



**After Divorce, My Ex-Wife Became A Billionaire Jump  
v1.0**

**by LJGV/Sin-God**

*A wealthy heiress conceals her identity to marry for love, secretly helping her husband's career. After discovering his infidelity and facing cruel rejection, she divorces him, reveals her true status, and withdraws support.*

Hello, jumper! Welcome to an iteration of generic Earth as envisioned by the writers employed by vertical drama production company *ReelShort*. In this iteration of Earth two significant companies are at the forefront of wealth, research, investment, and energy: Montgomery Group (MG) and Ecologix. Both MG and Ecologix are fairly young players in the emerging cutting edge economy that links the planet, but both are titanically influential and powerful, capable of wielding dollar amounts that can easily beleaguer the mind.

MG is led by, to the public, Ben Duncan. Ben is a man employed by Claire Montgomery, the brilliant economist and staggeringly young investment wizard behind the company. Ecologix is led by Kane Hudson, an incredibly astute scientist who is heralded as the "Energy King". Claire leads a double life, as she is married to Milo Preston; a scientist of impressive renown who is working on a cutting edge method of using singular drops of blood to detect cancer. In her Milo-facing persona, Claire (who doesn't bother changing her name) is just a humble hotel receptionist who worked hard to pay for Milo's living expenses while he did the earliest work on his cancer testing software and technology, but in truth Claire remains fairly attuned to the actions and activities of the Montgomery Group and has subtly had the MG support Preston for years, over half of the time the business entity has existed if certain statements in-universe are taken as fact.

The series, and indeed the day you begin your decade here, is the same day that Claire is approached by Duncan to resume direct control of the MG, which is also her three year anniversary with Milo and the day of his gala to announce the Ecologix investment in him. For the next decade you'll live in this business-heavy iteration of Earth, and have the chance to befriend figures such as Claire, Kane, Milo, and Eliza Reed.

**Take 1000 Divorce Points to fund your adventures.**

**Author's Note:** *The world of ADME-WBAB is a fast-paced soup-opera style drama where people make life-changing financial decisions based on vibes and the state of their hearts. It is an incredibly fast paced series where over the course of days more wealth than many countries make in a month is casually thrown around. In this world wealth is a very real*

*power and thankfully after leaving here almost any jumper will have the means to make far more wealth than they entered here making.*

## **Starting Location**

*Jumpers can freely select their starting location in this jump. Some viable picks are the unnamed hotel Claire works at, the Montgomery Group headquarters, or even the event hall where the series' multiple galas occur.*

## **Age and Gender**

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

## **Origins**

**All origins are drop-in compatible. It is also possible to select an origin and to be an employee (or founder) of an equivalent company, rather than working for or owning, for example, the Montgomery Group just in case that would be beneficial.**

### **Montgomery Group [Free]**

The megacorp for this particular series is the Montgomery Group. This organization seems to do a lot of investing, indeed that's the only thing we know for a fact they do. By taking this origin you become, at a minimum, a decently high ranked employee of the Montgomery Group, possibly someone with as much rank and prestige as Ben Duncan; the acting CEO.

### **Ecologix [Free]**

Ecologix is an energy company that specializes in producing new forms of energy with the story focusing on their affinity for clean and renewable energy. This origin allows you to begin this jump as an employee of Ecologix, working for Kane in some capacity.

### **Entrepreneurial Dreamer [Free]**

The world is filled with dreamers; people who long to make it big in the business world. One example of such a person is Milo Preston; a scientist who has spent years developing a method of using blood to detect cancer. This origin is for such people, for dreamers who long to start their own businesses and who want to change the world through the potency of their own brilliance... Or who just want to make money.

## **Perks**

*Origins get their 100DP perks for free and the rest are discounted to 50%.*

### **General [Undiscounted]**

#### **Subtitles [50 DP]**

This perk gives you access to the peculiar subtitles vertical dramas provide their viewers, which allow you to easily follow various conversations at the same time. There is one pleasant peculiarity of this system of subtitles that makes them a little more interesting than other subtitles: when you first meet someone, you get to see their name and their title(s). With this if you were to meet a king, even one in hiding or who hadn't introduced himself to you, you'd know the second the two of you first exchange words.

#### **Minimum Wage Minimum Effort [50 DP]**

Claire works full time at a hotel as a receptionist. We never see this in any meaningful capacity, nor do we see her quit her job. This perk allows you to speed through any sufficiently unimportant parts of a jump, such as doing things like going to class when you're a high schooler, or actually working when you have a minimum wage job. This doesn't negatively affect others, as the work involved gets done to an acceptable degree. With this you can fast forward through anything that counts as busy work, though what that means will definitely depend on you, your chain, and your benefactor. You can, of course, choose not to use this and actually go to work, go to class, or what have you, but with this you'll always be able to count on the minimum acceptable quality and quantity of truly little, unimportant tasks getting done even without your active input.

## Montgomery Group

### **Love Is A Drug [100 DP | Free for Montgomery Group]**

Pre-series Claire was working on a different level. She worked full time at the hotel while securing investors for Milo, and helping to run the Montgomery Group, as well as doing plenty of other little things for her rather lecherous gremlin of a husband since she's referred to as a housewife by Milo early on. Just like Claire, being in love is basically a performance enhancing drug for you, making you move on a different level when you're working to support your partner. The more you care for your partner (or other loved ones, though to a lesser extent, exempting your children) the more of a buff this gives your effectiveness and your time management skills, allowing you to balance an impressive variety of tasks if you're deep enough in love.

### **Heart And Business [200 DP | Discounted for Montgomery Group]**

Claire's greatest mistake is that she is blinded by the love she feels. This is a mistake she herself acknowledges, telling her ex that she hates that she wasted multiple years on him. Blinded by love she openly bankrolled his life and secretly funded his work, both subtly directing Montgomery Group to aid him and coaxing investors his way. Claire's love is a precious thing as she pours her heart and soul into her partner, and is even so blinded that she doesn't investigate Milo's work. It takes a remark by Kane to get her to realize that Milo's work is not scientifically sound. For the sake of being undeservedly fair to Milo this is something he himself seems to not be aware of, but if Claire had realized this sooner it might have led to events playing out differently. At worst she may have left him sooner. You are not like Claire.

You are fully capable of being as deeply loving and passionate as Claire is but you won't be blinded by the love you feel. You'll still be able to see someone else's flaws, and, very importantly, you're able to articulate them as well. With this your love doesn't just coddle, it nurtures and can more easily serve as something that pushes others and coaxes them to grow, rather than just protecting and potentially softening them up.

### **She Isn't Saying He's A Gold Digger [400 DP | Discounted for Montgomery Group]**

Claire's experiences with Milo instill in her a level of wariness that, according to her, wasn't a part of her life before her rocky divorce. In the aftermath of her marriage she talks about having trust issues, which is heartbreaking when someone remembers the Claire audiences the Claire they are introduced to at the start of the series. By purchasing this perk you will never have to worry the same way that Claire should have worried at the start of the series and then does worry when she considers her relationship with Kane.

You have a supernaturally keen sense that allows you to discern what people care about in relation to you. You will always know if someone JUST wants your money or if your wealth is just one attractive facet of the package you offer. This also allows you to predict the sort of reactions someone would have if you hid your wealth and then revealed it to them, allowing you to know who will have a healthy view of you even if you initially hide your riches and the means available to you only to reveal them later.

### **Financial Wizard [600 DP | Discounted for Montgomery Group]**

Claire Montgomery is a financial genius who is comparable to comic-book businesspeople. She founded Montgomery Group 5 years before the events of the series take place and is said to be the richest person on the continent, a financial juggernaut of world-class skill when it comes to all things finance. Claire's influence is such that when a number of countries go to war and the resulting conflict causes one of Ecologix's main suppliers to become unable to supply the company with the materials for their technology, she already knows that several other countries are minutes from announcing the discoveries of stockpiles of various raw materials which are perfect for Ecologix. And now you are her match.

You are a genius when it comes to the market, even on a global, or otherwise setting-wide scale. This gives you a seemingly otherworldly ability to predict trends, to detect solid investments, along with the persuasive skills needed to make a solid case for investing in you so you can invest in others. With these skills you have the intellectual and charismatic framework needed to do what Claire has done: take a small amount of starting money and from there make a name for yourself. All it took her to make a company that, by itself, influences the global market was five years. How quickly will you be able to replicate, or even surpass her?

## **Ecologix**

### **Hold Up, Let Her Cook [100 DP | Free for Ecologix]**

Kane Hudson is often a man in charge. He is used to being the biggest guy in the room. And yet when he meets Claire Montgomery something about her, about her pride and confidence makes him pause. There's just something about her that causes him to feel both protective and relaxed and so when she says to let her handle things, or to trust her and do as she says, he does as she asks. His faith in her is ultimately rewarded in ways that go beyond his wildest dreams.

Sometimes you meet someone and you can tell that they are in charge even if there are no obvious context clues to give you this impression. You have a particularly good eye for this, allowing you to sense when you can step back and allow events to play out with either no interference or minimal interference. You are especially good at gauging the relative power and influence of those you are attracted to, allowing you to know when gallantly stepping in is a good idea or when you'd be better off simply watching events unfold. When you correctly gauge a situation you find that you tend to get rewarded, and that your trust and faith in others are reciprocated. This, by itself, doesn't allow you to discern the precise means of someone else's power or influence but you can clearly sense when someone is more than they appear to be.

### **Freedom Of The Heart [200 DP | Discounted for Ecologix]**

At a very early age Kane Hudson is engaged to Eliza Reed. That is unfortunate for both parties involved, as Kane does not desire to marry Eliza in the slightest. For her part in all of this Eliza is wedded to the tradition of it all, seeing it as a responsibility of the aristocratic elite and as the price old-money figures pay for the benefits and opportunities they enjoy. Like Kane you reject the idea that the wealthy must sacrifice their romantic, sexual, and marital independence as part of the price they pay for their luxuries.

You are free to pursue whoever you please and your heart is yours to give away. If in the future you are ever subjected to an arranged marriage agreement it will be painless for all parties involved for you to dissolve it (if you want to do so), and things like social pressures to date and marry people in your class will never work on you. This protection also extends to anyone you date, romance, or even marry, with them being protected from baseless accusations of things like them wanting your wealth or other fundamentally classist aspersions. This works in all directions, making it easier for you to date people more wealthy than you if you happen to lose it all or the like, rather than just working exclusively if you're dating below your social class. This also improves your charisma with people of roughly equal social and economic standing, and enhances your luck when it comes to finding them at opportune moments so you could have a meet cute similar to Kane and Claire's with other wealthy and influential people.

### **Skeptical Scientist [400 DP | Discounted for Ecologix]**

Ecologix is a first-class scientific business and it is headed by Kane Hudson. Curiously Kane is more than just a chemist, physicist, or energy data specialist. It turns out that he is quite interested in medical science and it is his investigative work that reveals that the work of Milo Preston is a very pretty, incredibly optimistic, pseudoscience.

Like Kane you are a skeptic at heart. You have the attitude, skills, and resources needed to do proper scientific work and specialize in finding the problems in the work done by others. You are especially, uncannily good at both identifying pseudoscience and persuading people that a given form of pseudoscience is actually pseudoscience, which will prevent such things from getting traction, with this being allowing you to dissuade would-be investors in some pseudoscientific hack.

### **Energy King [600 DP | Discounted for Ecologix]**

Ecologix is the premier energy company in the world. It owes its success to one single titan in the industry; Kane Hudson. Kane is a brilliant scientist with an uncanny understanding of energy, and whose combination of luck (in the form of the Reed Family providing him with some initial support), brilliance, and a keen business sense of his own has allowed Ecologix to become the company to beat in the new energy industry. You are, assuming you are not Kane himself, Kane's peer and his only real rival in this sphere, matching his brilliance blow for blow.

You have a sharp understanding of the energy market, a nearly unparalleled mind when it comes to energy science, and otherworldly skill when it comes to creating advanced, sophisticated, energy-based technology. This is a full suite of skills when it comes to energy technology, past, present, and future. You know how to make everything from water mills and steam engines, all the way to refining nuclear power plants and how to further miniaturize solar panels without dropping their effectiveness in the slightest. You have a complete, and thorough, understanding of energy science, which updates in future jumps whenever relevant. This is the sort of skill that, if properly nurtured (IE: invested in), could allow you to create a full-on rival to Ecologix in years. This colossal wellspring of knowledge could easily allow you to transform the world, if you have the proper resources and, if necessary, backing.

## Entrepreneurial Dreamer

### **Audacious Actor [100 DP | Free for Entrepreneurial Dreamer]**

Milo really does have a shocking level of audacity. This is a man who, on his three year anniversary, goes to the hotel HIS WIFE WORKS AT and books a suite to have a tryst with his mistress. And he was cheating, fully, explicitly, on Claire before the series kicks off, which means that he was this audacious pre-series he just didn't get caught. And he's not the only one either, Stella fully takes credit for Claire's work and banks on the fact that her uncle works for the Montgomery Group to ensure Milo doesn't really investigate her claims. And like them you are a skilled liar, one who specializes in being truly audacious with your claims. If you lie to someone and they don't have any preexisting evidence you are lying people just take you at your word. Now this can be countered if they discover evidence of your lies, such as if someone tells them you're wrong and has paperwork documenting it, and your lies that are on paper are only subtly buffed by this, but this is still quite potent in the right hands.

### **Money Magnet [200 DP | Discounted for Entrepreneurial Dreamer]**

Milo is a curious figure with an enviable amount of luck. The man manages to woo and marry Claire, get into a relationship with nepo baby Stella, and even befriends Eliza. Like him you naturally draw generous benefactors to you, and just like him it's on you to earn their support and maintain it. Still, there are many people whose lives would be changed if only they met the wealthy at the same ratio you do. This does generously improve your luck when it comes to making a first impression on them, which can go a long way towards securing their support.

### **Charming Charlatan [400 DP | Discounted for Entrepreneurial Dreamer]**

You have a way with data, be it manipulating it on paper to make things look promising, or simply presenting the information you've acquired, in such a way that it makes the miraculous seem believable. This has a lot of potential uses, but it is especially and extremely useful for turning what can only be described as pseudoscience into a dangerous sort of quackery that can appeal to both the uneducated and the hopeful, allowing you to profit off pseudoscience in a way that would make some controversial figures in other realities green with envy. There's non-malicious uses for this, but it's certainly primarily applicable for profiting off hope and desperation.

### **Pseudoscientific Dreams [600 DP | Discounted for Entrepreneurial Dreamer]**

It is very easy to look at Milo with disdain. He is an unrepentant, thoughtless, violent cheater. But there's a quiet moment when he discovers that his technology doesn't actually predict cancer that he is profoundly saddened and for a single heartbeat it's possible to feel a twinge of pity for him. It's clear that Milo was, at his core, someone who actually believed in the work he was doing and that he thought that he was on the cusp of inventing something that would actually save lives. Maybe Milo isn't a scientific genius on the cusp of revolutionizing oncology, but you could be.

This perk allows you to turn something that is pseudoscientific into something real. How difficult this is depends on what precisely you're trying to do, and how logically intuitive it sounds, but this is a sort of science-based uncapper that can do a lot. Milo wanted to use drops of blood to detect cancer, which is something that is actually doable, though what Milo wanted was a pure refinement of existing technologies that, if

properly implemented, would have allowed someone to use a single drop of blood to detect cancer immediately and precisely. Creating this kind of technology would be no problem for you. If you wanted to use this to, for example, invent faster than light travel, that would take significant resources and considerable investment, but it would be doable. It becomes easier for you to do if you can find ways to get people to believe in the work you're doing and if you can find ways to explain what you're doing that are coated in scientific jargon. With enough effort a lot can become doable with this, especially if you're already charismatic and/or otherwise scientifically credible.

## Items

*Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.*

*Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.*

*All origins get their 100 DP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.*

*Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.*

## Montgomery Group

### **Hotel [100 DP | Free for Montgomery Group]**

Claire works at a hotel. The hotel never gets named and is ordinary, though luxurious. This item is that hotel, which you now own. This hotel comes with a beautiful hall for events such as galas, and will always be free for you to use as well as nets you a meaty (for one person) profit. It also attracts the upper crust of society quite naturally and is regularly frequented by the wealthy and elite. It retains changes and updates in future jumps to naturally have luxurious accommodations fitted for the setting, ensuring that it is always a top-tier hotel.

### **\$5,000,000,000 Investment Agreement [200 DP | Discounted for Montgomery Group]**

Five billion dollars is more than many successful businesses ever make and yet you have a simple, powerful object here in the form of an investment agreement that comes out to a cold five billion dollars (or the equivalent thereof in future jumps). This is a staggering amount to invest, and this investment agreement has a very peculiar property that makes it worth more than its sheer dollar value. Whatever you invest this in is guaranteed to pay off in some meaningful capacity within the duration of the jump. This is fiat-backed, but comes with the clause that you must be investing in someone else and their research, so you can't use this to fund your own work into a pair of super laser death earrings or the like. If you invest this in a friend who is working on a cure for cancer it'll work. If you invest this in someone who is working on a size-increasing ray to counter a food shortage it'll work. If you invest this in clean energy it'll work. And beyond that, things that get invented or otherwise improved via this agreement are fiat-backed to both follow you into future jumps (and still work), and they will always result in a return on investment momentarily speaking.

### **Montgomery Group [400 DP | Discounted for Montgomery Group]**

The Montgomery Group is the single most influential business in this setting. This ambiguous organization seems to be an investment fund that cooperates with energy and medical scientists and technologists to shape the future. This item gives you either the Montgomery Group outright or allows you to create an equivalently successful investment-based megacorp that has its own areas of speciality. This comes with your own version of Ben Duncan in the form of a lieutenant who is capable of skillfully

running the company as its face for you, your own luxurious estate, a private corporate headquarters, incredible fortunes that you can invest and direct at will, a personal income that makes you Claire's equal (Claire is said to be the wealthiest person in the continent, as foreshadowing of the sort of wealth we're dealing with here), biometric technologies to keep people from stealing from you or your allies, and a version of the Montgomery Throne all to yourself. This item always scales to be however big it needs to be to stay at the very top of the most successful businesses in a given setting (and only scales down if you want it to), with it retaining copies of things you invest in and create to take into future jumps, with such things being fiat-backed to work in future settings.

## **Ecologix**

### **New First Class Materials [100 DP | Free for Ecologix]**

This is a never ending supply of first class materials keyed to your job, your businesses, and what you own. These can be things like trees for your lumberyard, ore for your smithy, or glass for your mirror store, with it morphing to match whatever businesses you own or, if you don't own a business, then whatever job you are performing at a given time. This does scale upward as you acquire more businesses and it ensures that while other problems can get in the way of progress pure supply issues won't.

### **Research Team [200 DP | Discounted for Ecologix]**

This is the research team that Kane uses to try and learn about Claire, and they've been juiced up via fiat due to you purchasing them as an item. With this you can successfully investigate any person you want once per year, with this discovering all but their most closely guarded secrets in a day unless they have full on supernatural protections (and in that case what happens is that it takes them longer than a day, with it taking a week at the longest if someone has truly world-class supernatural protections). This team can also be used to investigate scientific innovations made by others and to determine, with supernatural accuracy, the effectiveness of new technologies. They can do this second function as many times as you want them to, but the more they are used at the same time (so the more things they are investigating concurrently) the longer it takes to get results.

### **Ecologix [400 DP | Discounted for Ecologix]**

The up and coming energy giant Ecologix now has a new owner... Or perhaps an equivalent company that has somehow only just begun to exist but is still worth billions has come under new leadership. This item gives you ownership over Ecologix, a new energy company that earns billions a year and is widespread across the United States. Ecologix comes with a staff of high ranking corporate officers who can handle the majority of the work and who run the company sufficiently to make it profitable, and the company also comes with facilities for producing all sorts of energy. Energy technology you create using this item and its resources become fiat-backed and follow you along your chain, and in each new jump you visit that has new means of generating energy you find it is easy to recruit people who are passionate about energy and skilled in the new means of generating it to your company, who become fiat-backed followers that are eager to see the company succeed and to experiment with energy science and energy technologies (or energy-centric magic and the like, if such means are supernatural).

## **Entrepreneurial Dreamer**

### **Demeaning Break Up Tool [100 DP | Free for Entrepreneurial Dreamer]**

Love Milo or hate him the man has a sense for theatrics that is admiration worthy. During the moment in which his affair is revealed he tosses a debit card at Claire that has \$50,000.00 dollars on it, saying that it's her payment for her years of labor as his wife. He does this during an interaction where he didn't know he'd be seeing Claire, meaning he was keeping that on him, just in case. That's cold.

This item is that same card. You can use it as a normal bank card that has \$50,000 dollars on its account, but you can also use it as a particularly devastating way to break up with and disrespect somebody. If you use this to punctuate a breakup then someone will be mortified and accept the breakup, leaving you alone and being humiliated in a way that leaves a permanent mark on them when it comes to you. They will also be able to use the money in the card (even if you've used it). This money won't come out of your bank account or otherwise negatively affect you.

### **Brilliant Sounding Pseudoscience [200 DP | Discounted for Entrepreneurial Dreamer]**

This item is modeled after Milo's own brand of pseudoscience, in that he thinks he is on the cusp of inventing a device that can be used to test single drops of blood to detect cancer within them. In this jump that's the form this item takes. In future jumps you can select a field of pseudoscientific quackery and this item will change to become a working example of an item derived from that field of pseudoscience. An example of this could be that this item becomes a working ectoplasm detector. Funnily enough the sort of item this device becomes will actually work as advertised, so in this jump this machine will actually be able to detect cancer from a drop of blood. This item can also return to its other forms at will, so if you use it as a cancer-catching machine now and need it to go back to that form eleven jumps later it can.

### **Old Money Family Backing [400 DP | Discounted for Entrepreneurial Dreamer]**

While there are new money titans on the rise throughout this world, pockets of aristocratic old money families can be found if one knows how to look. An example of this is the Reed Family, whose heiress is Eliza Reed. This item is a very, very curious thing in the form of an agreement of support that ties you to an old-money family in a very intimate way. How much support you get from said family depends on how intimately you're willing to be tied to them, with the lower tiers of support just requiring you to attend events of theirs every year, and the higher tiers requiring more and more intimacy. At the highest tier you are expected to marry their heiress (or heir), who will always be someone who you find attractive and are generally compatible with, who themselves is willing to be wed to you more out of tradition than anything else but the happier you make them the more and more support you get. You can decide if the family and the heir or heiress is the same person transmigrated to new jumps or if it's a different person each jump.

This family is wealthy enough to compete, at least somewhat, with Claire, and has ownership stakes in many different businesses across the world(s) of this setting and future settings. You can change the nature and depth of your relationship with this family between jumps.

# Companions & Followers

## **Companion Import/Companion Creation [50-200]**

With this, you can spend DP to import companions into this jump, giving them 600 DP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 DP per person you do this for, or you can spend 200 DP and create or import 8 such individuals.

## **New Friend [50]**

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 DP here gives you a new token. Each unspent token is refunded at the end of the jump.

# Drawbacks

## **Another Universe [0 DP]**

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

## **Leave When The Plot Ends [0 DP]**

This toggle allows a jumper to end their time in a setting when the events of the setting's plot are resolved. This can be via the jumper playing a part and achieving a canon ending, or in some other way, significantly resolving the plot and conflicts of the series.

## **Self Insert [0 DP]**

This toggle allows you to insert into this jump as a character in the series. You can use this to replace Kane, Milo, Claire, Duncan, or anyone else you wish to replace.

## **Extended Stay [Varies]**

For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

## **Lockdown [Varies]**

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 DP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

### **No Social Sense [100 DP]**

You lack an ability to read social situations. Social cues fly over your head and you miss social markers that, to others, could help foreshadow twists in social encounters. Good luck dealing with people with senses for the theatrics, such as a hidden billionaire.

### **Mandatory Minimum Wage Earner [100 DP]**

This isn't fun. You are required to have a minimum wage job for the duration of your stay. If you get fired, or quit, circumstances will emerge such that you get a new one within days of losing your last one.

### **Glut of Golddiggers [200 DP]**

Greed has become wildly more common nowadays. This world is now ripe with golddiggers; fortune-seeking people of every gender, sex, and sexual orientation. This alone doesn't make them better at hiding their greed but man it sucks every time you connect with someone only to realize that they are seeking your fortune more than anything else.

### **Stockpile of Shortages [200 DP]**

I hope you aren't a business-jumper, jumper. These shortages happen regularly, and they affect every industry to some extent. Every once in a while an especially nasty shortage will happen that hits the global economy really brutally and touch even your pockets. And this time there'll be no conveniently timed discoveries of first class, raw materials.

### **ReelShort Real Wages [400 DP]**

Financial and momentary items do not work as far as their pure monetary value goes. The specific way this works is that money given to you through fiat; passive-income from owning a business or just direct, fiat-backed money, shuts off for the duration of this jump. If you want money you'll need to actually work for it.

### **Blinded By Love [400 DP]**

The more you like someone the worse your sense for their faults becomes. Those you love are able to hide their worst traits from you with shocking, concerning ease. Be very, very careful with your heart.

### **Incalculable Miscalculation [600 DP]**

Every person makes a social misstep at least once in their life. With this, your first social miscalculation will intimately involve someone with narrative levels of wealth; an economic beast on par with Claire or Kane. This will infuriate them to truly no end and they'll pursue your downfall with the same sadistic gusto that Claire seems to take in going after Milo. They won't pursue your death, but if it happens they won't be sad about it. And if they have the chance to hurt you economically they'll make you bleed.

### **Gold-Dug [600 DP]**

This unpleasant drawback puts you in a place of ruin and loss. With this you've been the victim of someone whose greed is equal to Milo and whose particular brand of pseudoscience successfully took you for a ride, taking billions of dollars from you and other investors. In the wake of this you are tasked with recouping the losses the investors endured and to leave this jump you need to pay the victims of your

ex-partner's schemes in some way. And if you aim to pay them back with pure money then it has to be money you earned in this jump, rather than fiat-backed OCP wealth.

## Decisions

*You have three choices ...*

### Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

### Stay

Stay and enjoy your current life.

### Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

## Notes

-Changelog: This document was created on July 6th, 2026. This jump was then completed on July 7th, 2026.

-That's right, gang. Another ReelShort jump. Fun times.

-This one feels more self-aware than that Divorced Genius Surgeon drama was. As usual there's a tl;dr for the plot of this one down beneath this particular bullet point. This is a series that can be viewed in full via a single video on YouTube. This video was uploaded by ReelShort itself which is nice. Have a [link](#). Enjoy!

-This series follows Claire Montgomery, an "Uneducated hotel receptionist" who is secretly the founder of the Montgomery Group; another infamous ReelShort business that... Seems to mostly do investment things? It really seems like an investment firm from details revealed later on in the series. Anyways, one interesting detail revealed later on is that it was founded five years before the series begins, by Claire herself, making Claire (and Kane) both new money figures, though Kane's family had the backing of the Reed Family, whereas there's no indication that Claire had any external help.

The series begins with Claire biking to work only to get stopped by the acting CEO of the Montgomery Group, Duncan. He tells her he can't do this alone and asks her to come back. She reveals she married a walking red flag in Milo Preston and that if Milo knew she was making more than him he'd be upset. She asks if the preparations are made for tonight's gala dedicated to her husband in which her husband will be presented with more money and celebrated, and Duncan says that they have been. This delights her, and she heads off to work.

Claire arrives at a hotel we never get the name of and runs into Ecologix CEO Kane Hudson. He believes her to be from FindAWife dot com and asks if she's ready to get married. She aurafarms and rejects him, before he hears that a war has broken out

overseas and a supplier of his won't be able to supply the company with the raw materials needed for his work. She stops him from selling stuff of the company off and promises, cryptically, that in ten minutes, countries will announce discoveries of new raw materials that are first-class and cheap. After this, we see a friend and coworker tell Claire that her husband Milo, reserved a suite and had it decorated all fancy. She excitedly goes to the elevator to go to the suite, only to find Milo and new bae/mistress Stella who try to stunt on her. Claire becomes an exposition machine and reveals that she cared for this man for years. Kane discovers that Claire was right and wonders how she knew what she knew. He goes to thank her, catches the tail end of her conversation with Milo and Stella (including Milo tossing her \$50,000 dollars in the form of a bank card), and offers to cancel the gala, which Claire shuts down. She wants to use the gala as a means to embarrass Milo.

Claire goes to Preston's house, takes her stuff back, gets the divorce agreement, and has a tense confrontation with Milo, his sister, and his mom, while Kane discovers that the initial investigation into Claire reveals that it's a pure coincidence that she has the Montgomery family name. He decides she may need help if she's going up against Preston and goes to his house. He stops her from getting hit and threatens to break the wrists of whoever steps to Claire. The next real scene is in the Gala, but Kane also invites Claire to the gala in a small sub-scene between major beats, and in another sub-scene, Claire formally becomes Claire Montgomery again.

The full Gala scene takes over 20 minutes from start to finish and begins with Milo insulting Claire, involves her appearing alongside Kane's executive assistant Gideon Ford, who states that the fate of the agreement between Preston and Ecologix is in Claire's hands. She shreds the agreement, almost gets hit, Milo DOES get hit, Kane appears, Milo reveals that he's never even HEARD of the internet by not knowing what Kane looks like (to be fair, Claire also made this mistake earlier on when first meeting Kane). People clown on him and his family for their basic fuckup and Kane delights in siding with Claire, who in turn delights in the opportunity to help an ally aurafarm. Milo makes more social blunders and the encounter is just a disaster for him. When Kane and Claire leave Eliza Reed, the Reed family heiress, appears demanding that Kane show himself. Milo and Stella scheme to secure her aid, and reveal that Claire and Kane have a powerful connection while she reveals that she is Kane's fiancée. Eliza also loredumps and reveals that the Montgomery Group is behind Milo's work, a secret Claire managed to keep underwraps (to her frustration, after Milo's true nature was revealed) thus far.

In the next scene Kane talks to Duncan to apologize about his handling of Milo's investment offer, but Duncan tells him that the CEO is behind him all the way and invites him to the headquarters of the organization. Eliza storms into Kane's office, and does more worldbuilding by revealing that Kane is actually old money, having received both support from the Reed Family and being a strategic piece of it due to his engagement to Eliza, which was arranged by their grandfathers.

At Montgomery Group headquarters Milo and Stella meet with Stella's uncle (Harry Klein, CFO of Montgomery Group), who as it turns out actually is an employee of Montgomery Group, and Ben and Claire meet up outside of the headquarters where Claire and Ben talk about the gift Claire has for Kane: a five billion dollar investment agreement that is secured stored inside of a biometrically sealed suitcase keyed to him. Mistaken identity shenanigans ensue when Harry believes the investment agreement is for Milo due to MG's support of him, but the truth eventually gets revealed after Harry, Kane, Milo, Stella, and Claire all clash when Harry doesn't recognize Claire as the actual CEO for... reasons, I guess. We also learn that in-house Ben is considered Claire's executive assistant. Kane gets the investment and receives an invite to the gala welcoming Claire back as CEO, before asking her to accompany him to it. He still doesn't know.

Milo, Stella, and Eliza scheme to reveal everything at the gala celebrating the return of the CEO, and Eliza swears that Kane will regret leaving her. We cut to the actual gala and to the Montgomery Throne; an ornate seat that is only to be sat in by the CEO himself. Claire talks to Stella and Milo and tells them that she is the CEO. They don't believe her. Eliza is revealed to have gone to two of the major shareholders in the MG and told them that Kane stole the funds meant for Milo. They believe her and everyone reunites in the gala. Claire aurafarms by sitting in the throne, a move so drastic that even Kane is taken aback. She remains in the throne for most of the remaining runtime of the series. The investors appear, side with Claire and reveal she is the CEO, Claire apologizes to Kane for not telling him the truth, reminds a panicked Milo that she told him the truth multiple times, Milo dumps Stella, begs Claire for her support only for Claire to absolutely destroy him with facts and logic, sending him spiraling into sad boy hours. He (and Stella) gets taken away by the authorities, and Eliza has a heart to heart with Kane who assures Claire that she is more than her deep pockets and tells Eliza she has some redeeming qualities but that he doesn't want to be with her. Kane and Claire get married...? Claire just tells Kane to kiss the bride, which isn't how a marriage happens but then the series ends. Wild.