The Good Place v1.0

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Welcome Jumper, to an Earth that may superficially resemble the Earth of your birth. The main continents have familiar names, as do most of the local celebrities, the important events in history, the moral philosophers, restaurants, and types of food.

Indeed, you could live your entire life on this Earth and not discover anything that truly marks it as separate from a perfectly average Earth, right up until your life ends.

At which point, you'd wake up in the Bad Place. And you would wake up in the Bad Place rather than the Good Place. No one has earned a spot in the Good Place in nearly 500 years, and only one person, a Ms. Mindy St. Claire, has managed to earn a place in the Medium Place (where you get your favorite beer, but it's always warm)

However, just as you, the jumper, enter this place, the Bad Place has recently begun a new project, an experimental neighborhood, meant to see if humans can be induced to torture other humans, not physically, but psychologically.

Hell is other people after all, and if you manage to get the right combination of neuroses, ego, phobias, and trauma in one place, couldn't they feed off of one another, causing constant stress and anxiety for the humans and precious novelty and fun for demons?

You, Jumper, will be staying in this jump as long as you wish. When you are ready to move on, simply walk through the Final Door.

Please take these **1000 Choice Points (CP)** to spend before your next adventure begins.

Special Case Exceptions: This is a universe unique primarily because of its afterlife. As such, standard rules regarding death as a condition for Chain Failure are temporarily suspended. Should you die in this world, you will, instead of being sent home, find yourself subjected to the rules of its afterlife based on your origin. However, ultimately, all paths lead to the same place. Whether you start as an living infant or a newly deceased adult, whether your life score is high or low, whether enter the system before the great experiment or after its completion, whether you take detours to the Bad Place, the Medium Place, or the "Good" Place, this guarantee is made for you:

Should you continue trying, whether it takes an instant or a million Bearimys, the afterlife system will be reformed and you will find your way to the Good Place, and thus, the Final Door.

Should you, at any time, wish to end your jump prematurely, you may simply, of your own free will and with deliberate intention, leave this universe prematurely, consider your chain a failure, and return to your home, with all drawbacks removed and all perks and powers retained.

Origin: You are inserted into this jump as a human, not an Architect, Demon, Council Member, or Janet. Your life and background on this Earth are similar to either your first life, or any human life you've experienced on an Earth that is similar to this Earth.

Location: You may choose to start your Jump either on this Earth, at a place similar to your current location on your Earth just as the first Experiment begins in the afterlife*. Or you may choose to start in the afterlife, either in the Bad Place, or as an extra member of the First Experiment.

*Please note that there exists no consistent homeomorphism between the passage of time in Life and the Afterlife. Indeed, the flows of time are explicitly distinct from a topological perspective. As such, Jumpers' subjective experiences may vary, and your start time on Earth may not match with the original Time of Death for Elizabeth Shellstrop, even though that is when the First Experiment begins in the Afterlife.

School of Thought: There are multiple schools of thought towards ethical behavior posited throughout history around the world. Your behavior and thoughts in life on this Earth were, wittingly or no, somewhat aligned with one of the following schools of thought, whether you tried to be a good person or not.

- **Virtue –** Ethics stems from Virtue: traits that people should aspire to have and can strengthen or learn from scratch should their behavior and nature not reflect those Virtues, such as courage, generosity, compassion, or temperance, and good acts stem from exercising those virtues. Good is not something you do, but rather something you are, or perhaps something you learn to be. Just as a person can learn to be a musician, a chef, a plumber, they can learn to be courageous, generous, compassionate, or temperate. As goodness is a state of being, motives and the state of mind leading to actions inherently affects whether the action itself is ethical or not.

- **Deontology –** There are rules and then there are Rules. Ethical behavior stems from a concrete set of internally consistent rules that determine what actions are ethical or not. As such, being or doing good stems from knowing and understanding those rules and following them. Morality is concrete, and apparent complexity comes from misunderstandings of the rules, weakness in

following them, or lack of information about your current context, rather than the complexity of ethics themselves.

- **Consequentialism –** An action's moral worth stems entirely from its consequences: whether it improves the happiness or utility of the world or not. Motives are ultimately irrelevant, good is something you do, not something you are, and any specific action can be either good or bad depending on the context in which it is performed.
- **Nihilist** – There is no meaning or worth to any action at all, save for the meaning or worth you ascribe to it. The entire universe is a game of Jacksonville Special Rules Pool, where the rules are made up and you get exactly as many points as you want. There is no higher purpose, no reason for existence, and no expectation on your immortal soul save for those you choose to accept.

Perks

All perks are 50% off for their associated School of Thought, save for perks costing 100 CP, which are free to their associated School of Thought.

Undiscounted

Therapy (400 CP)
While people will occasionally hurt others with thoughtlessness, or show biases or disrespect of others without realizing it, most times people are perfectly aware that an action is immoral or immoral. They know that bailing on dog-sitting for a concert or insulting other people or robbing a store is immoral, but do so anyway, either because they are acting on reflex or because they can't help themselves. You are a master of helping people examine their own thought processes and biases to identify what drives are leading them to act the way they do, what trains of thought are self-sabotaging or damaging, and what prior decisions have caused them to suffer or otherwise go wrong. With time, you can help people overcome these flaws, whether they are a categorical disregard for the wellbeing of other people, a total lack of impulse control, an uncontrollable ego, terminal decisiveness, as well as all manner of mental illnesses.

Manageable Memory (400 CP)
Your memories are sacrosanct, but no one will know it unless you want them to. No one can erase or alter your memories without your explicit, uncoerced consent, and you will always be aware of any attempts to erase or alter your memories, while such attempts will always appear to be successful by the person trying to alter your mind. Additionally, you will be able to model what you would do if any of your memories were gone, being able to perfectly act as you would if you, for example, didn't remember the last 799 runs of the experiment you've been run through.

Virtue

I Don't Belong Here (100CP)
Maybe it's luck, maybe it's character. You have a way of being unpredictable, derailing plans and schemes against you simply by being yourself. You'll find that your foes always seem to assume the

worst of your character, and the more you live your best life, the less effect their schemes have against you.

One Hell of a Liar (200 CP)
Whether it comes to bluffing out the afterlife, hiding clues where they won't be found, or convincing schmucks that you're really pseudo-divine, you are a master of deceiving others. As long as someone has a mindset you can even somewhat understand, you'll be able to find out the gaps in their awareness and the breadth of what they're willing to believe. And, of course, you're just as skilled at identifying when others are trying to deceive you.

Do Results Matter? (400 CP)
Is incompetence a sin? A person who consistently tries to help others but is prevented from doing so by chance is more likely to help others in the future than someone who accidentally performed a singular great deed, even if the latter did more good in the short run. Even if you fail, so long as you genuinely try to help others and learn from past mistakes, people will be willing to give you the benefit of the doubt and give you a second chance. After all, if you do a little better each time, you'll eventually reach your goal.

Fake it till you make it (600 CP)
Practicing skills is easy, practicing character traits is difficult. To get better at playing piano, you simply play piano, but how do you get better at being humble? You now know how to strengthen character traits of your own choosing in yourself or in others. Whether this will help you overcome a traumatic past to have more empathy or cast aside all considerations for others in a quest for power is up to you. But never will you find yourself incapable of breaching the gap from who you currently are to who you want to be, nor will anyone willing to accept your help.

Deontology

Everyone Hates Moral Philosophy Professors (100 CP)
Goody-two-shoes rule-followers are exactly the kind of people others come to when looking for help or advice. When it comes to matters of knowledge, wisdom, ethics, or science, people naturally trust your judgement or advice in the absence of reason to doubt you. Comes with a detailed familiarity with the history and details of moral philosophy comparable to that held by a PhD candidate.

Best Self (200 CP)
When it comes to different clones, aspects, timelines, forks, or memory duplicates of yourself, you are capable of integrating what qualities, talents, skills, or foibles you please from different versions of yourself when different versions merge while casting off the parts of different version that are damaging or self-destructive. Never will you have to worry about such a merger resulting in a lesser 'you'.

Atemporal Decision Making (400 CP)
When faced with a difficult decision, your internal thought processes rapidly increase in speed. Any finite amount of internal monologue or soul-searching that you would normally need to take are finished, as they would have naturally been, in mere moments. More information or changing contexts are integrated into your thought processes instantly, and you are fully aware of each step of your own decision-making process, even if an hour of internal debate is compressed into a second. Additionally, if

you would be constitutionally incapable of making a decision, you will be aware of that, rather than having your thoughts cycle in infinite loops as you are convinced you only need another minute.

The Rules (600CP)
All complex systems have rules, and you are perfectly capable of discovering them. Never will you be distracted by mistaken assumptions such as N-rays or miasma. For any complex system, you will be fully aware of any rules or guidelines that govern said system that can be deduced from your own information, you will never be misled by mistakenly assuming something false. You will know which rules are concrete and which rules are not, you will be perfectly aware of any gaps in the ruleset and ambiguities in your understanding, and you will know what observations would allow you to close those gaps or ambiguities. Additionally, once per jump, you can designate a system of rules, whether the system is the rules governing whether you will get into the Good Place or the bylaws governing board-member obligations for a Fortune 500 company, and then receive a prophetic dream granting you knowledge of 95% of the intricacies of that ruleset.

Consequentialism

Silent Message (100 CP)
When people are suffering, when people are hurt, when people want help or companionship, they always express themselves. Perhaps they put their pain into their art, perhaps they lash out, perhaps they have a Freudian slip, perhaps they simply freeze in place. You are always capable of understanding theses signals that someone is in emotional or physical pain and know how to reach out in a way the other person can accept and reciprocate

A List that Ends with Architect (200 CP)
You thrive on self-improvement. If you pick a skill, or a list of skills, you can find yourself able and willing to commit to learning and mastering it. You will never grow bored of a skill from repetition, you will never face diminishing returns in your rate of growth, and your previous skills will never degrade even if you spend millions of Bearimys focusing on other things.

Do Motives Matter? (400 CP)
Utility is measurable. As such, quibbling over ‘why’ is irrelevant. When your actions benefit other people, they will be seen and lauded as virtuous by society at large, even if undertaken with selfish or egotistical motives. What does it matter if you’re only raising money to compete with your sister? Won’t the poor orphan children get fed either way?

Name Dropper (600 CP)
In this jump and every future jump, you will inexplicably have social connections with almost every major celebrity that shares a society with your origin. These relationships will be shallow acquaintances or frenemies: individuals you could reliably speak to, arrange a lunch meeting with some effort, but not anything strong enough that they would go seriously out of their way to aid you.

Nihilism

Sounds Complicated (100 CP)

Don’t Overthink. You have a way of intrinsically breaking issues down to their most simple components, making them seem clearer and more manageable, and can express your simplifications to others.

Rise Together (200 CP)
Two Hands get cleaner than one. You’ll find that, when you have a problem, you will have better results in overcoming them by helping someone else with one of theirs. Maybe their struggle will grant your perspective and wisdom, maybe they will have what you need, maybe your problems are somehow linked. From now on, any effort you exert to help someone else will somehow grant you progress towards your own goals.

Expectations (400 CP)
The world is barren, and it has no meaning: no meaning save for what we give it. So why would you care about the opinions of society and strangers. You will never be afraid of standing out or of being different. The expectations of others will never, on their own, prevent you from being yourself or prompt you to stifle yourself.

Like A Monk (600 CP)
To be happy in a relationship, learn to be happy alone. No more will ennui bother you, nor any similar dread or suffering. You will be able to find serenity with any struggle or pain that you cannot change, while still retaining full motivation when dealing with things that you can change, as well as a perfect ability to determine your own capabilities.

Items

All items are 50% off for their associated School of Thought, save for items costing 100 CP, which are free to their associated School of Thought.

Undiscounted

The Final Door (300 CP)

Attached to your warehouse and summonable at your command anywhere you like is your own Final Door. In this jump, the door will allow you to leave without reaching the Good Place. In all future jumps, any being of sound mind who knowingly and completely willingly enters this door will have their existence peacefully terminated without any negative consequences from their death such as a self-destruct mechanism or metaphysical hole in reality where a god used to be. This door does not leave a corpse or any remains of its users. Comes with a very peaceful bench.

Virtue

Tequila and Margarita Mix (100 CP)

A never-ending supply of mid-range tequila and margarita mix for one, of a brand or style that you happen to enjoy.

Secret Stash of Cash (200 CP)
This stash of cash can be hidden in any fairly innocuous place and be easily grabbed should you need to run away from your current life. It contains enough money to live and hide for two years barring extraordinary expenses. Furthermore, as a bonus, so long as the stash remains hidden, people around you will be less inclined to assume you have an ulterior motive in your life.

Holy Mother Forking Shirtballs (200CP)
By default, the Good Place has an automated system that translates all words to be understandable by all, somehow managing to maintain context, subtext, tone, meaning, and artistic merit across different languages. It also censors certain words, specifically obscene words. You have access to one of these translation systems, which is capable of covering any single closed 3-dimensional vector subspace. You may deactivate the profanity filter, or choose to designate any 5 words as forbidden to speak, replacing them with innocuous words of similar length and sounds.

Cottage decorated in the Icelandic Primitive Style with Clowns (600 CP)
This house is just far enough away from perfect to drive you to grow as a person. While living here, you will be comfortable, but not so comfortable to become complacent, and any attempts to grow as a person you (or anyone else) undertakes while living in this house, whether they be moral, spiritual, physical, or mental growth, will be accelerated by an order of magnitude

Deontology

Magic Air Conditioner (100 CP)
This Air conditioner can affix itself to any wall or window in any property you have access to. The A.C. will break, fall, spark, or repair itself as dramatically appropriate to add weight to any argument,

soliloquy, or similar moment of interpersonal interaction, turning ordinary arguments into life-changing experiences, conversations into moments of profound connection, or brooding silences into instances of immense personal growth.

The Time Knife (200 CP)
You have a small portal in your warehouse. Jumping through the portal will show you a trillion different realities folding onto each other like thin sheets of metal, forming a single blade, for a single instant and endless eons before dropping you back outside of the portal. Witnessing the Time Knife, in addition to being one hell of a trip, will grant the viewer insight into the local complexities governing time and metaphysics.

Magnum Opus (400 CP)
This is a blank stack of paper. The paper can be used to write a phenomenal scientific paper, a life-changing moral treatise, a nuanced historical analysis, an accessible look into the human psyche, or more. Specifically, the stack of paper can be, once per jump, instantly filled with a complete manuscript that would perfectly match what you would write if you dedicated 10 years of your life to writing the most profound piece of work on a subject of your choice, while effectively using all information and sources available to you as well, as if you had the ability to consult with any deceased individual with in-depth familiarity with the subject in question.

Neighborhood Library (600 CP)
This library contains every book ever written by any mortal being in history. It also contains the books that weren't written, but would have been written if the author had lived longer than he did. The library is attached to your library in future jumps. You can always find any book you need by summoning it to your hand, and the catalogue expands in all future jumps.

Consequentialism

Party Venue (100 CP)
A massive, self-stocking, self-cleaning mansion, complete with several parlors and foyers of various architectural designs that can easily be decorated to serve as a perfect up-scale venue for classy parties and galas.

Frozen Yogurt Shop (200 CP)
A shop that dispenses free frozen yogurt in a massive array of flavors, with traditional flavors such as "Vanilla" and "Chocolate" as well as less familiar flavors such as "Full Cell Phone Battery."

Trust Fund (400 CP)
A Trust Fund containing enough money to put you somewhere near the bottom of the list of the wealthiest 0.0001% of the population of the local jump, protected from all legal action of financial chicanery that could take it from you

Afterlife Tutoring Agency (600 CP)
A tablet that will allow you to summon anyone who has died to teach you any skill, trade, or field of study you like. The table can also suggest individuals with the right qualifications to be effective teachers for you (or anyone you allow to use the tablet) if you don't happen to know who the best carpenter or pâtissier in history happens to be. The tutors will always be happy to teach you (or anyone else) in a

one-on-one or classroom setting and have a general lesson plan idealized for the student. Only one tutor can be summoned from the afterlife at a time, and you cannot use the tutors or recordings of them for purposes other than teaching what they were summoned to teach.

Nihilism

Jalapeno Poppers (100 CP)
Hollowed out Jalapeno Peppers filled with meat and cheese, wrapped in bacon, breaded, and deep-fried. You have a re-filling platter of Jalapeno Poppers made to your preference and taste.

Monk Robes (200 CP)

A set of robes fitting a Tibetan Buddhist monk (or similar clothing for a religious, spiritual, or philosophical figure of a different culture or religion). While wearing these robes, so long as you do not speak in a manner that is obviously impious, others will interpret your actions in a manner that has philosophical depth and is directly relevant to their immediate problems and life, perfect for building a reputation as a wise and spiritual person.

Dance Dance Resolution: We Resolve to Dance (400 CP)

A dance crew of 59 other people. Each member of the group is dedicated to the crew, disciplined, and skilled at dance. They will follow and trust you, participate in your schemes so long as they don't stray too far into the territories of serious and malicious felonies.

Bud hole (600 CP)
A hidden place to hang with your buds, a perfect place to be yourself. This is a small room decorated and furnished to your preferences, that cannot be noticed or entered without your permission, and anyone who willingly enters the bud hole will be unable to speak or otherwise communicate about anything they see or hear inside without your permission, unintentionally or deliberately, though they may still treat you differently based on what they see.

Companions

Import (100 CP Each, 400 CP for Eight)
You may import a companion into this jump, their lives and origins will have some connection to yours, whether you are in the same neighborhood in the afterlife or were familiar with each other on earth. They gain an Origin, all freebies, and 600 CP to spend on this doc.

New Neighbor (100 CP Each, 200CP for Three)
You find a new companion in this jump, their lives and origins will have some connection to yours, whether you are in the same neighborhood in the afterlife or were familiar with each other on earth. They will happen to have personalities and mentalities that are not irreconcilable with yours, and be interested in following you on your chain. They will happen to have an Origin, all freebies, and up to 600 CP of perks and items of your choice from this doc.

Canon Character (100 CP Each)
Should you be able to convince them to follow you on your chain and through the final door, you may take any human canon character from the TV Show as a companion on your chain.

Good Place Architect (200 CP Each)
By purchasing this item, you will meet and befriend one of the Good Place Architects drafted to make the new neighborhoods used by the Afterlife after the Third Experiment and help people overcome their baggage from a mortal life. The architects are predisposed towards diplomatic solutions to problems, but do have supernatural powers, being capable of knocking mortals unconscious with a snap of their fingers, erasing memories, and casting off their mortal skinsuit to assume a more grand and stereotypically “angelic” form (either classic semetic or modern interpretation). Intrigued by a life outside of their home universe, they will choose to follow you through the Final Door.

Bad Place Architect (200 CP)
By purchasing this item, you will meet and befriend one of the Bad Place Architects drafted to make the new neighborhoods used by the Afterlife after the Third Experiment and help people struggle and grow after their death. The architects are predisposed towards dramatic and confrontational solutions to problems, but do have supernatural powers, being capable of knocking mortals unconscious with a snap of their fingers, erasing memories, and casting off their mortal skinsuit to assume a more grand and stereotypically “demonic” form (either old testament or modern interpretation). Intrigued by a life outside of their home universe, they will choose to follow you through the Final Door.

Soul Mate (200 CP)
Soulmates may or may not exist. And if they exist, they are made rather than found. But the nonlinear nature of time in the afterlife means that everyone goes there eventually and everyone meets everyone eventually, and have all the time you want to build relationships with them. During your time in the afterlife, you will meet a person who mutually and perfectly matches your personality, just as a result of statistics, and you will be able to develop a healthy, equitable, long-lasting, and powerful romantic relationship with them. By purchasing this, they will be able to follow you through the Final Door on your Chain.

Not a Girl, Not a Robot (2000 CP)

You now receive the friendship and services of a Janet. By default, she will be a Good Place Janet, though you can also choose a Bad Place Janet (If you're a masochist), a Neutral Place Janet (if you're incredibly boring), or a Disco Janet (if that appeals to you). Janet will be incredibly 'young', with completely nascent social protocols, but her reboot button is attached to your warehouse, and each reboot will see Janet grow a little more socially complex. Janets have immense power; they contain an infinite internal void, are capable of manipulating matter freely and on the fly, can teleport, create new life or simulacra of same, and can access a (jump-updating) repository of all knowledge in the universe, all while being almost immortal and having a unique relationship with both time and space. Janets are beings of immense power, though lacking much in the way of personal initiative, and now one will follow you through the Final Door and on your jump, maintaining her powers in all future universes.

Drawbacks

This is a setting of self-improvement, of becoming what you are not, as such, you may take as many drawbacks as you like and most can be overcome, though doing so will require commitment, effort, years of work, and you will almost certainly require help from other people to overcome your problems. Be aware that all drawbacks that can be overcome, *must* be overcome before you can enter the Good Place.

Problematically Sexualized (+100 CP) Regardless of your actual appearance or behavior, people around you will reflexively sexualize you. As they grow familiar with you, they may grow to value your personality, judgement, or abilities, but by default, people see you and expect little more than someone who can stand around and look pretty.

Florida Lingo (+100 CP) Your speech patterns have been altered to sound uncultured and unintelligent. You can still convey ideas and complex thought, and this does not alter your thoughts themselves, but expect people to look at you as if you are quoting Wikipedia written in Simple English, regardless of what you're talking about.

What about the Dance Fight (+100 CP) You are terrible dramatic, with a taste for musical numbers. As such, you will try to shoehorn musical performances and dances into your life as much as possible, getting indignant and combative when others fail to see the brilliance of your vision. How else could you make a board meeting more memorable than staging a Dance Fight like one in West Side Story? And How can your colleagues honestly claim to respect you as a person if they don't let you have a musical number during Opening Day of the new neighborhood?

Indecisive/Impulsive (+200 CP) You now have problems with decision making. Perhaps you are tragically indecisive, being incapable of making even trivial decisions without immense amounts of agonizing internal struggle or baggage, while major decisions will see your thoughts locked into loops until decisions are taken out of your hand, paralyzed by indecision to the detriment of yourself and the people your care about with a tendency to become dependent on others to make decisions for you. Alternatively, you are recklessly impulsive, with almost every action you take being reflexive, taken with little or no regard for long-term consequences or potential mistakes.

Easy Way Out (+200 CP) You are, intrinsically, a rather lazy person. You're going to look for the least difficult solutions to any problem you have, and you won't have solid judgement about the actual potential risk and payoffs of your actions. If you have financial difficulties, you'll lean towards get-rich-quick schemes and absolutely terrible investments instead of learning a trade or skill, for example. You will happily and freely shrug off any responsibility for the broader effects or consequences of your actions, while doing just enough to barely scrape by in life unless forced to do more.

Ego (+200 CP) Everything is about you, and everything has to be about you, as you have struggled to internalize the fact that other people are people with lives outside of your existence. As far as you are concerned, any action taken by another person that inconveniences you is a malicious attack, any request or recommendation given to you is a command to be opposed, the suffering of others is a small price to pay for your own material gain or even temporary entertainment, and moral actions taken by other are virtue signals meant to show you up.

Anxiety (+300 CP) You can't accept a good thing. Your life has been garbage and you believe, to a certain extent, that you deserved a garbage life. As such, when things are good, you will start to panic and prepare to run away. Maybe you stash money to cut and run. Maybe you self-sabotage your career or relationships. Maybe you try to drive your friends and family away because it hurts less than it would for them to choose to leave you. Whatever the cause, any happiness in your life will be accompanied by a subtle and persistent anxiety or paranoia.

Sibling Competition (+300 CP) Much like children can be induced to rivalry by parents, without realizing the true source of their conflict, you will find that, in times of stress, you have difficulty realizing exactly who or what is making upset, and are far more likely to lash out at the wrong person or for the wrong reason instead of actually addressing your problems.

A Voice in Your Head (+500) Specifically, a much weaker voice in your head. The eventual afterlife system will run by having individuals live through simplified lives and scenarios while facing challenges, temptations and ethical dilemmas, before having their actions graded and analyzed. After a person has their faults explained to them, their memory will be wiped and they will be put in a new situation, with the lessons they've learned remaining only in a little voice in their head that whispers what is right and what is wrong, slowly guiding them to become their best self. This Conscience, (or Subconscious) is much weaker in you than it is in anyone else. As such, you will take longer to grow as a person, either mentally or morally, and have a much more difficult time passing through the system, on top of being immensely more vulnerable to memory-alteration shenanigans that the Architects seem to love so much, regardless of any mental protections you may have.

Scenario: Fixing the Afterlife

The Bad Place and the Afterlife exist.

Stop.

Think about the ethical implications of this: **The Bad Place and the Afterlife demonstrably exist.**

Who gets to decide what is right and what is wrong? Do your past actions matter? Or is "goodness" an innate quality that is mentality divorced from past actions. How "good" do you need to be to get into heaven? Are ethical rules social constructs or are they innate to reality.

Well, I have bad news for you. Right and Wrong are decided by a series of neutral committees. Punishments are enforced by biased Demons of immense power with little to no willingness to follow their own rules. Appeals against judgments are functionally impossible to achieve, and rewards are handed out by a group of exceptionally passive beings with no fortitude to stand up for justice, who can't even understand a human mentality. And all this would be terrible, but somewhat manageable, if the ethical judgements over life were in any way sensible.

Actions taken that help others are sins, if they are taken with selfish or egotistical motives, even if the motives are only partially impure or subconscious. Actions that harm others are likewise sins even if taken with pure motives, intent to help, and no reasonable expectation of having caused harm beforehand. Residents of certain cultures and places (such as Florida or France) are presumed damned by default. Second order effects can reduce the ethical nature of an action, but never increase it. Appeals are only allowed in a theoretical sense, and the Medium Place is only allowed for when there is ambiguity over the responsibility for some world-shaping charitable action.

In general, every action is judged in the absolute worst possible light, with "demons" advocating for harsher punishments, "angels" conceding without argument, the only neutral judge caring more about daytime television than doing her job. There is no internally consistent ethical justification actually underpinning the scoring system that determines who goes to the Good Place or the Bad Place. Even a full understanding of the rules and processes of the Afterlife judgement system and a willingness to dedicate your entire life to increasing your score would not allow you to reach even a tenth of the "goodness" necessary to reach the Good Place in the modern age.

As a result of this mess of ethical judgement, no human has gone to the Good Place since the 16th century.

But don't worry, there will soon be a set of three experiments that shake the foundation of the Afterlife system. You will be participating in parallels to these experiments. Don't worry about having to argue your case or convince the mercurial Judge to agree with you, you need only do your part for these three experiments while leaving Michael, Elizabeth, Chidi, Tahani, and Jason to present their findings.

Should you take this scenario, all out-of-jump powers and supernatural abilities will be sealed away, you warehouse and out-of-jump possessions will be locked away, and your memories of the jump chain will be initially locked away, leaving you only your memories of your origin in this jump, your purchases in this jump, any skills you have that would be achievable by a normal human, and your body mod, at least for the start.

The First Experiment was an attempt to determine if humans could be induced to psychologically torture one another by lying to them. For this experiment, you and 3 other people (strangers by default, but you can have companions fill in this role) will be convinced they have earned a spot in the Good Place, all while Bad Place Architects and various demonic actors maintain the illusion while arranging for challenges, problems, and drama between the four test subjects specifically designed to play off their neuroses and induce suffering and trauma for you and the other test subject. You will have to uncover the lie, convince the other subjects of the truth of the neighborhood, and make progress in overcoming your personal flaws (or drawbacks) while helping the other subjects do the same. You, specifically, will forget you are taking part in this scenario. You can scrape by with merely *convincing* the Architect that you have become a more moral person, but be aware that the architects are literally always watching you and have vague sense of your motivation with most actions (though they can be deceived by human actions)

Then, when you have succeeded, the Architect will use their ability to erase memories on you and the other subjects, then reset the experiment, with different challenges and drama. You will again be required to uncover the lie, convince the other subjects, overcome your personal flaws, and help the other subjects overcome theirs.

Then you'll have to do it another 798 times.

There is no clock on this challenge, and there will be no interfering by the broader administration of the Bad Place. The original cast spent about 300 years in this experiment. The only way you can fail, therefore, is by consistently becoming a less ethical or empathetic person or driving the other neighbors to do the same, but your only punishment for this failure is more drama and psychological stress as your (and there) morals slip. Failure in this test is therefore punished simply with a longer test rather than a Chain Failure or any more severe consequence.

As C.S. Lewis wrote "the Blessed will say 'We have never lived anywhere except in Heaven, ': and the Lost, 'We were always in Hell.' And both will speak truly."

Once you have completed your 800 runs through the First Experiment, you will move on to the Second Experiment.

The Second Experiment is a test to see if humans can change and become better people on Earth, outside of the confines of a small afterlife neighborhood. As such, the Architects will use their ability to erase memories on you and the other test subjects, with the goal of removing all memory of both the test and the afterlife, before returning you to the moment of your 'death' and altering the circumstances of your death to save your life. You will have a year to convince the Judge in the afterlife that you have become a more moral person, who has the same caveats of "always watching" and "vague sense of your motives" and "still capable of being deceived by human actions." To aid you in this test, you will gain a minor subconscious drive, an internalized belief that you aren't happy with your life and that you can overcome your flaws, while some behind-the-scenes manipulation by the Architect to drive you and the other subjects to meet each other in the real world with sage advice.

Should your year (or your mortal life) end without all four of your group convincing the Judge that you have improved as people, then the afterlife system will not be reformed, the Final Door be created, the vast majority of humanity will be tormented by Bees with Teeth and Penis Flatteners for endless eons,

and your only hope of leaving this world will be to either end your Chain in failure and return home, or endure the Bad Place until someone else manages to convince the Judge that there is hope for humanity.

Should you succeed, your full memories and powers will be restored, and you begin the Third Experiment: the test to see if humans can be consistently driven to improve. You will be provided with the services of a Good Place Janet, a Neighborhood to design on your own, the help of the Architect who oversaw the first two experiments, and the aid of your fellow test subjects. You will first design a new neighborhood and have Janet fill it with NPCs. Then, the Bad Place will grant you four damned souls who died sometime between 2000 and 2020 on this Earth, each of a fairly moderate level of ethical character rather than “kill all babies” or “a saint who is only in the Bad Place because *everyone* is in the Bad Place.” The souls will have all memories of their torture in the Bad Place erased, before being awoken and told they have earned a spot in the Good Place. Three of these individuals will have some personal connection or major incompatibility with one of your fellow test subjects.

You, posing as an Architect, will have to introduce stress and challenge into their life, inducing them to overcome their character flaws and make noticeable progress in terms of moral growth now that they are free of the complexity of a modern life. You cannot erase their memories, you cannot tell them the nature of the experiment, nor can they realize the nature of the test on their own, or else the experiment fails.

During this test, agents from the Bad Place will enact minor schemes to complicate your job, doing things like kidnapping your Janet, attempting to psyche out your friends with promises of eternal torment, or simply impersonating other members of your team to infiltrate and sabotage your Neighborhood.

You have one year to help at least three of the test subjects become more moral in a statistically significant manner, while the fourth must remain, at a bare minimum, at least as good of a person as they were at the time of their death. Should any of the four significantly regress, you fail. Should two or more fail to make progress, you fail. And if you fail, the Judge decides to destroy the world and hope the next set of intelligent life to evolve doesn’t create such a complex society. As a result, you, yourself, will be sent to the Good Place, but all of humanity still living will be doomed to the Bad Place. The Final Door will still be created, so you can move on with your chain successfully, but you receive no rewards for your work on this scenario, save for the guilt of being responsible for the torture of billions of humans for the rest of time.

But, should you succeed, the Judge will agree to institute a system of post-mortem moral education to help dead humans earn a spot in the Good Place, using neighborhoods similar to the one you created in the Third Experiment.

You will receive your own Neighborhood, with it’s own Janet, staffed by a combination of Good Place Architects and Bad Place Agents It will follow you on your chain, remaining outside of local time but can be accessed through a portal you can conjure in a manner comparable to a Warehouse Portal. The Neighborhood will slowly help its residents (up to four at any one time) overcome personality flaws, trauma, and baggage while purging any foreign mental or spiritual influences that maliciously alter their thoughts or behavior, helping them become functional members of society without changing the core of their personality. Additionally, the extra-temporal nature of the Neighborhood means that, regardless of how long the process takes in subjective time, from an external reference, the process takes 24 hours.

This Neighborhood is guaranteed to work on any Sapient Being that is constitutionally capable of moral growth, rather than being designed solely for humans.

The Janet will be confined to the neighborhood, incapable of leaving it to affect whatever universes you visit on your chain (unless you take her as a companion in this Jump). Likewise, nothing created in the Neighborhood can be taken outside of the Neighborhood.

Additionally, you gain an in-depth education in moral philosophy and human psychology (far beyond the level available on 21st century Earth). And, finally, you gain all the skills necessary to become an Architect, all the skills necessary to construct basic afterlives to your specifications, though the aid of a Janet or an army of assistants may help keep them running smoothly (be aware that other beings with a claim on local souls may present a problem to creating new afterlives as alternatives to those that already exist). With a few million Bearimys of time and effort, you can even expand upon your neighborhood to create an afterlife that follows you on your chain with all its residents.

The Final Door

Having walked through the Final Door in the Good Place, you are faced with a choice.

A Wave Returns to the Ocean: If the breath inside your lungs feels the same as the air outside of your body, rather than continuing your jump or ending your chain, you may choose to have your individual existence terminated, returning to the broader universe in the way a wave returns to the ocean.

Your First Home: Instead of ending your existence, you can, of course, choose to end your chain and return to your first home, keeping all powers, perks, skills, abilities, and items you have picked up along the way.

The Adventure Continues: If you still have the taste for adventure, you may choose to continue your Chain as normal, moving on to a different universe.

Notes

Afterlife Tutoring Agency doesn't exist to let you summon a dead person to answer a specific single question. You're not going to be able to murder someone and then summon them to tell you the combination to their safe. If you want a Murder Victim to finger their killer, then a) hope they actually know who killed them, b) prepare for long and detailed lessons on the victims entire life story, and c) be ready to find evidence other than "the victim told me" to explain to the cops how you know who the murderer is. And if you want to know the solution to a Sheikah Puzzle Door, expect comprehensive lessons in Sheikah Puzzle Construction or Sheikah History and Culture rather than a quick step-by-step guide to getting through the one temple you're currently interested in.

If you believe that the Afterlife System is more like Brainwashing than Therapy, and you want to visit this jump but don't want to subject yourself to that brainwashing just to be able to leave and continue your chain, then for your benefit, the Guarantee of being able to reach the Good Place and Final Door can be interpreted as you eventually being able to sneak your way out of the system and cheat your way to the Good Place just long enough to reach the Final Door, or you can buy protection from memory erasure and the ability to lie effectively and then fake your way through the system, then rush your way through the Final Door before anyone realizes you don't act like someone who has been through the system properly. But if you really think so little of the local afterlife and its components, then I'm not really sure why you're visiting this Jump in the first place.

Be aware that the canonical afterlife redemption system doesn't change a person's personality: it merely helps them overcome their flaws. For example, a person like Jason Mendoza will still have the same likes, interests, speech patterns, relationships, but his impulsiveness will no longer overcome his good sense to the point of being self-destructive or harmful to others, nor will he express his disapproval of a friend leaving his dance crew by framing his girl-friend for felony theft. The Neighborhoods provide self-control, self-awareness, and a cure to issues such as depression, anxiety disorders, ADHD, or other neurological issues. They don't turn people into mindless cookie-cutter drones.

And since it would be a failing to discuss ethics or a setting in which moral philosophy is such a core component without even a token mention of the **Trolley Problem**, here's a statement that you might agree with or disagree with, but hopefully it makes you think a little bit: In the classic trolley problem, if you really are a Utilitarian, then the moral failing doesn't occur when the observer pulls/doesn't-pull the lever. Moral Failure occurs when the Trolley's brakes fail. As such, moral fault should be ascribed to whatever engineer either didn't properly maintain the Trolley or didn't design the Trolley properly for its day-to-day use, or didn't put the Trolley together properly, or whoever damaged the brakes in the first place, rather than on an observer or driver being forced to deal with circumstances that shouldn't occur. You, most likely, already know/believe this on some level, which is why most people will view Michael as an asshole for pushing Chidi through a dozen iterations of the Trolley Problem in S2E5: because Michael is responsible for putting 6 'people' on a track and setting the trolley in motion with no breaks, while Chidi is his victim as much as the simulacra who are 'dying'.