GENERIC CUBICLE JUMP

Intro

Do you dream of adventure and wonder? Of traveling to exotic lands and meeting exciting people?

Well, too bad, because you won't find any of that here. Nope, all you'll get here is a boring 9-to-5 office job, sitting in a little cubicle, day in and day out, for a decade. Totally boring, not sure why you'd want to do it, but here you are.

The rules for this jump are simple. You will arrive on the day you start an 8-hour-a-day, 40-hours-a-week job, sitting in a cubicle. For the rest of this decade, you will have to keep that same sort of job. You won't have to worry about your company suddenly going bankrupt or your location being closed down, the only way to lose your job will be through your own actions. So, you could drive the company to bankruptcy, or you could get laid off if they decide you aren't productive enough, or your boss could dislike you and decide they want you gone, but it will be something about you specifically that would cause the job loss.

Anyway, if that does happen, you have one month to find another cubicle job (no other type of job will count) and get hired for it. If you are jobless for more than a month, you fail the Jump. Not your chain, just this specific Jump, which means that you would get booted along, keeping absolutely nothing from the Jump except for your personal memories. Oh, and you have to hold onto a job for at least one month before your 'jobless' counter will reset, so you can't show up for a day and then blow it off and slack off for another month.

Anyway, enough with the rules, here are 1000 Cubicle Points. Go nuts.

Optional: Supplement Mode

Oh, wait, before we get to your actual choices, there is one other thing we are offering. We know we said earlier that you wouldn't see any adventure and wonder while you were here, but that mi~i~ight not actually be true. If you want, this Jump can be used in Supplement Mode with any other Jump, placing this Jump in that setting. You gain separate CP pools for both Jumps, and basically you can go through whichever other Jump you are in, while also having to hold down the 9-to-5 job given here.

A couple of important rules for using this mode:

- First, the Jump Fail condition associated with this Jump does not apply to the other Jump. So, if you fail this Jump while in Supplement Mode, all of your purchases and drawbacks from this document will simply vanish at that point, leaving you to continue on in the other Jump.
- If your Jump Fail has been upgraded to Chain Fail via "You're Fired!", the above rule won't apply, and failing will count as a Chain Fail overall.
- Due to being more specific, the Location options of the other Jump override this Jump's, with the company you work for being set as close as possible to your starting location in the other Jump.
- Imported Companions are Jump specific, so importing companions into the other Jump, and then buying "Christmas Bonus" here won't give those companions CP to spend here.
- With regards to "A Normal Life" drawback, if there are "power-loss" Drawbacks in the other Jump, you are only able to apply one, and get the points for it in the appropriate Jump.
- If some meta supplement is also being applied that is giving you extra CP, you will have to pick which Jump you will be using that extra CP in.

Job Focus

You must be a legal adult in whatever country you are starting in, but other than that, you can pick your age and gender. Your starting location is some country on a regular Earth. It can be fictional, but the world itself is mundane except for what you bring with you.

Once you have selected that, you will need to pick the job focus for your initial position. Note: You may end up changing positions later, but that won't alter the selections you make here. This is just setting up your first job, as well as the discounts you will have in this document. For each job focus, you will receive the basic level of training needed to actually do that specific job for free.

Call Center - Hope you are good with talking to people, because that is at least 99% of what your job will entail. Pick up a phone, call someone or receive a call, and pray that this time, you won't get yelled at. I mean, maybe you are working in a job where the only people you'll talk to are calm and rational. Hey, it could happen. This can also include jobs like online chat support or e-mail replying.

Data Entry - Your job is basically just copying column A into sheet B. Sure, there is probably more to it than that, but basically, you are just moving numbers around, or prettying them up for a report so that the higher-ups won't cut your department's budget. You might spend an exciting afternoon making a powerpoint, describing the spreadsheet in which data about all your databases is stored.

Development - Congratulations, you get to make things. Or at least draw up a design for them, having half-a-dozen people review it and make their own changes, and then have someone else steal all the credit. True, true, it might not be that bad, but review, review, review will definitely be a mantra when you are trying to get anything done. Whether you are working on software, graphics, drafting, or engineering, you're probably going to have plenty of people looking over your shoulders to give suggestions on how things should be done.

Admin - Your job is getting other people to do their jobs. Maybe you are in charge of getting complained to when they aren't getting paid enough. Or perhaps you are the nice buffer that keeps all the blame about late projects from reaching upper management. Or you could be the receptionist behind a desk that everyone treats as their personal calendar reminder app. No matter what, you are the grease that keeps all of the cogs moving in order.

Perks

All discounted Perks are 50% off, given the listed Job Focus. 100 CP Perks under a specific Job Focus are free.

Variable

Promotion (50/100/200 CP) - Ordinarily, you would be starting out at the very bottom of the ladder for whatever job you are taking. Now, however, you have a bit of a leg-up from the start. For 50 CP, you are still near the bottom, but with a few specialized duties (and a pay bump to match). For 100 CP, you will have a few people who report to you as team leader or a similar position. For 200 CP, you will have a senior position within your department, with the associated responsibilities and pay. In future Jumps, you will be able to make similarly proportionally large jumps when joining organizations.

50 CP

Caffeinated Catnaps (50 CP) - Sure, it is only eight hour shifts, but they can be extremely draining, and there is always pressure to provide a bit of overtime here or there. Well, now you can get by and function with only half the sleep you normally would. Even better, you can put your head down and power-nap almost anywhere on command, and wake up in just a few minutes with a nice burst of energy, fully alert and ready to keep working. Just be aware that power-naps aren't a true substitute for sleep.

100 CP

Chatterbox (100 CP, Free to Call Center) - You have a skill for talking with people. You know how to hold a conversation without freezing up or letting it trail into an awkward silence, and are good at getting people to open up and engage with you verbally.

Patience (100 CP, Free to Call Center) - You are resistant to getting frustrated or annoyed, especially from the actions of other people. You are able to endure abuse and shouting while remaining calm yourself.

Detailer (100 CP, Free to Data Entry) - You have a skill for noticing and pointing out small details that others might overlook, and you can pick out the important points from somewhat ambiguous presentations or oddly formatted documents.

Unbored (100 CP, Free to Data Entry) - You are resistant to boredom, especially from repetitive tasks. Even if you aren't actually excited for a specific task, you can still do it at a steady pace without faltering or your attention wandering.

Creative (100 CP, Free to Developer) - You are now trained in one field such as software coder, graphic designer, advertising copywriter, or any other creative work that is routinely done in a cubicle. You are genuinely talented at finding innovative solutions and visualizing the process needed to actually realize your designs.

Crunch Time (100 CP, Free to Developer) - You are resistant to stress and pressure, especially from short deadlines or exacting requirements. You are able to keep a level head and stay on task, while also maintaining a realistic view of your abilities and limitations.

Teamworker (100 CP, Free to Admin) - You have a skill for getting people to work together and for smoothing over interpersonal friction or problems. You are good at encouraging group unity and getting people to see themselves as part of a team.

The Little Things (100 CP, Free to Admin) - You are adept at remembering people's names and little details about them to make them feel appreciated and recognized, and at fitting actions of recognition into your interactions with others without seeming contrived or forced.

200 CP

Subtext (200 CP, Discounted for Call Center) - You are skilled at 'reading between the lines' when communicating with someone to be able to hear what they aren't telling you or what they are trying to conceal. This works best when approached without preconceptions that could give you false positives.

Pay Attention! (200 CP, Discounted for Call Center) - Your voice has a commanding undertone that makes people much more likely to actually pay attention to what you are telling them and follow whatever directions you are giving, rather than doing their own thing while ignoring you.

Network Patterns (200 CP, Discounted for Data Entry) - You are skilled at noticing connections and links between different pieces of data, and at recognizing patterns and trends in the data that can allow you to predict future trends (at least in the short term) very accurately.

Memory Sharpener (200 CP, Discounted for Data Entry) - Your memory is very sharp, almost eidetic, allowing for easy recall of specific details from data you've only seen once. You find it easy to place where you've seen something before with only a little time to think about it.

Perfect Pitch (200 CP, Discounted for Developer) - You are skilled at presenting ideas in a way that makes people want to buy in and see the good points in what you are trying to accomplish. You are adept at reading an audience to figure out what would be most engaging for them about your pitch.

Fumble Spotter (200 CP, Discounted for Developer) - You excel at finding odd ways in which your products might be used or misused that could lead them to fail, and in devising ways to fix them before they ever become issues. You are also adept at making the proper usage for your products obvious in their design.

Motivator (200 CP, Discounted for Admin) - You are skilled at getting people to actually care about their jobs, helping them to both feel like their jobs are important, as well as getting them invested in actually doing the jobs properly.

Jolly Good Fellow (200 CP, Discounted for Admin) - Other people will recognize that you are just doing your job, even when that job involves delivering bad news or other duties that they may dislike. This will lead them to still liking and respecting you as a person, even when they are disgruntled about things you had to do.

300 CP

Yarn-Spinner (300 CP, Discounted for Call Center) - There may be times when you find it necessary to 'sell a lie' to someone, and you are skilled at doing so. You are extremely good at convincing people that what you are telling them is the actual truth, to the point where you could potentially fool lie-detecting equipment or abilities.

Fudge The Numbers (300 CP, Discounted for Data Entry) - There may be times where the data you have is incomplete, and you need to fill in the gaps. You will find that the 'best guesses' that you make when doing so tend to be pretty close to accurate, or work well enough that no-one really questions them. People will also be less likely to question too closely where you got your numbers in general.

Corner Shears (300 CP, Discounted for Developer) - There may be times when you just don't have enough time or resources to make everything perfectly. You have the skills to be able to cut some corners and still push things into a workable state, while leaving room for patches and such to be applied later to bring it all back up to proper spec.

Fluent in Legal (300 CP, Discounted for Admin) - There may be times when you will have to deal with legal contracts or get people to sign them. You are now quite fluent in legal terminology, easily being capable of both clearly understanding legal texts, as well as knowing how to hide clauses and such in legal documents such that people won't examine them too closely.

400 CP

Standing On The Glass Ceiling (400 CP) - The context of your jump is now completely changed. You aren't starting from the bottom. Nope, you are now a C-Level executive, though your particular role is broadly similar to the Job Focus you picked above. You will have a substantial boost in pay, though it will also come with a lot of responsibilities that you are expected to pick up and run with. In future Jumps, this functions as an uncapper with regards to social structures. Effectively, you can rise as high as you want within any future social or economic structures, as long as you are willing to work for it. Note: Taking this with "Promotion" leads to a similar position, with proportionally increased responsibilities and pay.

No-Fault Complaint (400 CP, Discounted for Call Center) - Once per day, you can tell someone how you feel, honestly and frankly, and that person or group will simply accept and respect it, with absolutely no negative repercussions coming back onto you. You could tell a customer you think they are stupid, or tell your boss that their demands are impossible, and it wouldn't blow back onto you at all. Even outside of that, people will be generally more understanding of your complaints and less likely to take them personally, unless meant in that way.

Backtrace (400 CP, Discounted for Data Entry) - You are very skilled at figuring out where a piece of information or set of data came from, and how it was changed along the way. Even when there is no normal evidence, you will be able to deduce the origins of the data simply by careful study of it, and will often stumble upon supporting documents that can help support your conclusions.

Honest Critique (400 CP, Discounted for Developer) - You excel at getting people to consider problems and criticisms rationally, without emotions getting in the way, and are also able to do the same yourself. Your presence encourages honesty in those you interact with, and pushes them to set aside self-deceptions or preconceptions to give things a frank appraisal.

Time Manager (400 CP, Discounted for Admin) - You have a masterful sense of timing and time management. You are capable of perfectly plotting out how much time a task will take you or others, as well as working out things like when and how often you need to remind someone to get them to do a task on-time, or figuring out exactly how long it will take a specific file to download. This comes with a nicely enhanced sense of balance and proprioception as a bonus.

600 CP

Mental Model (600 CP, Discounted for Call Center) - As you communicate with someone, you will be able to develop a mental model of them, which will fill in with information such as their appearance, likes, dislikes, recent history, and more. This mental profile will become more and more accurate the more you interact with them, and can eventually reach the point where it will update automatically when something changes, even if you aren't communicating with them at that moment. A lack of interaction over a longer period of time can lead to the profile degrading.

Speed Typist (600 CP, Discounted for Data Entry) - You are able to dramatically accelerate small precise movements, such as typing, writing, or drawing, to the point where your motions seem to be just a blur. So long as you are focused on a task, your mind can also accelerate to match your motions. Note that this acceleration isn't capable of accelerating your running speed or larger motions, only movements and activities that can be performed while being relatively stationary.

Living Antibody (600 CP, Discounted for Developer) - When you are working on a project, your mere involvement will cause errors, mistakes, bugs, flaws, or other issues with the project to be fixed almost automatically, with the errors correcting themselves and disappearing as you work on the project. Something as simple as tapping refresh over and over could be a viable way of actually fixing a program and any underlying issues it might have, with more dedicated efforts causing the errors to vanish that much quicker.

All Coming Together (600 CP, Discounted for Admin) - When you are in a position of leadership or authority, those under you or working with you will come together and work as a cohesive whole, with their actions serendipitously aligning to accomplish whatever your specific goal is, even if they aren't fully aware of the goal. This is accomplished via subtle nudges and small actions on your part to help all of those working with and under you line up properly with what you need them to do. Those affected by this will also be energized to be able to put forward their full effort, even when tired or distracted.

Items

Items may be labelled as Desk Items or as Office Items. Desk Items will always be on your desk each morning, vanishing from wherever they happen to be if lost, stolen, destroyed, sold, or anything other than willingly given away to reappear there right before you arrive. Office Items will be found in whatever office you happen to be working in, and a new version will pop up in any new office you move to without any needed effort on your part. You will get your own copy of an Office Item when the Jump ends.

As usual, discounted Items are 50% off, with discounted 50 CP items being free. As a special signing bonus, you also gain two freeform discounts you can apply to any item that is not already discounted for you. Only one 400 CP item or higher can be selected as part of this.

Free/Variable

Severance Pay (FREE) - This doesn't do anything during the jump itself, but after the end of the jump, you will continue to gain whatever pay you received as of the end of the jump, at whatever rate you received it (bi-weekly, monthly, whatever). Note, this is only your standard pay, not including any sort of bonus or commission amounts, and it will only be the actual pay the company agreed to. Hacking the system the day before you leave to add in a dozen zeroes won't bump this number. On the bright side, you won't have to actually do anything to keep receiving this.

Apartment (FREE/200/400 CP, Discount Standing On The Glass Ceiling) - You will need a place to stay when you aren't at work, as they don't want you just sleeping under your desk. For free, you will get a small, fairly crappy studio apartment. It's got heating, running water, electricity, and internet, all paid for, along with a few, very simple furniture items. It's not pretty, but it will keep the rain off. For 200 CP, you can upgrade to a quite nice multi-room apartment, with modern decorations and plenty of floor space. For 400 CP, you're living in a spacious suburban home, well-maintained with a large lawn, multiple levels, and very latest in modern appliances and furniture. Whatever you choose, it will come with you after the Jump, and can be imported into future settings.

50 CP

Office Supplies (50 CP) - Desk Item. A sizable selection of paper, pens, paperclips, envelopes, and other general essentials. Fills up a drawer under your desk, and restocks daily.

Professional Pin (50 CP) - This can take the form of a tie pin, necklace, ring, or some other small but visible accessory. Whatever its shape, as long as you are visibly wearing it and are otherwise 'decently dressed', whatever outfit you are wearing will be considered 'professional' by anyone who sees you.

Lunchbox (50 CP) - A simple plastic container that will maintain the temperature of any food items inside, and will always be completely overlooked by would-be lunch thieves.

Corporate Rulebook (50 CP) - This book contains not only the official rules and regulations for whatever organization you are a part of, but also any of the unofficial policies or guidelines that are in place.

100 CP

Stress Ball (100 CP) - Desk Item. A brightly colored ball. When squeezed, tension and stress will rapidly drain out of the squeezer, similar in effect to if they were being given a high-class, professional massage.

Company Phone (100 CP) - A fairly basic smartphone, with constant coverage and a fully paid-for data plan. It does come with an urge to pick up whenever someone from your job calls, but in future Jumps, you can push that urge towards those that you are trying to call.

Headset (100 CP, Free to Call Center) - Desk Item. A small, unobtrusive headset that fits comfortably and will never pinch or bind. The microphone attached to it will only pick up sounds that you actually intend to be heard on the other side, and the speaker will always be crisp and clear and will automatically filter out any audio feedback. Any calls you make with it will never suffer from lag or delays.

Whiteboard (100 CP, Free to Data Entry) - Desk Item. A small whiteboard and marker. Anything drawn or written on the board will shift slightly to become more legible or understandable, and the market can change colors to be whatever color you want it to be.

Puzzle Cubes (100 CP, Free to Developer) - Desk Item. A small set of logic puzzles, ranging from easy to complex, whose solutions change after being solved. Fiddling with these cubes allows the user to ‘reset’ their thinking, allowing them to approach any task with a fresh set of eyes, and solving a cube can grant a burst of inspiration, proportional to the difficulty of the cube.

Outbox Tray (100 CP, Free to Admin) - Desk Item. A plain tray with the word “Outbox” on it. Any item placed within it will vanish, reappearing later near the person who you intended to receive it. The time it would take to be delivered would be equivalent to the time it would have taken for you to actually travel to them and deliver it in person. This means that it cannot be delivered to places you couldn’t reasonably get to in person. Only one item will be delivered at a time.

200 CP

Potted Plant (200 CP) - Desk Item. A small potted plant. It will fill the air around your desk with a scent of your choice, and the scent can be changed by stroking its leaves.

Ergonomic Pads (200 CP) - A set of foam pads that can be arranged to support your wrists, back, feet, neck, or any other body part, and will relieve soreness and muscle pain from them, and prevent further strain.

Water Cooler (200 CP, Discount Call Center & Admin) - Office Item. A fairly basic water cooler. Chatting with people around it will make them friendlier to you, and you will never get in trouble for hanging out there rather than doing work, as long as your work does get done.

Coffee Machine (200 CP, Discount Data Entry & Development) - Office Item. A coffee machine with a wide selection of flavors, including teas and hot chocolate for non-coffee drinkers. Each cup gives a nice boost of energy without a crash later on or any sort of dependency.

300 CP

Company Car (300 CP, Discounted for Standing on the Glass Ceiling) - A fairly nice car, with all insurance, mechanic, or gas bills being paid for by the company. They will continue to be fully paid for after this Jump.

Stress Voodoo Doll (300 CP) - A squishy human figure made of brightly colored plastic. When squeezed while thinking about someone who you are angry at, it will cause them discomfort. A few seconds of squeezing will be mild, but it can raise up to debilitating pain after several minutes. No lasting damage will be caused, and the pain will vanish when the squeezing stops.

Food Court (300 CP) - Office Item. Your company has a well stocked food court on the premises. They will either serve average fare for free, or high-class dishes for a large discount. There will also be free snacks available that can be taken back to your desk to be munched on. After this Jump, all the food will be high-class (and free for you), and the food court can either become a Warehouse Attachment or be inserted in future Jumps as a small restaurant.

Company Gym (300 CP) - Office Item. A gym full of high-end equipment, you can spend a couple of hours here each work day for ‘personal enrichment and improvement’, and still get paid for it. You will find that you have more stamina for working out, recover faster, and you won’t be sweaty or smelly when heading back to your desk. This can become a warehouse attachment after this Jump, or it can be turned into a small club gym in future Jumps.

400 CP

Home Office (400 CP) - Your company has given you a high-tech set-up to allow you to perform your job from home. You will still be expected to spend at least two-thirds of your days 'in office', but you can still take at-home days to work (and maybe slack off) while in pajamas. Future companies will also allow you to work from home, and this set-up will be ideal for future remote access needs in future jumps.

Nameplates (400 CP) - These shiny metal nameplates have your name engraved in them, and can be affixed to an item like a parking space in the company parking lot or a specific chair in a conference room, and that item will be considered reserved for you. Such reserved items will always be miraculously free when you want to use them. This can extend to any publicly accessible item, ranging from bathroom stalls to seats on a train, but it can't be used to steal an item from someone who legally owns it. You will have half-a-dozen of these plates, and can instantly 'un-affix' them with a thought, causing the nameplate in question to instantly teleport back to your hand. They must be affixed by hand, however.

600 CP

Company Retreat (600 CP) - A large resort designed for team-building exercises or other company events. Your company will hold bi-annual retreats to this resort, which features hotel-quality accommodations, and a wide variety of activities, ranging from paintball to obstacle courses to lecture halls or a library. As you own this resort, you can reserve it for your own usage when taking a vacation or what have you, and it will follow you when you leave this Jump. However, while you will get the profits from the resort, you will still have to maintain your job or fail this Jump.

The Company (600 CP) - You own the company. Or rather, you will. At the end of your jump, you will be able to pick one of the companies that you worked at to accompany you in future Jumps. Said company will import when you do, and you will be the sole shareholder for the company, which will chug along during your stay in whatever Jump you are in. You can either leave it to run on its own, or take direct control of it. At the start of each new Jump, it will revert to the state it was in at the end of this Jump.

Companions

Fellow Workerbees (50/300CP) - A standard import option. You may import / create a companion. They receive a Job Focus, and 300 CP to spend. You can pay 50 CP per companion, or 300 CP for a full set of eight.

- Christmas Bonus (50-300 CP*) - You can spend CP to grant your imported companions a bit extra to spend. For every 50 CP you spend here, up to a maximum of 300 CP, your companions will get an extra 100 CP to spend on their own purchases.

Office Pet (FREE) - An animal that is basically the mascot of your office. Can be a dog, a cat, a bird, a monkey. Whatever the case might be, they are clean, hypoallergenic, and non-disruptive, and always willing to swing by for a cuddle. Will ‘mysteriously’ show up in whatever office you are working in.

- Monkey With a Typewriter (100 CP) - You know how I mentioned a monkey before? Well, for an extra 100 CP, you can exchange the Office Pet for a trained monkey that can actually (sort-of) do your job. It won’t exactly do a stellar job of it, but it is enough that it could cover for you if you don’t show up because you just want to stay at home one day. You’ll probably have a bit more to do the next day to make up for it, but at least you won’t get called out for not showing up at all.

Drawbacks

Any number of drawbacks can be taken. However, keep in mind that several Drawbacks add New Jump Fail conditions, in addition to being jobless for a month, and that if you choose to take “You’re Fired!” with any Drawbacks that add Jump Fail conditions, those Jump Fail conditions become Chain Fail conditions, just like being jobless too long.

+100 CP

Travel Troubles (+100 CP) - Part of your job duties will now require you to travel to different offices and locations. It will be anywhere from one-fifth to one-half of your time that will be spent ‘on the road’. In addition to the general hassle of travelling so much, you will also have quite a bit of bad luck when travelling, from cars breaking down to flight delays to grungy hotel rooms.

Noisy Neighbors (+100 CP) - Your office space will seem to be filled with annoying noises. From the wheels on your chair squeaking to the person in the neighboring cubicle constantly smacking their lips to the printer next to your desk constantly emitting a high-pitched buzz, there will always be some annoying sound to distract you from your work.

Tom Foolery (+100 CP) - New Jump Fail. One of your co-workers is a prankster, and they will constantly be setting up practical jokes on you. You will never be able to actually catch them in the act or bring official attention to their antics, but their pranks will also never be outright harmful or reflect negatively on your continued employment. The one major caveat is that you will not be able to retaliate against them or prank them back, or you will fail this Jump. You will simply have to endure it.

Non-Vacatable (+100 CP) - Your particular company doesn’t believe in vacations. Or sick days, for that matter. You will be expected to work on holidays and occasionally on weekends. Luckily, they will stick to the 8-hour days, but don’t expect to be let off the hook by a little thing like a blizzard or your uncle’s funeral. And unfortunately, getting the courts or unions involved won’t actually change a thing, as this is somehow legal for them to do, and will be even if you move countries.

+200 CP

No Background (+200 CP) - You may have noticed that there was no mention of a Drop-In option. Well, here it is. You now have no history in this world prior to your first day on the job, and you only have enough of a legal identity to get in the door and get your paycheck set-up. Any sort of deeper background check can find the ‘discrepancies’, so it’d be in your best interest to not make waves, or find a way to shore up your legal identity.

Don't Be Late (+200 CP) - New Jump Fail. No matter how close you might be to your office, circumstances will conspire to ensure that it will always take at least 45 minutes for you to commute into work. Nothing that you do will be able to mitigate this, and those 45+ minutes must be spent actually travelling. Sitting along the side of the road for half-an-hour won't shave half-an-hour off your commute time. On top of that, if you are late on more than 25% of your days during a year, you fail the Jump, so you better make sure to get up and head in early.

A Normal Life (+200 CP) - What use do you have for superpowers when sitting in a cubicle? None. All of your Perks, Powers, and CP-backed Items from prior jumps are locked away until the end of the jump. If you import companions, this applies to them as well. You must have had at least one prior jump to be able to pick this.

Humdrum Havoc (+200 CP) - Your job seems to oscillate wildly between periods of boredom and panicked last-minute deadlines. And unfortunately, you don't get to actually rest during downtime. You will have to find or invent convincing busywork to do when there is nothing 'actually important' to do, because your bosses will be on the lookout for anyone who isn't actively working to give them the boot. And they will also be sticklers for those panicked last-minute deadlines actually being met.

+300 CP

Dark Dealings (+300 CP) - New Jump Fail. Your office hosts a dark and terrible secret. Maybe it is a front for a drug-smuggling ring. Maybe it is a front for a murderous cult that seeks to sacrifice people to some forgotten god. Maybe it is run by actual aliens. Whatever the case may be, those who are in the know are willing to kill to keep the secret, and evidence of the truth is buried very, very well. However, you must figure out how to expose that secret publically to the world before the end of the Jump, or you will fail the Jump. Just beware, investigating this will make you powerful enemies, so you'll have to survive after the reveal as well. As a note, getting fired from your first job won't make you fail this, it will just make it harder for you to investigate without a foot in the door.

Psycho Boss (+300 CP) - Many people think their boss is a little bit crazy. In your case, it is actually true. And not in the sense of 'thinks wearing socks with sandals is a stellar fashion choice'. Nope, some higher-up in your company is straight up murderous, and they've set their sights on you. They will be crafty, cunning, and vicious, and are adept at hiding their true nature, but they also can't be expected to behave rationally. If you should manage to survive their lethal attentions and get them killed or locked away, a new crazy boss will appear within one to two years of the former being removed. Good luck.

+400 CP

You're Fired! (+400 CP*) - Before, it was entirely possible that you could hang on to your first job and simply glide through, doing the same thing over and over for the decade before moving on. Now, however, it is guaranteed that you will end up being fired before the decade is even a third of the way over. What is worse, word about your firing will spread, making it harder for you to find another position. Not impossible, just harder, and if you do find a position, your new bosses will be much more critical of you, looking for reasons to fire you. All of this could be survivable, but there is one more twist: Jump Fails are now Chain Fails, just like death. This includes being jobless for a month, as well as any other Jump Fail conditions you may have picked up via Drawbacks. So, there is a lot more pressure for you not to mess up. On the bright side, for additional Jump Fail conditions from Drawbacks, each of those Drawbacks is now worth an additional 50% CP due to the increased danger.

+600 CP

Loonacy Incorporated (+600 CP) - New Jump Fail. The company you work for resembles the mad lovechild of Luna Lovegood, Willy Wonka, and the Animaniacs. Strange and arbitrary rules about employee conduct, job goals, and more are constantly being introduced, edited, repealed, reinstated, and torn into little bitty pieces and eaten. Things like needing to greet every third person you talk to with a kazoo whistle, and convincing your customers to buy designer salami would be commonplace. And you don't get to sit out the lunacy either. If you are found to be breaking the rules, well, maybe they'll go to dalmatian arbitration, where you can be forgiven if you can get a dog to lick your face, or maybe you'll simply fail your Jump right then and there. I hope you can thrive in chaos, because this will ensure that your job will be the very opposite of boring.

Ending and Notes

At the end of your time here, you may choose whether to stay, move on, or return home. Naturally, all drawbacks will end if you choose to stay.

- If a prior jump granted you a company that follows you or some other means of employment, being employed there will **not** count as having a job for the purpose of not failing the Jump. You must be employed at a company that isn't controlled by you (or your Companions).

Changelog

1.0 - Created
1.1 - Severance Pay shifted from a Perk to an Item. Company Car discount added. Miscellaneous fixes.
1.2 - Added Supplement Mode, Caffeinated Catnaps, and Christmas Bonus. Stressfree renamed to Crunch Time. Miscellaneous fixes.