JUMPCHAIN COMPLIANT

PRESENTED BY: stupid_dog

The Sims™ 3

jumpchain

STUFF

Welcome to SimNation. This is a world not too unlike your own, but filled with small communities populated with generally pleasant folk known as Sims. It has all the modern, real-life luxuries such as televisions, cars, and computers. However it also has also futuristic, advanced technology such as SimBots and supernatural creatures lurking in every town. You'll be here for ten years.

+1000cp
(Choice Points)

You keep all powers and gear from prior adventures so spend these points wisely!

Starting Area

Roll 1d8 To begin at whichever location the die shows.

You can start in any town featured in the Sims for 100cp.

1 Sunset Valley

Before Pleasantview, there was Sunset Valley. Founded by the Goth family, and built up by the Landgraabs to be a quiet, peaceful town. But when the Altos arrived with uptown ideals, will the townsfolk feel the need to choose sides?



2 Twinbrook

In its heyday, Twinbrook was a small industrial town at the mouth of the Simislaus creeks. With a dam was built, dramatic changes came to the town. With an influx of professionals, artists and inventors living around the Sim-made lake, Twinbrook is experiencing a rebirth.



3 Bridgeport

Bridgeport was once a busy shipping town inhabited by sailors and smugglers. However, when the film industry came to the city, celebrities, Simoleons, and the sparkling lights of fame took over. Now it's a vibrant city with an energetic night life and bustling club scene.



4 Appaloosa Plains

At one point Appaloosa Plains was a sleepy ranching township, its only claim to fame being a garish tourist trap that drew in the occasional passerby. However, a recent influx of city slickers has turned the area into a bustling hub of activity.



5 Starlight Shores

Aspiring singers, musicians, and other performers come here looking for their big breaks. with its beautiful coastal setting, and eclectic and array of entertainment venues, performance competitions, and concerts--the city draws large crowds from all corners of the world.



6 Moonlight Falls

With its misty waterfalls, deep forests and fog shrouded coves, Moonlight Falls casts a spell on all who enter. The town is known for its peculiar potions.Only the truly adventurous stay out after dark... some say its a whole different world under the moonlight.



7 Isla Paradiso

An archipelago of islands surrounded by tranquil seas, Isla Paradiso is a great place for relaxation, recreation and exploration. Indulge with a stay at a resort, an adventurous boat cruise, or scuba dive into the depths in search of hidden wonders.



8 Strangetown

Truth-seekers move to Strangetown hoping to discover the secrets the town holds. Do aliens live among us? Do missing Sims mysteriously appear here? In this town nothing is what it seems. At this time, the town suffers from rampant food shortages and mysterious sickness.



Additional town options include: Riverview, Al Simhara, Champs Les Sims, Shang Simla, Barnacle Bay, Hidden Springs, Lunar Lakes, Lucky Palms, Sunlit Tids, Monte Vista, Aurora Skies, Dragon Valley, Midnight Hollow, Roaring Heights, and Sims University

Origin

Roll 1d8

See the below table to find out your life stage.

Or simply pay 100cp to select any age category you want.

1	**Newborn** If it's any consolation, this may only last 3 days.	5	**Young Adult** You have the chance to attend university now.
2	**Toddler** Relearn to walk, talk, and use the potty chair.	6	**Adult** You get to savour everything adulthood offers.
3	**Child** Elementary school age. Playtime and chores.	7	**Elder** Retirement age. Enjoy all the aches and pains.
4	**Teenager** Relive all the high school drama you could want.	8	**Free Choice** Choose whichever age category you like best.

You keep your gender. If you paid 100cp to choose your age, you may also elect to switch your gender.

In this world you are getting a brand new life. Depending on the age you were granted above, it could come with only a few years of new memories or dozens of them. All origins (except Migrant) are influenced by five random traits drawn from the list of traits available in The Sims 3 (and expansions). Note that these traits will affect your mind and could change the way you think and react to situations. You do not forget who you once were, but overcoming your new personality will take plenty of mental discipline.

Migrant — 0cp

\+ No new memories or personality interfering with your judgement.
\- No familiarity with Sim social norms
\- You have no history or connections in this world. No one but your landlord even knows you.

You awaken to discover yourself in a small apartment with simple furnishings in the town you selected. You have no memories of your life, only knowing that you live here. Proof of your birth does exist but you have no living family to call upon. As a newcomer in is a small town (all but Bridgeport), you will be a person of interest for a while.

Student — 100cp

! Not available to child age or younger. You can pay 100cp to age up as normal.
\+ You have plenty of friends in a social cliques (jocks, nerds, or rebels) of your choice.
\-Your grades are currently rather average but you can work to improve them.

You are attending Sim University and have a scholorship that will cover your education costs as long as you can keep up your grades. As you come from an impoverished family, they will not be able to cover your tuiton. Upon graduation, you will return to your selected hometown to live with your parents until you can afford your own home.

Townie — 200cp

\+ A stable job and reliable set of variable skills to assist in this adventure and others.
\+ Connections with friends, family, and coworkers. Familiarity with the town and people.
+/- A pleasant, well-furnished home, but somewhat frequent, high bills.

You've lived here all your life, and your family has been in the are for generations. You're familiar with the town and it's people. Though not necessarily super popular, you don't have any real enemies. The cost of living here can be a bit excessive at times, but so long as you (or your parents if young) maintain a job the bills will never get out of hand.

Occult — 200cp

\+ Generally speaking, occult Sims are significantly more powerful than ordinary Sims.
\+ Access to a secret underworld of monsters and magic that others only dream of.
\-Some Sims may react towards your abnormalities with fright or hostility.

You were born into the world of the supernatural. Things that seem frightening and strange to the common Sim are commonplace for you. For you this can be great, as it allows you to uncover all kinds of secrets that other Sims are not privy to. Unfortunately at times it can make regular Sims seem a bit boring in comparison to your exciting life.

Life State

Excluding ghosts, you may only have a single supernatural life state at a time.

Occult Sims may select one life state free of charge!



Ghost — 400cp

Discount: Migrant & Midnight Hollow (Location)
Does not count towards the one life state limit.

Congratulations, and welcome to life of unlife. Since you're already on the boundary of life and death, you are incredibly hard to kill unless you find a way to restore life to your body. You can pass through walls and objects as easily as air. In addition, you can enter objects and cause them to float around or behave unusually.



Alien — 400cp

Discount: Migrant & Lunar Lakes (Location)
No Discount for Occult Sims

You no longer need to sleep, but must meditate 5 hours a day to restore brain power. You can use this brain power to immediately repair objects, restore or drain the mood of others, or even transmute objects. You also gain the ability to impregnate men. For 100CP, you may purchase a fully upgraded Galaxa Space Car.



Vampire — 600cp

Discount: Townie

After the sun has set you gain increased mental clarity, allowing you to learn skills at an increased rate. Sunlight does not harm you, you simply sparkle in it. You no longer age. You can run much faster.You can read minds and force others to think about you. You must consume plamsa to keep alive.



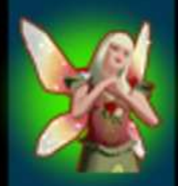
Werewolf — 400cp

You can take on a feral form at any time you wish. but during a full moon you are forced to change. At any time you can unleash a terrifying howl that causes the weak-hearted to faint. In addition, you will find yourself with a keen sense of smell that can be useful for sniffing out collectables. Playing fetch is fun too.



Witch — 600cp

You recieve a wand and broom. The wand is essential for spellcasting and the broom makes for excellent transportation. You can learn a variety of simple spells. Alchemy becomes simple to you, you can learn the skill at a faster rate than most sims. For 100CP you may cast spells without a wand and they will never fail.



Fairy — 500cp

Discount: Dragon Valley (Location)

You gain a set of colourful magical wings and are able to shrink down to a miniscule size. All fairies can fly with ease. You can use fairy magic to cause a variety of effects, and your magic powers will recharge when at rest. Fairies are natural gardeners, and you will be able to master this skill easily.



Mermaid — 300cp

When submerged, your legs are replaced by a powerful tailfin. You become a perfect swimmer, and never need to surface for air. Even out of water your legs will be covered in scales in whatever colours you choose. You need hydration to maintain consciousness. You gain a taste for kelp and find regular food less satisfying.



PlantSim — 400cp

Discount: Student

You no longer require food. All you need to survive is a supply of sunlight, water, and love. You can communicate with plants grow them with relative ease. You can kiss others and cause them to obsess over you temporarily, or use this kiss to deliver a sickening poison.

Discounts offered on this page reduce the Choice Point cost of the life state by 200cp.

Skills

200cp per skill

Sims use these to improve their daily life and careers.

Townie Sims automatically get one free and all are discounted!



Alchemist

Free: Witch | Discount: Occult

It is easy for you to find alchemical ingredients, and use those ingredients to create more powerful elixirs.



Eccentric

Discount: Student (Nerd)

Understanding of the sciences becomes easy for you, and you will be much more likely to be succesful in inventing.



Angler

Free: Barnacle Bay

You have great skill with a rod, and can easily catch more (and better quality) fish than other fisher[persons].



Animal Lover

You have a gift with animals, able to befriend them easily. In addition you can teach them skills at a greatly improved rate. This skill applies to animalistic companions as well.



Artistic

Free: Champs Les Sims | Discount: Student (Rebel)

Whatever your art of choice is, you can expect to gain talent with sketches, sculputures, photography and paintings.



Genius

Free: Aurora Skies | Discount: Student (Nerd)

You gain a better grasp of logic and improved intelligence. You are excellent at tutoring others in skills that you know.



Athletic

Free: Student (Jock)

You can exercise longer and gain a greater benefit from it. After working out, you are never fatigued.



Green Thumb

Free: Riverview, Fairy, Student (Rebel)

You can easily maintain a thriving garden with high quality produce. You can also grow some interesting things...



Bookworm

Discount: Student (Nerd)

You can read and write much more quickly, and have the ability to easily put your thoughts to paper. Good writer.



Handy

Free: Alien

You gain a better sense of how things work, and don't risk injuring yourself when repairing. You can upgrade objects.



Charismatic

Discount: Student (Jock, Rebel)

You have a way with words and can turn strangers into friends with ease.



Love to Swim

Free: Mermaid, Sunlit Tides | Discount: Student[(Jock)]

Immediately become better at not only swimming, but scuba diving and fighting off sharks as well!



Couch Potato

Free: Student (Nerd)

You become much better at video games. Upon gaining this skill, all furniture will also feel more comfortable to you.



Natural Cook

Free: Monte Vista

You can learn to cook dishes by watching others prepare them or simply by eating them. You never fail at cooking.



Disciplined

Free: Shang Simla | Discount: Student (Jock)

You have a natural aptitude for martial arts, especially when it comes to learning SimFu. Come with free training dummy.



Virtuoso

Discount: Student (Rebel)

You have a natural aptitude for music, and can learn to play instruments faster than others.

Discounts offered on this page reduce the Choice Point cost of the skill by 100cp.

Special Abilities

For a few of your Choice Points, you can obtain some unusual powers.

Be sure to save some of those points for the upcoming stuff!



100cp

Always Hiring

Free: Townie, Student

You will be able to enter any place of business and leave with a entry-level job. Graduates can get better positions.



100cp

Dirt Defiant

Your body naturally repels dirt, grime, even your own sweat. It takes much longer for you to get really dirty.



200cp

Steel Bladder

Discount: Student

You never need to use a washroom again. Unless you really want to, for whatever reason?



200cp

Hardly Hungry

Discount: Student

You require 25% less food.



200cp

Trance Sleep

Discount: Student

You require 25% less sleep to feel fully rested.



200cp

Never Dull

Discount: Migrant

You can keep others engaged in conversations and they will never get bored of your repeated interactions.



200cp

Immune to Cold

Discount: Townie

No matter what you wear you will never suffer ill effects from exposure to cold enviornments. Never get frostbite.



200cp

Immune to Heat

Free: Al Simhara | Discount: Townie

You will never suffer ill effects from being in a normal hot enviornment, regardless of clothing. Never get sunburnt.



200cp

No Bills Ever

Discount: Townie | Cost Doubled: Student

You never need to worry about any property fees, rent, or utility charges.



200cp

Inappropriate

But In A Good Way

Discount: Migrant, Student

Feel free to use whatever objects you'd like to in the homes of others without upsetting them, No permission nessesary.



400cp

Irresistable

Discount: Student

You are incredibly attractive, friends and foes alike will enjoy being around you for the oppourtunity to look at you.



400cp

Seduction Master

Discount: Townie

You romantic actions are much more likely to be accepted. You can change other's gender preferences through love.



300cp

Carefree

You will find the more mundane aspects of life provide you with more entertainment than before. You rarely get bored.



600cp

Unlucky

Discount: Migrant

Bad things happen, and for you they happen often. Expect minor problems like burnt food and broken devices, and major problems like fires and electrocution too. On a positive note, fate loves your misery and regardless of these mishaps nothing short of deliberate violence or old age will end your life.

This ability negates any improvements to luck.



600cp

Lucky

Discount: Migrant, Lucky Palms

You're likely to be succesful at all manner of things. Fate smiles upon you and you are less likely to suffer accidents.

Discounts offered on this page reduce the Choice Point cost of the ability by 50%.

Special Abilities

Not just special abilities, there are toys and friends to pick from too!

Low on points? Just check out drawbacks on page eight!



200cp

Buy Mode

Discount: Migrant, Townie

Within the confines of your homes you can sell objects you own or change their location in the blink of an eye.



400cp

Build Mode

Discount: Migrant, Townie | Requires Money

You gain the ability to immediately construct walls, floors, wallpaper, roofing, doors, and windows on your property.



200cp

Pooled Resources

Free: Hidden Springs | Discount: Townie

Gives your home/warehouse a nice pool and garden. No maintenance needed. Unlocks pools & plants for Build Mode.



200cp

Basement Dweller

Discount: Student, Townie

Provides your home and warehouse with additional floor under the ground floor. Unlocks basements for Build Mode.



100cp

Motherlode

Discount: Townie

A distant relative of yours dies and leaves you a decent sum of money. You begin with an additional 50000 Simoleons.



100cp

Guardin' Gnome

Discount: Migrant, Occult

Unnerve others who mean you ill on your property with this mysterious magical gnome. May have other powers...



100cp

Omni-Plant Seed

Discount: Student

This abomination of science can be fed many small objects and foods and will grow new copies of them.



200cp

Death Flower

Instead of dying you will be restored to perfect health when something occurs that should end your life. One use.



200cp

Resurrect-O-Nomitron

Discount: Occult

Used to contact the Grim Reaper to make a deal for loved ones and bring them back from the dead. Don't be stingy on the bribe though, or they could come back... wrong.



200cp

Philosopher's Stone

Discount: Occult

This powerful trinket allows you to transmute any object into solid gold, but carries the risk of backfiring on the user.



200cp

Collection Helper

Discount: Migrant, Student

You gain a GPS that allows you to easily locate different types of collectable items within any settlements you visit.



200cp

Llama

Discount: Townie | Required Age Category: ≤Child

You gain an imaginary friend, though not necessarily a llama. With dedication, this friend can be turned real.



200cp

Laganaphyllis Simnovorii

Free: Sims University | Discount: Student

The milk of this plant adds to your life and washes away guilt you may have at the fate of the Sim from whom it's made.



200cp

Skeleton in the Closet

Discount: Occult

Looking to add skeletons to your closet? Lok no further! This fine coffin contains Bonehilda, a friendly undead maid.



400cp

Cursed Sarcophagus

Discount: Occult

Those who sleep in the cursed sarcophagus of kings for a long time will turn into a mummy. Good conversation starter.



600cp

Dusty Old Lamp

Discount: Occult

This ancient oil lamp contains a Genie that can grant a variety of specific, simple wishes for you.

Discounts offered on this page reduce the Choice Point cost of the ability by 50%.

Drawbacks & End

Each drawback you choose gives you the amount of points indicated.

For extra points you are able to select up to two drawbacks.

No Privacy +100cp

You feel as though you are constantly being watched. Sims seem to know details that occur behind the closed doors of your home, and everyone in town knows everything about your private affairs.

Weak Bladder +100cp

Keep close to a toilet, because you never know when you might need it. Embarassment is certain to occur if you fail to account for your need for frequent bathroom breaks.

Censorship +100cp

Over your 10 years here, you will not see any nudity or gain benefits from any intoxicants. Nudity will be censored staticy cloud in your vision. Nectar, juices, and herbs will do nothing for you.

Simlish Gibberish +100cp

You will not be able to understand any spoken language while you are in this world. Even your own speech will be effected by this drawback. You will have a general idea of the topic and conversation by viewing speech bubbles that feature symbols related to the conversation.

Burglarized +150cp

You will regularly suffer home invasions and have possessions stolen. Some of the criminals may be caught, however you will never be compensated the full value of your stolen goods (which will still be taken to serve as evidence against the crook).

Pollination Prone +150cp

Cannot be taken as an Alien.
You will be abducted and possibly impregnated (1 in 3 likelihood) by aliens if you spend any length of time stargazing outdoors. The probing will last several hours and be entirely unpleasant and invasive.

Technophobe +200cp

Those this world has many modern and futuristic luxuries, you won't be using any of them - because they fill you with dread. Telephones, televisions, cars. If it uses electricity and is any more complicated than a lightbulb you won't be using it.

Error 12 +200cp

You are unable to use any abilities that relate to save states. At the end of each week/day/month, there is a 1 in 10 chance that you will have to repeat the elapsed time as though it had never happened.

Where's Bella? +200cp

You will be suspected as involved in the disappearance of a woman from Sunset Valley. You will never be cleared of suspicion, even if she returns. The case is highly publicized and you will become widely known as a kidnapper/murderer/psycho/llama that escaped justice.

Sadistic God +300cp

The universe seems to want you dead, so keep an eye out for vanishing objects, faulty wiring, fire hazards, guinea pigs, dirty rooms, foul weather, flowers bouquets, scissors, vending machines, and jelly beans. Some Sims in town will occaisonally be ensorceled to be mean to you.

After your ten years here are up, there is only one more choice that needs to be made. Now I'm pretty sure you know what it is - but I'll tell you your options below just to be safe.

Quit

Well that was a fun trip, but you've had more than enough exploration. Now it's time to return home, and take all your powers, your toys, and the companions you've made with you back to your world. Have fun.

Save

This world may not be perfect, but is sure doesn't have many problems. Even the evil here is pretty nice most of the time. So why not stay? You will be unable to return home or visit other worlds by taking this choice.

New

This was never more than one stop along the road, and it certainly isn't going to be your last one. By picking this choice you leave this world, but there is a brand new adventure just waiting for you.