THE GUY WHO DIDN'T LIKE MUSICALS

by mythSSK; v1.1

In the tiny town of Hatchetfield
Lived an awful grinch named Paul
He spends his day surfing the web
And not singing and dancing with us all
Should we kill him? Should we kill him?
Oh, he pines after a cute lil' barista
Isn't that worth a show-stopping fiesta?
But for some damn reason
He won't join our singing season
What an ass! What a bitch! What a cuck!
…
The guy just doesn't like musicals!

plus BLACK FRIDAY

Welcome to Hatchetfield, Jumper. This small, isolated town sits perched on an island in Lake Erie, Michigan. The Nantucket Bridge is the only connection to the mainland, though a seasonal ferry runs between Hatchetfield and its closest mainland neighbour, Clivesdale, for part of the year.

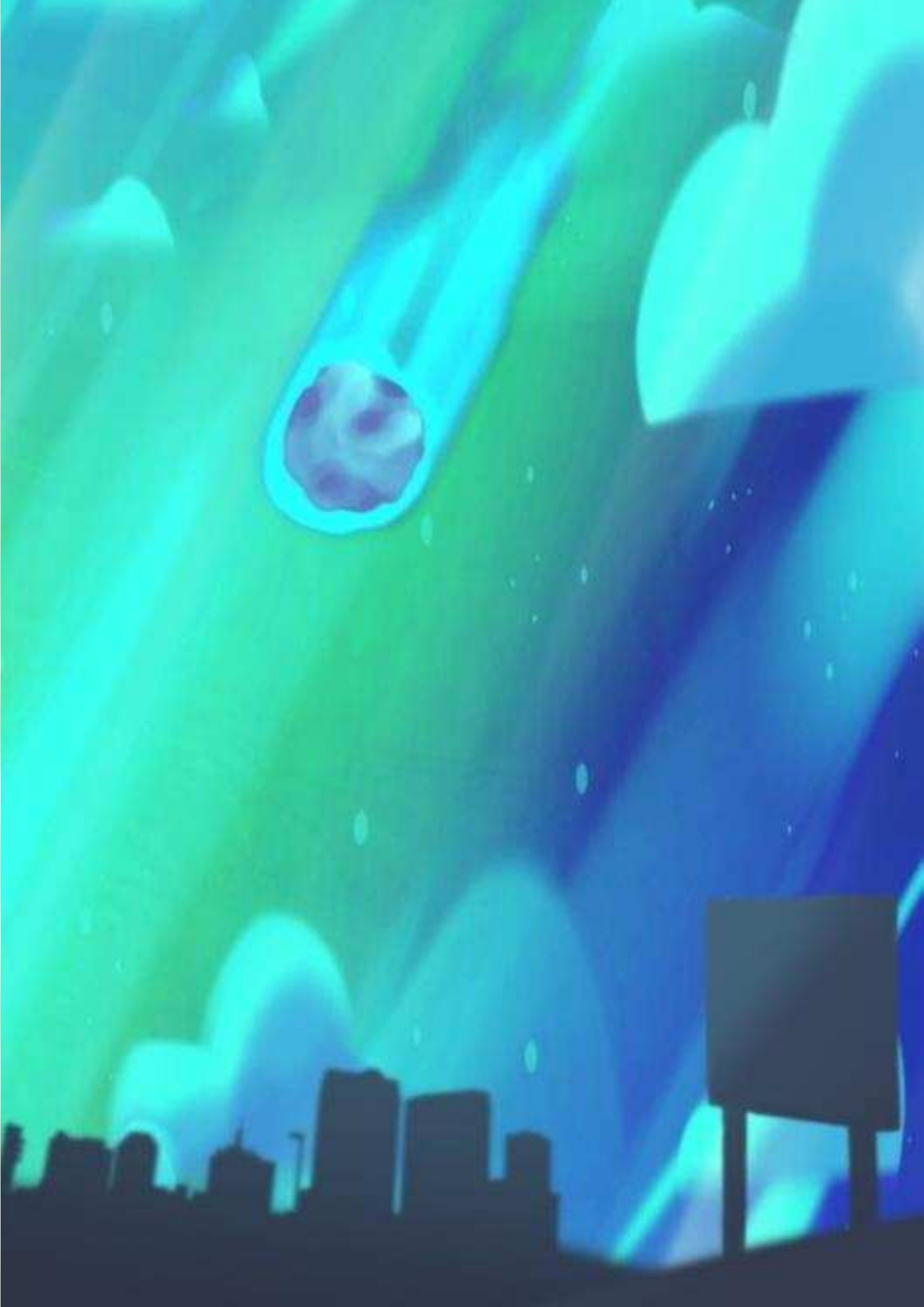
Ordinarily, not a lot happens in Hatchetfield. It's a stock-standard, boring Midwestern community where the most pressing news story is the current status of the GoFundMe for Peanuts, the Hatchetfield Pocket Squirrel (they've almost raised enough to build him his own squirrel house!).

It isn't exactly the sort of place you'd expect the fate of the world to be decided. However, last night a mysterious storm brought with it something that will change life in this small town forever. A malevolent alien intellect has arrived in Hatchetfield, riding a meteor down to Earth, and has already started to infect the residents.

If nothing changes, this malign extraterrestrial influence will run rampant through the town. Eventually it will spread to the mainland and, from there, to the rest of the planet.

You will be staying here for the next 10 years.

You have **1000 cp** to spend.



ORIGINS

Choose one origin for free.

Drop In

You appear in your starting location with no prior history in this world. It might be a good idea to watch your step—PIEP is already investigating the events currently unfolding in Hatchetfield and they have a long history of locating and terminating extradimensional threats.

The Guy/Gal

You've lived in Hatchetfield your whole life and have never really felt the desire to leave or change things. While you may not be 'happy', you're at least content with your lot… which makes you the perfect everyman protagonist for a musical! One thing, though: you really, *really* don't like musicals (what are you even doing in this world?).

Office Worker

The office is a melting pot of pressure and stress. Meeting deadlines, dealing with asshole colleagues, dodging signups for the company softball league, navigating distraught co-workers… the list goes on. In most stories you'd be one of the supporting characters, not the lead. Musicals? Sure, you enjoy them as much as the next person.

Musical Fiend

Something wonderful is happening in your little corner of the world—musicals are coming to life! You had a job, a life, maybe even a family once, but that doesn't matter anymore. Before whatever you are now, your first passion was MUSICAL THEATRE. A longing has been reawakened in you. Get out there and dance!

Military

You work for PIEP (Paranormal, Extraterrestrial, Interdimensional Phenomena), a US military special unit, reporting directly to General McNamara. You're a trained professional—this is far from the first alien incursion you've helped deal with. You've been dispatched to Hatchetfield in advance of the main taskforce in order to investigate the arrival of the meteor and the strange phenomena following in its wake.

Elitist

As far as you're concerned, no one in this podunk town is more important than you. You have money, connections and influence, making you the big fish in this little pond, and that's all that really matters. Rules? Rules are for the little people, to keep them in line, and don't apply to someone as special and important as you.

BACKGROUND

You may freely choose your gender and any starting age between 16 and 70.

However, you may instead choose to roll to determine your age and/or gender to gain an additional +50 cp each.

For age, roll 6d6+10. For gender, roll 1d6 (1-2 male, 3-4 female, 5-6 nonbinary).

LOCATION

You may freely choose any location in Hatchetfield to begin the Jump in.

However, you may instead choose to roll 1d6 to randomly determine your starting location to gain an additional +50 cp.

1. Beanie's. A locally-owned coffee shop conveniently located around the corner from the CCRP Technical office. Serves shitty coffee that may or may not have spit in it. Alternatively, you can start at the Starbucks across the road.

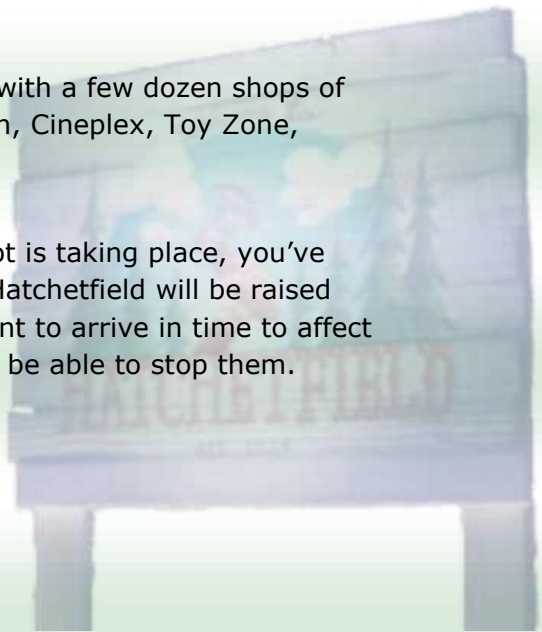
2. Professor Hidgens' compound. The professor is a doomsday survivalist who's spent the last thirty years securing his compound and stockpiling essentials. This would be a great base of operations, but the professor is paranoid, on guard and armed—talk fast if you don't want him to assume you're an alien infiltrator.

3. Hatchetfield High. One of the two high schools in Hatchetfield. The alien hivemind has an easy way in here with the school's Glee Club, and teenagers tend to express their emotions more easily than adults. It won't take long at all for the school to be completely overrun with musical zombies.

4. Starlight Theatre. The partially-demolished building that serves as the heart of the alien hivemind's power. This early on, it hasn't had much time to establish itself and will consequently be more active and ruthless in identifying and eliminating any perceived threats. The spores are thickest here… tread carefully, but with luck you may be able to end the threat before it truly begins.

5. Lakeside Mall. Your typical small-town shopping mall, with a few dozen shops of various sizes, including a decent-sized food court, Cinnabon, Cineplex, Toy Zone, Nordstrom, and a Marshalls.

6. Clivesdale. Instead of arriving town where the main plot is taking place, you've arriving in the next town over. The Nantucket Bridge into Hatchetfield will be raised soon, and the ferries aren't running. Better hurry if you want to arrive in time to affect plot—once the alien spores reaches the mainland, little will be able to stop them.



PERKS

100 cp origin perks are free for their matching origin.

Other perks that match your chosen origin receive a 50% discount.

Latte Hottay [100 cp]

You have a natural, girl/guy-next-door style of appeal that sets you apart from others. This is a mix of some solid good looks with an approachable, friendly demeanour that makes it easier to attract friends and connect with people in general.

Do You See Him? [200 cp]

If someone is touching you, you may choose to share some or all of your senses with them, allowing them to experience what you are experiencing. This can include any supernatural senses you may possess. Sharing your senses in this manner does not overwrite or impinge on the use of their own senses in any way.

You Tied Up My Heart [400 cp]

When you hear someone sing you can read them as easily as a book. You get a perfect sense for their current mental and emotional state, a general idea of their current surface thoughts and things that have happened to them recently, and even some sense of what the near future will hold for them. This ability allows you to automatically sees through any attempt at deception (so long as you hear them sing).

Blade of Truth [600 cp]

Whenever you speak the truth, anyone who hears you knows that that is exactly what you are doing. No one will ever think that you are being dishonest, exaggerating, or presenting anything less than the actual facts (so long as that's what you're actually doing). Your supernal ability to communicate the truth also allows you to cut through the deceptions of others, revealing all falsehoods and deceptions to those present with but a flick of your hand. This even includes things like disguises, invisibility or illusions, and similar attempts to conceal or hide something.



DROP IN

Ok. Ok. Ok. Ok. [100 cp; free Drop In]

People will tend to casually accept unusual behaviour from you and anyone affected by your perks, so long as you don't actively interfere with them. For example, you suddenly bursting into song, walking down the street nude or similar won't elicit surprise or confusion, but if you just start slapping random people they will react as normal.

You Guys Are Embarrassing Me [200 cp; discount Drop In]

Your reactions, sense of timing, multitasking skill and ability to perform synchronised actions are superhuman. It's a cinch to replicate a heavily choreographed routine after seeing it just once or even just picturing it in your head—even if you're somehow controlling multiple bodies at once, all of their actions will be perfectly timed and synced as desired.

Join Us (And Die) [400 cp; discount Drop In]

Choose one of your perks. Every person within a certain radius of you gains the benefits of this perk. They do not subsequently lose access to it after moving outside of the area of effect—the only way they will lose access to it is if you turn this ability off.

The radius of the effect is based on the undiscounted original cost of the perk: a 100 cp perk will affect anyone within 200 feet of you, with more expensive perks having a commensurately lower radius (e.g. a 200 cp perk is twice as much, so the radius is half the size, i.e. 100 feet; a 400 cp perk is four times as much, so the radius is reduced to one quarter, i.e. 50 feet; and so on).

You can turn this ability on or off at will. When you do, everyone affected loses the perk you were spreading. When you turn it back on you may change which perk it applies to.

The Apotheosis is Upon Us [600 cp; discount Drop In]

You always have complete awareness of and control over every part of yourself, including representations of you and things that merely 'count' as you. You are all of them, and they are you. For example, if you were reflected in a mirror you could control and move that reflection independently, if someone drew a picture of you you'd be able to see through the drawing's eyes, and if somehow a person counted as you for the purposes of any effect you would be able to control that person and even use their senses.

THE GUY/GAL

Did You Hear the Word? [100 cp; free The Guy/Gal]

Just by being in an area, you automatically learn any gossip, rumours, or other minor but interesting bits of information known by the locals. Further, you can immediately discern which of them are untrue or exaggerated and what the truth of the matter is.

I Want You to Want [200 cp; discount The Guy/Gal]

Expressing an honest, earnest desire will cause people who hear it to sympathise with you. They will generally attempt to assist you achieve your desire so long as it doesn't endanger them and isn't directly contrary to their own interests (though they'll feel bad about it and will be easier to convince otherwise). If you express this via song, it will have a more potent effect.

Let It Out (Let It In) [400 cp; discount The Guy/Gal]

There are many things that can possess or otherwise control others. If you are ever affected by such a thing, you instead retain complete autonomy (as if you were unaffected). While affected in this way, you still gain any and all benefits that are be associated with the condition. For example, if being possessed by a demon would make your body superhumanly strong, you would still get the strength boost even though you remain in control of your body. If you were assimilated by the Borg, you could make use all of your implants/nanites and even communicate with the Borg hivemind, but it wouldn't be able to control you.

I Don't Like Musicals [600 cp; discount The Guy/Gal]

You can selectively ignore nonstandard physics, narrative tropes or other similar elements in this and all future Jumps. This can affect potentially anything so long as it deviates from a "normal, real-world" baseline. For example, in a Jump that normally runs on Toon physics you can cause things to happen near you as they would under real physics instead (with potentially horrific results!); in a science fiction Jump you could stop tech that shouldn't actually work from working; in a musical Jump, you can make it so that people do not just randomly burst into song and dance; and so on. Killjoy.

OFFICE WORKER

Mr Business [100 cp; free Office Worker]

You are highly skilled in a single mundane profession of your choice, with a drive to succeed and a level of creative and strategic acumen that sets you above most others in your field.

Kick Your Head [200 cp; discount Office Worker]

You are an extremely competent martial artist, able to easily defeat even several opponents attacking you simultaneously in melee combat. Your training has mostly been based around maximising the effectiveness of high kicks and other strikes to the head and neck. It's the most vulnerable part of the body, after all. That's what Sensei Bill taught you.

Think About the Implications [400 cp; discount Office Worker]

By taking a moment to think, you can instantly predict almost all of the implications of any given action or hypothetical scenario so long as you either already have or could reasonably gain access to the information that would enable you to make that inference (e.g. if you could work it out after a few hours of research or poking around on your own, or spending a week speaking with all of your contacts, etc, etc).

Made in America [600 cp; discount Office Worker]

You are a marketing genius with an almost supernatural level of skill at manipulating trends and large populations—regular people all just puppets, dancing on your strings. You're able to reliably create viral sensations, come up with unique, memorable ad campaigns that will be remembered fondly for years, lure in engagements using expertly meme-ing social media accounts, and solidly translate all of that into sales and clients for whatever company you are representing. If desired, given a platform and some time you could easily induce mass shopper mania, panic and rioting, and similar phenomena.

MUSICAL FIEND

La Dee Dah Dah Day [100 cp; free Musical Fiend]

You gain a modest talent as a singer, but the real prize here is your ability to spin a song out of nothing. The speed at which you can cobble together and sing lyrics on the fly is nothing short of astonishing, never missing a beat on split-second decisions in song-writing. Not only that, but you can also conjure music from out of nowhere as if you were in a musical. The quality of this music scales relative to your general musical talent—at a baseline, it's just largely forgettable backing, but if you're a skilled musician then this conjured music will benefit from every bit of your own personal expertise.

Vocal Rest [200 cp; discount Musical Fiend]

You can communicate perfectly using nonverbal means, even getting across detailed concepts without needing to speak a word or share a language with those you are communicating with. Further, going without speaking for a while noticeably improves the quality of your voice—the longer you go without speaking, the more pleasing the sound of your voice will be when you do speak (or sing).

A Kickline is Inevitable [400 cp; discount Musical Fiend]

When you sing, people can't help but join in when the song calls for it. Bystanders may join you in an impromptu dance routine, provide backing vocals, or even be inspired to join you in a duet. Their talent as a singer gets boosted to match your own for the duration of the song, and appropriate lyrics will spontaneously appear in their mind, ready to be sung. However, this isn't mind control and doesn't give you any specific control over their actions—it won't stop someone from choosing to punch you in the face mid song (though they're more likely to choose to incorporate the action into the song).

Show-Stopping Number [600 cp; discount Musical Fiend]

When you break into song or similar (e.g. a monologue or lengthy transformation sequence), no one wants to interrupt you… not even your enemies. Instead of attacking, they'll pause what they're doing to enjoy your performance and wait for you to finish. This effect has limits—if you take offensive actions, they will respond and/or defend themselves, they won't stop doing something if it's especially time-sensitive, and you can't keep someone locked down like this for more than a dozen minutes at most.



MILITARY

Show Me Your Hands [100 cp; free Military]

If you raise your hands and earnestly offer to surrender, even enemies who might not be inclined to will show you mercy. They may disarm you, rob, capture or imprison you, but unless you put up a fight they won't deliberately do anything to hurt or kill you.

Theoretical Physicist [200 cp; discount Military]

That's like a scientist. You have a PhD in theoretical physics and some understanding of how alternate realities and dimensions work. Your knowledge is enough to, with access to some electrical engineering know-how (either your own or by working with someone else) and the right equipment, create portals between different realities. These portals cannot be used to travel beyond the local multiverse until post-Spark.

Field Agent [400 cp; discount Military]

That's like a soldier. While you're not quite a Special Forces veteran, you're a cut above the average rank-and-file. You're a highly trained and conditioned soldier: skilled in military close quarters combat and small unit tactics as well as being an expert marksman.

Monsters and Men [600 cp; discount Military]

Your natural, raw leadership ability is off the charts, allowing you to cultivate unshakeable loyalty in those who follow you. With a stirring speech or song you can greatly inspire those around you, granting them heightened confidence or willpower, or even letting them push their abilities significantly beyond their normal limits for a time.

Whenever you salute someone, you may choose for an eagle (actually a red-tailed hawk, but close enough) to punctuate the action with a dramatic cry from above.

ELITIST

Adore Me [100 cp; free Elitist]

People tend to be more positively-inclined toward you in general, with those who would normally be neutral to you easily finding reasons to like you and making those who already like you more ready to do you favours, or be recruited or seduced. Even people who would normally find you distasteful for whatever reason will be more inclined to ignore your more objectionable traits.

Cult Following [200 cp; discount Elitist]

Sheep are meant to be led, and you have a talent for convincing people to believe in you and your ideals. Indoctrinating weak-minded people is a cinch for you, allowing you to quickly build a small cult of borderline fanatics with only a bit of time and effort. These followers are invariably weak and disposable, but they will follow your every word and treat you like a god(dess) if you so wish it. It wouldn't even be particularly hard to convince them to die in your name, either as a sacrifice or by throwing themselves away in a suicidal action on your behalf.

Right in the Subpoena [400 cp; discount Elitist]

With only a moment's observation, you can easily pick out a target's weak points, whether they're physical soft spots or emotional/mental ones. Not only that, but any of your attacks or other attempts to exploit weak point you've identified are more accurate and hit harder—shots will veer to hit the exact target, cutting words will take a heavier psychological toll, and so on.

I Need Four [600 cp; discount Elitist]

Every ten years, or once per Jump, you may take any one item and create three completely identical copies of it. These copies share all of the original's traits (including fiat-backing, etc, if applicable) and count as the original for all intents and purposes. What, they expected you to share one, like some junkie children with a needle?



COMPANIONS

Peanuts [free]

Aw, ain't he a cutie? It's Peanuts, the Hatchetfield pocket squirrel. You'd be surprised what he's capable of surviving. Peanuts counts as a pet/follower rather than a companion, is always in perfect health unless attacked, respawns in your pocket (or your hand, if you don't have any pockets) within six hours if killed, always escapes from any sort of prison or hostage situation and is completely loyal to you.

Also Starring... [50 cp each; or up to eight for 200 cp]

You may import up to eight companions to accompany you. They each gain an origin and 600 cp to spend on perks.

Canon Character [50 cp]

Provided you can convince them to join you, you can take one of the locals with you when you leave as a companion. Any of the human characters from The Guy Who Didn't Like Musicals or Black Friday are available.

Webby [100 cp]

An enormous, intelligent spider that only you (and perhaps some others with powerful psychic gifts) can see, Webby cannot directly interact with the world. However, being unshackled by the physical affords her a degree of insight into things that are ordinarily hidden, making her immensely knowledgeable about all sorts of things. She isn't always nearby, but when she does appear she will provide you with valuable advice and information right when you need it most. Webby is a follower rather than a companion unless you specifically import her as one.

Working Boys [100 cp]

Greg, Steve, Stu, Mark, Leighton and Chad. A group of successful businessmen that long for the simpler times of their college days. The Working Boys are companions that share a single slot when importing into future jumps and divide the effects of all perks between themselves equally (i.e. each get $1/6^{th}$ of the perks' effects).

The Jumples [100 cp]

Don't be scared. This group of seven followers dress in low-budget outfits designed to be reminiscent of your most iconic alt-form/outfit and essentially worship the ground you walk on. Anytime you want them to, they can appear seemingly from nowhere to sing your praises with a choreographed dance routine, and disappear just as easily.

StarKid Expanded Universe [100 cp]

Choose any (human) character from any StarKid production or any actor/actress that has appeared in at least one StarKid production. Take this perk and that person will appear with you in this Jump, joining you as a companion from here on out. (They may, however, be very confused.)

ITEMS

100 cp items are free for their matching origin.

300 cp items are discounted by 50% for their matching origin.

StarKid Merch [50 cp]

A complete collection of StarKid merchandise, including copies of all of their show DVDs, soundtracks, posters, enamel pins and shirts. Basically, if it's for sale on their website, you have one.

Cup of Roasted Coffee [50 cp]

With a gesture, you can summon a cup of kinda bad but still drinkable coffee (may or may not come with spit in it, your choice). Decaf? What? Once per day, you can summon a decent iced caramel frappe instead.

Watch [50 cp]

A wristwatch of superb quality and make. If it is broken or lost you can summon it, fully intact, back to your wrist. Time is a precious thread in the fabric of the universe; it deserves its own tool of measurement.

Tickle-Me Wiggly Doll [100 cp; free Drop In]

Rub his belly-well, bounce him up and down, tell him you love how he wiggles with you! Or don't. The doll is sentient, though it cannot move under its own power. He is, however, extremely annoyed that he isn't actually his larger self, Isn't capable of doing much at all besides providing sarcastic and sometimes graphic and disturbing commentary. Certified laundry safe.

Blue Shit [300 cp; discount Drop In]

What the fuck is this shit? You can vomit up a practically infinite amount of gelatinous blue slime. This blue shit can act as a vector for any perks or powers that depend on your presence, counting as 'you' for the purposes of things like spells or powers that can only target yourself, emanating auras, or similar abilities.

For example, a spell that causes "an explosion of flame, centred on you" would allow you to centre the effect on the Blue Shit, but a general perk that makes you "immune to fire" would not be shared with it. By puking it into someone's mouth, you can make that person count as 'you' as well.

Two Tickets to Anything [100 cp; free The Guy/Gal]

Two tickets that will get you VIP access to anywhere that has a ticketing or reservation system. Eat at whatever restaurant you like without making reservations in advance, go to any concert or theme park, and so on. The tickets respawn/refresh weekly.

Lucky Baseball Cap [300 cp; discount The Guy/Gal]

This baseball cap once belonged to a great warrior. When worn, it conveys an absolute, inviolable protection from any harmful supernatural or otherwise extranormal dangers on its wearer. However, outwardly it's just a simple cap and can still be taken or destroyed through ordinary means.

Peace on Earth and Lots of Money [100 cp; free Office Worker]

An easily-accessible bank account that receives a monthly, fiat-backed deposit of $44,999 US. In other Jumps, you receive the most commonly accepted currency of whatever setting you're in (instead of USD). Unspent currency does not get converted when you enter a new Jump.

Jumper Inc. [300 cp; discount Office Worker]

A company that pushes the boundaries of what one might call a "small town business" that specialises in an area of your choice. The tidy assortment of Pauls and other office drones that work here are guaranteed to be skilled enough at their jobs to keep your stocks high. Without your intervention the company basically runs itself, netting you a tidy profit. If you take the helm, however, you'll find that the company's processes and procedures are set up to perfectly take advantage of your own acumen and skills, greatly magnifying the benefits of any of your business-related perks.

Alexa [100 cp; free Musical Fiend]

This is an Amazon Echo with their proprietary virtual assistant, Alexa, on it. It responds to voice commands and is capable of performing any action that Alexa could reasonably be set up to do, even if it isn't actually synced with something (e.g. it can dim any electronic lights even if they're not connected to it, hijack speaker systems, etc). It also has a self-destruct feature—when activated, it will cause a small, nearly harmless explosion. A destroyed Alexa will respawn in your possession or in your warehouse after 24 hours.

Survivalist Compound [300 cp; discount Musical Fiend]

This walled compound is centred around a decent-sized house and a cellar filled with all of the essentials to maintain human life (you bet your ass we got booze!). It comes with a large rainwater collector and water purifier system, solar panels and a backup fuel generator (with plenty of fuel), and is surrounded by 15-foot high walls topped with barbed wire and an automatic heavy metal gate. It's pretty much the perfect place to ride out an apocalypse.

Firearm [100 cp; free Military]

A Beretta M9 that never runs out of ammo. You have been authorised to use this firearm—no one will ever question you taking it anywhere or using it, even places you normally wouldn't be allowed to have or use a gun. This does not shield you from the consequences of using it, of course. You may choose to import an existing gun into this option.

Environmental Suit [300 cp; discount Military]

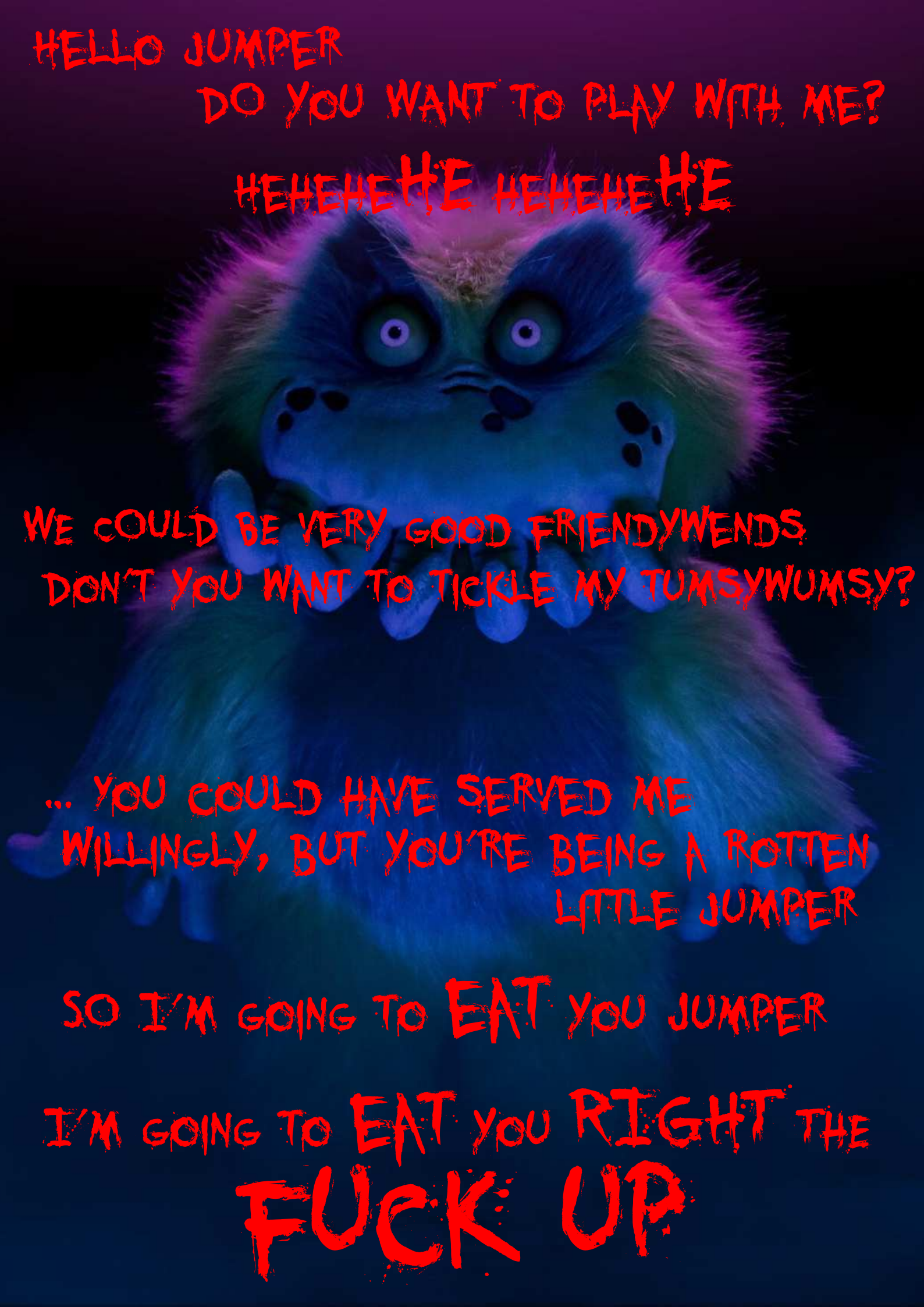
This heavy-duty sealed environmental suit protects against any and all environmental hazards, including temperature extremes, vacuum, pressure, and so on. Stab and slash resistant, but not bulletproof. Has a large, transparent bubble helmet and an unlimited supply of fresh, breathable air. If damaged, it repairs itself fully within one hour.

Gerald's Number [100 cp; free Elitist]

You gain a top of the line smartphone that can connect to any mobile network with unlimited minutes and data. In the address book, you'll find an entry labelled 'Gerald'. Every Jump advanced enough to have a mobile network has a Gerald, who will perform basic tasks for you whenever you need him to, often quicker than humanly possible. This has a few limitations: (1) Gerald can only accomplish individual tasks that an ordinary, unpowered human with about $200 US (or local equivalent) could accomplish, (2) Gerald cannot get within 1,000 feet of a Cinnabon, and (3) you will never be able to physically interact with or see Gerald—if you ask him to pick up something from the store he can leave it outside your door, but he won't bring it in to you, etc.

Blank Cheque [300 cp; discount Elitist]

Once per Jump, you receive a blank cheque that can be used to pay for any one thing, from a corporation to a place in line. People can still refuse to sell to you for other reasons, of course, however they will consider the check to be a more than fair price for whatever it is you're trying to buy.


HELLO JUMPER
DO YOU WANT TO PLAY WITH ME?
HEHEHEHE HEHEHEHE
WE COULD BE VERY GOOD FRIENDYWENDS
DON'T YOU WANT TO TICKLE MY TUMSYWUMSY?
... YOU COULD HAVE SERVED ME
WILLINGLY, BUT YOU'RE BEING A ROTTEN
LITTLE JUMPER
SO I'M GOING TO EAT YOU JUMPER
I'M GOING TO EAT YOU RIGHT THE
FUCK UP

DRAWBACKS

You may take as many drawbacks as you wish, though some are mutually exclusive and some have requirements—see individual descriptions for details.

Lights Down [+0 cp]

Ten years is a long time to mess around in a world where the main plot could wrap up in a few days. If at least two weeks have passed and you have successfully dealt with the alien meteor, along with any major complications that arise from its presence, you may choose to end this Jump early.

Mutually exclusive with *What if Tomorrow Comes*. If taken with *Black Friday*, Wiggly's madness-inducing scheme must be foiled (at least temporarily) in order for you to leave. If taken with *Uncle Wiley*, Wiggly and Uncle Wiley must both be permanently defeated for you to move on.

Understudy [+0 cp]

You may choose to self-insert as any character that would be appropriate for your chosen origin: Paul for The Guy/Gal, Ted, Bill or Charlotte for Officer Worker, Professor Hidgens for Musical Fiend, General MacNamara for Military, Linda Monroe for Elitist, and so on.

If You Leave, You're Fired [+100 cp]

You and your companions, followers, etc., cannot leave Hatchetfield for the duration of the Jump. Hey, it could be worse… you could be stuck in Clivesdale.

To take this drawback, your starting location must be in Hatchetfield.

Black Friday [+200 cp]

He's a wiggly snig and a sniggly wiggly (Yeah!) A fwendy-wend that makes you giggly! He's an underwater creature from outta this world, a bestest fwendy-wend to all the boys and girls!

Ugh, how many times are they going to play this jingle? Still, that Wiggly doll that's going on sale today seems kind of cute. His belly just looks so... squishy. Hm. Maybe you should get one? Instead of arriving just as an alien meteor begins infecting the town, you're arriving the morning of Black Friday, not long before things turn ugly at the Lakeside Mall. You might want to act quickly—if you do nothing, Wiggly's cult will seize control of major commercial areas and the horror himself will trick the US into nuking Moscow. If that happens, you'll have World War III to deal with as well.

Mutually exclusive with *What if Tomorrow Comes*.

Not a Peep [+200 cp]

PEIP has picked up on a new incursion into this reality: you. General McNamara and his highly-trained team are on your case, with specialised technology that allows them to detect the presence of things from outside this universe. They've never encountered a friendly outsider before, so they'll be coming in hot. It will take some doing to convince them you mean no harm.

Hamilton Move Over [+200 cp]

Before your time in this Jump ends, you must compose and star in a new musical of your own devising, which must go on to win at least a moderate degree of award and critical acclaim. Failing to accomplish this goal before your time here is done is an automatic chain failure. Could be tricky if you fail to avert the apocalypse.

Uncle Wiley [+400 cp]

Behind the veil of the universe you perceive are entities both ageless and foul. Your entry into this universe has not gone unobserved. The extradimensional horror known as Wiggly has tasted the psychic footprint your insertion left in the Black and White, empowering him and granting him knowledge of essentially all your abilities.

His primary agent on Earth, Wilbur Cross, also known as Uncle Wiley, is a ruthless, highly intelligent, manipulative ex-colonel and former member of PIEP. With Wiggly's guidance, he has prepared countermeasures to all of your most dangerous powers and magics. You feature heavily in Wiggly's plans now, and Uncle Wiley will stop at nothing to use you and those around you to bring about the birth of his dark master. He's not an easy man to kill, having partially merged with the Black and White to exist in a form beyond the purely physical, and his formidable psychic abilities have been cultivated specifically to counter you. Obligatory scaling enemy drawback.

What if Tomorrow Comes [+600 cp; requires *If You Leave, You're Fired*]

Oh, taking this was a bad idea, Jumper. Every single month of your time here, a new massive threat of some kind (supernatural, alien, extra-dimensional, etc) will emerge with Hatchetfield at the epicentre. The first month will be the alien meteorite, next month will be the events of Black Friday, and so on. Every. Single. Month.

Every single one of these threats is a potential extinction-level event for the planet, so you're going to have to stay on your toes. You may even see some familiar threats from previous Jumps making a resurgence here, and they'll have learned from their previous encounters with you.



THE END

Your ten years in this world are now complete. Choose:

Stay

You've built a life here, modest though it may be. This is your new home.

Return

You've had quite enough of all this nonsense. Time to retire and go back to your original world.

Move On

It's been fun, but new worlds beckon.



CHANGELOG

This jump is unlikely to receive further updates until StarKid releases further musicals or other materials for the Hatchetfield universe. At least one such musical is planned, *Nerdy Prudes Must Die*.

1.1	22/09/20	Overhauled visual design of entire document (major reformatting, colours and images added, made own version of title image, section headings, etc). Origins: Minor changes to the wording of all origins, Supporting Cast changed to Officer Worker, two new origins added (Military Man/Woman; Elitist), moved self-insert options to a Drawback toggle (Understudy). Background: Options to roll starting age and gender added. Location: Rolling for location is now optional, new location added (Lakeside Mall). Perks: Many new perks (Latte Hottay, Do You See Him?, Blade of Truth, Made in America plus the entire Military and Elitist lines), Mr Business and Did You Hear the Word? swapped spots, Think About the Implications and Kick Your Head swapped spots, You Tied Up My Heart moved to general perks and cost adjusted, very minor amended descriptions for some other perks. Companions: Made Peanuts immortal, added Webby, added the Jumples, renamed The Boys to Working Boys. Items: Firearm amended to allow importing a gun, reworded/clarified Blue Shit and changed its price, origin discounts added to Alexa, Firearm, Blue Shit, Survivalist Compound, added new items: StarKid Merch, Tickle-Me Wiggly Doll, Two Tickets to Anything, Lucky Baseball Cap, Peace on Earth and Lots of Money, Jumper Inc., Environmental Suit, Gerald's Number, Blank Cheque. Drawbacks: Lights Down amended to a minimum of two weeks, Black Friday amended to be a replacement rather than an addition with points adjusted accordingly, added new drawbacks (Understudy, Uncle Wiley).
1.0	25/08/20	Original jumpable release.