Generic Retail

By: PriorPossible834



Does the slight asymmetry bother you Jumper? Get used to it, you're in hell anyway.

Well Jumper, you made it, you're a Retail Worker now- the underpaid, over worked, and unappreciated life blood of American Capitalism. Is it a noble profession? No, is it a rewarding profession? Hell no, but it gives you money- money that is needed to buy the things you need to live and occasionally the things you like.

If you for some ungodly reason want that experience as a Jumper you may, by taking this Jump you will spend the next 10 years working retail in the United States or the capitalist shithole of your choice, I'd say good luck but you clearly don't want it you sick freak.

You have **1000 CP (Clearance Points)** to spend in this Jump, you must end with 0 or more.

Perks

You can spend your clearance points here on Perks, discounts? Sorry that program was eliminated in the latest contract along with your dental insurance, don't worry your compensation is already very competitive even without additional gimmicks on the corporate end.

Clock In (Free)
You can go on 'autopilot' throughout your shift, simply acting on instinct without higher thought to 'skip' to moments that require your active problem solving skills- after all you can choose to opt out of the mundane beauty of humanity as they act out a tableau of their ultimately finite lives in a snapshot before you… but you can't ignore the drunk who took a dump in aisle five

Clock Out (Free)
When your shift is finished for the day you can enter a temporary grace period where you can turn off the negative effects of stress and just *enjoy* yourself for a minute, unfortunately the longer you use this ability the more stress will build up and the more it will amplify whatever frustrations you may have with your work life when you finally clock back in.

Consummate Competence (Free)
You are possibly the best there has ever been at your job, you embody the platonic ideal of the perfect retail worker, you never make a mistake, you're always unfailingly polite, and you know exactly how to look busy whenever the manager is around… why do you get this for free you ask? Because everyone will still find something to complain about anyway.

Retirement (100)
For every dollar you earn at work one additional dollar will be deposited into a 401(k) that will appreciate in value and allow you to retire one day! Sure the gains aren't exactly fast, and the growth won't be at all meaningful for at least 40… ah, well maybe you want to buy this anyway Jumper? For the good of the Stock Market if nothing else?

The Low-Ball Devil (100)
You may at will conjure a Devil who is willing to offer you his boons in exchange for your soul (10 years of service at a retail chain he owns) unfortunately for you the Devil's Boons aren't what they used to be before the financial crisis of 2008- you'll be able to sell your soul for things like a *kinda* comfy apartment, or health insurance, and you can only get one of those or a similarly small scale but unattainable blessing every Jump.

Dollar Tree Witchcraft (100)
Once every year you may place a curse upon a customer who treated you unfairly, this hex will scale to the level of annoyance they caused you at the bare minimum ruining their day and at it's most ruining their marriage or relationship with their kids- the bedeviled victim will somehow know that someone at the store is responsible and will likely leave long rambling google reviews about the Devilry at the Dollar Tree

Viva La Restocking! (200)
You're incredibly talented at organizing extremely petty and low scale acts of rebellion, you can get all of your coworkers involved in a very mild prank on your manager, or get even the most rule abiding of your colleagues to not write you up for restocking the pasta aisle slightly wrong. This Perk also ensures that you will not be held accountable for any actions that are covered under this Perk.

The Rat Race (200)
You find that whenever you work longer hours without overtime pay, or fill in for a shift on your day off your manager does actually notice- and perhaps in some corner of their black heart even appreciate it. This has a few benefits, namely as long as you're working hard you don't need to fear being laid off in a routine downsizing, and second if there ever is a option for some kind of promotion you'll be one of the first people considered.

The Customer Is Always Right (300)
Somehow yes… at least when you want them to be, in the context of your retail job you may as well be a genie as you can bend space, time, and any other assorted fundamental forces of reality to make it so the customer is… in actual fact right about whatever it is they're whining about that day. This can help you avoid the inevitable fight by letting you at least give them what they want without a fuss at least.

Corporate Overlord (1001)
The man in the chair, the CEO, the majority shareholder of the Retail Chain you still 'nominally' work at. You work only a few hours a day, receive incredibly generous compensation, and might as well hold the power of life and death over your employees. But for all your wealth the dirty peasants just don't seem to respect you… I wonder why?

Items

Place To Live (Free)
You have a pretty crummy apartment, but it has a bed, a kitchen, and attached laundry- it's a place to rest your head every night and the rent is reasonable… oh yeah rent- yes despite this being a fiat backed property you will need to pay rent every month or you'll lose access to it for the rest of the Jump. The Landlord is a bit of a stickler about that kind of thing.

Living Expenses (Free)
You have enough money to live for a month without working, enough to provide at least some kind of grace period while job hunting if the worst happens and you actually get fired from your horrible nightmare job,

Companions

While we encourage our employees to have fun and bond with one another we do have to insist that it's kept to the government mandated lunch hours and 15 minute breaks we provide out of the goodness of our own hearts! Therefore we've provided a special companion option

Fellow Sufferer (-600)

A fellow prisoner of Retail Hell, you will only see this person for one hour and fifteen minutes every day even after this Jump- there's nothing you can do to save them, they'll be terminally employed for the rest of your chain… until you Spark, then they'll switch to half-days.

Drawbacks

What? Why of course there are no Drawbacks here- our employees are like family to us and we would never do anything to cause them undo distress, and we know that they'll be more than willing to take any extra shifts we may need without extra compensation because they're all great team players.

Notes

Joke Jump = Vaguely Low Effort Shitpost

That does NOT however mean it won't be updated further at some point in the future, but it won't be in anyway regular or predictable as it will only occur when I think of new things I find funny about working in retail to make into options.

Before you tell me about the banking supplements or super special rules that don't apply to anyone else that let you buy Corporate Overlord… please take a moment to appreciate the satire.