



South Park

By Hibisquit

V1.1

Well howdy, neighbor! It seems you've decided to come on down to South Park, a quiet mountain town nestled in the Colorado Rockies. The town is home to plenty of humble, salt of the earth folk, from cattle ranchers to geologists to the occasional A-list Celebrity. It's a great place to raise a family, though sometimes odd things will occur around the children... Well, never mind that. Come on in and unwind!

This world is similar to your original home, if you squint very, very hard. Things seem to have taken on a 2D sort of appearance. You can expect to face current world events up close and personal with an exaggerated and satirical twist. The rich and famous often find their way into town, though their voices tend to sound like poor impersonations. Certain elementary school kids go through ridiculous adventures week-to-week.

You arrive during the first episode of any season of your choice. Your age depends on your Origin; gender can be changed for 50 cp.

You Have 1000 CP

Origins

Drop-in: You begin as a newcomer in town, without any ties or memories to affect your actions. You have a month's rent prepaid at an apartment next to Whistling Willy's Pizzeria. Still, just because you haven't been drawn into any weird adventures yet doesn't mean you won't!

Roll 1d8+25 to determine your age.

Hello, Children!: You are a student at South Park Elementary in the same class as Stan, Kyle, Cartman, and Kenny, and you are the same age as them. Your proximity to these chaos magnets means you will be drawn into far more shenanigans than you would otherwise, though the frequency directly correlates with how much you hang out with them.

You live in an average suburban house with your family, and that's where your jump will begin. Be aware that if you choose this option, you are going to remain a schoolkid for the next ten years- time doesn't pass quite normally in South Park.

If you are a girl, expect to deal with a lot of politicking and glitter-covered bureaucracy.

Grown-Up: You are a direct authority figure to the boys, whether that be as a part of the school faculty, a scout leader, or a family member. They may occasionally come to you for advice about their adventures. The other adults around see you as a peer, which may or may not be a good thing.

You start your jump with a modest suburban home and a regular 9-5 job.

Roll 1d8+35 to determine your age.

Perks

(Discounts apply at 50% of the full price)

Drop-in

100 cp - I'm Okay!: Living in South Park isn't always the safest, but you can generally get yourself out of sticky situations. You aren't about to be crushed under a giant robot or sacrificed to John Elway.

From now on, when faced with incredibly outrageous and dangerous scenarios you'll always be lucky enough to avoid the worst of it. Note that this does not apply to situations you instigated yourself, it only protects you from unrelated collateral damage.

200 cp - Back to You, Tom: The local Channel 9 News crew will always have the latest scoop on the goings on of the town with near prophetic accuracy- especially on events that directly impact you. Do you need the latest update on the weather? Is the DEA cracking down on cat ownership? Do you need to know why Jennifer Lopez is threatening your child with a bat? Channel 9 has you covered. However, don't expect it to go into more detail than an average news segment.

Also, nearly all news anchors are now named Tom.

400 cp - You've got Aides: You now have a pair of extremely helpful and competent assistants available for summoning every weekday, and they're ready to help you become your best self! Choose a specialty for each of your aides, such as a dietician or personal trainer.

You can change their specialties between Jumps, though they can't be summoned into the Warehouse. They aren't superhuman, but they are at the top of their fields!

Hello, Children!

100 cp - Ooky Mouth: You've got quite the vocabulary for one so young! Your mental library of swear words is vast and breathtaking. Not only do you know a lot of coarse language, but you can use it appropriately in any scenario! You've also gained the ability to say fuck on live television without censorship; use it wisely.

200 cp - If it Pleases and Sparkles: You now have a surprising capacity for navigating bureaucratic minutiae. While participating as a member of a board, committee, or etc, you are significantly more likely to make things go your way with minimal fuss.

Whether you use that for useful things, like determining who has the cutest purse, is up to you.

400 cp - Hey, Dude: You're one of the gang. Specifically, the South Park gang. You're a close friend of Stan, Kyle, Cartman, and Kenny, and you're consistently included in their adventures. Or maybe you'd rather hang out with Craig and those guys; the point is, you've got a pretty solid friend group. From now on, joining even the tightest of cliques and social circles is a breeze! It's still up to you to maintain those relationships once you've got them, but you have a strong leg up friendship wise.

Grown-up

100 cp - Chasing the Dream: You know what? Maybe you're tired of your boring, dead end job. You could use a breath of fresh air! You'd make a great celebrity chef, country singer, or sports coach. Why not go for it? This perk makes it easy to make a career change, and you have a good chance at finding success at whatever you might try. If it doesn't work out, your old job will still be there waiting for you! Just don't expect the warmest reception when you come back.

200 cp - Rabble Rabble Rabble!: You're pissed off, and so is everyone else! This perk lets you form an angry mob with your fellow citizens for practically any issue at the drop of a hat.

400 cp - The Legend of The BAT DAD: Some dads are capable of sitting through a baseball game without incident; those dads are nothing before the might of The BAT DAD. Once per loop, you can now summon The BAT DAD to distract your foes with ego-fueled trash-talk and drunken brawling. The BAT DAD won't necessarily win in a fight, but he can't be killed either. He is guaranteed to ruin everyone's nice time. Go Denver!

General

100 cp - Super Best Friends: This perk allows you to bring along one of your companions on this Jump! It can be purchased up to three times. Your Super Best Friend gets to choose an origin, along with 600 cp to spend.

600 cp - Shablagoo!: You can now combine the flavors of Mint and Berry in a satisfying Crunch! You have all of the powers of that legendary breakfast hero, Mintberry Crunch!

That includes flight, super strength, the healing power of mint, tasty berry beams, and sweet berry bubble forcefields!

Beware your one weakness, however: Skim Milk. Shablagoo!

Items

50 cp (free Drop-in) - Buddha Box: A cardboard box with an attached cell phone antennae, noise cancelling headphones, and a digital display. At long last, you can be totally alone with your phone.

50 cp (free Hello, Children!) - Cozy Winter Gear: You now have a very comfortable winter coat and hat, perfect for that snowy weather! Don't worry about it getting worn or dirty, it will revert to perfect condition the next day! If you are a child this Jump, this is your main day-to-day outfit.

50 cp (free Grown-up) - Margaritaville Margarita Mixer: Enjoy a cold, refreshing cocktail from this endless, indestructible mixer! For an additional charge of 25 cp, it will also have a salsa dispenser.
Attempting to get a refund is not advisable.

100 cp - Mission Impossible Breaking and Entering Playset: Everything you need to stage a daring cinematic heist, all for the great price of \$49.99!
Batteries not included.

100 cp - 2001 Okama Gamesphere: This game system is usually priced at \$399.99, but you've gotten it for a measly 100 cp. Score!
This particular Gamesphere seems to have a few modifications. It is able to wirelessly connect to any monitor. Furthermore, it is able to run any game imaginable; in fact, it contains a digital library including every game the Jumper has ever played. Have fun!

200 cp - Crank Prank Time Phone: New from Zazzbro, it's Crank Prank Time Phone! This hilarious toy lets you dial up any phone number during any year in the past!

Warning: The Crank Prank Time Phone is meant for entertainment purposes

only. Making anything but crank calls will affect your present and possibly wipe you from existence. Not intended for otters.

200 cp - IT: IT is a new revolutionary form of transportation, using gyroscope technology. This vehicle is capable of going up to 200 miles an hour, gets 300 miles to the gallon, and it beats the hell out of airline companies. It is controlled with four flexigrip handles (two for the hands, one for the mouth, and one for the anus).

If for some reason you find that uncomfortable, there are also manual control buttons on the side. Illegal for sale in the United States.

200 cp - Princess Leia Costume: A Star Wars themed Halloween costume. While wearing this costume as a disguise, outside observers will be unable to recognise your true identity; instead, everyone will see you as Princess Leia Organa of Alderaan.

Drawbacks

(You can take up to 600 cp in Drawbacks)

+100 cp - Butters: You now exist within the same social category as Butters Stotch. Expect little respect, lots of teasing, and rotten luck. If you are a child, you are extremely susceptible to grounding. If you are an adult, enjoy being a scapegoat for all your peers.

+100 cp - Conjoined Twin: You now have a condition called Conjoined Twin Myslexia; you have a deceased fetal sibling attached to your face. This doesn't prevent you from living a mostly normal life, but people are going to make a big deal about it no matter what you do.

+100 cp - Damn it, Kevin: You are never on the same page as anyone else. You are a frequent cause of frustration to your peers, as you just can't seem to understand the wavelength everyone else is operating on.

+200 cp - Don't forget to bring a towel: Towelie the talking towel is your roommate for the rest of the Jump. Not only will you have to deal with his various addictions and flakey behavior, but you will be wrapped up in any of his dangerous misadventures.

+200 cp - I'm white trash and I'm in trouble: Caucasian or not, you simply cannot avoid the Siren's call of Pabst Blue Ribbon. If you see a can of Pabst Blue Ribbon, you are going to take a drink; expect a lot of arrests for disorderly drunken behavior in your future.

+200 cp - Ugly Bob: Ugh! Hey buddy, put that away! Everyone now finds you completely hideous and you are forced to wear a paper bag over your head for the rest of the jump. If anyone catches a glimpse of your face, pal, it may result in screams, vomiting, and petrification. Good luck with that, guy.

+400 cp - Manbearpig: He's out there. *You just know it.* If only anyone would take you serial!!!
You are now completely obsessed with a cryptid to the point of obnoxiousness. You drive people to annoyance with your incessant warnings, but no one really believes you about the danger.

+400 cp - Tastes like Crab: For the rest of the loop, anything that goes wrong has one explanation: subterranean Crab People. Even for events that had other explanations in the show, the real cause is always Crab People.

+600 cp - Oh my god, they killed the Jumper!: Lightning strikes. Falling debris. Random swarms of hungry rats. These are just a few of the ways in which the world is attempting to kill you. The world around you is now actively hostile to your existence. Murphy's Law is gunning for your life, and no one around you is going to care much.

End of Jump

After ten years in this quiet mountain town, you've got a choice on your hands!

Go Home - Go back to your original world and wake up in your bed

Stay - Stay in the world of South Park for the rest of your life

Move On - You move on to your next Jump

Notes

- Companions can't take any drawbacks
- The "I'm Okay" perk cannot save you from the "Oh my god, they killed the Jumper" drawback. If you take on both, the perk is totally overridden for the rest of the jump.
- Due to its content, this Jump shouldn't be used by anyone