Jumpchain: Idiocracy

A Jump By KaizeRorg

Introduction
Welcome to the absurd world of "Idiocracy", where in the year 2505, humanity has plummeted into a cesspool of stupidity. After a failed military hibernation experiment, an average man awakens in a future where society's intelligence has collapsed due to mindless reproduction and pop culture obsession. Cities are trash heaps, language is a garble of grunts and slang, and a flamboyant former wrestler-turned-porn-star president rules the chaos. You arrive in this deranged world, where intellect is a rarity, and technology is a mockery of progress. Will you be a genius striving to lift civilization from the abyss, or blend into the madness as part of the mindless masses? Over 10 years, you must survive, manipulate, or rebuild this idiotic world, where even water has been replaced by an energy drink.

You receive 1000 CP to prepare for this satirical nightmare.

Setting
The story unfolds in 2505, in a dystopian America where humanity has devolved into absurdity. Cities drown in garbage, buildings crumble, and culture is reduced to shows like "Ow! My Balls!" and fast food. People barely speak, communicating in mumbles and slang, while technology—from robo-surgeons to energy drink dispensers—operates at a parodic level. The government, led by a charismatic but dimwitted figurehead, is incapable of addressing crises like food shortages caused by irrigating crops with "Brawndo." Corporations such as "Carl's Jr." and "Brawndo" dominate the economy, peddling junk and services like "extra food." You start in the heart of this chaos, where intelligence is your greatest asset, and stupidity is the ultimate foe. From littered streets to the arenas of "Monday Night Rehabilitation", the world is a minefield of dangers but also offers opportunities for those who can think.

Location
Roll a 1d8 or pay 50 CP to choose your starting point:

1. Washington, D.C.: The trash-choked capital, where the White House hosts presidential spectacles, and streets teem with mindless crowds.
2. Costco Megastore: A colossal supermarket selling everything from food to “services.” Crowds and chaos make it a hub of disorder.
3. General Hospital: A dilapidated clinic with robo-surgeons issuing diagnoses like “you’re fine.” Perfect for espionage or scavenging medical supplies.
4. Monday Night Rehabilitation Arena: A gladiatorial junkyard with monster trucks like "Ass-Blaster". Disputes are settled with fists and spectacle.
5. Brawndo Farm: Fields where crops are irrigated with energy drinks, leading to famine. Hunger and riots are constant threats.
6. Fuddruckers Broadcast Tower: A studio airing "Ow! My Balls!" and news with scantily clad hosts. The epicenter of media absurdity.
7. Abandoned Suburb: Ruined neighborhoods inhabited by society’s dregs. Quiet but rife with looters and odd relics.
8. Free Choice: Any location in the 2505 world, from garbage-strewn cities to desolate wastelands.

Age and Gender
- Age: Roll 2d8+20 (22–36 years) or choose any human age for 50 CP. Your appearance is your choice, but the 2505 style—gaudy sneakers and brand logos—adds flair.
- Gender: Remains as in your previous jump or can be changed for 50 CP.

Origins
Choose one origin. All can be Drop-In, starting without local memories or ties.
- Genius: A rare intellect whose IQ sets you apart. Your mind is a weapon, but the masses fear or despise you.
- Corporate: A cog in the corporate machine, tied to entities like "Brawndo" or "Carl’s Jr.". Your power lies in wealth, but you’re bound by their rules.
- Idiot: A member of the mindless crowd, living for shows and fast food. Your simplicity is your shield, but intellect is your weakness.

- Outsider: A relic from the past, like a thawed soldier. Your 2005 knowledge is an edge, but this world is alien to you.

Perks

Perks costing 100 CP are free for your origin, others are 50% off. All abilities reflect the satirical world of "Idiocracy", where intellect, charisma, and survival are key.

General Perks

- Future Slang (100 CP): You blend into 2505 like a native. You master their mumbled speech, slang, and gestures, from “get more” to “you’re fine.” People see you as one of them, even if you’re sharp.
- Chaos Survival (200 CP): You’re adept at navigating disorder. Trash heaps, mob crowds, and broken tech don’t faze you. You find food, shelter, or an escape, even when the world collapses.
- Crowd Charisma (400 CP): Your charisma captivates even the dullest mob. You can persuade them with speeches or stunts, your words resonating like their favorite show, making them trust you.
- Era’s Mind (600 CP): Your intellect is a beacon in this foolish world. You maintain clarity under the weight of stupidity, solving problems from tech repairs to crowd control. Your plans rarely fail, keeping you one step ahead.

Genius

- Last Brain (100 CP): Your IQ is a rocket in a world of dimwits. You think faster, from puzzles to tech analysis. People view you as a leader, even if they don’t grasp why.
- Sparks of Brilliance (200 CP): You can fix or enhance the shoddy tech of 2505, from robo-surgeons to "Brawndo" dispensers. Your creations work, even if the world scoffs.
- Past Science (400 CP): You retain 2005 knowledge—physics, agriculture, engineering. This lets you devise solutions, like irrigating with water instead of energy drinks, or rebuilding junkyard systems.
- Civilization’s Brain (600 CP): You can reshape this world. Your intellect crafts plans to rebuild society—from farms to education. You can teach idiots, slightly raising their smarts, and create lasting systems.

Corporate

- Corporate Clout (100 CP): You know how to schmooze with corporations. You get discounts at Costco or Carl’s Jr., and their bosses see you as an insider, granting access to resources.
- Idiot Marketing (200 CP): You’re a pro at selling nonsense to the masses. Your ideas—ads or products—are embraced, even if they’re junk. You can manipulate markets for profit.
- Brand Power (400 CP): You can seize control of a corporation like "Brawndo". Your decisions shape their policies, from hiring to production, giving you a workforce and wealth.
- Corporate Empire (600 CP): You’re the shadow boss of the corporate world. You can reshape the economy, launching brands or products the mob devours. Your influence makes you untouchable, as long as you pay.

Idiot
- Dumb Armor (100 CP): Your simplicity is a shield. You don’t sweat complex problems, and the crowd accepts you as kin. You can shrug off stress that breaks smarter minds.
- Crowd Favorite (200 CP): You’re the life of every party. Your jokes, dances, or antics make you a star among idiots. They protect you, even when you mess up.
- Random Luck (400 CP): Your stupidity attracts fortune. You stumble into food, cash, or escapes, as if the world wants you to survive. This saves you in dire moments.
- Idiot Savant (600 CP): Despite your dimness, you can accidentally produce genius solutions, like irrigating with water instead of "Brawndo". Your bizarre actions lead to success, and the crowd worships you.

Outsider
- Man of the Past (100 CP): Your 2005 knowledge is near-magical. You understand old tech and can explain simple concepts, like “water isn’t toilet juice,” to baffled locals.
- Absurd Adaptation (200 CP): You quickly adjust to this idiotic world. Broken machines, dumb chatter, and chaos don’t throw you off. You thrive among them like a native.
- Leader from Yesteryear (400 CP): You can rally the crowd with 2005 logic. Your speeches or actions make idiots see you as a savior, even if they don’t get your words.

- Future Archaeologist (600 CP): You can uncover and restore past tech or knowledge buried in ruins, from old computers to books. You revive progress, reshaping this world.

Items
Items costing 100 CP are free for your origin, others are 50% off.

General Items
- Future Outfit (100 CP): A garish 2505 ensemble—sneakers, "Brawndo" logo tee. Durable, self-cleaning, blends you with the crowd.
- Brawndo Can (100 CP): An endless supply of energy drink. Boosts stamina but doesn't quench thirst. Refills daily.
- Fuddruckers TV (400 CP): A portable screen airing "Ow! My Balls!" or 2505 news. Can broadcast your messages to sway the mob.
- Trash Vault (600 CP): A hidden cache in the ruins, stocked with food, water, and old tech. Refills monthly, secure from looters, follows you across jumps.

Genius
- 2005 Calculator (100 CP): A functional old calculator. Aids in tasks from crop math to tech fixes. Locals can't fathom it.
- Science Book (200 CP): A 2005 textbook on physics and chemistry. Updates with new knowledge, from agriculture to engineering.
- Genius Lab (400 CP): A portable toolkit with chemicals. Enables crafting basic tech or potions, like fertilizers.
- Past Computer (600 CP): A 2005 laptop with that era's internet. Stores science and culture data, unbreakable, follows you across jumps.

Corporate
- Brawndo Badge (100 CP): A corporate pin granting discounts at "Costco" or "Carl's Jr.". Marks you as a VIP to locals.
- Corporate Contract (200 CP): A deal giving you a stake in "Brawndo" or "Carl's Jr.". Yields monthly income if you play their game.
- Ad Drone (400 CP): A flying bot broadcasting your ads. Convinces the mob to buy your goods or heed you.
- Corporate Office (600 CP): A "Brawndo"-style HQ with cash and resources. Grants local economic control, follows you across jumps.

Idiot
- Fast Food Coupon (100 CP): An unlimited "Carl's Jr." voucher. Provides "extra food" and mob respect.
- Mini Monster Truck (200 CP): A small, sturdy "Ass-Blaster"-style truck. Drives over trash, draws fans.
- Show Ticket (400 CP): A pass to "Monday Night Rehabilitation" or "Ow! My Balls!". Makes you a star, adored by the crowd.
- Idiot Shack (600 CP): A trashed but cozy home in the suburbs. Stocked with food, "Brawndo", and TVs, safe from looters, follows you across jumps.

Outsider
- 2005 Backpack (100 CP): A durable pack with 2005 food, water, and first aid. Refills weekly, invisible to locals.
- Old Phone (200 CP): A 2005 cellphone, network-free. Stores maps, books, and music, aids navigation.
- Past Motorcycle (400 CP): A 2005 bike, unbreakable, fuel-free. Outpaces monster trucks, perfect for escapes.
- Hibernation Pod (600 CP): A functional pod from the experiment. Can freeze you or others for years, secure, follows you across jumps.

Companions
- Local Dimwit (100 CP): A loyal but dim friend, versed in 2505's ways. Helps in fights or scavenging, but lacks brains.
- Companion Import (100–400 CP): Import: 1 for 100 CP, 3 for 200 CP, 8 for 400 CP. Each gets an origin, 600 CP, and free 100 CP perks/items.
- Canonical Companion (200 CP each): Convince a character to join:
  - Joe Bauers: An average 2005 guy, a genius in 2505. His logic and resourcefulness are your backbone.
  - Rita: A sharp woman from the past, skilled at survival. Her cunning aids in schemes.
  - Frito Pendejo: A dumb but loyal local. Knows the idiot world, useful in crowds.
  - President Camacho: A charismatic leader, wrestler, and showman. His clout opens doors if you sway him.
- Upgrayedd (300 CP): A slick hustler from the past, master of cons. His connections and boldness are assets if kept in check.

Drawbacks
Take up to +1000 CP to complicate your journey.
- Satirical Tone (+0 CP): The world leans more comedic, emphasizing absurdity. The plot remains, but the tone is lighter, per the film.
- Dumb Speech (+100 CP): You talk like a 2505 idiot, mumbling and cursing. Smart folks dismiss you.
- Empty Stomach (+100 CP): Food is scarce. You must scavenge to avoid weakness, and "Carl's Jr." isn't always near.
- Show Fanatic (+100 CP): The mob demands you star in "Ow! My Balls!" or "Rehabilitation". Refusal sparks riots.
- Corporate Foe (+200 CP): "Brawndo" or "Carl's Jr." see you as a threat. Their agents sabotage you, from vandalism to arrests.
- Fame for Stupidity (+200 CP): You're a star for being dumb. The crowd expects idiotic antics, and smart moves enrage them.
- President's Target (+200 CP): The leader wants you as a showpiece or scapegoat. His goons tail you, setting traps.
- Trash World (+300 CP): You attract disasters—landfill collapses, robo-surgeon malfunctions. Life is constant chaos.
- Mob Enemy (+300 CP): The crowd hates you as "too smart." They stage hunts, disrupting your plans.
- Idiot Sentence (+600 CP): You're public enemy number one. The president, corporations, and mob want you dead on "Rehabilitation". Survival is near impossible.

Scenarios
Each scenario is a challenge with two tasks, the first allowing departure after 10 years.
- Brain at the Top:
  First Task: Over 10 years, become this world's leader using your intellect. Fix farms, teach the mob, manipulate corporations—do whatever it takes to lift civilization. Failure leaves the world in stupidity.
  Second Task: Rebuild society, convincing the president and mob to follow your vision. Defeat corporations to restore water and food. Success saves the world; failure dooms it to chaos.
  Reward: 400 CP and the perk "Mind Architect". You can educate even idiots, raising their intellect, and rebuild systems from farms to governments.

- King of Idiots:
  First Task: Over 10 years, become the mob's idol using charisma and spectacle. Star in "Rehabilitation", feature in "Ow! My Balls!", win the crowd's love. Failure means obscurity.
  Second Task: Seize power as the new president, defeating the current leader in a show or election through mob manipulation. Success grants the throne; failure leads to exile.
  Reward: 400 CP and the perk "Crowd Icon". Your charisma makes you a god to masses, letting you sway any society, no matter how dim.

Final Choice
After 10 years, when the trash settles, choose:
- Go Home: Depart with your loot, companions, and future knowledge. +1000 CP.
- Stay: Remain in this world, ruling or reshaping it. +1000 CP.
- Next Jump: Move to a new world, carrying intellect or charisma.