Deadly Premonition JumpChain CYOA Prototype

Created by DigiDesperado. V. 1.12

Zach? Zach? Can you hear me?
Oh good. You're still there....

At times we must purge things from this world, because they should not exist. Even if it means losing someone that you love....

Jumper? Hey? Who were you talking to? Don't tell me you're hearing voices again? Actually, that's not too surprising since you've now entered the world of Deadly Premonition. The horror-comedy police procedural videogame camp cult classic.

So here's the deal, you're going to the town of Greenvale, a small little mountain town up in Washington State. A pretty quiet little place with simple people. That is until the body of Anna Graham is discovered by Jim Green and the Ingram twins Isaach and Isaiah; nailed to a tree and her belly cut open. Yep, there's a Killer loose!

Thankfully, a local investigation team is hard at work trying to unearth the secret of the local urban legend known as the Red Raincoat Killer and the culprit behind the nationwide Red Seed Murders. Which may or may not explain why you and other people keep slipping in and out of some freaky as hell Other World.

Also this is technically not my fault but it seems like the Red Raincoat Killer is aware of your otherworldly presence and is actively gunning for you for some reason. Whether you're in this world or the other side, he's got an axe to grind. In more ways than one. You got ten years in this town. Try to treat it like a vacation.

Bit of advice, don't be outside when it rains.

Here's 1000 CP. Good Luck!

Starting Location

You will be going to Greenvale, but where exactly you will start in the town could mean starting the investigation on a high note or inside a hornet's nest. Roll 1d8 to determine where you will wind up.

1. In The Middle of the Woods: Well this is embarrassing. On the car ride into Greenvale proper, you somehow lose control of your car and crash it into some trees. And you're out in the boonies so AAA ain't gonna help. Maybe next time you shouldn't type on your laptop, smoke a cigarette, drive in a rainstorm *and* talk to someone on the phone about the S&M undertones of Tom and Jerry all at the same time. You'll have to find your way into town. Just be careful, there's something not right in these woods, and I'm not talking about the squirrels that screech like howler monkeys.
2. Greenvale Sheriff's Department: Huh, turns out your trip went off without a hitch and you're safely at the headquarters of Greenvale PD. Granted there are just three active duty cops on the investigation, Thomas MacLaine, Emily Wyatt and Sheriff George Woodman, but you can relax. Try one of Thomas' homemade biscuits, they're delicious!
3. The A&G Diner: Full name the Apple and Gravy Diner, this slice of 50s Americana is where the locals at Greenvale come to if they want a big old T-Bone steak or try the enigmatic Sinner's

Sandwich. Enjoy a cup of coffee, have a friendly chat with owner Nick Cormack or his wife Olivia and start things off right.

4. The Great Deer Yard Hotel: A large hotel ran by the eldery and hard of hearing Polly Oxford, this hotel has a great view of both Lake Knowledge and the town itself. It has a much larger than normal collection of rooms and a dining area full of unused long tables, probably from back when Greenvale was thriving thanks to the local lumber industry. Aside from a sapling salesman, an FBI Agent and Miss Oxford herself, you're the only other guest. Enjoy the deluxe suite, and try not to feel too lonely.
5. Greenvale Forest Park: Congratulations, you've wandered your way into the local park... right in front of Anna Graham's corpse before the police take it to the morgue. Depending on who finds you here, you might want to think of an alibi and fast!
6. The Galaxy of Terror Bar: A local bar ran by Carol MacLaine, Thomas' younger sister. She sings there every now and then. Thomas bartends there as well as part of a night job. Knock back some whiskey if you like.
7. The Other World: Alright what the hell is going on here? The sky is blood red and swirling with unnatural energy, your Jumper powers appear to be muted, buildings and trees look like they're rotting or dying, it's constantly raining buckets, and everything around you seems to operate on old Survival Horror game logic with locked doors, weird keys, and bizarre twisted humanoid beings called Shadows coming after you. Escape and you'll wind up in Greenvale Community Center just in time for their town meeting to discuss the death of Anna Graham and welcoming the newly arrived FBI Agent aiding the investigation.
8. Free Space: Congratulations, pick any of the seven locations above to start!

Age and Gender

Your age in this world is 20+2d10, and you may retain your gender from your last Jump if you so choose. Otherwise, you can choose both your age (between 20-40) and your gender for 50 CP.

Backgrounds

Drop-In (Free):. Good news, you have no prior history with anyone and can just blend into the background. Bad news is that is a quick way to be pegged as top suspect.

Local Cop (100 CP): You're one of the best and brightest, here to serve and protect the citizens of Greenvale. You're immediately more trustworthy by the locals and any FBI Agents will pay you just enough respect to keep proceedings moving smoothly. Also comes with a sidearm and some basic marksmanship skill.

Greenvale Resident (100 CP): You've lived in Greenvale your entire life. You know everyone, you know everyone's kids, you even know the weirdo that runs the cemetery. Whether you own the local grocery store or are that guy that runs the gas pump, you have a history with this town for better and for worse. The history, the folklore, and the urban legends.

FBI Agent (200 CP): You've been called in by the FBI to investigate the murder of Anna Graham since the modus operandi is similar to the Red Seed Murders happening throughout the United States. Thankfully this comes with investigative skills, your skillset specializing in homicide and serial killers, as well as an FBI file detailing past victims of the Killer. But the residents of Greenvale will take a while to get used to your presence. Taking this background causes you to replace Agent Morgan in the investigation.

Perks

General Perks

Unintentional Hilarity (Free): Why does everyone sound like nervous middle schoolers putting on a play? For the rest of your Jump, everyone around you acts just a bit off. Their movements too janky or unnatural, their social skills awkward bordering on tactless. Their mannerisms almost like something out of a cult tv show by David Lynch. It's like everyone has the limited facial and animation range of a PS2 game...but in real life.
This affects you as well and can be taken with you to other Jumps. Note that this does not grant plot armor or eleventh hour stupidity by any enemies you face. A mad scientist holding a doomsday device with acting on par with Tommy Wiseau is *still* a mad scientist holding a doomsday device with evil intentions.

Life is Beautiful (50 CP): Damn that whistling is catchy! Congratulations you now have the soundtrack of Deadly Premonition in your head, and you can take it with you to other Jumps. A side effect of having this music play is that the music amplifies otherwise subtle or more subdued elements around you. You tell an off-color joke, suddenly wacky music will play and everyone will laugh, only for it to snap to sinister strings once you return to talking about your ghost story. An otherwise normal person greets you but has a dark secret that will be relevant later? You will hear dark and ominous foreboding in the music. It won't completely give everything away, but it never fails to make things feel campy.

I Can't Believe It... This Is Fantastic! It's Really Good! (100 CP): You now have access to Nick Cormack's cooking in your very own Warehouse. You have easy access to some really good coffee (which is compatible with *F K In The Coffee*) in your choice of either an ever-replenishing mug or thermos – both interchangeable. You are also given an eternal supply of the kind of delicious diner cooking you can only get when it's made with love by a passionate chef in the mountainous northwest. This even includes easy access to Nick Cormack's crowning achievement, The Sinner's Sandwich, a sandwich made of turkey, strawberry jam, and cereal. It sounds terrible but it tastes delicious and will fill you up for the rest of the day guaranteed.

Drop-In Perks (50% Discount)

Welcome To Greenvale (100 CP): Somehow the citizens of Greenvale treat you like one of their own and help you if small issues come up. Your car gets destroyed or runs out of gas? It'll get towed, repaired, and gassed up and the helpful soul will pay for most of it. Went drinking at the Galaxy of Terror but forgot your wallet? The bartender will open a tab with a knowing wink. As long as you're not actively abusing these acts of selflessness, you will always find a friend willing to help. Outside of this jump, this perk will apply to any people or persons identified as some flavor of small-town kitsch, blue collar, or otherwise lovable middle working class schlub. This does not cancel out the *Greenvale Economy* Drawback.

Smoke Break (200 CP): For some uncanny reason as long as you are smoking a cigarette – doesn't matter the brand, the quality, or the make as long as it is primarily rolled with tobacco – time will fly by. No matter how much time has passed, once you decide to stop, the cigarette will be used up and it will be exactly the time you want it to be to the minute. Your body will still behave normally (ie. You WILL die of hunger or dehydration if you decide to wait over a week unless your anatomy has been altered from the human norm) during this time, but otherwise a few hours might as well be a couple of seconds. All you can do is smoke, anything else will break the accelerated passage of time. If you are

smoking from a pack, you can grant someone else this time-skipping ability, but it'll cost you an extra smoke. Limit is three people max. They must be adults and know full well the risks of smoking as per the Surgeon General's warning.

Off-Road Secrets (400 CP): For some reason you have a natural capacity for finding shortcuts to where you need to go no matter how ludicrous. Who would have thought there'd be an even dirt road that perfectly cuts through a mountainous forest area? How did nobody notice there's another perfectly good road that shaves precious hours off a road trip behind those giant “Road Closed” signs? Or that abandoned train tunnel will get you to where you need to go in half the time?
This perk is limited by the shortcut having to be mundane in nature, no warp portals or wibbly wobbly timey wimey stuff allowed. But once you find it, others can use it, and the local police will generally turn a blind eye, assuming you haven't already gotten their attention with Grand Theft Auto or have a bunch of dead bodies in the trunk or something.

The Collapse of A Kingdom (600 CP): For whatever reason you are not affected at all by the insanity-inducing purple fog that appears on rainy nights and you've developed a way to hide from beings from The Other World, including the Red Raincoat Killer. They will still sabotage your investigation and keep piling up the bodies, but now you have a much better time keeping your composure and hiding from their antics until the time is right.

In other Jumps this is treated as a form of disguise or camouflage against the criminally insane or the supernatural as well as a potent defense against insanity-inducing effects. As long as you're smart and stay low to the ground, this can be used to trip up even the best laid plans of murdering psychos or otherworldly terrors.

Local Cop Perks (50% Discount)

Just Another One of Those Days (100 CP, Free With Background): Greenvale isn't exactly a normal town, and you've been on your beat long enough that you comfortably say you've seen everything. Crazy old loon causes a noise complaint because the pot she holds on to got cold? You calm her down within five minutes and help her with her pot. Local high school students steal something on a dare? Slap on the wrist given and goods returned, even if the goods in question was a leather bondage outfit lifted out of someone's hidden closet.
This level of rote familiarity even extends to your own costume and attitude as well. You could be breaking up a riot about to happen wearing a sexy cat costume and everyone involved will still recognize you as an agent of the law and act accordingly.

Nose to the Grind (200 CP): In such a small town like Greenvale, police work alone doesn't exactly pay the bills. But with this perk, you are able to not only hold down a police job, but also a night job at another local establishment. You even have enough energy after the fact to indulge in other hobbies and activities like learning different classifications of squirrels or the pleasures of the night life. This perk also makes you an early riser. No matter how emotionally taxing, mentally strenuous, or physically exhausting your entire day was before, you are always up at 7:00 AM sharp, refreshed and ready to start the day anew!

Skeletons In Your Closet (400 CP): Either a product of an abusive childhood or some sort of tragic psychic blow from losing someone as sweet as Anna Graham, you have developed a secret second identity for yourself. It can be a harmless coping mechanism like running around the city at night in a costume or singing at a jazz club, or something potentially dangerous like stockpiling weapons or

running around the woods singing hymns like a nutcase. Either way, this persona you've created, or maybe this new you you've embraced, needs a base of operations and tools for the job. With this perk you get exactly this. A hidden room full of items, costumes, and other materials you need to play out this dual identity of yours during your stay in the town. Post Jump you gain the ability to set up similar hidden rooms wherever you take up residence as long as you have about a week to prepare, but only the most hawkeyed detective will be able to uncover it.

The Town's Greatest Treasures (600 CP): While in the Other World, you feel powerful, more so than normal, and it grants you superhuman durability, speed, and strength. Roughly five times the human average. You will believe yourself to be divine with the kind of power coursing through you. But once the rain stops and The Other World fades away, you will resort back to your normal self. There is a minor addictive quality to this power, and it also comes with scars on your back in the shape of an upside-down peace symbol, something the Red Raincoat Killer has as well.

After this Jump this is you drawing upon power from The Other World to give yourself an identical power boost when facing off against other supernatural forces.

Greenvale Resident Perks (50% Discount)

Greenvale Quirk (100 CP, Free With Background): You have a certain distinct quality about you. A hobby you enjoy so much you are more or less remembered as "the person who enjoys ____". This perk makes you a bona fide savant in one particular skill or field of your choice. It can be as something as simple as being a grandmaster at chess or an old rock and roll legend to something as dedicated as advanced medical science.

I Know That Guy (200 CP): You can pick anyone out you know from Greenvale with even the smallest detail. It can be as simple as a wedding ring, a speech impediment or their field of study. It can even be something as esoteric as an odd birth mark on their right butt cheek that they had since they were a baby, you being the midwife and all. If they are captured or killed, there will always be a detail left behind that will lead you to them.

Post Jump this applies to a small group of people you immediately have a strong rapport with, twelve in total. They don't all have to come from the same small town, but you know each one of them as close, personal friends. They do not count towards the Companion count and they do not get any additional perks or items.

Every new Jump you enter includes twelve new people that work with this perk.

Booming Business (400 CP): Your business sense goes beyond savvy. In addition to having the know-how to successfully run a small bar or grocer, your profits are a lot higher than normal. Probably because you are able to charge fifty bucks for a single sugar donut and not only do the customers pay, they pay kindly like that money isn't such a big deal. Almost as if there was a mix-up in translation between Japanese Yen and the American Dollar and nobody changed where the dots were supposed to go.

Greenvale Market (600 CP): This is a slightly more powerful version of *Booming Business*. In addition to being able to successfully run a business and charge obscene amounts for the most basic of

amenities, this perk flat out gives you your own chain of businesses. As long as it remains simple and rustic, these stores will keep getting reliable customers, keep bringing cash in, and regardless of what world you wind up in, there will always be a version of it there ready to give you your cut of the profits.

FBI Agent Perks (50% Discount)

Sidequest Insanity (100 CP, Free With Background): You got what by doing what!? While in Greenvale, various residents will ask you for help with seemingly minor issues. Stuff like re-arranging heavy boxes in a grocer's cold storage room or finding someone's personal training weights. But helping these folks always yields some helpful or downright disproportionate rewards. Helping someone mow their lawn might give you a flamethrower for example. They won't give you anything resembling a win button, but it makes helping an old lady clean out off the roof of her house a bit more tempting.

Agent Honor (200 CP): Who says being a good person doesn't pay? With this perk, now it does. Handsomely. Every time you progress the investigation in a positive light, doing it by the books and being an upstanding paragon of justice, you will continuously receive money from the FBI. At the end of each day, your moral compass is evaluated, the greater the acts of heroism the greater the pay. Shoot innocent civilians, run people over, or flat out break the rules for corrupt personal gain, and the agency will charge you in equal measure. Post Jump you will still receive these monetary transfers, and no matter what setting you're in, it'll still be addressed from the FBI. Weird.

F K In The Coffee (400 CP): Do you see it? It's right there. Clear as a crisp spring morning. You are now able to perform some weirdly accurate fortune-telling with your coffee. Every time you sit down to enjoy a cup of coffee, by adding some cream and letting it naturally swirl in the cup, you can divine if there is fortune in your future. This might lead to you stumbling over some gold later on, or might make you think twice about trusting that shady businessman. Also once per Jump, this form of fortune-telling can reveal something dangerous or pivotal to you that *will* happen while you are there. If you can figure out the exact meaning in the coffee, you can plan ahead.
A side effect of this perk however is that it can't be used all the time or with cheap instant generic brands you find at a supermarket. You are now very particular about your coffee, from its overall quality to how it is prepared to how much sugar, cream and other additives are included. It has to be just right otherwise this perk will not work.

It's Because You Don't Understand Humans (600 CP): How? How can you cause these unnatural otherworldly things pain? How can you go toe to toe with almost godlike cosmic entities of The Other World or anything else extraordinary with just a suit, some regular weapons and some cheesy one-liners? And win? Oh... ohhhhh. Taking this perk gives you the seemingly impossible ability to harm supernatural entities, even eventually kill them, with regular everyday weaponry. You can exorcise a house of its ghosts by just picking up a pipe or a tree branch and physically beating them into the other side. A werewolf or a vampire that can only be harmed with silver or garlic can be turned to hamburger with machine gun fire. A twenty-foot tall demonic overall-wearing farmer empowered by all of the pain and suffering in the world? Just a few well-placed bullets away from being banished from the material plane.
This perk only works against creatures with broad generalized rules like multiple versions of werewolves, vampires, or lower echelons of the Great Ones. If the entity you're trying to put down can only be harmed by an ancient dagger that is tied to some ghastly ritual performed millennia ago that went horribly wrong, you might want to grab that dagger first before you get the sawed-off shotgun.

Items and Equipment

Thomas' Homemade Biscuit (50 CP): What the hell is in this biscuit that makes it so delicious!? Eating this biscuit snaps you right awake, fills you up like a full course meal, and even heals minor wounds. The bottom of the plate even comes with a folded up note with the recipe and a note from Jump reading “I won't tell if you won't ;)” It takes a full day to make just one, but you have to get it just right if you want that level of goodness, and it only has a shelf life of about two days so eat it while it's hot.

The Right Suit For The Right Job (100 CP): You have a personal closet, integrated into your Warehouse post-Jump, full of fancy suits (or dresses) that range from the professional to the tacky and ostentatious. Eight of these suits have distinct abilities while they are worn. One increases your natural Charisma. The second boosts your overall combat effectiveness. The third allows you to shake off exhaustion for longer. The fourth one gives you extra defense against regular attacks. The fifth allows you to drive land vehicles more dangerously. The sixth makes you feel like you've drank three espressos before bed... all the time. The seventh one makes you slightly lucky when it comes to money and games of chance. The final one gives you an overall performance boost when facing anything from The Other World.
The only downside to these suits is that, aside from some of them being absolute eyesores, is that they get dirty really quickly and will lose their effectiveness if you let them get too filthy. Steam clean only, one size fits all.

Weapons Case (200 CP): A seemingly innocuous carrying case for an assault rifle. But opening it up reveals it to be more like a carrying case of holding. Any mundane firearm or melee weapon can be pulled from this case. As long as you have the ammo for the gun, it will be properly cleaned, maintained and ready to go. Does not come with an infinite supply of each weapon and can only pull weapons that you've bought or are stored in your Warehouse via limited spatial portal. Any attempt to replicate this ability will fail.

Agent Morgan's Car (200 CP): You now have a complete replica of FBI Agent Francis York Morgan's car. The exact same one he used to drive into Greenvale. In addition to it having a radio, AC, and CD Player, it also has a small personal laptop in the passenger seat with easy access to a personal database and Wi-Fi. It always drives like it has a full tank of gas, even though physically looking into the tank shows it to be empty. Does not come with a satelite phone.

A Packet of Red Seeds (300 CP): You have a small packet of the infamous Red Seeds that have lead to so much chaos in this world. You can't replicate or analyze these seeds in any way, but you know all too well how they work. By killing someone and planting the seeds in their dying body, it will grow a red tree. Not only will this yield more seeds but whenever it rains, it will unleash a purple fog that can drive people mad, making them fly into a psychotic rage every time they are outside in a rainstorm. The fog appears to be directly tied to the tree itself on a metaphysical level so containing or weaponizing the fog is nigh-impossible. Use with the greatest of caution, the trees themselves seem to have an agenda of their own.

Unnatural Weapon (400/600 CP): Due to some local psychic phenomenon in Greenvale and a run in you had in The Other World, a mundane melee weapon or firearm has been charged with unnatural power. Working on a conceptual level, this weapon will never break, and will never run out of

ammunition. For an additional 200 CP, you can give this effect to any weapon in your possession.

Companion Import Rules

Import Existing Companions: For 100 CP you can import a companion from your previous adventures to join you in this bizarre odyssey. They'll be given 500 CP to spend and can choose any background. The initial CP cost for certain backgrounds will remain.

OC or Minor Canon Characters: Oh, looks like you've made friends in town. If you want to take the likes of rocker Keith Ingram with you, he counts. They'll cost 100 CP, but include *Greenvale Quirk* for free.

Major Characters: Assuming they live to the end, you can also take one of the major characters in the plot with you into future Jumps. These include Francis York Morgan, Emily Wyatt, or even the Red Raincoat Killer himself...if you're okay with having a mass murderer in your Warehouse that is. They cost 200 CP each and get 500 CP to spend only on their own respective background perks.

Drawbacks (600 CP Max)

Deputized (100 CP): Either by coincidence, inherent status, or happenstance you have been temporarily deputized and brought on to the Red Raincoat Killer case. This basically makes you plotbound to what happens to Agent Morgan and his team, the good and the bad.

Greenvale Economy (100 CP): They expect you to pay HOW MUCH for that steak!? Somehow the entire money system of Greenvale is a lot more demanding than anywhere else. It's like there was a hiccup in translation between Japanese Yen and the American Dollar and someone forgot to change where the dot goes. But your amount of income remains the same. Get ready to spend hundreds of bucks for a pack of crackers or a simple cup of coffee, or tens of thousands of dollars for something as basic as an oil change on your car.

Getting Hungry? (100 CP): Despite what modifications you may have done to your body or alternate forms you may have in your travels, you now have to actively eat, drink, and sleep during your time in Greenvale. Your metabolism is also supercharged. Five meals, six snacks, and at least three cups of coffee a day, even more if you plan to do an all-nighter. If you neglect these basic human needs, it will lead to your judgment becoming impaired or even your life ending from lack of nutrition. Thankfully Greenvale has some damn good coffee and several diners to eat from.

Old Recluse (200 CP): You remember what happened when the original Red Raincoat Killer stalked the streets of Greenvale, and you were part of the horrors unearthed by the mysterious purple fog that covered the town fifty years ago. However, it has left you physically handicapped and utterly terrified of stepping out on rainy nights. Taking this drawback ups your age to 60 +1d10 years. You cannot change out of this form until the investigation concludes.

Red Herring (200 CP): There's something not right about this guy? Oh wait, they're referring to you. At every single turn in the investigation, the evidence and testimonies conspire to paint you as the Red Raincoat Killer. This will continuously derail the investigation, muddy your relationship with the locals and the investigation team, and be taken advantage of by the real culprit. Unless you get some truly

damning evidence that proves your innocence, this case just got a lot more challenging.

Red Vines (300 CP): You've gotten used to how The Other World continues to distort the world around you, turning something as manageable as a hospital into a labyrinth full of deadly Shadows and demented puzzle solving. But now with this drawback, these slips into the other side have become noticeably more dangerous, frequent, and disorienting. Your Jumper abilities become noticeably less potent, especially those that can dispel or handle extraplanar phenomena. Shadows start coming after you in more aggressive psychotic waves. And the keys and doors you must seek in order to escape become increasingly obtuse. All the while Red Vines will slowly encompass your travels, threatening to ensnare you and drive you insane.
It's as if The Red Tree itself feels your power and plans to absorb it to spread its influence to the rest of the world... and beyond.

The Red Room (300 CP): A long time ago, a great tragedy happened that lead to the death of loved ones close to you as a child. Worse still, it was by the hand of an agent of The Other World. The trauma of this moment combined with the unnatural power of this agent has fundamentally altered your psyche. The Jumper you once were is now trapped deep within The Red Room, a psychedelic mindscape covered in red petals, televisions playing nothing but static, and cryptic uncanny facsimiles of people and places you've seen before.
In your place in the physical world is another you, who has been your best friend since that tragic day. Handling the stuff you can't handle normally, keeping you company while watching movies, and also slowly helping you come to terms with what happened. They have access to your Jumper Powers and personality wise they're similar to you but noticeably stunted emotionally and socially. They'll ask you for advice right out the blue, no matter how many people look at him weird for talking to their imaginary friend. They'll go into graphic detail about grizzly sights you've seen before while everyone else is eating breakfast. And they'll act like a shy twelve-year old when it comes to romance and dating. Every night they will visit you in the Red Room and you can discuss how to continue the investigation next. But ultimately, the choice on whether or not to act on your advice lies with your double.
Once the investigation nears its conclusion, you will be able to regain full control of your mind and escape this Room. But at a great cost: the death of your most personal friend. One that you've known for decades.

Red Seed Emissary (400 CP): Sharpen up that axe and dust off that raincoat because it looks like you're the Killer! Worse still, you have become a pawn of The Red Tree, the source behind the madness and suffering going on in Greenvale. You cannot leave the town until either ten years pass or the entire investigation team is dead. Every single night when it rains you will step out, don your ghastly garb, and you will try to kill people in blind psychotic rage. Ritualistically cutting them open and stuffing their bodies full of Red Seeds in order to grow red saplings, expanding the influence of madness. There is just one thing standing in your way: A version of Francis York Morgan with all the FBI Agent perks and his own personal arsenal.

One Last Case (600 CP): In addition to getting *Deputized* and *The Red Room* for no additional CP, your time in this world isn't done yet. Nine years after you closing the book on the Red Raincoat Killer case, you've basically moved on with your life. That is...until your double returns to you in a dream that eerily resembles the A&G Diner, along with the rest of the prior victims. They welcome you back with open arms, amazed at how much you've grown without them but lets you know they've always been with you in your subconscious.
But then your double brings up a curious case. Over the past three months in another town near New Orleans people are reporting sudden strikes of nausea then completely losing control of their bodies.

Some have even spent two entire months being able to only walk backwards. Does that make you feel anything?
You're right, you have one more case in this world with your double. But The Other World knows how dangerous you are this time around, and will have new tricks and threats that can rival even your Jumper abilities.

Secret Ending: If you take *The Red Room* or *One Last Case* Drawback, a curiosity will happen. After the case in Greenvale, every night in your dreams you will see The Red Room again, but there will be a door tucked away. One that will not open no matter what you do. But it seems The Red Room itself has clues as to how that is possible. It might have something to do with playing a certain vinyl record of lounge music or finding a picture frame of a certain person, or maybe these curiously high-quality trading cards with the faces and profile of Greenvale's residents that you've started finding scattered throughout the town.
Figure out this final perplexing mystery and the door will open. Leading you to another place, The White Room, where your double has patiently waited. They won't say anything but somehow you know that you've passed some secret test. They are no longer a part of you, but an ascended guardian spirit for all the good they did in life.
After your Jump has concluded, your double will return and become a fully functional protector in your mind. Warding off insanity effects and combating mental infiltration, all while wielding power comparable to your own from when you first entered The Red Room.

What Happens Next?

Time to Wake Up, Zach: You wake up back at home with all the skills and powers you have obtained while on this journey. But your Jumping days are over.

So Long To the Civilized World: Looks like you've decided to stick around in this offbeat world? It was the coffee wasn't it? I honestly can't blame you.

Time To Go: Any and all drawbacks are suspended and you move on to another world with the skills, powers, and friends you've obtained here.

Special Thanks to the Welcome to Greenvale Fan Site, helpful feedback from the /tg/ board and /u/ patience_endures for helping me whip together this Jump. Also thanks to Swery65 for making this insane yet oddly beautiful game.

Version 1.12 Update Notes

- The failure state of the Jump has been scaled back since the original version made the whole thing feel like a Gauntlet instead of a regular Jump. Instead of being forced into the investigation, the Red Raincoat Killer simply has you on his kill list. You aren't plotbound to the investigation now, but you're gonna want that maniac gone fast.
- Adjusted point cost for companion import and gave out some free background perks to give you some more freedom.
- Multiple Perks have been re-worded for clarity.
- *Deputized* drawback has been added for 100 CP. Your standard Plotbound drawback.
- *A Packet of Red Seeds* is now available as an item for 300 CP. You mad mad person.
- You can also buy *Agent Morgan's Car* for 200 CP. Just try not to wreck it a second time.
- Double Spacing has been removed from the formatting, because people complained.
- Various grammar fixes.

General Jump Notes

- The Red Raincoat Killer utilizes The Other World to carry out his murders. Because of this, banishing him to another dimension or capturing him with a trap won't hold him for long.
- The Electric Guitar Grecotch can be obtained both in mundane form with the *Sidequest Insanity* perk, or bought with *Unnatural Weapon*. Your ability to actually play it as an instrument is up to your personal skill level.
- Even if you've bought a packet of Red Seeds, unless you have *Collapse of a Kingdom* or similar mental defenses, the purple fog will induce madness in you as well.
- *F K In The Coffee* is treated as your uncanny skill to divine using coffee. This is why the power isn't directly tied to a coffee cup or a type of coffee. The actual quality the coffee has to be better than generic storebought brands, but otherwise boils down to personal taste.