Nine to Five Jump by Doomaphobe

Well you wake up in a tiny apartment. Looks like Jumpchan put you back in the normal world but just somewhere else and yet in another body. Rules of this jump are simple, you have to keep your Job for 10 whole years and if you get full on fired or quit then you will be sent back home, out of the chain. Mind you, your powers are in full swing but flaunting them will bring things to an ass-grinding halt and will complicate things immensely, perhaps losing you your job, so you may want to keep them under wraps and use them in subtle ways to make your life easier.
Any companions you brought with you are now your roommates with their own jobs and in the event of intelligent monster-like companions, they've been acclimated to a less surprising form. Your unintelligent companions will become your ideal house pets. The closet in your room at the apartment is a hammer space and any item that can fit in a closet from your warehouse can become accessible, otherwise your warehouse is off limits for the duration of the jump. Your apartment size scales to how many companions you have. For each three intelligent companions you have two rooms, each with their own bathroom, one kitchen, one living room.
Your Career is safe from larger forces that are far beyond your control. (Such as company shut downs and budget cuts) However meteors and talkative accountants can still effect your employment.

You get 1000 cp For your slice of life adventure!
Background
1d8+17 for age or choose your age and gender for 100CP
Jobs
Odd Job Guy- Free
You're the guy that's generally called by an extensive group of friends to do most any grunt work for very little pay. While you can't get fired from this, expect to be pinching every penny and eating ramen for some time. With this job, the goal switches from not being fired to not being homeless. While your companions are loyal and might float you a few months, eventually they may vote to kick you out. You cannot gain usable currency beyond the gigs you are offered.

Food Service- 25
Whether it be fast food, the restaraunt business or a deli, you'll be catering to a surplus of picky eaters. Starts at minimum wage.

Office- 50
You had to get a degree to wind up in this place? Well, at least you have your own cubicle and you don't have to deal with masses of customers. Starts off with decent pay, you won't be living pay check to pay check but don't hold your breath on that Ferrari.

Business Owner- 100
Tricky position this is. You just got done making the investment, everything is riding on the line and you have to keep this thing going for ten years and it may take half that time for this place to truly turn a profit. While you may think you're above reproach now, you

just took on a metric fuck ton of responsibility and your new superiors are the customers, scathing yelp reviews and agencies looking to pick your establishment apart. You start with a small store.

Perks-

Experience- 50 (Discount for Odd Jobbers)
You suddenly gain a year's experience in your industry, this will make things a little easier to slide into as well as keeping you from making rookie mistakes. Multiple purchases of this perk add more years and make it more likely for you to rise through the ranks.

Where Every Body Knows Your Name-100 (Discount for Food Service)
Customers and clients generally like you, they come by requesting you by name just to chat you up. Be careful, you'll be in the position to give them discounts or special treatment but you must balance their happiness with your superior's scrutiny or suffer ill from both sides. In future jumps, B and C list characters of the continuity will be relatively familiar with you and start out on more or less, friendly terms.

References, References, References...-100 (Discount Office, Free Business Owner)
You can choose one of your companions to work where you do! Generally speaking, they are staunchly loyal and will have your back when it comes to workplace politics but be careful, if one of you gets a promotion, some favoritism will be frowned upon. In the future, this power will allow you to freely teleport those companions directly to your side with but a thought.

Timing!-100 (Free Business Owner)
For whatever reason, you're able to make benign adjustments to your work schedule. As long as you make plans a week in advance and work all the hours initially scheduled for you, no one will bat an eye at the three hour lunch you used to take a nap. In future jumps this will allow you to placate time slightly by shifting when important events will happen by a week at maximum.

Family Connection-200 (Discount Food Service)
If you are in Food Service or in an Office well it turns out your family makes up some of the higher ups, for an extra 100 they actually own the business! While this makes it harder for you to get fired, bare in mind that jealous peers may make your life miserable and there's only so much daddy can save you from. As a business owner, you simply have good family connections to get a great price on wholesale items or have the fire marshal turn a blind eye on your new building. Odd Jobbers just have family who are fairly well off and will be willing to give them some well paying work if the well's run dry elsewhere, though they can only find so many things for you to do. In future jumps, this will amplify your family connections in any backgrounds you take.

"Well that was weird..."-200 (Discount Odd Jobber)

It's easier to get away with using your powers in public. People will dismiss you dashing by as some jack ass on a motorcycle or you surviving that collision with a semi as a freak accident or act of fate. Needless to say, if you turn into a mechanical dragon and throw lightsabers around, this perk won't save you. This stacks with Blend In from Pokemon.

Steve from Accounting-200 (Discount Office)
A person who's very close to your rank or dead equal suddenly becomes a great scape goat for all of your failures. Though be warned, for every time you use them as an excuse they slowly manifest as karma in a future jump being some unseen obstacle and if you get them fired outright then they will swear vengeance. When the jump is over, this power becomes the ability to quite easily place blame with little argument.

Promotion- 400 (Discount Food Service)
This can be taken multiple times. Generally you start from the bottom but now you can have a foot hold closer to the top. Odd Jobbers benefit from this by having richer friends who need easier errands run for them. Business Owners gain another store and expand their franchise. In future Jumps, this perk allows you to take a bigger role in factions you join from the get go.

"Get that thing I sent ya?"- 400 (Discount Office)
Whatever leaves your hands with the intention of reaching a specific other person infallibly reaches them and at record breaking speed. Furthermore, you get any shipments, packages or reports right on time with no hassle. Even if you mess up on an address or flub instructions, the item will always reach it's destination sometimes in a miraculous fashion. If you change your mind about what you already sent out, it will someow return or change it's destination.  As an added bonus, your radio and cellphone reception is always crystal clear.

Three Strikes- 400 (Discount Odd Jobber and Business Owner)
Want to cut loose with your powers to solve a problem? Go ahead, just go freaking nuts by shooting lightning at the fuse box or levitating all those papers with your mind, however before a minute passes after the event is done you must use up one of your strikes which wipes the minds of who witnessed the anomaly and replaces it with a modified memory. You get only three of these per jump and they only wipe and modify about five minutes worth of memories.

World's First Superhero- 600 (Discount for Odd Jobber and Office Worker)
Life sure gets boring as a nine to fiver, though perhaps you take up a hobby using your powers to fight evil! Maybe you get a costume, a secret identity and stop a few purse snatchers but it seems that once a month something truly big effects the city you live in and you're the only hope they have. This perk also grants you access to your Warehouse for the jump which you can use as a secret lair. In future jumps, your strength, speed and durability increase by 10% whenever you are working to protect the innocent.

Tyrant- 600 (Discount Business Owner)

In a fit of rage, you use your abilities in front of some rather dubious prying eyes. A few weeks after the incident, you get a personal visit from some unscrupulous character who wants to offer you a position in a classy, powerful gang that runs most of the city. Odd Jobbers now find themselves basically living in a Saints Row scenario, working their way to the top and doing a lot of dirty work, Office workers may act as personal accountants or messengers for the mob, in Food Service, your new buddies will come to unwind and chowdown where you work and if you cut them a deal there, they can cut you one. Last but not least, Business Owners start out on higher footing with the mob, the back of their store becoming a hub for gang activity. Expect to be heavily trusted by criminals wherever you go and honor among thieves ALWAYS applies when it comes to your dealings with them from now on.

Lights! Camera! ACTION! 600 (Discount Food Service)
Wouldn't you know it, your work place is now the subject of a reality TV show and while it's hard to keep a low profile, you suddenly become one of the more beloved characters and are now very hard to replace. While your powers would make for an interesting show, it'd still freak people out. If you can help make the show subtlely entertaining while still doing your job, it may get so popular that you'll hang out with actual celebrities or have tons of poon waiting for you on speed dial. Be careful, reality stars fall pretty hard... After this jump, you can decide at the beginning of each jump whether or not you start out famous with little initial effort on your end.

Master of The Craft- 800 (Odd Jobber cannot take)
Your ability with your particular field is assured. You'll live life comfortably and have extreme skills based on your chosen path. Food Service? You're Gordon Ramsay with even more balls. Office Jockey? You can type a friggin' Harry Potter novel in a minute and you simply do not make mistakes in scheduling, organization or communication. Business Owner? You know a good investment when you see one, people under you have a true passion for working with you at the helm. As a true captain of industry, by year nine you will be the richest man. Sadly, taking this perk removes your ability to keep your apartment beyond this jump.

Companions

The Funny Guy 100cp
This man will keep you sane for the years to come. Sure he may be annoying sometimes but without him around you'd drink a lead milkshake from a pump action blender just to end the stress and boredom. After the jump, The Funny Guy develops an astonishing amount of plot armor. Sure he'll only be useful for a good laugh and mundane tasks but taking him along for an adventure never runs the risk of him dying. He will however, sacrifice himself to save everyone else in the next Gauntlet jump you take.

Party Animal 200cp (Discount Odd Jobber)
This person can score a nearly endless supply of drugs and alcohol. They won't be a coworker, just a friend you know and if you're an odd jobber offering them a cut, they won't work their fair share. Fortunately, they make up for it by being friends with

benefits, regardless of their gender. After this jump, the Party Animal gains very slight psychic and nature based powers, much like a level one Druid in Pathfinder with some telepathy and mage hand. Too many complications may kill them.

Foreigner 300cp (Discount Food Service)
This person is extremely efficient at your job and barely speaks english, they've taken a shine to you and will do you many favors. You won't get credit or pay for the work they do but they can cover for you pretty reliably if you feel like being lazy. After this jump, the Foreigner will duplicate any intellect and craft based abilities you have. They do not prefer battle but will gladly tinker away in the warehouse for hours if you provide a comfortable living situation.

Mentor 400cp (Discount Office)
A person just a notch above you, highly respected by peers and superiors alike. They take you under their wing and train you to be a real pro. If you lead any sort of exciting life through either Tyrant or World's First Superhero, they WILL die because of your shenanigans, imparting great inspiring words before passing on. Should you choose to keep your Mentor after this jump, they will continue to respawn as quick-start beacon of knowledge and insight before once again dying tragically.

The Assistant 600cp (Discount Business Owner)
Don't sweat the small stuff, this companion has you covered. No matter the gender, this person is always incredibly professional and deviously attractive. They seem so intelligent and so good at their job that you may think they're severely overqualified for getting you coffee. Despite all of this, they lack raw charisma and social skills so you still have to show up to that meeting or shake hands on a deal. After the jump they gain a small stipend of 200cp per jump which can only be used on personal enhancements. The Assistant cannot take disadvantages or discounts and origins.

The Better Man 800cp
Ever since you begin your work there has been this person who is soundly better than you at everything you do, whether they're a coworker or a close affiliate to your business who comes in and fixes all of your mistakes. Whenever you enter a contest of some kind, no doubt they will be there, with your same interests and goals but simply better. In fact, they are mathematically better than you are in every way, 1.5 times faster, stronger, smarter and frighteningly enough you may come to find with a keen eye that they have your powers and similar gear but all of that is? You guessed it. Better. This person is not bitter either, in fact they're genuinely nice and incredibly moral, almost sickeningly so. If you can withstand six years of this guy without losing your shit and doing something heinous to get rid of them, they actually start to hang out with you outside of work. Suddenly, for the next four years, he's your best bro, the ultimate wing man, sparring partner and a truly powerful ally, being one of the only other people with powers. More details after drawbacks.

Gear
Free- Bus Pass, Apartment, Broken Dreams.

Cost of living- 25cp (Free Food Service)
This is a hefty sum which will comfortably cover your food for a month. In fact, you can eat like a king but the card which this spending money is on ONLY covers for your meals alone and nothing else. You can live in squalor but afford to eat five star every night for as long as the card is active.

Drugs and Vidya- 25cp (Discount Odd-Jobber)
You gain a month's supply (If consumed at a steady pace) of a particular recreational drug of outstanding quality and the police will never bother you about it. If you're not into that sort of thing, you gain a household console and a starter pack of five games with every purchase. This even applies to consoles that exist in other dimensions, of which there are suprisingly few.

A fuggin' car!- 100cp (Free Business owner, Discount Office Worker)
Woo! No sitting next to masturbating homeless people anymore! For an extra 100cp, you go from a standard used model to a luxury model.

Magic Uniform- 150cp (Free Food Service)
Always clean, always ready, perfect fit. Can get blasted or incinerated but will always return, neatly folded beside you when you rest.

Apartment Upgrade- 200cp (Discount Business Owner)
Your apartment now has enough space to house each intelligent companion individually as well as being just plain comfier and roomier with an entertainment system, washer and drier and luxuries often taken for granted. For an extra 100cp, you get a luxury penthouse which is about half the size of your warehouse in floor space and has all the utilities you require to live happily without going anywhere.

Sex dungeon- 300cp (Discount Odd Jobber)
You may have done some bad things for money in the past... Fortunately, it left you stocked with mementos and tools! An extra room is added on to your apartment that is filled to the brim with every sex toy imaginable, even top of the line sex dolls and dragon dildos.

Cane- 400cp
This mundane wooden cane can condense every ranged weapon and magical item into it's being, replicating their effects on a whim. It can only replicate one effect at a time, no full-auto Avada Kadabras but you can switch between Avada Kadabra and an Uzi in a split second.

Bowel Disruptor- 600cp
A gun that makes people shit their pants. Five charges a day.

The Comfiest Couch In The Multiverse-800cp

After all this time you finally found it... What do you mean the price is too high? Nonono, I don't think you understand. This is literally the most comfortable sofa in the cosmos. When you first lay on it, your body will relax so profoundly you will shit your pants and softly weep. This becomes your bed now. You'd rather die than see this couch go first. Mother. Fucker. This is a comfy ass couch.

Drawbacks,Pick up to two

Truly Normal+100cp
Crime never happens around you and everything runs smoothly aside from the condition of your job. There is literally no reason to bring up your powers for the duration of the jump unless you feel like being a dick with them.

Bitch+100cp
This is a man or woman who will try to snitch and hatch conniving plans to get you fired. They will always be equal rank or one notch below. If you're a business owner, they're just an inspector who hates your guts.

Party Animal+200cp
You NEED to do drugs, dance, drink and fuck just to get your mind off of your boring occupation. Bare in mind, this impulsive behavior will make you late for work sometimes and if not, you'll have a horrible hang over or smell bad on more than a few occasions.

Unfriendly Ghost+300
Your apartment is haunted by the cosmic being of nut shots, once a week you'll be struck in the balls hard enough to make a normal man vomit and cry. Armor does not matter, you'll NEVER expect it. If you're a woman, it somehow manages to strike your ovaries.

Rolling Stone+400
Your industry forces you to move across country very often. While it's hard to make friends like this, expect to run into the same sorts of people over and over, new loves, new mentors, new funny guys. For some odd reason, the Better Man gets transferred with you a lot.

You can't ignore his girth+600 (Can only be taken with Better Man)
That guy who was better than you but nice? Yeah, now he's a fuckin' prick. He'll bury your face in each of your failures, fuck whoever you're crushing on at work and eat your lunch from the office fridge. Now, since he's an asshole, there's no killing him, he's totally ready for a fight or some treason and he's always miles ahead of you in tactics, he'll keep you alive just to drag you through the dirt later. It takes 8 years before your rival starts to settle down and you two begin to tolerate each other, a grudging respect is born and soon he can be an asshole FOR you rather than at you.

The One Who Will Get Away+400 (Halved if you are already in a romantic relationship.)
You will find love at first sight, the perfect person in looks and thoughts. Unless you have immense willpower, you will not be able to get them off your mind. They will go through

countless other suitors while friendzoning you. HARD. Psychic suggestion, drugs, cosmic powers, no matter what this is the one that is immune, this is the one that will get away and you have to work with her for ten years.

Misery +600
Alright shit head, you want a complication that is really worth the points? Here it is. You will honest to goodness, without any glimmer of hope be absolutely miserable for ten years. Once in a while, you'll spontaneously grow hangnails on every finger and toe, your favorite song will ALWAYS come on when you're running late and just parking. Your friends will always forget to invite you to shindigs or the invites will get lost for you. You'll ALWAYS have indigestion unless you eat the blandest food possible. Walking in the dark will cause you to stub your toes with every single step you take. If you take Nut-shot Ghost, then he will smack your nuts once every twelve hours. All other complications are amplified in similar ways if paired up with this one. By year six, you'll probably want to drink a lead milk shake from a special pump-action blender.

Future!
The apartment now becomes accessible through your Warehouse if you ever need a cozier place to crash. Be warned that if your Warehouse doesn't have electricity and plumbing, neither does your apartment.
As it turns out, The Better Man is a quasi-dimensional being that was thrown into this jump for shits and giggles after you won an arm wrestling match with the Hulk. He is a snap shot of all your abilities at the start of this jump at 1.5 times the power. Should you take The Better Man with you on your adventure he will not become any stronger in a supernatural sense, staying relatively the same in terms of experience. The Better Man will always be the same gender as you, even if you switch.
As usual all drawbacks are revoked except for "You Can't Ignore His Girth" which just changes the personality of The Better Man.

Normal to normal again
You're home! You gain the bowel destabilizer as a free gift!

Stay
Hey, you know that world that's totally unprepared for a super powered jumper? You know that job you don't have to keep anymore? Time to make the planet your bitch. As an added bonus, you gain an extra 600cp.

Bounce String!
You move on to a much more exciting place than this.