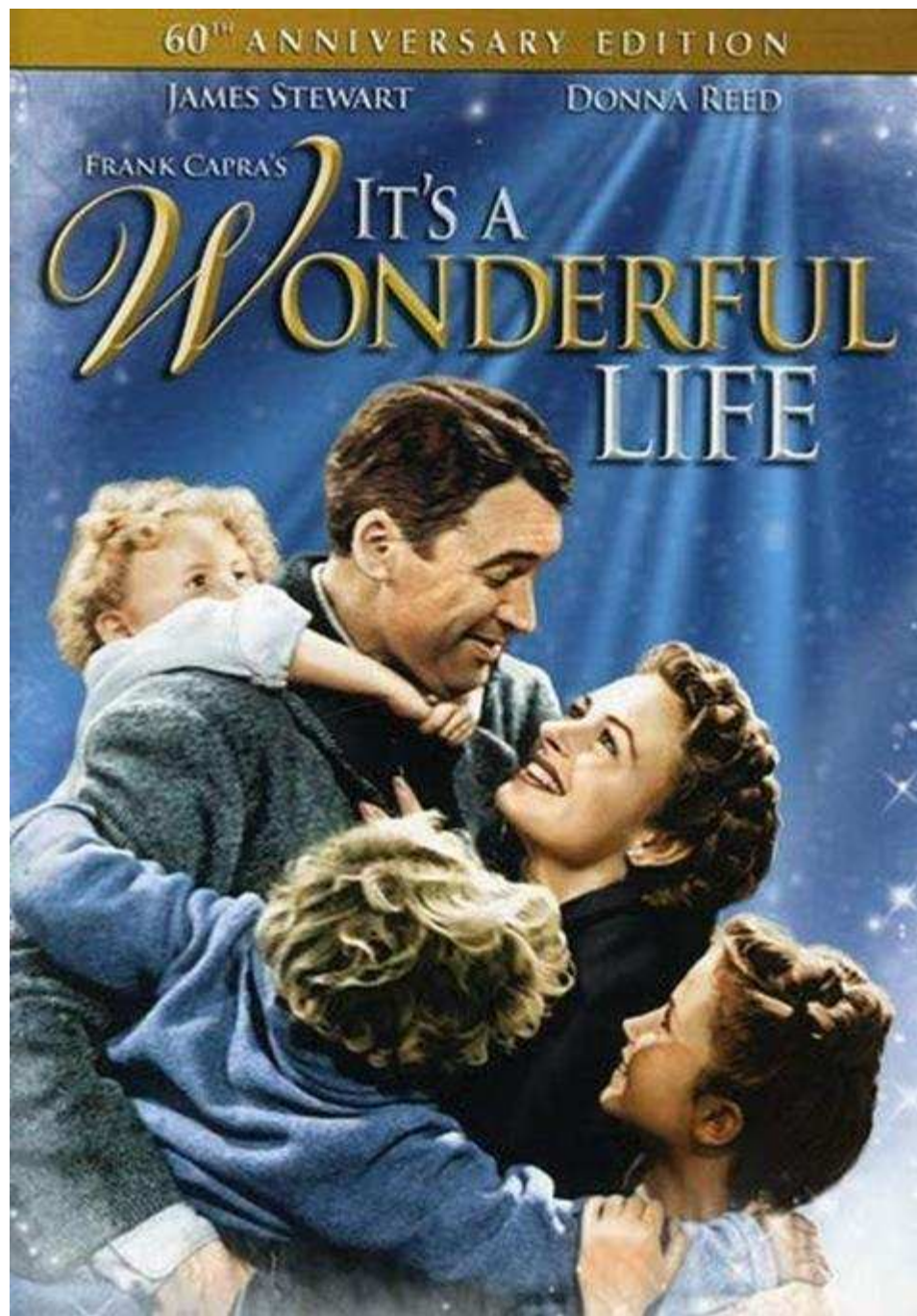




It's a Wonderful Life Jumpchain

Not every jump has to be about saving the universe or even the world. Sometimes it can be about saving one person. Or maybe you just want to take some time to breathe a bit and enjoy some Christmas cheer.

You arrive in Bedford Falls, NY on Christmas Eve 1945. The town is preparing for the victorious homecoming of local Hero Harry Bailey, and everyone is excited for the next day's festivities. Unfortunately, in a few short hours Uncle Billy is going to misplace \$8000 belonging to the Bailey Brothers Building & Loan. It will set off a chain reaction of events that will cause George Bailey to attempt to end his own life. It's up to a certain Angel Second Class to stop him. You'll be here for just one single day. Make the most of it.

You have 1000CP to spend.

Location

Bedford Falls: An idyllic small town in upstate New York. It's a former mill town with beautiful Victorian architecture and a large Italian immigrant population. The town is home to a wide range of interesting characters including George Bailey, a building and loan banker who sacrifices his dreams in order to help his community, and Mr. Potter, a banker who sacrifices everyone else to line his own pockets.

Origin

Any origin can be taken as a Drop-In. Age and Gender may be freely chosen.

Small Town Hero (Free): Not all heroes wear capes. Sometimes it's the small kindnesses that we show to one another that have the largest impact. Maybe larger than we ever realize. You start as an average middle-class person in this small town.

Robber Baron (Free): You know what you want, and what you want is money, power, and control. And after a long life in this small town, you've gotten quite a bit of everything. You are

known and feared within the community and likely have a controlling stake in most of the businesses here.

Angel Second Class (Free): You're an Angel Second Class in service to higher beings. You've received an assignment on earth to help a person in need. Maybe you've even been assigned to help Clarence with George. Or maybe there's another soul nearby who is in similar need.

Perks

Discounts are 50% off for the listed Origin. Perks costing 100 CP are free for the listed Origin.

Small Town Hero

I Like Him (100CP, Free Small Town Hero): You have a face that people just can't help but fall in love with. It's a perfect mix of traditional Hollywood appeal and small town charm. On a scale of 1-10, you're a perfect 10 and easily one of the most beautiful people you'll ever find. Expect a great deal of romantic interest from your preferred gender.

Hometown Hero (200CP, Discount Small Town Hero): Bad things happen. It's a fact of life. Little boys fall through the ice into freezing water. Druggists accidentally add poison to medicine. Greedy men try to reshape wholesome communities into dens of sin. But these bad things don't necessarily have to end in tragedy. Because now they tend to happen when you're around to notice and take action. When that little boy falls through the ice, you'll be right there to pull him to safety. When the druggist mixes up ingredients, you'll notice and won't deliver them to the ill child. When that greedy man tries time and time again to take over your home, you'll always be there to stop him. This is not a guarantee of victory, but it is a promise that you'll always have a chance to stand against the bad things that happen to people you care about. As an added bonus, your good deeds are remembered and often rewarded. They also have a tendency to lead to better outcomes for others too. For example, maybe that boy you saved from the ice goes on to be a war hero.

The Richest Man in Town (400CP, Discount Small Town Hero): Everyone faces challenges in life. Sometimes things just get worse and worse and worse until they become too great for one person to handle alone, leading to darkness and despair. But not for you. Not now. Not anymore. When things are at their worst, when you feel like you've lost all hope, people will rally around you to help solve your problems. It can be anything from your friends donating a few dollars to keep you out of jail to literal divine intervention in the form of a guardian angel. At the lower level, this perk can occur any number of times, but divine intervention can step in to save you from death once per jump or once every ten years, whichever comes first.

It's a Wonderful Life (600CP, Discount Small Town Hero): It *is* wonderful, isn't it? But the problem with lives is that they don't always fit neatly into 10 year increments. George Bailey's story is told in snapshots ranging from 1919-1945. Sometimes you might want to experience events that fall outside the standard Jump. Now you can. When you enter a jump, you can alter the starting time so that you can experience events that might not otherwise be available. And you can also now 'fast-forward' through uneventful parts of a jump too without those years counting against your time in-jump. Doing so either leaves your body on auto-pilot, providing general memories of your daily life, or simply allows you to vanish and return when things get interesting again. Notice that I said UNEVENTFUL. This perk cannot be used to avoid drawbacks, danger, or consequences. For example, if you want to go to the Lord of the Rings jump, this will allow you to attend Bilbo's 111th birthday and then skip 17 years ahead to when the Nazgul arrive for the Ring. But you cannot use this perk to skip the quest to destroy the One Ring. This also works in reverse. If you've completed everything interesting and plot-relevant in a jump before your 10 years are up, you can skip to the end and leave the jump early.

Robber Baron

Warped, Frustrated Old Man (100CP, Free Robber Baron): This might be what people call you, but they couldn't be further from the truth. You just know what you want and you know how to get it. Unlike others who might be sidetracked by such trivial things as 'morality' and 'community' and 'basic human decency', you never falter in pursuit of your desires. You never need to face the pangs of a so-called conscience because you can simply turn yours on and off at will. Now go out there and make some money.

Capital Capitalist (200CP, Discount Robber Baron): Like a true capitalist, you make your money by keeping your head when all others are losing theirs. When others are making a run on the bank due to market uncertainty, you're sitting with a pile of cash ready to buy, buy, buy. Money seems to come to you with no effort at all, and if you *were* to put in any effort, you would quickly become incredibly wealthy. Also all of your business ventures seem destined to succeed, and you know just how to squeeze every dime to line your own pockets. As a side effect, all businesses you run do so at peak efficiency, turning the greatest possible profit with the least amount of resources. In addition to that, you are instantly aware of any threats to your businesses, allowing you to set up a plan of attack to thwart any semblance of competition.

Influence (400CP, Discount Robber Baron): In any community you enter, you quickly become a force to be reckoned with. Maybe you own half the town or maybe you're on the board of directors for every business of note. No matter how you gain your influence, no one can deny that you are the one in control. This grants you a measure of respect from everyone, and people in your community will be far less likely to cross you in any way, though there may be a few thorns in your side that try to escape your influence. This can also scale with whatever community you enter from small towns to galactic empires.

\$8000 Richer (600CP, Discount Robber Baron): When it comes to you, karma seems to look the other way. You can spend your entire life cheating, stealing, and taking advantage of people, and yet you will never face any serious consequences for your actions. People might detest you, but you'll never be run out of town or thrown in jail for what you've done as long as there's no hard evidence against you. And for some reason there never seems to be any hard evidence against you.

Angel Second Class

Angelic Heart (100CP, Free Angel Second Class): You have a powerful aura of hope and light that makes you seem friendly and approachable to others. If you stop to listen to someone in need, your presence alone can make them feel better, and a bit of advice can help them overcome their problems. You are also incredibly resistant to any type of corruption, though not immune.

Faith of a Child (200CP, Discount Angel Second Class): Authority figures, especially divine ones, just seem to like you. They're inclined to forgive small flaws and lapses in judgement,

instead speaking of you fondly and providing you with opportunities that really should go to others. While this is not blanket permission to act badly, you will still be given far, far more leeway than anyone else in your position could reasonably expect. You could create a world where the person you're helping was never born, and all you'll receive is a stiff breeze of disapproval.

Send for Clarence (400CP, Discount Angel Second Class): Wanting to help others isn't always enough if you don't know where you're needed. But now you don't have to worry about that because you've gained a sixth sense for people who are in dire need of your help. This sense lets you know who needs your help and where they are along with giving a general feeling for their problem. You can adjust this sense to search for specific criteria or within a certain range such as only telling you about people in mortal peril within a half mile radius. You can make the criteria as strict or as broad as you wish along with being able to turn it on and off completely whenever you want.

What if? (600CP, Discount Angel Second Class): You can, at any time, think of a what-if scenario and create a pocket reality to experience it firsthand. What if George Bailey was never born? What if you'd never become a jumper? What if you'd chosen a different breakfast food this morning? The possibilities are as endless as your imagination, but the what-if scenarios only last for a few hours. You are also able to bring other people along to experience this new reality with you. Due to the nature of these pocket realities, nothing that is done within them has any influence on the real world outside. If you heal someone's busted lip in the pocket reality, it will go back to being busted when the scenario ends.

Items

Discounts are 50% off for the listed Origin. Items costing 100 CP are free for the listed Origin. Non-monetary items that are lost, damaged, or stolen return to the warehouse after 24 hours.

Small Town Hero

320 Sycamore (100 CP, Free Small Town Hero): A once derelict house on the southeast side of town, this beautiful abode has been lovingly restored to its former glory and is ready for you to move in. As an added bonus, all taxes and utilities are fully paid, and there always seems to be enough room for you and all of your companions to move in.

The Bailey Brothers Building & Loan (200 CP, Discount Small Town Hero): You are now the owner of your very own loan office. It might not be the most profitable enterprise, but it is the heart of the community. In future jumps, you may drop this loan office in any community, and it will immediately improve the lives and happiness of those within by allowing the poor to escape the shackles of rent and providing people with opportunities for a better life.

Bedford Falls (400CP, Discount Small Town Hero): Bedford Falls is a lovely slice of hometown Americana. And now, it's yours. Along with being a picturesque town, its residents consider you to be one of their finest members. The people here will always be happy to help you out in their own small way, but keep in mind that they are only human. You can keep it as a warehouse attachment or import it into future jumps.

Robber Baron

Wealth (100CP, Free Robber Baron): What is a Capitalist without wealth? Not a Capitalist. Here is some capital to start you off on your empire: a trust fund that pays out \$40,000 per year and adjusts for inflation.

Bank (200CP, Discount Robber Baron): It takes money to make money, and what's better than owning the institution responsible for handling all that money? Not much, and now you are the owner of a fine banking institution that handles most of the financial transactions in your current setting. This can be scaled up or down as you wish, anything from a small-town bank to a trans-galactic financial hub as needed. Oh, and you get a cut of the profits. Obviously.

Jumpersville (400CP, Discount Robber Baron): George Bailey was given the chance to see what would have become of Bedford Falls if he'd never been born. The result was Pottersville, an unsavory place filled with late-night dancing and bars on every corner. That doesn't actually sound so bad now, does it? And now it's yours. Or at least something similar. Welcome to Jumpersville, a town built as a monument to all of your favorite vices and filled with people ready to spend their money to have a bit of fun. You can keep it as a warehouse attachment or import it into future jumps.

Angel Second Class

The Adventures of Tom Sawyer (100CP, Free Angel Second Class): While it is a mostly ordinary book, you'll find that when you open this copy of Tom Sawyer, the front page contains words of encouragement that raises your spirit even in the darkest of times.

Celestial Movie (200CP, Discount Angel Second Class): It's a seemingly mundane movie reel, but when you touch it while thinking of a specific person, you will be shown visions of their most important life moments, the ones that helped to shape them as a person. By watching these scenes, you can gain an intimate understanding of just about anyone.

Angel Wings (400CP, Discount Angel Second Class): You are now the proud owner of your very own set of Angel Wings. For this jump, that makes you an Angel First Class. In all subsequent jumps, it acts as an automatic promotion to higher levels of an organization, but it won't get you to the top, at least not on its own. For example, if you should be a Lord in a certain jump, this might promote you to a Duke, but it won't make you a King.

Companions

Import (50CP for each or 200CP for 8): With each purchase of this option, you may import one existing companion or create one new companion. They gain an origin and associated discounts and freebies. They also receive 600 CP to spend on perks and items.

Canon Companion (100CP each): For every purchase of this option, you will get the chance to convince one character in this world to come along with you as a companion to future worlds.

Drawbacks

There is no drawback limit.

Christmas Ever After (100CP): One day is clearly not long enough to spend in an idyllic little town. Your stay is extended to the full 10 years.

It's Not Gonna Be Me! (100CP): When you're stressed, you have a Temper with a capital T. You'll insult your family. You'll insult random people. You'll insult their wives. You're a mean one when things just don't go your way. Hopefully you've done enough good deeds to make up for when you lash out at others.

George Lassos the Moon (100CP): You have dreams. Big Dreams, but while life might be wonderful, it doesn't seem to care much. Whenever you set a goal, life gets in the way. You want to see the world? Well, your hometown needs your help, so you'll have to stay to fix it. You find that no matter what you do, you always end up having to surrender your goals and your dreams for the sake of something or someone else.

No Good Deed (200CP): ...goes unpunished. At least that's how the saying goes. And it seems to work that way with you too. Every time you try to help someone, it comes back to hurt you in some way. Maybe you lose the hearing in one ear when you save a child from the ice. Maybe

you get smacked bloody when you stop the druggist from poisoning a child. No matter what good deeds you do, expect to pay for it.

IQ of a Rabbit (200CP): You're not exactly the brightest bulb on the Christmas tree. You have an unorthodox way of handling problems and a complete inability to read people or situations. This has a tendency to get you into an alarming amount of trouble in a very short period of time. Expect to accidentally insult or anger just about everyone you meet at least once upon meeting them.

Crippled (300CP): Much like a certain villainous robber baron, you are now bound to a wheelchair for the duration of your stay, and no methods of healing or technology will enable you to regain use of your legs until the jump is over.

Pottersville (400CP): It seems that something has gone wrong. George Bailey was never born. If nothing is done and Mr. Potter is allowed to have his way, then Bedford Falls will become Pottersville, and you can't let that happen. Your start time is set to 1919, and now you must fill George's role, helping the people he helped and saving the people he saved. In doing so, you need to become the heart of the town. Failure to stop Mr. Potter from taking over Bedford Falls will result in a chain failure.

Ending

After your time here, you will be given a choice. Regardless of your choice, you will lose all your drawbacks and keep all your acquired Perks, Items, and Companions.

Auld Lang Syne: You wake up at home in your own bed.

Home for the Holidays: It seems that you've had a good time here. You choose to stay in Bedford Falls and make it your home.

Lasso the Moon: You've got big dreams out there, and you can't reach them here. Go onward to adventure!