

Jumpchain Stuff

Hi there! Welcome to Simnation! This is a world much like your own, but filled with pleasant people called Sims! It has a great deal of modern day luxuries, as well as certain futuristic options, and a small bit of magic as well. You shall be here for ten years.

Origins: With this new world, comes a new life, and since life itself is the focus here, your new age can be anything! For convenience's sake, we'll put you in a body matching your usual appearance, although if you'd like to try out how the other gender lives, I don't mind switching that around for you, free of charge!

You have 1000CP to spend on what you wish.

Now, tell me, in a word, **what exactly is your deepest desire?**

- Friends
- Career
- Violence
- Romance
- Family
- Fun
- Art
- Money

Lifestate: There's more than just sims roaming about, you know. You can pay choice points to be a different lifestate than normal, but only one. Ghosts and Star Wars aliens don't count for the limit on how many lifestates you can be, but they can't be Servos. This counts as an alt-form post jump. Being five racoons is compatible with being a ghost, a spellcaster or a vampire, but nothing else.

200CP Alien: You are now an alien, allowing you to erase minds, feel the emotions that other people feel and transmute metals and gems into other, different metals and gems. This also comes with the ability to disguise yourself as a normal sim. The moon doesn't really affect you physically, but it is nice to remind yourself of your origins.

0CP Star Wars Alien: You are now a species from Star Wars. However, this doesn't give any real benefit, and you might as well be a sim in a fancy costume. You don't even care about the moon.

400CP Ghost: Welcome to your new undead state! Being dead, you'll be pretty hard to kill, unless of course you find a way to bring yourself back to life. You can also pass through walls and possess objects, which allows you to move them about, as well as sabotage or fix them. You also change color depending on your mood. You can also choose how it is that you died, which may or may not grant you special powers. For instance, if you died in a fire, you'll gain the ability to start fires at will. For an extra 200CP, you gain the ability to unlock ghostly powers, allowing you to manifest spectral powers to help out other people…or be an annoying little shit who bullies them and takes their life force. Up to you, honestly. With enough work, you'll be able to unlock the Benevolent Blessing, or the Otherworldly Curse.

400CP Servo: You are a robot. As such, this means that you do not get hungry, and will not die of old age. You are also equipped with scanners powerful enough to tell someone else's entire personality, as well as their current emotional state, and can communicate with electronic devices.

400CP Mermaid: You are a mermaid. As such, your voice now has magical powers. You can alter people's mood to make them tense, flirty, inspired or sad, summon fish or dolphins to you, lure people to the water in order to drown them, which refills all of your physical, mental and emotional needs, change the weather to clear skies, rainstorms or thunderstorms and call forth terrifying sea monsters to swallow people whole. Furthermore, you can grant people the ability to hold their breath for a lot longer by kissing them. You can also talk to fish now, and you swim a lot faster. Mind you, you'll need to stay hydrated or else you'll dry out. A full moon can keep you wetter for longer, somehow.

400CP Werewolf: Glowing, growing, grinning, growling, looming, lurking, hunting, prowling, screaming, shouting, shrieking, howling, dragging, dripping, disemboweling; it's werewolf night! As a beast of the cursed autumn night, you are capable of transforming from your normal sim-self into your glorious fursona! That's not as much of a joke as it sounds, werewolves here

aren't limited to just coats one would find on a normal wolf. The change can be triggered manually, but it will also come about if you reach too much fury, and of course any night where the moon is full and shining is a terrible night to bear this curse. Also, you have the ability to tunnel underground, tap into your instincts to boost your confidence and, by graffiting a door with an image of a wolf, you can somehow make it inaccessible to anyone who isn't afflicted with some form of lycanthropy.

600CP Spellcaster: You are able to learn magic and brew potions now! You'll need to seek out teachers, however. You also gain a free familiar, which doesn't count as a companion, but rather a follower, and is able to grant you spare magical power, as well as being able to save you from death once every jump, or every ten years, whichever comes first, as well as a weak bloodline, which makes you better at magic. When the moon is full, your spells have a much better chance of success. Any supernatural properties you or your allies own, as well as anywhere that could be considered supernaturally Yours or anywhere with high amounts of ambient magic counts as being part of the Magic Realm for the purposes of your magic, as well as the magic of those you'd consider allies, meaning you cannot overload your magic, and can charge and discharge at will, as well as being able to teleport there on demand. You can import a pre-existing familiar. For an extra 100CP (per level) you can upgrade to have a strong or ancient bloodline, which will improve your spellcasting.

600CP Vampire: You have become a creature of the night. Whilst this does mean you'll burn up in the cruel sun, it also means you do not die of old age, as well as being immune to drowning, overly hot or cold temperatures and poison. You can also gain cool vampire powers such as turning into a bat, controlling people's minds, locking and unlocking doors and resistance and even eventual immunity to that damnable flaming orb. Of course, since moonlight is just reflected sunlight, you gain more vampiric energy on nights of the new moon. You also receive a dark form, representing your true vampiric nature, but if you want, it can just be the same as your normal form. Finally, whilst you do age, it takes five times as long once you reach adulthood.

600CP Fairy: Now you are amongst the Fair Folk, the Lords and Ladies of nature itself. Fairies here can be sorted into one of two groups; the Harmonious court or the Discordant court. Unlike most sims, you need not consume food to sustain yourself, though it is appreciated nonetheless. Instead, you sustain yourself on the energy of emotions themselves, though be careful not to run out of emotional energy. It sustains not only your body, but also your inherent magical abilities, which you can use for mischievous manipulations, control over emotions, both your own and that of others, and control over nature's path, as expected of fae magicks. Get high enough down the path of nature, and you can even bring others into the fold of the fae! The moon's light energizes you whenever you can get even the slightest bit, though on nights of the new moon, you'll find yourself starving for lunar light. You'll also find yourself being more charismatic, and being better at gardening. Finally, your new state will grant you longevity, though not immortality; living for five times as long once you reach adulthood.

0CP Five Raccoons: You are now a brace of raccoons. If any of you get separated from the troop, willingly or otherwise, it's about twenty-percent as powerful as you'd be if you were together, but if you're all in one place, as long as the whole gaze is working together, you're exactly as effective as you'd normally be when doing things. Given how coordinated you all are, I bet with the right clothes, nobody would even notice a thing…

0CP Imaginary Friend: You are no longer a true denizen of this world, but rather, you are now from Imaginary Land. In order to manifest in the real world, you need an anchor, that is, you need a child to play with you, and make you real; spend a day with you and teach you how to feel. Fortunately, it seems that someone in your town just bought their kid a brand new ImagineMe doll…that's you, to be clear. As long as you're summoned into the world, you can help support your new friend, boosting them up when they feel low, helping them be more creative, teach them how to commit arson…you know, whatever you feel like doing, it's fine, probably. Of course, you'll most likely have to say goodbye soon enough, but hopefully they'll pass you down to their own children…or perhaps something more? By the way, whilst other people can't see you, you can interact with objects, such as opening and closing doors.

Locations: You can roll a die to choose where you start up, or pay 100CP to choose from any town in the Sims 4, including one's not listed here.

1. *Newcrest:* This town may be flat, but don't let the abundance of space fool you. Take a look around, admire the wonderful scenery, and explore the endless possibilities. Do you see it? This is your whole new world! What are you waiting for?

2. *Willow Creek:* A verdant, sprawling region of lush bayous and rolling plantation land that is home to aristocratic farmers, southern gentry, and swamp-dwellers. Willow Creek is a diverse blend of rich tradition, understated grandeur and true salt-of-the-earth hospitality.

3. *Oasis Springs:* An oasis nestled in the austere beauty of the western desert, this haven of eclectic culture is fringed by countless soaring palms, and lent vibrant color through impossibly lush landscaping. Oasis Springs offers relaxing retreats from the sun to any traveler who discovers it.

4. *Magnolia Promenade:* Welcome to a world in which beautiful scenery meets metropolitan life! Magnolia Promenade offers fantastic views and a top of the line shopping experience for customers and entrepreneurs alike. Aliens may start here for free.

5. *Winderburg:* Take ye olde deep breath and enjoy the mountain air. This green, expansive playground has got it all; lush countryside, serene and rocky cliffs, a quaint village with remnants of the old world all nestled around the modern shore side business center.

6. *San Myshuno:* Welcome to San Myshuno! Every day is an adventure on the streets of San Myshuno. From the wild personalities you might run into on the streets to the element of surprise of stumbling across a festival in action, there's something new to discover!

7. *Forgotten Hollow:* The small town of Forgotten Hollow has remained virtually unchanged for the four generations it has existed. All of its original town founders disappeared shortly after the town was founded. All except for Vladislaus Straud. His great grandson, Vladislaus Straud the IV, still watches over the town to this day. Vampires may start here for free.

8. *Brindleton Bay:* Tucked away on the eastern seaboard. Brindleton Bay has acquired a reputation for its citizens' absolute obsession with all things feline and canine. Enjoy the coastal views, the rich maritime history, and all your new four-legged neighbors!

9. *De Sol Valley:* A densely populated city brimming with opportunities to make it big! If you can make it in Del Sol Valley you can make it anywhere. From the lavish living in The Pinnacles to the booming nightlife of Starlight Boulevard this world has everything going for it.

10. *Strangerville:* Welcome to StrangerVille: "The only thing stranger than the people is the flora!" StrangerVille is a quiet little town with a strange problem. The residents are very friendly, but at night things start to get more interesting. If you want to find out more about this town you can find Military Personnel hanging out at the Local Bar, Scientists researching at the Local Library, and that Curio Shop stand is sure to have some strange odds and ends by the trailer park.

11. *Sulani:* The gorgeous Sulani island chain welcomes all to a life of blue oceans and friendly neighbors. The main islands show off the many walks of life from the community centered Ohan'ali Town, to the more lavish upscale Lani St. Taz, and even down to the seemingly vacant Mua Pel'am. All around is the beauty of nature no matter where you look. Mermaids can start here for free.

12. *Glimmerbrook:* The quiet town of Glimmerbrook, located in a secluded mystical woodland, may have more to it than meets the eye, especially for those looking for help with learning how to use magic powers. You can start here for free if you are a spellcaster.

13. *Britchester:* Begin a new chapter in the historical University of Britechester or modern Foxbury Institute. Live in a dorm room or off-campus in the welcoming town of Gibbs Hill. Explore Britechester on a bicycle, spend time in the student commons, and have a study session at the library. Cheer on the student body at a school spirit event and wear school colors to show your Sim's pride. Servos may start here for free.

14. *Evergreen Harbor:* In Evergreen Harbor, every action you take and decision you make influences the state of the world around you. The cleaner Evergreen Harbor gets, the more you'll see nature thriving. You determine whether the skies are smoggy or clear enough to see the aurora borealis glimmering above. Let garbage pile up on the streets of your neighborhood or clean it up to create lush green walking paths in town. It's up to you!

15. *Mount Komorebi:* Locals have enjoyed the healing hot springs of Mt. Komorebi for centuries. Now, thanks to the modern snow sports resort in Yukimatsu, everyone else can, too! The region has become a hotspot for tourists looking for a vacation that's equal parts relaxing and adventurous. With so many new visitors, there have been a lot of changes to the rolling forests that surround Mt. Komorebi. Hopefully, the area will be able to maintain the charm that drew so many Sims to it in the first place.

16. *Henford-on-Bagley:* From the natural beauty of Cordelia Falls to the clear, brisk currents of the River Bagley, the mingling of earth and water makes Henford-on-Bagley a lovely place to visit, but perhaps an even lovelier place to live. Villagers here connect with the history of the land while finding friendship in the furry and feathery creatures that inhabit the woods. So what if the average neighbor is a little more gossipy? You couldn't ask for a better place to grow, tend, and nurture a more natural life.

17. *Tartosa:* Romantic sites and scenery have long graced the seaside region of Tartosa, creating the perfect setting for love and matrimonial pursuits. It isn't uncommon for vacationers and honeymooners alike to return year after year, seeking to re-experience the intimacy of past visits. They say there's a love story in the making for everyone. Just ask Tartosa's residents, and they'll excitedly gossip about local Wedding Industry shenanigans or the area's love-laced, historical past. But even if a Sim doesn't find their soulmate here, one thing is for certain… they're fated to fall in love with the land.

18. *Moonwood Mill:* Once upon a time, Moonwood Mill was filled with the bustle and sound of the nearby lumber mill. Today, the town is transformed. The rusted shells of its former industry provide cover for a handful of mysterious denizens who've sought out this wilderness-shrouded community, basking in its remote and anonymous nature. It's a place with a hidden history, and those who live here know that if you dig deep enough, you're bound to discover some fascinating secrets. Werewolves can start here for free.

19. *Copperdale:* Once renowned for its booming mining industry, the town of Copperdale, quaint and historic, lay nestled on the banks of Lake La Suli. Founder Jasper Prescott had foraged this land for its treasured crystals, hoping Copperdale would one day blossom into a prosperous community for families and travelers alike. And though the mine carts reached an eternal halt, the townspeople continued to flourish. With academics and adventures abound, Copperdale is now home to many families seeking a

small-town life with big-city dreams for themselves and their teens. Together they've unearthed a gem far more precious than before – beloved high school memories.

20. *San Sequoia:* This town began life as a small fishing town before becoming a hub of the fishing and canning industry due to the influence of local fisherman-turned-entrepreneur, Bayani Robles. The Robles family is still very much entrenched in the area even as it has expanded over time thanks to Gilbert Gilberts. Today, San Sequoia is home to cozy streets, a beautiful park with gardens, and quiet suburban neighborhoods. It's the perfect place to raise a family!

21. *Chestnut Range:* This community formed when several groups embraced their mutual connection to horses and the land. The area soon became known as a hub for all things Equestrian: a town steeped in expertise with raising and training Horses, set against a beautiful and expansive landscape. Over time, the area became famous for another endeavor, as the rich soil brought in the new enterprise of Nectar Making. Thanks to the hard work of everyone involved, the region flourished and became the Chestnut Ridge it is today.

22. *Tomarang:* Grown from the humble roots off the coast of Shih Sea, Tomarang is lively with local fare, community chaos, and legends of lore. Known for its tight-knit communities and sun-filled shared spaces, Tomarang is a lush landscape of possibilities. Come cozy up with nature or fish around for neighborly niceties and whim-simsical secrets. Whether you're flying solo or raising generations, the region offers a warm welcome to any multi-living lifestyle! Sul Sul De-Kah!

23. *Ciudad Enamorada:* A city for the romantics, Ciudad Enamorada is well known for its ample opportunities for romantic getaways and scandalous trysts. Whether head over heels or still looking for love, this city provides passionate moments for each. An aspiring romantic can explore Vista Hermosa for the warm and welcoming suburban life, the lush and picturesque Plaza Mariposa for walking hand in hand at sunset, or the traditional meets modern Nuevo Corazón for those seeking the alluring temptation of the nightlife.

24. *Ravenwood:* Things always get a little spooky in Ravenwood. The Whispering Glen with its nightly Moon Revelry festivities is perhaps the most "normal" part of the area, where locals have settled down for a slice of quiet, country life. Crow's Crossing village, however, is clearly quite haunted - swings swaying by themselves, that Merchant fellow down by the Crypt, scary little Edith guarding the Well of Longing and Regret,... But despite the hauntings, the living have certainly made it their home as well with a variety of festivals and places to explore. Mourningvale is where things get extra ethereal! It's well known as a home for Ghosts and those seeking them. Sometimes Grim even stops by!

25. *Nordhaven*: This northern coastal city is known for its thriving, independent local businesses and the enchanting beauty of its cold seasons. Take a walk through the historic views of Gammelvik with its cobbled streets, classic architecture, and picturesque canals. Or hop on the train to Iverstad and explore how the locals are reinventing the industrial city center. Whether you seek to make your business flourish or just want to practice your hobbies with a cozy community, you will always find an opportunity here.

26. *Innisgreen:* The enchanting isle of Innisgreen is renowned for its natural beauty and vibrant communities. Sims from afar are drawn to the idyllic Sprucederry Grove, where Foraging is abundant and life flourishes in harmony with nature. In the mystical forest of Everdew, the pursuit of Fairy life and relationships offers enchanted experiences. Adventure awaits at the Coast of Adhmor, where the isle's rich history and secrets unfold through its engaging residents and monuments. Innisgreen is celebrated for its development of the Apothecary skill, attracting Sims eager to pursue careers in Naturopathy and holistic practices.

27. *Gibbi Point:* Many, many years ago, before it was inhabited, a great wave rushed through Gibbi Point to create a lush and fertile landscape. It became home to Jellyfish, Glow Worms and Plumbirds; it's also where the world's largest geyser, unusual caves of crystal, and a bioluminescent bay were formed. But it was more than these unusual creatures and natural wonders that drew Sims from all over to Gibbi Point.

Freebies

0CP Speaking Simlish: You have knowledge of the pseudo-gibberish language known as Simlish.

Special Abilities: These are abilities you can pick up for yourself-provided that you're willing to pay the price, that is…

Generic

100CP Always Hiring: You can walk into any place of business (including criminal business) and walk out having gained an entry level job. This also helps with setting up a Virtual Simtuber model.

> *200CP Connections:* This upgrade to Always Hiring means that you instead walk out with a job that's a few levels higher than Always Hiring would have gotten you.

100CP Took An Elective Class: You are moderately skilled in one of the following areas: talking to others, comedy, cooking fishing, fitness, gardening, gourmet cooking, guitar, handiness, logic,

mischief, mixology, painting, piano, photography, programming, rocket science, video gaming, violin, writing, herbalism, baking, wellness, dancing, dj mixing, entomology, singing, pipe organs, vampire lore, bowling, parenting, snowboarding, skiing, rock-climbing, pet training, veterinary skills, archeology, selvadorian culture, flower arranging, thanatology, gemology, acting, cross-stitching, robotics, papercraft, archery entrepreneurship, nectar making, horse riding, apothecary, natural living, media production, diving, romance, pottery or tattooing.

100CP Moral Quirks: People don't mind you admitting to being evil, as long as you haven't committed any crimes that they know of or done anything to antagonize them in particular.

100CP Go On And Kiss The Sim: From now on, people who find you attractive will be more likely to muster up the initiative to confess their feelings and ask you out.

200CP Buy Mode: You can sell things within the confines of your property, or move them around, at will, as well as being able to instantly build things like walls, floors, wallpaper, roofing, doors and windows on your property. You can also instantly buy and place furniture. You will still need to pay for the construction and furniture, however.

200CP The Blackrom Rule: From now on, someone's social opinion of you and their romantic opinion of you are no longer connected. Even if you've murdered somebody's puppy, and then forced them to eat it's flesh, assuming you could woo them if they had a neutral opinion of you as a person, you would still be able to woo them, and you could even wind up getting hitched if you wanted.

200CP Iceproof: You are immune to the negatives of cold weather, and actively enjoy cold temperatures.

200CP Heatproof: You are immune to the negatives of hot weather, and actively enjoy hot temperatures.

200CP Melt Master: You can summon grilled cheese sandwiches to you at will, as well as being able to paint pictures of grilled cheese sandwiches. Even if you have actual painting skills, painting grilled-cheese sandwiches still receives a boost.

200CP Combination Hacker-Slicer: Your expertise with normal computer systems now translates directly to any alien computer systems you might encounter.

200CP Child Criminal: You are now in tune with the more spiritual side of the world, able to detect, commune with, summon and banish the spirits of the departed, as well as hold seances with others. You even know rituals that can summon an undead maid, or turn yourself into a ghost for four hours. Also, if you're wondering about the name of the perk, assuming it's true, you'd be a small medium at large.

200CP Legitimate and Normal: You are now better able to disguise yourself . Even if you have eyes booking out of where your stomach should be, no hands at all and a stripy tail, nobody will suspect you of being anything but a completely normal sim.

200CP Final Touch: You can increase the quality of a crafted item by touching it, or add a dash of spice to improve the quality of a dish.

200CP Luck Magnet: You've gained a toggleable version of one of the ailments you can acquire here; you passively attract positive luck to yourself, increasing your fortunes. So then, why would you want to turn it off? Well, you quite literally attract the luck; that is, those around you have their good luck go to you, making you an uncontrolled bad-luck, so giving it a toggle allows you to have friends without causing them aggravations in life.

400CP Aspirations: When you dedicate yourself to a goal, and then manage to achieve it, you are rewarded with a permanent boost to your existence related to your accomplishment. For instance, dedicating yourself to being hated by everyone will find yourself being able to know just the right things to say to cause anger, sadness, and jealousy in your opponents.

400CP Spacebender: Your mental pursuits have brought you a glimmer of true understanding, allowing you to teleport by bending spacetime itself.

600CP A Chain Unbroken: You have access to the ability to undergo rebirth, a rather hot issue amongst the ranks of the Nether-World Department of Death, or N.W.D.D. Basically, upon your demise, you can choose to be, well, reborn into another family, or even your own. Since this is a reincarnation, you can choose how you appear when you get reborn, which can be at any age and as any gender you so choose. What's more, normally, this would be a complete rebirth, yet it seems that for you, only the parts of yourself you would wish to discard will fade away, whilst the rest of your essence will return in a month at most, or at the end of the jump, if that comes first. Perhaps this is a gift from the Watcher itself?

Friends

100CP Gregarious: You find it easier to make friends with other people.

200CP Always Welcome: You can feel free to use whatever you like when you visit anywhere you'd be allowed to be without anyone getting angry at you at all.

400CP Animal Affection: You have a natural bond with animals, including sentient ones, being able to easily befriend them, as well as teaching them tricks and skills.

Career

100CP Crunch Time: When you are focused on an important project, your stomach and bladder enter a sort of low-power mode, which means that you need to eat and go to the bathroom a lot less.

200CP Genius: You have a better sense of logic, increased intelligence and you find it easier to tutor others in the skills that you have.

400CP Entrepreneurial: You are more likely to receive promotions in the workplace, as well as being able to sell items you've made for more money than usual.

Violence

100CP Athletic: You can exercise for longer and you gain greater gains from it. Furthermore, you don't get fatigued from exercise.

200CP Loner: You can handle yourself better when you're isolated from others, no longer suffering from solitude-induced sanity loss or feelings of loneliness

400CP Mastermind: You are adept at social engineering, knowing just the right thing to say in order to incite anger, sadness and jealousy in others.

Romance

100CP Alluring: You find it easier to woo other people.

200CP Dance Machine: You are a great dancer, and can enjoy yourself more whilst dancing. Furthermore, you can easily get others pumped up to dance as well.

400CP Player: Those you've romanced will no longer become jealous of the others that you have romanced. Go ahead, start your own harem. None of your spouses will mind.

Family

100CP Family-Oriented: You'll make a great parent, and an even greater spouse. You're exceptional at performing to fill both of these roles, as well as "performing to fulfill" the latter

200CP Vicarious: You may have heard tales about people who try to live out what they couldn't achieve through their children. This is kind of like that, except when your children improve in a skill, you gain a proportionate amount of improvement in that skill.

400CP Fertile: You can now control your own fertility. Furthermore, you can choose if a pregnancy will result in twins, and your children will not suffer complications from the circumstances of their birth.

Fun

100CP Lazy: It may sound negative, but this trait boosts your video gaming skills, as well as helping you truly appreciate how comfortable furniture can be.

200CP Childish: Something that doesn't grant much practical benefit, but you may still want, this will revive your inner child, and prevent it from dying ever again. You'll be able to enjoy kids cartoons, and can have fun playing with children's toys.

400CP Professional Slacker: No matter what you do, your superiors will never demote or fire you.

Art

100CP Bookworm: You can more easily read and understand literature, as well as having an easier time putting your thoughts into words.

200CP Creative: The winds of inspiration seem to strike you more than usual, and you find yourself having brilliant ideas for your next creation much quicker than usual.

400CP Expressionist: You have captured the essence of emotion, and can now create artwork that inspires emotion in others! You can create the kind of art that makes people sad, angry, playful, flirty or confident.

Money

100CP Business Savvy: You earn a higher-than-average salary from your career.

200CP Smooth-Talker: You're skilled at hyping up the things that you're selling, allowing you to more easily convince people that they want or need your product, even when they could probably do just fine without it.

400CP There's One Born Every Minute: Amazingly, when you're selling a product, you can get away with leaving bits out, only to later start selling the parts that you intentionally took out, without too much complaint. They just kind of accept it. Every, damn, time.

Items: It's not just about what you can do! Sometimes, it's about what you have.

Generic:

0CP Pocket Phone: You can pull this cellphone from your pocket at will, or, if you don't currently have pockets, just out of thin air. It has the phone number of anyone you are acquainted with,

and comes pre-loaded with Social Bunny, a social media app, Trendi, an app designed for selling fashion and Cupid's Corner, an app for matches to set your heart fluttering. You can import a phone or other communication device into this.

> *100CP Aggressive Phone Salesmen:* This upgrade to the pocket phone means that anyone you are acquainted with also has a cellphone on them at all times.

0CP ImagineMe Doll: As I said, you can only be real as an imaginary friend as long as a child imagines you, so you get your doll-self as an item so that in future jumps, you can give it to children so that they can play with it and allow you to become their imaginary friend. *Exclusive to Imaginary Friends*.

50CP Rodent: You can now have your own pet rodent, whether it be a hamster, a pygmy hedgehog, a rat or a bubalus, which is basically a genetically-modified organism made to look like one of the creatures from this world's equivalent of pokemon. Occasionally, it will get into wild adventures whilst 'off-screen', so to speak. If you want, you can either get a free supply of anti-aging treats, or just get a replacement rodent when this one dies.

50CP Mystical Moonlight Crystal Grid: By leaving gemstones or jewelry sitting outside on this grid, it will absorb energy from the moon between 7pm and 7am, causing the gems to gain magical effects based on the crystal they were crafted with. These effects last for two days before needing a recharge, with the gemstones providing their effect to anyone nearby, whilst the jewelry only affects the wearer

50CP Radio Stations: If you find yourself with an appreciation for some of the music here, feel free to take them with you with this purchase. From now on, you'll always be able to find a station playing your kind of music, whether it's Pop, R&B, Jazz, Metal, NuDisco or even some Strange Tunes, as long as you've got a radio to listen to them.

100CP Cauldron: This cauldron is perfect for brewing up potions, and will increase their potency by about 30%. It is also incredibly easy to clean, meaning that if you felt like it, you could also just use it to cook up some macaroni and cheese. No accounting for taste, I suppose…

100CP Lightsaber: This is a tool of the mighty Jedi and Sith, people in tune with a mystical energy field that permeates us all. You are neither of those things, which would normally mean that trying to use this is just asking for trouble, but it seems that you do have a slight connection to the force. Not enough to do anything cool, but it is enough that you can use this without chopping your limbs off like an idiot. They come in blue, green, red, purple, yellow and white. And don't worry, even if you happen to be evil, your crystal will not reject you. Free import for any melee weapons you may have.

100CP Wardrobe: You now possess a wardrobe containing all available outfits in the Sims, including some of the wackier ones, such as the Darth Vader costume. Maybe don't wear that in front of Kylo, he might take offense.

100CP Cat: This feline seems to have taken a liking to you. It'll frequently go out hunting, and bring you back feathers, or sometimes, boxes that contain pet toys. You can also get a racoon instead, they're basically the same thing here. Spellcasters can have this be their familiar, in which case they can also bring back magical reagents and ingredients from this world or any other worlds you may visit afterwards. You can import any pet into this role, giving them a house cat or racoon form.

100CP Dog: This canine, which is either large or small, wants to be your best friend! You can teach it tricks, and eventually, you can send it to investigate the surrounding area, in which case, it'll bring back boxes as well. If you want, you can get a fox instead, but again, it'll basically be the same thing. Incidentally, foxes are small. Spellcasters can also choose this to be their familiar, and they too will gain the ability to find magical reagents and ingredients from this world or any other worlds you may visit afterwards for you. You can import any pet into this role, giving them a large or small dog or fox form.

100CP Horse: This valiant steed will gladly accept you as its rider, and seems to take to learning new tricks slightly better than normal. If you want, you can get a unicorn instead, but it won't have any magical powers or anything. You can import a pre-existing steed for free.

100CP Supernatural Claim: All properties you've bought with CP, or gained for free from a jump doc, are now considered supernaturally Yours. *Free for Spellcasters.*

200CP Astromech Droid: This droid, which is either a BB unit or an R unit, is yours now. It is capable of shocking enemies, helping you hack into stuff and scan for hidden weapons. It can even be used as a radio, for some reason. On top of that, it can perform normal astromech functions, such as repairing electronics, and helping with piloting spaceships. Incidentally, that previously mentioned slight connection, coupled with the emotional investment of having helped build it, means that you can understand what it says, no matter what it's current voice sounds like. It also comes with all available personality chips; the default, both resistance ones, both First Order ones and both scoundrel ones. Counts as a follower for now, but can be imported in future jumps as a companion, at which point it shall achieve full sentience. Alternatively, you can just give it full sentience immediately, in which case it gets 600CP to spend on perks.

200CP Plasma Fruit: This is a supply of a curious fruit. Its strange juices are disgusting to most sims when eaten raw, given that it's almost completely identical to blood/plasma, however, to those whose nutritional needs require such things, it's quite the boon. It can also be used, along with two cloves of garlic, to make a cocktail which allows vampires to walk in the sun.

200CP Simray: This is your average raygun. It's main purpose is to freeze things, and it also happens to be usable to mind control people into doing things like changing clothes, sitting down and panicking.

200CP Rootin' Fruit'n Nectar Maker: Welcome to the one stop shop for all your Nectar Making needs! With this bad boy Sims can get started crafting simple Nectars, then work up to the big league recipes. Keep your Nectar corked and let it age to perfection.

400CP Cloning Machine: This is a machine which can be used to clone both collectibles, such as fossils, crystals and figurines of characters from the Mysims games, and people.

800CP Rewards Store: This unusual store can offer many things to you, such as always being welcome wherever you go, better luck at your job and even a potion of youth, but here's the catch; you don't pay with money here. Rather, you pay with "satisfaction points", an abstract measurement of just how fulfilling a life you've lived. A life of sin, a life of virtue, the store cares not, only that it is a life well lived. You can check how much you have at will, and in future jumps, you can either have it be a warehouse attachment, or import it into the world. If you take the second option, nobody else will know of this store unless it's pointed out to them.

Friends

400CP Whipped Dream Cupcake Factory: This is a machine which produces cupcakes on demand. Normally, it would require refilling, but since you're paying with choice points, that no longer applies.

Career

400CP Celestial Crystal Crown: This helmet comes with a variety of crystals, each of which have special effects on the wearer. For instance, there are crystals that clean you of tense, sad, angry or uncomfortable energies, crystals that fill you up and help you build logical reasoning skills, and crystals that improve your job performance.

Violence

400CP Laganapgyllis Simnovorii: Otherwise known as the cowplant, this plant is prone to try and eat people. The first time around, it'll simply drain their emotions, but if someone whose emotions have already been drained, and haven't yet recovered, is fed to it, they will die. You can also milk it to gain potions that give you the emotions that it's most recent meal was feeling at the time, or, if it has recently killed someone, an elixir to expand one's lifespan

Romance

400CP Vibromatic Neuro: This bed greatly enhances all bed-related activities performed on it, both providing a good night's rest and making sure that any lovemaking done on it is more pleasurable for both parties than it otherwise would be. It also vibrates.

Family

400CP Wedding Arch: This wedding arch is blessed by the fates themselves. As long as a wedding has the vows exchanged at this arch, the marriage will be granted at least seven years of happiness and good luck.

Fun

400CP Voodoo Doll: This doll can be imprinted onto others, allowing you to affect them by proxy. Poke the doll to make them angry, cuddle it to make them feel playful, tickle it to make them uncomfortable, all that good stuff.

Art

400CP Easel Of The Masters: When painting using this easel, you'll find it easier to replicate and improve upon what you see in front of your eyes, helping you to create the perfect portrait or still-life, as well as increasing your chances of being able to create a masterpiece.

Money

400CP Money Tree: This is a set of three seeds for a tree that grows money. Once it's ready for harvest, you'll get about $15,110 of the local currency, as well as another seed. It takes about a year for a tree to grow.

Housing: You or your family own a house, but not just any house! You see, when purchasing properties, you need to think and take into consideration what exactly you plan on doing with your time, so that you can buy the house that's right for you. You may import a previously-owned house to gain these traits.

Lot Traits: You can get one 100CP trait for free.

0CP Off-The Grid: There's no water or electricity on this lot. On the bright side, that means no water bills or electricity bills.

0CP Tiny Home: Your house doesn't have a lot of indoor space; about 100 square feet total, including additional stories, but you do get some benefits from this. At the very least, your household bills will be reduced, and things that make you happy will make you happier for longer. If you have less than sixty-four square feet, it'll be easier to build up your skills, and comfortable furniture is even more comfortable. Finally, if you don't go over thirty-two square

feet, your relationships will grow and wither faster, and plants you grow in your garden will grow faster for some reason.

100CP Great Acoustics: The acoustics of this house help improve the rate at which you improve your musical skills.

100CP Fast Internet: The wifi is great, and as such, it's easier to learn how to program, write or play video games.

100CP Homey: The homey vibe allows you to quickly master the domestic arts, such as cooking, handiness, gardening and mixology.

100CP Science Lair: The secluded vibe improves both logical thinking, and the learning of rocket science

100CP Convivial: The house has a specious, yet intimate feel, assisting in social skills such as talking to others, comedy and mischief.

100CP Natural Light: The natural light in this house makes it easier to learn how to paint and take photographs.

100CP Bracing Breezes: The fresh air here helps with exercising, as well as wellness, which is basically yoga and meditation.

100CP Single's Hangout: Single people looking for love will find themselves more likely to visit you. This might work best if you happen to be running a business in your house, but you do you.

200CP Chef's Kitchen: Food prepared here seems to come out better quality than it otherwise would.

200CP Gnomes: Broken furniture and other things are sometimes fixed overnight, as if they were repaired by stealthy gnomes.

200CP Penny Pixies: Sometimes, you'll find small amounts of loose change lying around whilst living here.

200CP Party Place: Parties just seem to go better at this house, with reduced effort on your part.

200CP Registered Vampire Lair: You will occasionally receive gifts from the League of Vampires in the mail.

Companions:

50CP Import: This option allows you to import one of your pre-existing companions into the jump, or create a brand-new one. They get 600CP to spend on lifestates, perks and items.

50CP Canon Sim: Made a connection with one of the sims here? Feel free to bring them along on the chain!

100CP Ideololis: This is an interesting development. You see, this is a set of triplets who, whether by chance or divine machination, seem to have all developed several different ideas for which system of government is best; one of them supports freedom for all, the second supports everybody getting their fair share and the last is in support of absolute power. Regardless of the details, they appear to have decided following you on your journey is their best bet for sorting out this issue. For import purposes, they count as one companion, and any purchases are shared amongst them. They have 600CP to spend.

Drawbacks:

You can take drawbacks in order to gain the listed amount of choice points. They disappear and stop affecting you at the end of the jump.

0CP Way In The Past, Somewhere Else: Since this is apparently a Star Wars jump now, barely, feel free to import any of your previous adventures in this world.

100CP No Privacy: You always feel as though you are being watched. Sims seem to know the details of your home life, and everybody knows about your private affairs.

100CP Weak Bladder: You should probably keep close to a toilet at all times, as you never know when you might need one, thanks to your shrunken bladder.

100CP Translation Issues: You don't receive the benefits of Speaking Simlish until the end of your stay here. You can still learn it by yourself, however.

100CP Language Barriers: Simlish is no longer the only language in existence, so, depending on where you start, and possibly what you are, the Speaking Simlish perk will give you a different language. Please note that a language gained through a lifestate will replace the language of your starting location. After the jump, you can speak all of the languages.

100CP Lactose Intolerant: You can no longer digest lactose, getting really bad stomach pains whenever you ingest any.

100CP Censorship: You will never see any nudity or become intoxicated during your entire stay here. Juice and nectar do nothing, and nudity will be nothing but static to you.

100CP I Don't Think You Understand How Friendship Works: Whenever someone is interested in trying to become friends with you, they will try the strategy of telling you the same joke over and over and over again.

100CP Socially Awkward: You struggle in social situations, and will build your charisma more slowly.

100CP Kinda Cringe, Bro: You are now obnoxiously oblivious and socially unaware of your surroundings, causing you to often be met with polarizing reactions.

100CP Skeptic: You aren't entirely trusting of the majority of things you see or hear, preferring to challenge the universe to try and provide concrete proof that things are as they appear. Effectively speaking, you don't believe in the supernatural. This applies even if you, yourself, are something that would be considered supernatural.

200CP Paywalls: You need to pay large sums of cash whenever you want to do something new and non-essential. Want to build a swimming pool? Pay up. Want to go to college? Pay up. Want to experience cold weather? Pay up. You get the idea, hopefully.

200CP Constant Loading: Now, you won't be seeing any actual loading screens; this is reality to you, after all. Instead, what this does is make every 'transition' between areas seem to take so much longer to complete; the drive to work, visiting friends or family, going on holiday, it'll all seem so incredibly slow to you.

200CP Insecurity Systems: Jeez, your friends sure seem needy. If you don't hang out with them for a couple of days, you'll find that you end up drifting apart to mere acquaintances at best, meaning you'll have to build up your relationship all over again. And it happens every time.

200CP Is There Anybody Alive Out Here: The world around you seems to be a lot more empty than you'd expect. You could stand in the middle of a town square for a day and only see about five other people pass you by, if that.

200CP Wicked Whims: You are a lot more perverted than you would normally be, and have a lot less inhibitions. Whilst this won't cause you to have any criminal desires, unless of course you already had those, you'll have no such saving grace with social taboos. Be careful that the boss doesn't find out you woohooed with his wife...especially if you happen to be a criminal. You won't simply get fired in that case.

200CP Blank Page: I'm not entirely sure how this happened, but any unique personality you may have had before are just...gone now. You are merely a blank slate, who lives only to fulfill their needs.

200CP Trashy Reelfeelinks: Much like Trashley Reelpearson, who is definitely a sim and not several raccoons who found and managed to put on a trenchcoat and fedora, you deeply desire to find your soulmate. Unfortunately, again like Trashley, you are both asexual and aromantic. This will lead to complicated feelings, as you yearn to find someone for you whilst having absolutely zero interest in romance.

300CP All Hail Our Dear Leader: Oh dear. I regret to inform you that the player of this particular version of the Sims 4 seems to be the Youtuber CallMeKevin. As such, there's a new neighbor in town, called Jim Pickens, and he seems to be hellbent on making other people's lives worse. You had best be on your guard, or else you might find yourself dying by fire, eating pufferfish, or any of the other ways Jim might decide to try and kill you.

300CP Chased By Death: As the name says, it seems that Grim himself, for whatever reason, seems to have it out for you. As such, you should watch out for faulty wiring, fire hazards, stormy weather, overheating and rodents. Oh, and try to keep calm, or else you might die of laughter, shame or a rage-induced heart attack.

Endings:
Quit: Go home, keep all your powers and items.

Save: Stay here

New: Go on to the next jump

Scenarios:

Career Student: Welcome to university life! You'll be here for a little longer than ten years; you see, you now have to earn all thirteen of the distinguished degrees earnable. For reference, that means you need a degree in Art History, Biology, Communications, Computer Science, Culinary Arts, Drama. Economics, Fine Art, History, Language And Literature, Physics, Psychology and Villainy.

Furthermore, you can't afford to flunk even once, as completing a course without at least passing means that you fail your chain. As a reward, however, you will be allowed to keep all of your degrees. Furthermore, simply having a degree will allow you to apply for a high-level career in any relevant field. For instance, your Computer Science degree will allow you to become a computer engineer, a start-up entrepreneur, a freelance programmer, an expert at a company or, I suppose, a cybercriminal. You can choose to reject this, only gaining the degrees, and in return not have to worry about failing. You'll still be here until you've earnt all of the degrees, though.

Gotta Collect Them All: This world has a lot of collectibles in it, you know? And now you have to stay here until you've got at least one complete collection, though you can choose to stay until

you've got everything if you wish. The reward for such dedicated autism, is that you now get to keep it all. Whenever anything gets used, lost, or dies, it is automatically replaced or resurrected.

The Cards, The Cards, The Cards Will Tell: This is, in essence, the same as the above, but this collection is a sidequest in it's own right; you need to complete the Lady Ravendancer tarot deck. Much like above, your reward is keeping what you have acquired; the Lady Ravendancer's tarot deck, which can be used to read the future, as well as perform meditative divinations, which can be used to improve your sleep, purge yourself of unwanted bad influences or even summon the ghost of Lady Ravendancer herself. Furthermore, having exercised your powers of intuition, you now find it easier to find secrets hiding in the world.

Hope Versus Order: Your mission, should you choose to accept it, is to join the fight between the resistance and the First Order, and lead your chosen side to victory. Failure to do so is not a chainfail itself, although you might end up killed as a result, but victory will bring with you one major reward, that being that the force-sensitive on your chosen side, that being Rey Skywalker or Kylo Ren, will join you as a companion.

Please note that to prevent cheese, if you side with the resistance, the First Order will become more competent, and Rey will be less of a Mary-Sue. You will need to actually put in effort in order to ensure victory in other words.

With A Chain Unbroken, you can choose how you're related to your new family as long as it doesn't contradict established fact; if you go to a Harry Potter jump, you can't become Draco Malfoy's mother, that's Narcissa Black, but you can retroactively have been Victor Crabbe's mother. It can also be used to be Draco's sibling, in which case, you can have been sorted in the same year as him, if you wish.

Being five raccoons doesn't hinder your ability to talk to people, no matter how little sense that may make.

Note: A year takes exactly how long a year should take, as do lifespans. You will age at normal human speeds. Promotions are going to be coming at you fast, but you won't be getting multiple promotions in a week or anything, and you still get better at the things you can do at a normal rate.

Maybe use that and the skill levels required for promotion to gauge how fast you can expect promotions?

List of deaths, as well as powers ghosts have (if applicable)

Old Age

Hunger

Fire-Can start fires at will

Electrocution-Can electrocute people, can possess electronics to break them.

Cowplant-Make plants grow faster, as well as choke them with weeds

Anger-Make people nearby angry

Laughter-Make people nearby happy, or playful

Embarrassment-Make people nearby embarrassed

Fear-Make nearby people scared.

Overexertion

Drowning-Always wet, leaves puddles around

Steam-Can absorb puddles of water

Pufferfish - You have a pufferfish inside you

Sunlight - You have a fake sun inside your stomach.

Poison - Sometimes, you belch, which knocks people out one out of three times, and poisons them as well one out of one hundred times.

Rabid Rodent Fever-Can spread fear of the disease

Lightning

Freezing

Overheating

Consumed by the Mother-Your needs are fulfilled

Spellcaster Overload

Crushed by Murphy Bed-You can steal energy from the living by possessing them.

Drank Beetle Juice three times

Eaten alive by flies.

Falling from a height

Crushed by a vending machine - You have a can of soda spinning inside you.

Killed by evil chicken

Killed by wild rabbit.

Crushed by a meteor - Meteor in your chest.

Engulfed by the stink

Killed by an urban legend

Poisoned by mold - Can spread mold on a building

Death from a broken heart

Choked on chocolates

Murder of crows - tiny crow stuck in you.

List Of All Spells And Potions

Practical

Repario - Fixes an item, or makes it higher quality

Scrubaroo - Cleans things

Deliciousio - Creates a meal out of thin air, or purifies spoilt food.

Floralorial - Fully waters, weeds and removes insects from plants.

Transportalate - Teleportation spell

Copypasto - Duplicates an item

Herbio - Grows a useful magical plant

Homewardial - Transports you to the magical realm.

Rite Of Ascension: Grants someone else magic.

Mischief

Despairio - Make others feel sad

Deleriate - Confuse and disorientate others

Furio - Cause two other people to get angry at each other and fight

Infatuate - Make two other people fall in love for thirty minutes.

Burgliate - Stealing, but using magic to do so.

Morphiate - Turn somone into an inanimate object for two hours.

Strangeify - Make someone visually repulsive

Untamed

Inferniate - Set someone or something on fire.

Zipzap - Electrocute people.

Necrocall - Summon ghosts when cast on a gravestone.

Chillio - Freeze people alive.

Minionize - Mind-control someone for four hours.

Dedeathify - Turn a ghost into a living human.

Decursify - Breaks magic curses

Duplicato - Create a magic copy of self.

Potions

Potion Of Good Fortune: Helps find items whilst doing everyday activities.

Potion Of Plentiful Needs: Fills your needs.

Potion Of Nausea: Makes you nauseous.

Potion Of The Nimble Mind: Make you gain skills at a faster rate.

Potion Of Magical Aura: Drinker starts sparkling

Potion Of Alluring Aura: You will have more luck courting others.

Potion Of Emotional Stability: Rids you of emotional baggage.

Potion Of Forced Friendship: Unlock the power of friendly conversation

Potion Of Masterful Insults; Unlock the power of animosity

Potion Of Rejuvenation: Resets drinker to start of current life stage (child, teen, adult, etc)

Potion Of Curse Cleansing: Removes all curses from the drinker.

Potion Of Immortality: Makes drinker immortal, or at least ageless.

Potion Of The Transcendent Charmer: Unlocks the power of romantic conversation.

Effects Of Various Crystals

Alabaster: Negative emotions fade faster
Alexandrite: You will want more out of life
Amazonite: You will have better luck when searching for artifacts when excavating
Amber: You will not burn food you are cooking, and the weather will be sunny
Amethyst: You have a better night's sleep
Citrine: You will occasionally find money around the house
Crandestine: You are easier to convince, and will loan out money more easily.
Diamond: You are more secure in your romantic relationships, and can always 'apologize in bed'
Emerald: Career and academic success comes your way more easily
Fire Opal: You are more lucky in love, and people you are dating have lower standards
Hematite: You are immortal, and will only die from old age
Jade: You will find crystals whilst doing things in your day-to-day life
Jet: You can summon the Grim Reaper, or any local psychopomps, at will, and will always succeed when pleading with such entities for the lives of others.
Jonquilyst: You will always be having the time of your life, and will never get bored, as well as getting over tense situations faster.

Moonstone: You get over boredom faster, vampire's get thirsty slower, spellcasters cannot fail to cast a spell unless overcharged and werewolves fury depletes faster, especially when rampaging.
Nitelite: You get less exhausted, and psychic powers, like aliens have, recharge faster
Orange Topaz: Creative skills are easier to train up for you, and you won't suffer writer's block or burn-out, as well as being more likely to create a masterpiece
Plumbite: Your needs will slowly be met passively, and those around you feel happier
Peach: Relationships with your family will increase more easily, and anger fades much faster
Quartz: Fulfilling your wants and aspirations feels much more satisfying.
Rainborz: Fills you with a sense of bravery, and you're less likely to develop a phobia
Rose Quartz: You get over break-ups faster, and you are filled with a sense of companionship.
Ruby: Embarrassment fades faster, your romantic encounters are never uncomfortable and sex with you is never awkward
Sapphire: You are better at raising skills that require focus, and it takes longer to burn you out mentally
Simanite: Your career or school performance is raised faster, and you are better at completing homework
Shinolite: You are more likely to give birth to twins or triplets
Turquoise: Charisma skills are easier for you to learn, and you achieve more success when making friends.

Language Barrier Languages:

Komorebigo: Mount Komorebi
Nosdska: Nordhaven
Ravena: Ravenwood
Selvadorian: Selvadorada and Ciudad Enamorada
Simlish: Everyone else
Sixami: Aliens
Tartosiano: Tartosa
Toki Sulani: Sulani and mermaids
Tomaru: Tomarang
Windenburgish: Windenburg

Changelog

1.2: Added phone and made cats and dogs able to find magic reagents.

1.3: Added lightsaber, astromech, Star Wars race, Combination Hacker-Slicer, Way In The Past, and Hope Versus Order.

1.5: Changed Hope Versus Order to require effort on the part of those siding with the resistance, as well as removing force sensitivity. Added wardrobe item.

1.9: Let imported companions buy lifestates. Changed canon sim price to 50CP. Cat, dog and astromech moved to the items section. Added Gotta Collect Them All scenario. Clarified how long years take. Minor aesthetic touch-ups to the document. Clarified how life states work.

1.10: Added list of deaths.

2.1: Added Aspirations and Lifetime Reward Store, as well as ideololis and robotics is now a skill.

2.3: Updated price of Aspirations and Lifetime Reward store.

2.4: Added snowboarding, skiing and rock-climbing skills, De Sol Valley, Evergreen Harbor and Mount Komorebi and Is There Anybody Alive Out Here drawback.

2.5: Updated list of deaths. Changed price of Elective Course to 100CP. Added Child Criminal perk.

2.6: Added Henford-On-Bagley and Lactose Intolerant drawback. Added chicken and rabbit deaths. Removed ideology lolis.

2.7: Gave spellcasters free weak bloodline, and clarified that lifestates count as alt-forms.

2.8: Added Tiny Home trait. Put ideology lolis back.

2.9: Added Brindleton Bay and Tartosa.

3.0: Added Werewolves, being crushed by a meteor and the effect moon phases have on certain occults. Added a rodent pet. Added option to import any communication device into the phone. Added Moral Quirks

3.1: Added death by stink capsule and death by urban legend. Added Socially Awkward drawback. Updated cellphone. Added Copperdale. Added entrepreneurship skill,

3.2: Added import option for Lightsaber. Clarified familiar.

3.3: Added Aggressive Phone Salesmen

3.4: Added new locations, such as Glimmerbrook, and added option for sims to start in relevant locations for their lifestate for free

3.5: Corrected name of Britchester

3.6: Added Chestnut Range, Horse and Rootin' Fruit'n Nectar Maker

3.7: Added Tomarang, gemology, Mystical Moonlight Crystal Grid, Supernatural Claim, Penny Pixies lot trait, Kinda Cringe Bro drawback, mold death and crystal effects.

3.8: Spellcaster's now provide magic boosts to allies, and can benefit from high-magic environments.

3.9: Added Ciudad Enamora and Ravenwood, put Romance in Took An Elective Course, added Cupid's Corner app to the free phone, renamed Heart-Shaped Bed to Vibromatic Neuvo, added A Chain Unbroken, added thanatology skill to eclectic courses, Hated By Life Itself renamed to Chased by Death, added Skeptic drawback.

3.9.1: Gotta Collect Em All now only requires at least one collection.

3.9.2: Language Barriers drawback added.

4.0: Added Nordhaven location, option to be five raccoons, pottery and tattooing skills, Legitimate and Normal and Spacebender perks and Trashy Reelfeelinks drawback. Plasma fruit description now reflects the fact that its juice is identical to blood, a liquid which most people find unpleasant to drink.

4.1: Five Raccoons can now be spellcasters or vampires. Finished The Cards, The Cards, The Cards Will Tell scenario.

4.2: Added Innisgreen location, Fairy Lifestate, Luck Magnet perk and Apothecary and Natural Living skills.

4.3: Added Imaginary Friends, Gibbi Point, ImagineMe Doll, Radio Stations and Entomology, Archery, Papercraft and Diving skills.