount Cop)
Maybe you've built trust with people, or maybe you just have a trustworthy air about you. Regardless, people will be much less suspicious of you, more inclined to tell you the truth and accept what you say as fact. This skill is especially potent if you actually *are* trustworthy.

NEGOTIATOR (400 CP, discount Cop)
You're a presence that's hard to ignore, and your words have serious weight. You could demand things from others in exchange for silence on your part, even when it's clear that they could kill you. You could force answers out of someone who's scared to death that their employer will get them killed for telling. Further, you're resistant to this yourself. You're able to unflinchingly hold your ground even when you're being tortured, or when there's a lot at stake.

MAN OF ACTION (600 CP, discount Cop)
Something's not right here... well, better get out the wire cutters and break into the government facility next door. The more bold a plan you enact is, the higher the chance of it succeeding. In addition, you gain incredible skill in guns and unarmed combat, to the extent of being able to shoot down a horsefly with a pistol or incapacitate a person in one punch.

-SCIENTIST-

UNIVERSAL KNOWLEDGE (100 CP, free Scientist)
You're the man with all the answers. You have surface knowledge in a shocking range of subjects, from the theoretical properties of an otherdimensional portal, to the calculations needed to find out how much salt to put in a sensory deprivation tank. Even more impressive, however, is your teaching ability. Even for the most complex subjects you know, you'll find a way to explain the basics to anyone In a way that makes sense to your target audience.

SIXTH SENSE STATIC (200 CP, discount Scientist)
You're unreadable. Putting on a perfect poker face is instinctual, and no attempts to read your motive or alignment will turn up any results, whether mundane or supernatural. Any supernatural attempts to channel you, scry on you, or read your mind in any way will turn up as static.

MAD SCIENCE (400 CP, discount Scientist)
You're one of the few people that understand the science of all this. Given the time, resources, and equipment, you could do things like create permanent or temporary gates to the upside-down or learn enough about the monster(s) to start your own projects with them, like a Jurassic Park for the aberrations of the Upside-Down or even the militarization of them.

MK ULTRA (600 CP, discount Scientist)
You've learned the true potential of project MKUltra. You're beyond the early days of hallucinogenics and sloppy cover-ups, now you can directly unlock an individual's untapped psychic power. A very small percentage of the population has this potential, and by directing someone through a series of mental exercizes combined with sensory deprivation, you can realize it.

-UNDISCOUNTED SKILLS-

PARTY ROLE (150 CP)

You provide a certain set of benefits to those who would travel alongside you, whether in the form of direct skills or more subtle means. Pick one of the following roles. You can 'multi-class' by purchasing this again and choosing a different role.

- **Bard: You bring comic relief to even the most dire of circumstance, often without even meaning to. This not only helps to generally lighten the mood of your allies, but also to keep the party grounded enough to ward off madness for a good bit longer than they normally would. In addition to your comedic ability improving, you become much better at empathizing with other creatures.**
- **Cleric: You are the light at the end of any dark tunnel. When your allies look to you, they intervene on your behalf with the knowledge that they are fighting for a worthy cause. In addition, you become highly resistant to traumatic mental effects (both natural and supernatural) such as fear and madness.**
- **Fighter: You bring an air of bravado and toughness with you that makes your allies feel like they are in capable hands. Whenever you put on a noticeable show of bravery, martial skill, or general grit, you gain an adrenaline surge, pushing you beyond your normal limits for a brief time (typically just long enough to last through the next encounter). In addition, you gain considerable skill at hand-to-hand combat, especially one-on-one.**
- **Mage: You bring an air of the mystical and unknown with you, which makes otherwise alien and creepy scenarios easier to deal with for your party whenever you're with them. This effectively shifts the genre of the scenario away from a terrifying horror film and towards an exciting action thriller. In addition, your concentration on any supernatural effects (spells, psychic powers, etc) are twice as hard to break.**
- **Paladin: You follow through on your own beliefs and commitments strongly, which allows your allies to hold true to their beliefs and commitments to each other, even during times of crisis. While you're around, your party functions at an acceptably respectful level while they would otherwise be in a conflict, and play perfectly off of each other's strengths while they have no quarrel.**
- **Ranger: You excel at the sane, rational approach to things, which grants your allies a practical caution in situations you perceive to be potentially dangerous. This caution grants a noticeable increase to reflexes and perception. In addition, your skill with ranged weapons of all kinds greatly increases.**
- **Rogue: Sometimes, the most efficient path to victory involves bending some rules, and this is where you excel. You are willing to take risks others would be hesitant about, and this makes your allies more comfortable when breaking rules or going into uncharted territory. In addition, you gain skill lockpicking, attacking unseen, and skateboarding.**

BIKE WHEELER (50 CP)

You gain the benefits of 5 years of training riding a bike, and become capable of truly impressive stunts. You will never forget any of your training.

ARTIST (50 CP)

You become a great illustrator, sketch artist, painter, and you can even make crayon drawings look impressive.

BASIC (50 CP)
You know BASIC as well as you do your first language. Maybe some day this skill will save lives.

GAME MASTER (100 CP)
You gain near-preternatural ability in the areas of solving puzzles and playing video games.

MATCHMAKER (100 CP)
You are a practiced matchmaker, knowing just what to say to get two people together. After just a few words on your part, relationships become inevitable. While this doesn't necessarily guarantee the chance of that relationship turning out well, you do gain a sixth sense for which matchups *could* do well.

SOUNDTRACK (100 CP)
You gain a toggleable mental soundtrack that you can optionally choose for other creatures to hear as well. This soundtrack consists of custom synthwave music similar to the Stranger Things OST and/or 80s hits. If you have the Telephonesis ability, you can play the track through nearby electronic speakers.

FLATTERING FLIRT (100 CP)
When you compliment someone who has the capacity to be attracted to you, their interest in you increases greatly. In addition, people won't find it strange when you try to get information out of them via seduction.

CONSPIRACY KING (150 CP)
You have expertise in detective work, both the conventional and the considerably less so. In time, you could figure out all the details of even the most airtight conspiracies. Meanwhile, you have all the skills you need to evade those who would eliminate you to protect those secrets: finding a hideout, keeping a low profile, and preparing for the worst.

BEAST WHISPERER (150 CP)
Whether innate or learned, you have a great bond with beasts of all kind- even the otherworldly. When you interact with a creature of animal-level intelligence that isn't immediately aggressive and treat that creature with compassion, they respond as a domesticated animal such as a dog or cat would rather than deciding to bite off your hand. In addition, creatures you treat well are highly likely to remember your kindness, and they may later return the favour.

ABILITIES

The abilities in this section can only be purchased by those with the Experiment background. You can choose any one ability within the section to be discounted. Powers gained through this section cause a minor bloody nose when used, which optionally goes away post-jump. All abilities here can be trained to increase potency.

EMOTIONAL POWERS (free Experiment, Experiment only)
Psychic abilities you use when intensely emotional are boosted in power significantly. Additionally, choose one emotion. This emotion boosts your power to even greater levels.

TELEKINESIS (200 CP, Experiment only)
The ability to manipulate objects at a range with your mind. From turning off a noisy fan to launching the bad people's van, the possibilities are endless. Unfortunately, line of sight and concentration are both required. The power of this ability increases slowly over time, but it is highly impacted by Emotional Powers- while your chosen emotion is in effect, your telekinesis is both stronger and more versatile, able to move great weights or achieve tasks such as closing a portal.

TELEPHONESIS (100 CP, Experiment only)
The ability to channel audio surrounding a specific subject through electronic speakers, such as listening to all audio within hearing range of a person you imagine. Fantastic for spying or figuring out if someone in another dimension is alright. You can also channel your thoughts through an electronic speaker. Using this will sometimes violently and chaotically disrupt or destroy electronics (post-jump, electronics are no longer destroyed).

BIOKINESIS (100 CP, requires Telekinesis, Experiment only)
This ability allows you to use your telekinesis to manipulate the inside of a creature's body, counting line of sight towards the creature as line of sight towards all their internal organs. You could make someone pee their pants, squeeze someone's lungs to drown them on land, or even crush people's brains.

LEVITATION (100 CP, Experiment only)
You can levitate up to a foot above any solid or liquid surface at will. You can float in any horizontal direction you choose at your base walking speed. In time, you might be able to float at your jogging or even sprinting speed instead.

NIGHT VISION (100 CP, Experiment only)
You gain perfect clarity of sight, even within complete darkness. Useful for surprise attacks in the dark or navigating when the lights start to flicker out.

SUPERNATURAL CONSTITUTION (100 CP, Experiment only)
You are immune to radiation and supernatural illness, allowing you to travel the Upside-Down without any ambient ill effects. In addition, you are immune to being possessed while conscious and not physically within the Upside-Down, territory claimed by the Upside-Down, or any parallels ('otherworldly planes' such as Hell, the Shadowfell, etc).

MENTAL VOID (200 CP, Experiment only)
By placing yourself in sensory deprivation, you can focus on a subject (a person, creature, or object) and find them within a mental void realm, seeing the current state of the subject. If you also have Telephonesis, you can channel audio from the subject into an electronic speaker nearby to you or speak through an electronic speaker near the subject. With about a year of practice, you can do this using only a blindfold.

PSYCHOMETRY (100 CP, Experiment only)
By touching an object, you can gain faint notions of it's history and significance. You can gain more detailed information by focusing on the object, which allows you to see visions from the object's past.

TRUESIGHT (300 CP, Experiment only)
You can focus your vision to see things as they really are. This allows you to see creatures in the upside-down. In addition, you can see through illusions using this, and the true form of any shape-shifting beings (as long as they have a definitive true form).

TELEPATHY (100 CP, Experiment only)
You can communicate with any creature you can see that knows at least one language by projecting a voice into their thoughts. You can control what this voice sounds like to them. The target can understand your message even if you do not speak it in a language they understand, but they have no special ability to reply.

MIND SKIMMING (200 CP, Experiment only)
By focusing on a creature you can see, you can read their surface thoughts. You gain no special ability to understand these thoughts, so reading your dog's mind will not be incredibly useful. By training this ability, you might be able to focus on someone in order to pry deeper into their memories.

INFLUENCE ANIMALS (300 CP, Experiment only)
Your psychic abilities can now be used to sway animals. The amount of control you have over them is directly tied to their size. As you start using this ability, the most you could do to a bear is scare it off, but you're capable of near complete control of a small animal, such as a rat or crow, all day long. With practice, you can greatly improve on this ability, becoming able to control a bear or two or a swarm of vermin. It is impossible to control beasts from the upside-down with this ability, but it is sometimes possible to influence their emotions to scare them off briefly.

DISRUPT ELECTRONICS (400 CP, Experiment only)
You gain the ability to directly disrupt electronic devices. You could cause someone else's flashlight to flicker out and die, make someone's phone violently malfunction, zapping them, or open electronically locked doors. With training, you might be able to shut down power to an entire building.

OUT OF PHASE (400 CP, Experiment only)
You have the ability to push through barriers, warping and distorting them to the point of breaking. By concentrating and pushing on a barrier that is no more than one foot thick, you can temporarily change the material into a movable substance that stretches. Enough pressure will create a hole you can enter. You may choose for the hole to seal after you pass through it. After about a year of becoming used to this ability, you can use it to create temporary portals to the Upside-Down.

SIGHTS UNREAL (600 CP, Experiment only)
By focusing, you can cause one or more people you can see to see things that aren't there, from as minor as a butterfly to as major as great iron walls rising from the ground into the sky. In addition to making others see things that aren't there, you can cause them to not see things that are there- such as preventing them from noticing you and your allies.

LIFE DRAIN (600 CP, requires Biokinesis, Experiment only)
When you use biokinesis on a living entity, you can induce a necrotic rot that withers the target away slowly. You sap life force equal to the amount of life drained away by the rot, healing you as the target is damaged. Life yield from pumpkins is especially good. Not currently a great tactic mid-battle due to the slow speed, but could become viable in combat with extensive training. Direct contact speeds up the process.

EQUIPMENT

These are your worldly possessions. Some might come in handy for the events to come. Much like skills, certain identities have discounts on certain selections, which allows them to be purchased at half price. Misplaced or destroyed items reappear in your warehouse (or on your person, if you have no warehouse).

TOY (50 CP)
Maybe you're jealous of the kid's minis, millennium falcon, or Rory, the toy dinosaur that really roars. Pick any one toy from the show, you gain a near-perfect replica of it. Alternatively, this could be a thematically appropriate toy, such as a stuffed animal or action figure version of the Demogorgon. Can be purchased multiple times.

CLOTHES (50 CP)
Two weeks' worth of setting-appropriate outfits of your choice. At the same time, you may also choose any clothes you own to be imported to gain the appearance of setting-appropriate clothes. Can be purchased multiple times.

EMERGENCY RATIONS (100 CP, discount Civilian)
A backpack filled with setting-appropriate junk food including, but not limited to, nutty bars, bazooka bubble gum, pez, smarties, pringles, (real) nilla wafers, 3 musketeers, apples, bananas, and trail mix. For some reason, it is nutritious enough to sustain a small group of people for a day (or one person for seven days), and replenishes once a week. You may import a bag or backpack of your choice to gain this property.

WALKIE-TALKIES (100 CP, discount Civilian, Cop)
A set of two walkie-talkies. For some reason, these seem to never run out of power, and they can transmit messages much farther than normal. In addition, the messages they send are completely untraceable. This can be purchased multiple times to gain more sets, all of which link to each other.

COOL BIKE (100 CP, discount Civilian)
This cool bike can seat two people and has a built in headlight that is powered by pedalling without making it harder to pedal. It's surprisingly fast for a bike, never needs maintenance, and it's nearly indestructible in case you crash. Alternatively, an existing bike you own can be imported to gain these benefits if you like. Can be purchased multiple times. Helmet not included.

SKATEBOARD (100 CP, discount Civilian)
A skateboard of your choice in design. It is highly durable, never needs replacement parts, glides quickly along the ground, and turns much better than a skateboard is normally capable of. The best you could ask for in a mundane skateboard.

HANDKERCHIEF (100 CP, discount Experiment)
A handkerchief of your choice in design. It seems to slowly clean itself, capable of doing so completely in the course of an hour. Useful for those with frequent nosebleeds. You wouldn't want to stain your clothes now, would you? Can be purchased multiple times.

GUN (100 CP, discount Cop)
A setting-appropriate gun of your choice. Anything from revolvers to the later-used submachine guns with attached flashlights are available. At the beginning of each day, the gun will generate enough ammunition for one full reload. Alternatively, an existing gun you own can be imported to gain the appearance of a setting-appropriate gun and the ammunition generation property. Can be purchased multiple times.

RUSTIC CABIN (200 CP,discount Cop)
A rustic cabin in an area of remote forest nearby your starting location. It has a fireplace, up to five rooms, and comes pre-furnished. Running water, electricity, and lighting are installed, as well as a refrigerator, microwave, toaster, and television set. A hidden trapdoor in the floor leads into a storage basement. In future jumps, it starts in the nearest area of remote forest to your starting location. If there is none, it tries its best.

HAZARDOUS MATERIAL SUIT (100 CP, discount Scientist)
This suit protects the wearer fully from radiation, moderate heat, acid, toxic environments, and bad vibes. It also doubles as light physical protection, softening blows somewhat, but tearing easily. The suit will repair itself over the course of an hour if not completely destroyed. Can be purchased multiple times.

FLAMETHROWER (200 CP, discount Scientist)
Essentially a proton pack for fighting real monsters. A gas canister backpack connects via a tube to a rifle-like device that can spew fire in a 160-foot line continuously while the trigger is held. Notably, creatures from the Upside-Down seem to be vulnerable to fire and heat. The canisters contain enough gas for up to 2 hours of continuous fire and regain 1 minute's worth for every minute not in use.

RESEARCH NOTES (200 CP, discount Scientist)
A pamphlet of notes about the monster. While they don't go into extreme detail, they note it's known abilities, behavioural patterns, and it's most common hunting grounds based on past attacks. When you encounter new monsters, you'll receive similar reports on them.

MONSTER TRAP KIT (200 CP)
A box filled with bear traps, gasoline, lighters, matches, a lot of bullets, steel wire, Christmas lights, pitons, rope, and more. Everything you need to catch a monster, if briefly. Supplies self-restock once a week.

NAIL BAT (200 CP, discount Civilian)
An intimidating wooden baseball bat with nails through it. Whenever you land a solid hit on an unearthly or unnatural creature with this bat, you strike true, dealing as much damage as your strength allows and leaving the creature momentarily staggered or flinching.

CAR (200 CP, discount Cop)
A setting-appropriate car of your choice (yes, even the 'Rock You Like A Hurricane' car). It requires no fuel, and is much more advanced than its model should be, allowing it to be faster and more maneuverable. Any damage the car takes will be self-repaired over the course of a week. Alternatively, an existing vehicle you own can be imported to gain the appearance of a setting-appropriate car and the benefits described. Can be purchased multiple times.

TRANQUILIZER NEEDLE (100 CP, discount Scientist)
This needle can be injected into a target (most effectively human-sized or smaller, and on the neck) to tranquilize them. The needle holds enough tranquilizer to take down three targets, and refills hourly.

WAREHOUSE

The following are modifications to the Cosmic Warehouse. If you do not yet have a warehouse, you may take any of these options and have them apply when you gain one during the Cosmic Warehouse supplement.

EGGO CENTRAL (100 CP, discount Civilian)
A kitchen counter with four toasters plugged in, a cabinet filled with syrup, and a fridge stocked with unlimited boxes of Eggos and salted butter. There are also alternative toppings, such as various fruits, candies, fruit syrups, whipped cream, frosting, and sprinkles. A small table to eat at and a sink for washing off syrup are included as well.

BLANKET FORT (100 CP, discount Civilian)
The inside of your warehouse, or a section of it you choose, is now a giant blanket fort. An endless supply of pillows and blankets are included, all of which are fantastic for building forts with. Your warehouse also contains a stockpile of very comfy pajamas for you and all your companions. Strangely, being filled with blankets and pillows doesn't seem to make your warehouse any more of a fire hazard.

ARCADE (100 CP, discount Civilian)
An 80's arcade filled with all kinds of games, from Dragon's Lair to Dig Dug to Galaga to Joust. Notably, all the machines have 6-character high score names rather than 3-character names, but this is otherwise much like a normal arcade. After you purchase this, you will gain the choice at the end of each jump (including this one) to have an arcade machine installed which is loosely based on the setting of that jump. While some.. artistic license is taken with the games (you don't remember being attacked by quite that many owls), they are actually very high-quality.

D&D ROOM (100 CP, discount Civilian)
This is the ultimate room for playing Dungeons & Dragons. In the center of the room is a maple wood table and comfy chairs. The closet is stocked with dice, character sheets, miniatures, rulebooks, and supplements for every edition of D&D (or any other tabletop system desired), which adapt to the current DM's

house rules. Decorations of your choice are available (such as a mounted dragon skull, or a painting of a favourite monster), and a surround sound system is installed to play music or ambient sounds. By unexplainable luck, dice never fall off the table in this room.

CREEPY SURVEILLANCE ROOM (200 CP, discount Scientist)
A dimly lit room filled with one long desk, all five of the chairs facing one direction at a featureless wall. Each chair has a pair of headphones for listening. The room comes with a box of tiny, easily hideable microphones. By placing one of these microphone somewhere, you gain the ability to listen in on that immediate location from this room. The box has 20 microphones, and replaces any removed each midnight.

SENSORY DEPRIVATION TANK (300 CP, discount Scientist, Experiment)
An advanced sensory deprivation tank or a kiddie pool that functions just as well. While inside, one can enter a dreamlike state, clearing their mind and allowing them to focus their psychic powers on a specific task, like channeling somebody far away.

COMPANIONS

For 100 CP, you may choose to bring one of your companions into this world. For 300, you may instead bring up to eight. They each gain a background and 500 CP to spend on skills, abilities, and items. Companions cannot buy additional companions, modify the warehouse, or take complications. You can spend your own CP to make purchases for your companions at a conversion rate of 1 CP to 1 CP.

For 200 CP, you may take any one character from this setting along with you for future adventures, as long as they are alive and willing. The character can be a canon companion or one of your design native to the setting. This option can be taken multiple times.

For 100 CP, you encounter a demodog pollywog; a fat, tadpole-like creature with two tiny front legs. If fed, it will grow two larger back legs, then grow into a roughly dog-shaped and sized creature with a five-part mouth within approximately 2 days. This creature is incredibly strong for its size and build, and it seems supernaturally good at burrowing. It can scale vertical surfaces easily, and has a deadly pounce that can quickly knock a man to the ground. It has the Disrupt Electronics ability, and the strength of this ability increases exponentially when more demodogs are in the vicinity. Around 5 of them could power down a large laboratory building, while 3 could take out a large house. This option can be taken multiple times.

For 500 CP, you encounter a wounded demogorgon. If you house and feed it while it returns to health, it will take a liking to you. It has the Telekinesis, Truesight, Disrupt Electronics, and Out Of Phase abilities. Further, it can create brief portals to and from the Upside-Down, can rapidly regenerate in response to major wounds, and has an uncanny ability to detect blood. It doesn't like fighting it's fellow monsters, but will to protect you.

COMPLICATIONS

You have the option to take one or more complications to gain extra Choice Points. You may gain up to 600 Choice Points in this way, though you may take as many complications as you like. All effects of the complications below disappear once you finish this jump.

EXTENDED/ SHORTENED STAY (+0 CP)
You can choose to limit your stay for as short as one year or as long as fifteen.

SELF-EXPERIMENTATION (+0 CP, Scientist only)
You can purchase one 'Experiment only' Ability at a discount, but must take the 'Serious Nosebleeds' complication for 0 CP gain. If you choose to, you can also take both 'Crypticism' and 'Claustrophobia' for 0 CP gain in order to purchase up to two more Abilities at-cost.

EXPOSURE (+0 CP)
You can purchase one 'Experiment Only' Ability at a discount, but must take the 'The Vanishing of Jumper' complication for 0 CP gain. If you choose to, you can also take 'Serious Nosebleeds' for 0 CP gain in order to purchase up to two more Abilities at-cost.

ONE-TRICK PONY (+100 CP, Experiment only)
You gain one Ability for free, but can purchase no other Abilities.

CLAUSTROPHOBIA (+100 CP)
You are terrified of tight spaces. Even a small bathroom would be enough to scare you, while being stuck in a closet could send you into a panic.

INFIGHTING (+100 CP)
You and your allies will be put into conflicts of interest many times during your stay here, and this results in argument and discord far more than what is usual. If it gets too bad, it might come to physical blows or things getting broken. No matter how good your communication or compromise skills are, there will inevitably be issues that come up that drive conflict between you and your allies. If you have no allies, this instead impacts anyone you interact with.

CRYPTICISM (+100 CP)
Your speech during this jump is severely limited. In fact, you can only say 246 words per 6 days. After that, you'll forget how to speak until the next set of 6 days. In addition, you can only speak phrases of up to 7 words in length, with at least a couple seconds of pause in between phrases. If you have the Experiment background, gain 200 CP from this instead of 100.

BREATHE. SUNFLOWER. RAINBOW. 450. 3 TO THE RIGHT. 4 TO THE LEFT. (+200 CP)
For one week of every month, you will enter a semi-unconscious state. While in this state, you will only be able to view one traumatic scene from your past on repeat. In the real world, you will say a couple words related to what you're experiencing on repeat. Any attempts to communicate with you will fail, and other people's attempts to communicate via psychic or otherwise supernatural powers will only result in them seeing the same visions you do (though they can exit this state voluntarily).

XENOGORGONS (+200 CP)

The Demogorgon is no longer here to hunt, it's here to reproduce (and also hunt). About half of the monster's victims are dragged to the upside-down and converted over the course of a week into infant monsters, which take just another week to mature. After they mature, they will attack more people, especially those they knew when they were a person.

ALTER EGGOS (+200)

Numerous number-named young people, violently loyal to Doctor Brenner, will be aiding the Hawkins National Laboratory in all their endeavors. Their powers are on par with the most powerful superpowered entity in the world at the time, which is likely you if you've been through several jumps before this one.

SERIOUS NOSEBLEEDS (+300 CP)

Whenever you use a supernatural ability of any kind, whether from this jump or another one, you get a minor bloody nose. Repeated use will turn that into a much worse bloody nose, then to a horrible headache, then to passing out. Stretching an ability to its limit or using an ability that clearly outclasses any seen on the show will very quickly bring you to at least the headache stage, which takes a while to shake off. If that wasn't bad enough, many people (including Brenner's men) watch for bloody noses as a sign of supernatural abilities, and creatures from the Upside-Down can track blood extremely well (even across dimensions). Also effects companions.

MISSING PROPERTY (+300 CP)

Doctor Brenner and the rest of the Hawkins National Laboratory are responsible for your appearance in this dimension. They know about all abilities and resources you have, and have developed elaborate and specific counters for each of them. They will relentlessly pursue you above all else, using technology from your past jumps and a detailed file they have on you. This also applies to any companions you have. It's likely that you'll have to rely on strangers to hide you.

THE VANISHING OF JUMPER (+300 CP)

The Demogorgon. It got you. At the beginning of this jump, you are trapped in the upside down, with a fleshy wormlike creature down your throat, in a state of sleep paralysis you can't escape yourself. You'll have to rely on your friends to get you free. Even if you escape, the memories (as well as the disgusting slugs you keep puking up occasionally) will haunt you. If you take the Xenogorgons complication, you will become an infant monster if left in this state for one week or more.

THE MONSTER (+300 CP)

Creatures from the Upside-Down have immense resistance to supernatural effects. Magic and psychic abilities have far less impact. This works against your own supernatural defenses as well- monsters will simply ignore them. If that wasn't bad enough, the Demogorgon has received a noticeable boost to its cunning, allowing it to overcome near any obstacles. It will use its phase ability to climb inside your AT-AT, it's electric disruption to shut down your gadgets, and it's telekinesis to break your legs so you can't run. Even if you're too much for it, the monster will simply vanish into the upside-down and start pursuing easier targets.

MY WORLD IS TURNING UPSIDE-DOWN (+400 CP)

The laboratory portal is especially potent. It expands, corrupting the entire laboratory (Doctor Brenner and his scientists quietly move to their backup laboratory, unharmed and unhindered). The corruption spreads quickly, turning people and creatures into monstrous versions of themselves, disrupting electrical systems, and distorting the world until it is completely merged with the upside-down. You, along with 10% of the rest of the world, are immune to the corruptive transformation, but must find a way to survive in this nightmarish realm. Maybe with enough information from the old lab, it would be possible to create a cure for the world, but that lab is the ground zero for corruption, teeming with ferocious monsters. It would be very difficult, to say the least.

REIGN OF THE SHADOW MONSTER (+400 CP)

The ominous beast looming over Hawkins is much more intelligent and powerful than seen on the show. He is capable of connecting demogorgons to his 'hive-mind' and sending them out to drag people to the Upside-Down specifically for the purpouse of possessing them. His tunnels run much deeper and are far more well-protected. The rift to the Upside-Down is guarded not only by hundreds of demodogs, but also at least a dozen demogorgons. If these defenses begin to fail, the Shadow Monster will enter through the rift and target assailants with incredibly powerful versions of telekinesis (often attempting to toss creatures through the rift) and life drain.

ENDING

After your time in this world is up, you must make a choice.

- **You can choose to RETURN HOME, ending your chain. You wake up wherever you were at the time of your vanishing, as if from a dream, but you keep everything you've gained.**
- **You can choose to STAY HERE in the world of Stranger Things. You are forever gone from your home dimension.**
- **If you want to continue your chain, you may choose to MOVE ON to the next world.**

NOTES

- **This is version 2 of this jump, updated up to season 2 of Stranger Things. As a failsafe to prevent this jump becoming outdated, if a new season of Stranger Things has been out for over a month and I haven't made an update for it (or stated intention to do so), anyone can make a new version of this jump.**
- **If for some reason you decide to place a gate to the upside-down inside your warehouse, any structural damage, sickness, dimensional instabilities, or unexpected visitors are entirely your fault.**
- **The wounded demogorgon available in the Companions section is not the same demogorgon seen throughout season one.**
- **Selections that are listed as free are optional.**
- **All creatures from the Upside-Down are assumed to have some level of weakness to heat, fire, and light. If you have taken the 'The Monster' drawback, supernaturally created heat, fire, and light are resisted along with other magical effects, having very little effect.**