



"Thank you for calling Jump-chan Pizza. Can I interest you in something hot, red, and gooey tonight?"

Generic Pizza Delivery Driver 1.0 By Horrorshowjack

You're a delivery driver starting out at a major pizza chain. People order pizzas and other stuff off the menu. You deliver it. Pretty straightforward, but might be more challenging than you think. Still, this isn't going to be the most action-filled jump. Probably.

You'll be here for ten years or until you make your 2000th successful delivery for a pizzeria whichever comes last. If you haven't hit 2000 pizzas by twenty years though, you fail your chain.

You'll be wanting these:

+1000 Pizza Points.

Locations:

1. Your place of work
2. Someplace else

Origins: There are no backgrounds here. You can choose something plausible if you want an origin.

To make up for the lack of origin discounts you receive four Tips. These may be spent to get something costing 100 points or less for free.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You may purchase any of these multiple times. Additional purchases have an additive effect. Perks with the [MULTI] tag may be purchased to get an additional specialty under the perk. They are then considered separate perks for upgrading.

Hireable: (FREE) You know how to drive pretty much any sort of privately owned personal vehicle in widespread use, are relatively competent, and have all required licensing along with minimum insurance paid up. This updates on future jumps.

You're also obscenely good at talking your way into food-service delivery jobs (and are a solid catch at either delivery or general food-service jobs), and even if fired for cause won't take longer than three months to find another gig of that sort. In the event your license is suspended it will get renewed in half the expected time, and revoked licenses will come back in two years or ½ the minimum time to petition (whichever is less) unless it involves grotesque levels of property damage, or serious injuries/fatalities.

Floater: [50] You have reached a competent level of skill in every facet of working in a chain pizzeria including cooking, prepwork, cashiering and of course delivery. Not an expert, but competent.

Regional Savant: [50] You're an expert on the history, preparation, and cooking of some regional pizza variety. [MULTI]

Wing King: [50]You're an expert at making chicken wings, sauce preparation, and flavor design. With some effort, you can apply this to other poultry dark meats.

You Wanted the Beatdown Right?: Delivery driving can be a tough business, but you decided to do something about it. Maybe you took some classes at the Y, or perhaps it was some weird customers with masks or an apartment in the sewer. At any rate, you have the rough equivalent skills and training of an experienced brown belt or newly awarded black belt in some combat sport, martial art, muscle-powered weapon or similar means of self defense available where you spent this jump.[MULTI]

Strapped: You've gotten basic gun safety and CCW training and are actually a pretty good shot with pistols. This upgrades to relatively great shot with pocket pistols. To the point that you don't have a drop-off in accuracy for using one out to the maximum effective range for carry pistols.

Calm: You're immune to road rage and nearly immune to inflicted anger or rage, along with having a high degree of resistance to powers and abilities that attempt to change your emotions.

30 Minutes Or Less: You have a nearly GPS level of knowledge for your delivery area, and are adept at both finding shortcuts and routing around major issues like construction. Takes 24 hours to reset to a new area. In future jumps, you can apply this to any area you frequent of the same size and modify it for different travel methods.

Better Lucky Than Good: You have a 10% lower likelihood of being in an accident relative to how you're driving. Doesn't kick in if you're actively working to cause one though.

Drivers Educated: You're an excellent automobile driver and your hand-eye coordination and reflexes are both near peak human.

Ace: Not only do you not regress physically due to sitting around, but driving or piloting actually improves your physical abilities at a very minute rate.

Leftovers: You never gain weight unless you want to and can meet all your nutritional needs as long as you have enough calories.

No Such Thing As Too Many Shifts: You only need about an hour's sleep a night, and have nearly unlimited stamina for driving.

Always Having Fun at Jumpchan Pizza: You have an upbeat attitude and are immune to boredom.

Thank You For Calling: You have a pleasant voice, clear enunciation, and a great deal of skill in presenting the emotions you want (while keeping out the ones you don't) vocally.

Tosser: You're an expert at the delicate art of hand-tossing pizza crusts, and can even handle 30" crusts accurately. This also doubles your learning speed for anything else based on rotational mechanics.

Delivering in the Mother Country: You're fluent and literate in every local Italian dialect/language from the Renaissance onward, and an expert in Italian Traffic law.

I'm Actually A: Select some performing or creative art. You have ten years of practical experience in it. You even have a little success, but not enough to do it for a living. Maybe someday. [MULTI]

Great Degree: You have a Bachelor's Degree or equivalent training that falls under humanities, liberal arts, or creative arts. For an extra 150, this is upgraded to a terminal degree. [MULTI]

Delivering Laughs: You have a great sense of humor, and excellent comedic timing, combined with great delivery. As an added bonus, you have a sixth sense for when your joke or comedic jape would offend the person you're playing with.

15 Minute Break: Three times per shift, or per day outside of work shifts, you can go on break as long as you aren't in combat at the time. However long you do the thing you designate for a break, still only turns out to have taken 15 minutes according to the clock. You do, however, have to actually go on break. Thus combat preps etc will invalidate the usage and cause you to be late.

Tip Magnet: At a minimum, your tips are rounded up, and you are far more likely to get large, or cool but weird, tips than normal. Note that this also applies to gratuities of any kind, including things like quest rewards.

Safe Transport: As long as you make a vaguely competent effort at putting stuff in containers and preventing the container from moving the interior contents won't be disturbed in transport. No messy pizzas for you!

Porchfinder: It can be hard to find building and apartment numbers from a car. Especially when some asshole doesn't turn their light on after ordering. You've developed excellent visual acuity and night vision as a result, being at least peak human for both or 50% better than you were without this perk.

Pizza Dare: Most drivers only have someone answer the door scantily clad or nude once a year if they're lucky. You on the other hand have a one in fifty chance of it happening across all shifts.

For an extra 50 Pizza Points, you have a (rolled separately) one in four chance of them being extra-attractive or extra-daring when it happens.

THoT: You're able to make appointments for "Special Deliveries" when you're on shift as a driver. It's not legal, and your dispatcher takes a cut. For an extra 100 it is legal, and there's a special menu for what you're available for. In the latter case, don't be surprised if competitors start offering "specials."

Star of the Show: (200) Let's face it, most stories with a Pizza Delivery Driver as a main character turn into horror or porn. Thankfully, you're pretty well suited for either. You're at least a 7/10 (or +1 out of 10 if already better); have an above-average body and bits for either sort of film; your strength is likewise above average and paired with elite stamina, flexibility, and balance; you have high pain tolerance; you produce somewhat excessive amounts of all the interesting fluids; and your fight/flee/fuck responses may as well be on toggle switches as you're both fast to respond and never freeze up when faced with a triggering stimulus. Finally, you look even hotter when splattered with bodily fluids.

Mini-biker: (200) Delivering pizzas on a moped or scooter is a major increase in difficulty, but you're an expert at it. You have exceptional balance and are near peak human in reflexes.

Pizzekai: (300) Even jump-chan loves pizza. So you can apply this jump to your body-mod. As a further benefit, it doesn't count as an interruption for Generic First Jump or similar setups and can actually be taken first if you want.

Pizza for All: (400) There are no limits to the deliciousness of pizza, the stupidity of customers, or your abilities. Granted growing them beyond their design limits isn't the fastest thing, but you can grow any of your abilities, powers, skills etc by training them.

Items: 100 points and purchasable multiple times unless it says otherwise.

Pouches: (FREE) You have a dozen delivery pouches in various sizes up to a maximum of 30"x30"x5" or the biggest required for the chain you work for. These are guaranteed to keep the contents at serving temperature for up to twenty-four hours.

Uniform: (FREE) The basic hat, shirt and windbreaker combo for a delivery driver. Updates based on which pizzeria you work for, and in future jumps will match up to any mundane uniform for your workplace. Also self-cleaning and mending.

Employee Benefit: (FREE/50 per additional) Select your favorite item from the place you work at, with a size a hungry person could eat in a single setting (i.e. Medium pizza or less). You can summon it to hand at will, but can't sell it. May be changed weekly, but the new selection must be something off the menu of a chain you work for. Post jump it can be any pizzeria you've ever worked for.

Studio Apartment: (FREE/50 to keep) It's a small studio apartment. Not a lot of frills, but can be registered under any of your identities. Modest rent. If you pay to keep, then all expenses are included from the day you move in.

Basic Transportation: (Free/50 to keep) You get a moped, motor scooter, or car. The car will be a bit of a beater if chosen. Will repair itself in a week, but you have to cover all other expenses. For an additional 50, you can get the normal vehicle bonuses. You can improve the quality of your ride by stacking additional purchases, but the quality improvement is slow.

Pizza Oven: (50) You get the world's best pizza oven. Provides a major increase to skill when used properly, and you'll turn out perfect pizzas (to the sense of the person using it) unless something drastic happens. Self-cleaning. Installable in any of your properties or warehouse.

Deep-Fat Frier: (50) Self-cleaning and never needs the oil changed. Perfectly cooks to the knowledge of the cooker every time. Installable in any of your properties or warehouse.

Pocket PC: (50) You get a Windows CE Pocket PC that also has a working Linux Distro for it. If you have a fiat-backed smartphone that upgrades itself, you can give the capabilities of the Pocket PC you purchased to the phone, and treat it as an alt-form for the smart phone.

Pistol: (50) A nice, concealable pistol and holster of your choice. While you do have to go through the motions of reloading, your supply of ammo never runs out.

Walk-Ins: You get a walk-in combo unit freezer and reefer. Only takes up the footspace of a sliding door closet, but each side holds a good size room worth of space. Automatically discards spoiled food. Units can only store food and drinks, and will discard anything else as spoiled food. Installable in any of your properties or warehouse.

Tiny Home: (100 per unit) You've managed to get a basic tiny home or shipping-container home. Up to six may be combined for a single place, but expect some odd looks as it will be obvious from the unusual appearance. You can spend to expand on future jumps up to the maximum size, but will have to get any additional work in-jump. Will hold upgrades. For an

additional 100 total it can be placed off-grid, and won't be traceable to you unless you lead someone there or otherwise blow the cover.

Concealed Carry License: (100/50 if Strapped Perk taken) You have a Concealed Carry License and reciprocity. You also automatically get a new license (no matter how restrictive or idiotic the normal requirements) and knowledge of the applicable laws in future jumps. Of course, they do have to exist in the first place for you to benefit

The Great Ragoo: You have identity paperwork for another id. You can select a new one each jump, and can give it to someone else rather than using it yourself.

Yard Sale Gym: You've scraped together a good set of equipment at various yard sales. It's nothing expansive at the start: Bullworker, pair of Kettlebells, exercise bands, and a jump rope. You can add portable stuff to this set by buying it with cash. Always upgrades to match your current abilities.

Employee of the Jumpchain: Holding this trophy lets you connect with all the great pizza makers and pizza delivery drivers that came before you. Who knows what insights you can glean? In future jumps you can sacrifice the trophy to import the knowledge of pizza making to the world, and further create a tradition of pizza delivery where the ability exists. Returns at the start of the next jump when you do so.

Warehouse Outlet: (200) The company you work for has a pizzeria in your warehouse. Includes the entire historical menu for the chain as options. Optionally you can also count it as unlimited for one of your warehouse attachments. Additional purchases for other chains are discounted.

Kitchen Aficionado: (400) Upgrades the kitchens for all of your fiat backed residences to commercial quality. Also allows you to have copies of all fiat-backed appliances at each of them that have room.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump where pizza delivery exists.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the same basic discounts you did.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Enough is Enough: Free! You can leave when you've made the required number of deliveries.

Pizza God: Doubles your departure delivery quota. May be taken up to four times, and for every other one you add a decade to the cutoff.

Item Lockout: You can't access your warehouse. Personal items only.

Power Lockout: You can't use powers from outside of this jump in this jump.

Slasher: You are being hunted by someone that has as many points on the slasher jump of your choice as you spent here. If you used this with/as a supplement, they get the same points there also. They don't like you and seek to kill you, and those around you. If they're still alive at the end of the jump you can try to talk them into becoming a companion if you want.

Bad Tips: The tips you get are comically bad, and you might have a hard time of it financially.

Working for a Living: You can't benefit from any monetary perks or items from outside this jump. This applies even if they're on your body-mod.

Hemorrhoids: You suffer from sever hemorrhoids, piles, etc which make sitting for long periods extremely uncomfortable.

The Noid: You're being stalked by some pizza-hating gremlin. Even if you kill it, another will take its place. Constantly interferes with your deliveries.

Big Zone: Your pizzeria serves a ridiculously large area for deliveries and you'll wind up with fewer deliveries per shift as a result.

Horror Stories: Weird, and frequently scary, shit happens on your runs. It's not a constant thing, but there's a frequent atmosphere of the macabre wherever you go, and you will periodically wind up dealing with actual threats. At least if you were normal. May be taken up to three times, with each upping the danger and frequency of the threats. At three you're dealing with a full-blown zombie apocalypse or equivalent, but still need to meet your quotas.

The Jumper Show: Your pizzeria is being filmed for a reality show. Expect lots of privacy invasion, annoyances, and comments about the show. They'll keep following you for the duration of the jump, and will get more annoying if you aren't working at a pizzeria anymore.

PizzaGate:(300) In year three of the jump it will be revealed that those stories about a pizza place involved in human trafficking with politicians and the reptilian conspiracy are true about yours. You'll be swept up in everything, and neither inmate nor defendant is overly conducive to your quotas. Double points if you're actually involved.

Long Pig: (400) Your local's secret ingredient is children, and you're in charge of collecting them. Should only take one or two a week though.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?

Notes:

Pizza for All: There are dozens of stories where Midoriya delivers pizza, including half of all the PizzaTHoT fics. Wanted to throw something in for that.

Change Log:

5/21/23 Version 1.0 Created for the Monthly Jump Challenge#8: 5 O'clock World.