

♪ WAKE UP! ♪

♪ You've got a lot to do today ♪

♪ Feel proud and wipe your eyes, 'cause hey ♪

♪ Stifle the yawn, You stayed up 'til dawn ♪

♪ Let's see what you been workin' on ♪

♪ IT'S GONE ♪

♪ Keep in mind the DEADLINE is closing in ♪

♪ Your byline, the headline, They're in the bin ♪

♪ Uncompleted, all deleted ♪

♪ WHAT'S GOING ON!?! ♪

♪ You'll have to crunch and work til' dawn til' you die! ♪

♪ Cut out the corners, cross the Ts and dot the Is ♪

♪ Whip out the white-out but keep it in good taste ♪

♪ Just so that no one will ♪

♪ Ever know it's defaced ♪

♪ Ooooh... ♪

♪ Epithet Erased ♪



Epithets are special powers emitted from a single word tethered to a person's soul. Not everyone has one...in fact only 1 in every 5 people has an Epithet. Those who have an Epithet are known as Inscribed. Those who don't have one are known as Mundies. Molly Blyndeff an inscribed wakes up at the dead of night inside of a museum because her father left her behind. Welcome to Epithet Erased. A lovely web series that follows the adventures of Molly, GIOVANNI POTAGE! And several others. Well at the beginning this jump only covers Season 1 and Prison of Plastic after that you'll be staying an additional 2 months. But before you go off to adventure, take these:

1000 CP

HAVE FUN!

Locations

1. Jazz City Beach
2. Jazz City
3. Red Wood
4. Free Choice

Race:

Mundie: A regular Human with no Epithet. But that doesn't mean that you are helpless.

Inscribed (300): This is what you are really after. Epithets. Those with an Epithet are called Inscribed and you are one of them.

Origin:

Student: You are...either a kid or a student.

Bad Guy: You are a villain. But lets get one thing straight: YOU'RE A BAD GUY! NOT A BAD PERSON!

Psychologist: You know your way around the circle of Psychology

Police: You uphold the law.

Con artist: You know how to make a killing in morally ambiguous ways.

Perks:

General

Epithet (Free and exclusive for inscribed): This is it, an Epithet. A special that comes from a single word that's tethered to your soul. NOW BEFORE YOU GO CRAZY! There are some rules I need to place for this perk. First off, you only get ONE, Period! Second, NO you can't chose "SPARK" and expect to gain you endchain spark. Third, nothing that would be too overpowered, for example: you can't pick the "GOD" because that would grant unlimited power. Outside of that go nuts just remember the powers you gain from this, must be related to the word. For example if you pick the word "Sword" maybe you are able to summon swords, or be able to cut things with just a wave of your hand. "Dragon" Might grant you a breath weapon, a dragon form, ability to grow wings, etc. However, you start out pretty new to your Epithet so don't expect to pull off crazy stuff from the get go.

Student

Cute (100, Free for Student): You are adorable and have this aura of childlike wonder. Making it harder for people to try and harm.

I like Bears (200 CP, Discount for Student): Pick one animal. You now have an encyclopedic knowledge about that animal. From the simple facts to more unusual and obscure knowledge.

Surprisingly Competent (400 CP, Discount for Student): For a kid you seemed to know what you are doing at all times. To the point that you can be the only thing keeping a store from being closed down for good. Taxes, chores, being the only sane in the room, having actual logical plans, Stuff like that.

Just Say No (600 CP, Discount for Student): Making your point known is one of the biggest challenges for kids. Molly especially but there are times when they are heard and their opinion are taken seriously. You can make your voice be heard. People to listen to you. Just put your foot down and be confident and people listen. Now whether they agree with you is a different story.



Bad Guy

For it is I! (100 CP, Free for Bad guy): You have way with theatrics and making a grand entrance

Yes I made it myself (200 CP, Discount for Bad guy): You are a pretty good cook.

Clearly You suffer from some sort of stigmatism (400 CP, Discount for Bad guy): Giovanni prides himself in being a villain Yet he has surprisingly good parenting skills. Thinking about the wellbeing of his minions and making time to hang with them. This is what allowed him to figure out that Car Crash might has some sore stigmatism as well figure that Molly's house life is horrible. You too have this intuition and good parenting skills. You're a Bad Guy not a Bad Person.

Teleports Behind You (600 CP, Discount for Bad guy): What the?! HOW DID YOU GET BEHIND ME?! Get used to people saying that because you are quite stealthy when you want ot be. Giovani is good at stealth despite being flamboyant. One of signature techniques Cause him to seemingly teleport behind someone. You too have this unique power. Get behind people real quickly for a surprise attack or a backstab or bash with a baseball bat.



Psychologist

Air of Professionalism (100 CP, Free for Psychologist): You know how to carry yourself in a business only attitude. Useful for interviews or to be taken seriously by the press about certain topics.

I AM NOT A KID!! (200 CP, Discount for Psychologist): People will take you more seriously despite your age. You can be a 13-year-old and people won't disregard what you say. But they may not listen to you though. Basically you don't have the same problem that Sylvie has.

Analyzing (400 CP, Discount for Psychologist): You can take a look at a person and get a good idea at what makes them tick. That is to say by observing a person, you can identify their limitations, strengths and weaknesses good on the off chance you get into a fight

Psychologist (600 CP, Discount for Psychologist): What would this Origin be without knowledge in Psychology? You have a college level knowledge in psychology. Meaning you can successfully deduce and diagnose people with whatever mental problems they might have; in addition, you know what steps must be made in order to help that person with their problems



Police

Law Expert (100 CP, Free for Police): You know all the laws. Literally. From every time period, from every town, from every country. You know all the laws in this world and your own world.

Knowing the Difference (200 CP, Discount for Police): You know the difference between a truly evil person and a troubled teen.

Marksman Expert (400 CP, Discount for Police): You are an expert gunman. Let it be from the old west or the modern age, you are a natural with any gun you get your hands on. One problem though in Epithet Erased guns can't kill people. I mean unless you have an epithet that can change the properties of the bullets in some meaningful way

Melee Weapon Skills (600 CP, Discount for Police): You are good with all manner of Melee weapons> Which is good because guns in this setting only deal nonlethal damage. But real ass swords and other melee weapons? Those can kill. So you know how to wield not only swords but also batons, bats, and other weapons of that nature.



Con Artist

Trustworthy Face (100 CP, Free for Con Artist): You have this look to ya. Most people won't be suspicious of you unless they know you and what you are capable of. Also, can help you in poker because this perk also make it hard to read your emotions. The perfect poker face.

Slippery Devil (200 CP, Discount for Con Artist): You have a way with retreating or slipping away from a tense situation. You can find an opening more easily than others and then you take the opportunity to run for it!

Don't Underestimate People (400 CP, Discount for Con Artist): You would be surprise what they can do. Mundie, Inscribed it don't matter. Anyone is capable of incredible things. . You know this fact as a result you know when someone is dangerous and when someone is not. Good for staying alive. Think of this as a danger radar. Not much but useful

Master Appraiser (600 CP, Discount for Con Artist): This is what you're here for! You can take one look at something and can tell whether its fake or the genuine article. A copy or the read deal. If that Arsene Amulet is real or not. But that's not all you can also make forgeries of your own. You can make a duplicate of items that can pass for the real thing but are really worthless by comparison. And they won't know until its too late.



Items

General

Clothes (Free, mandatory!): You can't come here naked! That would be weird. Instead you will be given some casual clothes to wear.

Some place to rest your head (Free, 400 CP): For free you receive a normal cabin like house to rest your head. For 400 CP it can be like a mansion fully furnished. Food restocks weekly, and comes with a free tree house.

Money (100 CP): About \$30,000.

Student

Hoodie and Backpack (100 CP, Free for Student): An iconic hoodie. The style of said hoodie is up to you make it animal themed, Elemental, whatever suits you. Also come with a backpack that seems to never slip off of you and can only be taken off by you, one of your companions, a friend, a family member THAT YOU TRUST or a lover.

Box cutters (200 CP, Discount for Student): An item that is used to cut boxes obviously but can also can be used as knives...for fighting and stabbing and stuff.

Toy Store and Home (400 CP, Discount for Student): A large toy store that also has bedrooms, bathrooms a kitchen and a washroom. Basically, it's a store and a home and its yours

Bad Guy

Iconic Outfit (100 CP, Free for Bad Guy): Whether it be a uniform belonging to a known evil organization or something you made for yourself it is classic and helps you make yourself known. Has a nice flair to it

Peashooter (200 CP, Discount for Bad Guy): A pistol that doesn't do much damage. Can't kill anyone but it can knock people out

Secret Base (400 CP, Discount for Bad Guy): Let it be a tree house in someone else's house or an abandoned ware house you have your own secret base

Psychologist

Scientist Coat and Glasses (100 CP, Free for Psychologist): Coat and pair of glasses that makes you look smarter and give you a bit of an intelligence buff

Degree (200 CP, Discount for Psychologist): A piece of paper that proves that you have graduated with a degree in psychology. Useful when you need to get to areas that kids are not allowed to be in.

Yo-yo (400 CP, Discount for Psychologist): A rather powerful Yo-yo that can be used as a weapon. It is strong enough to be considered a mace.

Police

Uniform and Standard Issue Peashooter (100 CP, Free for Police): A uniform fitting for law enforcement and a standard issue peashooter not as strong as a Banzai Blaster Peashooter thought

Epithet Cuffs (200 CP, Discount for Police): A special pair of hand cuffs that will nullify epithets

Real Ass Sword (400 CP, Discount for Police): Or whatever weapon melee weapon you prefer. This weapon CAN kill. It will do lethal damage. So your opponent better watchout. Also you can import any weapon you own into this item.

Con Artist

Hawaiian Shirt (100 CP, Free for Con Artist): A very casual and rather garish Hawaiian shirt. Mostly to make yourself look less suspicious

Improvised Weapon Crayons (200 CP, Discount for Con Artist): Crayons that have been sharpened to the point that they can double as throwing knives.

A Soup Shotgun (400 CP, Discount for Con Artist): A shot gun that shoots soup...that's boiling hot. Can burn someone and burn their mouths. So in addition to giving you fresh hot soup it can also double as a weapon.

Companions:



Import (50-200 CP): It's dangerous to go alone. So how about you bring some friends with you to make it easier. 50 CP to import one companion. 200 CP to bring them all. Each gets 800 CP and a background.

Create (50-200 CP): Same as above but you make new companions that you'll come across in this jump. 50 SP for, 200 CP for 8. You can never have too many friends. Each gets 800 CP and a background

Friends of Yours (100 CP): Each of the character below are worth 100 cp. This will ensure that you will meet them and that they will join you in your journey

Mera Salamin: Thief that is suffering nonstop pain because of her Epithet



Indus Tarbella: Mera's Friend and Body Guard



Percival "Percy" King: A police officer who take her job very seriously



Ramsey Murdoch: A master Con Artist that is currently trying not to get killed by a certain bounty hunter.



Howie Honey Glow: An honest workaholic construction worker



Phoenica Fleecity XV: A girl that is destined to gather a team of magical girls.



Bellatrix "Trixie" Roughhouse: A child of a family of troublemakers



Rick Shades: A mysterious and eccentric man.



Naven Nuknuk: A polite man who is Molly's speech teacher



Canon Character (50 CP):For who isn't Molly, Sylvie, Giovanni (Or his boys), Lorelai, Martin (Seriously why would you take this waste of space), anyone from Bliss Ocean that isn't Zora, or anyone else that isn't listed above. This is just to make it sure you'll encounter them. It's up to you to convince them.

Scenario



Stuck in a Museum: Instead of your starting location you'll wake up in the Jazz City Museum. You must work with Molly get out of there. Things will be harder though because more Banzai Blaster will show up...and they are not as nice as Giovanni. So best to get out before that happens, which would take about three hours and Meera is going to be a bit more prepared this time.

Reward – Quick Thinking: Consider the situation that you were in during this scenario, you had to come up with a plan fast in order to survive. And you were able to do just that. You have been awarded with an ability that will make your problem-solving skill good enough to come up with a plan much quickly than the average joe.



Prison of Plastic: Simple one go through the events of Prison of Plastic and make sure everyone get out alive.

Reward – Champion of Dreams: You know your way around a fantasy or dream that people have. As such you can easily decipher the layout of said dream and have an easier time of fighting whatever horrors that dwell.



Museum trio stick together: Molly has had it rough. I mean running the register, doing the dishes, do the taxes. By the way she's ONLY TWELVE! Yeah, this cannot go on. Work with Giovanni, and Sylvie to get her out of her old home! This...is harder than it sounds. First you must get Molly herself out of the house and have her stay with Giovanni. Second you need to get the police attention, WITHOUT getting Giovanni or Sylvie arrested. Giovanni might still be wanted and having Molly at one of his bases is not a good look for him. Find a loop hole that will prevent arrests. Third once you have the police attention give them a reason to investigate Toy Emporium. If the police investigate the Toy Emporium they'll definitely find Martin. Fourth and this one should be easy get Martin to confess to something that might be seen as illegal or Child Negligence. Seriously the dude is not only lazy but also an idiot. This should be a breeze. This will get Child Services involved and show that Martin is unfit to be a parent. After that you won. BUT be careful...one slip up will ruin the whole thing.

Reward – Loop Hole Spotter: Due to what you had to do to get Molly out of her situation you have a keen eye for loop hole. That Contract that says you owe the Devil Your Soul? Give him a record of Soul Music. That Law that says you can't buy or sell Beer? Well some medicine can be used to make Beer. You get the point no matter how tight something is you can always find something anything to exploit to your advantage.

Reward – The Museum Trio: Under normal Circumstances Molly, Sylvie and Giovanni won't join on your adventures but seeing the trouble you went through to help Molly has made it clear that you are trustworthy. Molly has someplace else to stay, Sylvie can give therapy to Molly and Giovanni now has three more minions. This will also include Giovanni's Boys obviously



Reconcile the Bear and Rabbit (must have complete “Prison of Plastic” and “Museum trio stick together” Scenarios First): Lorelai maybe a brat and have been a horrid person but she’s not a completely awful person.... A bit of a problem since Molly kind of hates her now.... yeah you gotta fix that...not gonna be easy though. Basically, you are going to help mend the bond that these two once had. First befriend Lorelai and actually get know her. From here you can approach this several ways, two stand out. 1. Therapy a mundane option, but it’s hard to find a therapist that would do the job cheap. 2. This one belongs to Giovanni; **HAVE THEM BATTLE OUT!** That’s right have the two of them beat each other senseless so that they get out all of bad blood between them. Whatever approach you take, you must help them reconcile with each other. Yes, you need to help them reconcile. Not just be on speaking terms. Its hard but it will be worth it. You only got two months to complete this. After that you time here is over.

Reward – Bond Fixer: You have this strange ability to help repair the bonds between two people that once close or good friends. With this you can help others take the necessary step towards reconciliation.

Reward – Lorelai: Lorelai has no friends justly so...She’s a jerk, immature and acts like she’s not blame. Yet despite all that you extended a hand. To help fix the bond between her and Molly. To help her as a friend. You can now companion Lorelai. I am sure she would love to go with you on your journey into the jump chain. Get away from her father



Drawbacks:



Clumsy (+100 CP): It seems like you can't take 2 steps without tripping. Just stay away from any fragile objects and glass okay?

Lazy (+100 CP): You're lazy. Sometimes you put things off and just don't do them. Don't worry though this isn't on the same level as Martin.

Just a kid (+200 CP): NO ONE will take you seriously. Let it be because of your age, your appearance, your epithet or your gender. Whatever it is everyone will think less of you. Be prepared to prove yourself time and again.

Self-Preservation of a Turkey (+200 CP): It seems like Phoenica isn't the only one who can't seem to have a proper grasp of the situation at hand. Your air headed and cheerful nature combined with your naivete, will lead to you getting into trouble.

Jealous Spotlight Seeker (+300 CP): You get jealous really easily this can be a problem considering that you are a bit of an attention hog. So you may make unnecessary risks and needless reckless actions just to stand out.

Banzai Target (+300 CP): Something about you has gotten the Banzai Blasters' Attention. Not in the good way though. They see as a threat that must be eliminated. That means killed by the way. So expect to see Banzai Blaster captains, minions and Principles coming after you. Minus Giovanni though; he's not one to kill of course

You Have Issues (+400 CP): You are in a constant state of fatigued, stress and depression. Maybe you're in a similar situation as Molly. Maybe you've been traumatized. Whatever it is finding joy is going to be a problem for you and in this world that can cause some serious trouble.

Hefty Bounty (+400 CP): Who knows how this happened but apparently you have a bounty on your head. That may not seem like much of an issue except for one fact. The price for your head is high. High enough to get the attention of Zora Salazar. She a tough and skilled bounty hunter. That alone is trouble. But she also has a ridiculously broken epithet that allows her to use time as a weapon. She's coming for ya. Hope you can handle her.

Warehouse Erased (+600 CP): Surprise! Your warehouse can't be reached meaning you can't use any of your items, except for what is offered here.

Perk Erased (+600 CP): Welp there goes your perks. You can't use any perks, except what is offered here.

Ending

Go home

Stay Here

Continue



THE END

Notes:

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