

STRETCH PANIC

Jumpable 0.2

This is the unusual story of an unusual little girl...

This seems like any other world at first glance, with children playing and adults working like always, shops peddling their wares and trucks blaring their horns. But there is a secret under the surface: demons are real. When mortals wish for more, sometimes, an evil voice makes their dreams come true. The only price is that person's eternal soul.

Such a case has only just happened, in the house where a young girl named Linda and her incredibly vain beauty-obsessed sisters live. Being sent away to grab their purchases from the store like always, Linda just barely missed her sisters being spirited away to purgatory by the demons of vanity. Her own soul could have been taken away, too, but it turns out the only thing she felt 'pride' in was the scarf gifted by her father... so now, the demon who sought to steal her away became her ally in the form of a magical scarf!

With the power of stretching at her disposal, Linda will fight to save her family.



You begin in the Museum of Agony, located in purgatory. A set of doors ring the building, magical barriers of increasing strength trapping Linda's sisters as the exhibits, having become or soon becoming powerful and insane demons. Another quartet of doors lead the way to strange pocket dimensions full of lesser beings, which Linda (or you) can defeat to gather the power needed to move past the barriers and exorcise the sisters via combat.

You begin with **1000 Choice Points**. The only remaining question is this: who are you?

Are you a **Humble** soul?

In that case, you may be Linda herself, a friend she happened to bring home when disaster struck, or simply a concerned bystander drawn by her house exploding as the demons plied their evil magic. You may end the Jump early by freeing all of Linda's sisters and helping everyone escape from purgatory, otherwise spending a decade here.

Perhaps a **Vain** person?

Then I must assume you work with those wicked beings, a contractor sent to stop Linda much like the Bonitas, in which case you can end the Jump early by defeating Linda and damning her sisters forever. But perhaps that is not so. You could be one of Linda's sisters, or one of *their* friends, taken as a victim of opportunity alongside the older girls. Your captivity to the demons is not enforced unless you take a certain Drawback, and the Jump may end early in the same manner as it does for a **Humble** soul.

Or an unsightly **Demon**?

Though you may or may not share their power, you are aligned with the demonic kidnappers and soul thieves responsible for this mess. Or at least notionally aligned with them. Maybe you'll help Linda, just for fun, or someone corrupted you with love and goodness before all this happened. It depends on your choices. As with the **Vain**, your stay in this world can come to a close earlier depending on who you deign to side with.



Discounts are 50% off. Freebies are Free.

Errand Girl - 100 CP (Free to Humble)

Just doing what jerks tell you to do is usually a bad idea, but you make it work. The kinds of people who love bossing around nice kids like you always give easy tasks that place you out of sight and out of mind, never realizing how much freedom they're really giving you.

Freak Out - 200 CP (Discounted to Humble)

A little girl, going up against a horde of demons? For the sake of her sisters, Linda won't back down, and neither would you. You can still feel fear, but for something that matters, you'd step through a doorway to heck without hesitating. Luckily, you've got a talent for combat, helping you find and exploit the weak points and attack patterns of your foes.

Virtuous - 400 CP (Discounted to Humble)

A good girl like you doesn't need much. Sure, maybe a cute hat would be nice, but you're not caught up in the chase for more. This isn't just idle commentary on your personality. While you still feel like normal, the fact pride and greed and all those nasty things just don't take root deep inside makes you completely immune to possession. If something even tries, they'll end up going into the next best thing, merging with your most beloved items - and that love will turn them into something like an affectionate pet or familiar.

Hippa Power - 600 CP (Discounted to Humble)

To save her sisters, Linda'll need to get the demon out using a special attack powered by punishing other demons... and you've got the same trick. Landing a 'red attack' (striking a weak point for massive damage) will give you a 'point', an intangible token. You can spend points to pass magical barriers (the amount depending on the barrier's strength) or exactly five to empower a magical item, initiating an incredibly powerful attack that excises any kind of possessing entity from your target. This won't undo changes to them on its own, meaning you might still be in for a fight, but they'll go back to normal once you do beat them - and the possessor will be stopped from taking them again by a magical barrier.



Such Glamour - 100 CP (Free to Vain)

My, how beautiful you look today. That outfit looks absolutely fabulous! You really know a thing or two about fashion. Whether it's coordinating your wardrobe until it looks like you belong on the runway, or using make-up to hide those filthy blemishes, you're a total diva!

Style Beyond Conventional Chic - 200 CP (Discounted to Vain)

By making a contract with the demons of vanity, you've become a Bonita Zako. This has made you sexier, with thicker thighs and a larger ass. More obviously, your boobs are now bigger than your entire body and tough enough to attack and defend with. Also, they can spin fast enough to achieve flight. Having a dopey cat smile mob face is optional but recommended.

Inner Vision - 400 CP (Discounted to Vain)

Looking your best is what matters most, but that doesn't mean you spend all day looking in the mirror. Maybe you're training to be an opera singer, maybe you love engineering, or are a total egyptophile. Whatever your thing is, you're no slouch, and really do enjoy it. More than that, your passions and interests can leak into any transformation or corruption you suffer, making your new form more palatable to you. If it already was something defined or shaped by your heart, I bet you'd become the woman of your dreams!

Doorway To Damnation - 600 CP (Discounted to Vain)

Let your pride overcome your fear, for your desire is the only key! Thanks to your hubris, the demons of vanity have transformed you into a beautiful monster. Well, beauty is very much in the eye of the beholder here. You could be a huge jelly monster with flying laser eyes, or a floating robot lady that can spawn electric drones, or a winged pendulum scythe creature. Nothing that powerful or crazy in the grand scheme of things, but there's a lot of variety available here, so long as it fulfills your deepest wants in some way. Normally this would also drive you mad via demon riding shotgun in your soul, but that part is conveniently missing and you can even return to your human form as needed.



Demon of Shame - 100 CP (Free to Demon)

Some people will sell their soul for wealth, some for love, and some for beauty. That last one is your victim of choice. Figuring out their insecurities and appealing to their vanity until they're willing to enter a place named the Museum of Agony is all in a day's work.

Demon of Truck - 200 CP (Discounted to Demon)

Mortals nowadays are really gullible, but if they wanna make your job easy, who are you to complain? You can summon and control a delivery truck as a projection capable of crossing between the worlds of the living and dead. It's kinda spooky and stuff like repairs or fuel is obviously not a problem, but it's still pretty much just a truck.

Demon of Agony - 400 CP (Discounted to Demon)

Wow, this happened twice? Yeah, you tried to steal a soul like all demons do... except the chump didn't have any sin in them! Just a little bit ON them, a small item they loved. Could be a scarf, a toy fish, maybe even a skateboard? Something mundane and harmless, which has now become your form. You're fully mobile and prehensile, strong enough to wallop a big girl with effort or throw a little girl around, with the power to stretch yourself or anything you're currently touching as if it were taffy. It's kinda nice, actually.

Demon of Pride - 600 CP (Discounted to Demon)

All those girls wishing for a prettier face, for bouncier... parts. Someone should make all their dreams come true. Thus, you will open the doorway to damnation. Via demon magic, you can warp another person's body, as long as they consent in some way. Of course, you can push things further than those silly mortals expected. If a girl wanted a larger bust, you could make it bigger than her entire body. If a girl was fretting over her face, you could make each feature pop off and let her enjoy fixing it herself. By putting a demon in them, you can perform even more extreme transformations, driving your victims mad while granting a powerful new form akin to that given by "Doorway To Damnation".



Items

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Bonita Flakes - 50 CP

Whether you saved them from hell or sent them down there in the first place, you've gained a dozen Bonita Zakos as your mindlessly loyal henchwomen. Maybe don't task these smiling swimsuit-clad dummies with anything important. You can buy this as many times as desired.

Starry Sights - 50 CP

Hey, what's that in the corner of your eyes? A star, two stars, and some other stuff. Yeah, it's a HUD, just like a game. The two stars display your health and the health of whatever 'boss' you're facing by filling in with damage, even noting different kinds of attack with different colors. If you have "Hippa Power" or similar point-based abilities, you can also see those tallied at the bottom. If you have "Demon Scarf" or similar living items, you can also see a symbol (like an eye) displaying their current level of strain/effort.



Heckle Jeckle - 100 CP (Free to Humble)

How ratty, how gaudy, but if it's what you love then it's prettier than any haute couture, right? You have a small ensemble, an iconic outfit all your own. One article in particular was a gift from someone you loved, and that love warms your heart even now.

Gallery of Shame - 300 CP (Discounted to Humble)

A special art gallery that can only be accessed by ringing a shiny golden bell that is now your property. The exhibits here aren't paintings or statues, no, but simulacra of all the foes you've vanquished before. Being replicas they don't have anything to offer, whether in words or DNA or what have you. But what they can give is catharsis, as you may torment and humiliate these empty copies to your heart's content. You can even apply weird effects like polishing them to a mirror shine or turning them into cracked earth.

Demon Scarf - 500 CP (Discounted to Humble)

Less of an Item and more of a Follower, this foolish little demon tried to take over your body and soul, only to end up stuck in an item of your choice. Not a weapon, a small thing, a casual thing, like your favorite hat or doll or, yes, scarf. The demon was thus tamed, becoming an affectionate if taciturn familiar. It more or less has the powers described in "Demon of Agony". Wearing or wielding this demon grants you the durability to survive (as an example) being chewed up by a big demon four or so times, the fifth being fatal, but it's not clear whether this is a distinct power or it making you stretchy defensively.



Pretty Friend - 100 CP (Free to Vain)

Who's paying for this? I don't know and you don't care, what matters is the hottest nearby stores have orders ready for you to pick up on a weekly basis. Clothes and jewelry, shampoo and perfume, make-up, it's everything you need to look like a queen.

Wretched Children - 300 CP (Discounted to Vain)

Are you tempted or temptress? A band of demons is now at your command, a gaggle of Zakos to your design. These could be mewling little cherubs who fawn over you and a big worm who can turn them into little devils when needed, spherical bats and hopping poppets crying bloody tears and red eyes that can shoot lasers, or even different kinds of statues that can fire beams or streams of flame or little bouncing demons or missiles. Their numbers never seem to run out but they're not really an army or likely to beat anyone on their own.

Museum of Agony - 500 CP (Discounted to Vain)

Welcome to your special hell. This small hall contains a set of twelve doors each leading to a pocket dimension. What's special is that these can be bound to a person's soul if you own it or gain their consent, changing its appearance to match their heart's desire. A cute little pyromaniac could have a cozy room with a perpetually lit fireplace, a lover of the stars could gain a small planetoid, a mistress of Egypt her dream oasis, and so on. Their objective size is no greater than a manor, but they are perfectly suited to their master. The hall also has four more doors that can be connected to other dimensions you control.



Sinful Delivery - 100 CP (Free to Demon)

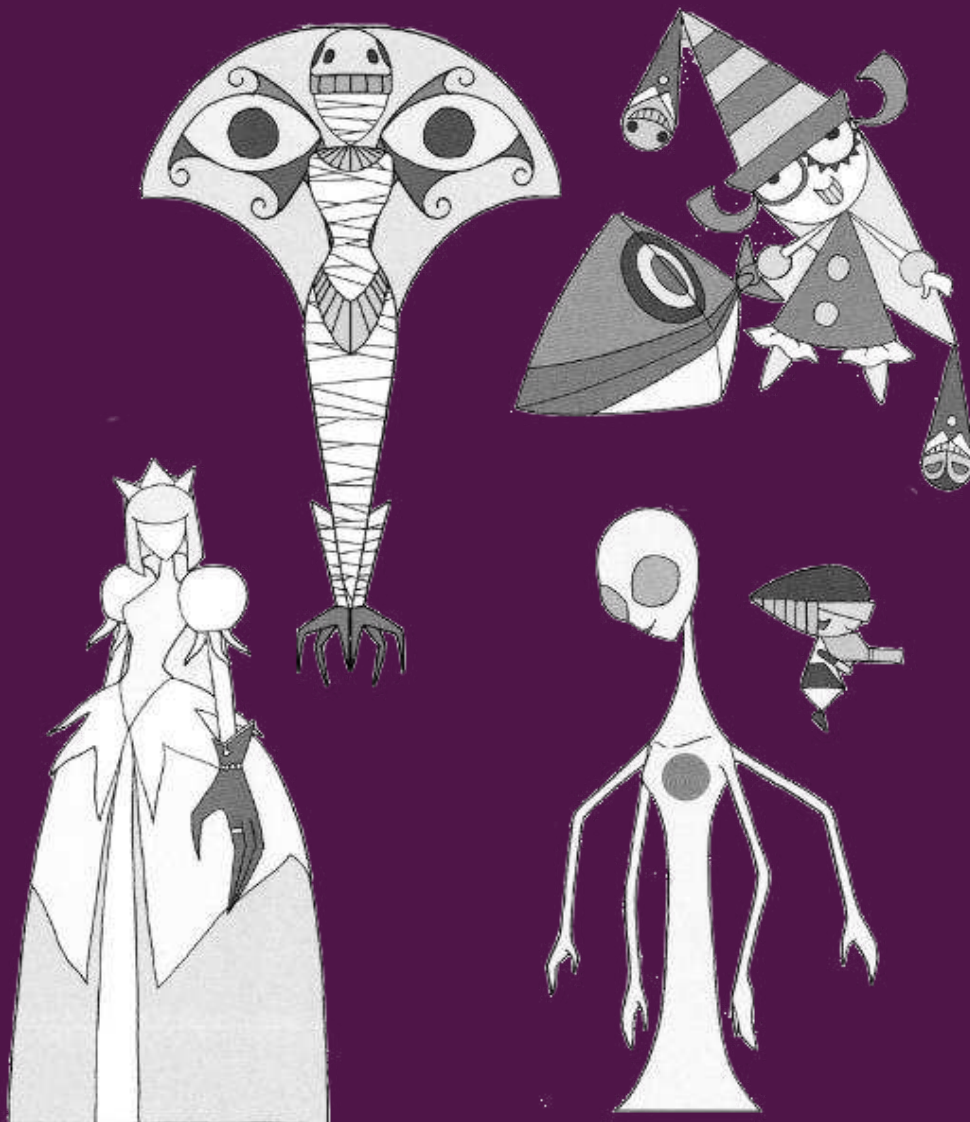
It's a box, a box of sin, ready to ship all your dirty deeds and delightful damnation. No, really, this package will keep whatever you put inside safe from anything short of a crash and moves itself to the recipient when near them, even opening dramatically on its own.

EX World - 300 CP (Discounted to Demon)

Your own little world. From a small chain of tropical islands floating above the ocean, to darkened rooftops beneath an eternal night, or even gothic towers amidst eternal dusk. So long as it follows the same 'blueprint' of platforms hanging above endless pits in a small area, you can decide the actual specifics. As this place lies in purgatory, a dozen or so among the current setting's demons and damned can randomly wash up and take refuge here at a time. You can also receive Zakos and Bonita Zakos on the regular instead if you'd prefer.

Boss Rush - 500 CP (Discounted to Demon)

Overachiever, much? You've been playing the temptation game for so long, you've managed to build your own collection of damned souls transmogrified into powerful minions. Given their minds have been overwhelmed by raw desire and the demon empowering them, they might not be the brightest of henchmen, but that's made up for with supernatural abilities and mindless loyalty. Twelve in total they number, each for you to design as you like. Or you could just copy the twelve grabbed by the demons of vanity. If you don't mind needing to deal with the little girl herself, these could even be Linda's actual sisters.



Companions

Even if they're rather full of themselves, Linda will not leave her sisters hanging. Do you have anyone in this world who matters as much to you?

Companion Import/Export - 50 CP

With each purchase, you can import an existing Companion into this world or create a new one of your design. Either option gains a background and 600 CP to spend as they will. As a special consideration, they can purchase their discounted 300 CP Item for just 100 CP.

Canon Companion - 50 CP / 100 CP

For 50 CP, you can define your history such that you have an existing connection of your choice with a character, or will quickly form such a bond for Drop-Ins. If they agree to come with you, they will become a Companion. For 100 CP you can take Linda and all of her sisters as a group Companion whose future purchases are divided between each other, or just Linda as a Companion with her sisters as Followers, or all of them as individual Companions if you're an absolute madlad. Presuming they agree. You can also take the demons of vanity as a group Companion (following the same rules) or Followers for 100 CP.

Lonely Club President - 50 CP

A shy young girl who's taken refuge online, singing her soul for the world to hear. Because her 'pride as a musician' is divorced from her ordinary self, when the demons of vanity did their thing to her, she retained her mind despite being transformed into a diva of despair.

...in any case, she has become your friend, or at least she hopes you are her friend given her social skills and confidence remain completely unchanged. Clad in a dark coat, she is helped by little shadow guys no less anxious than her, fighting by kicking with her really long legs and slamming with her prehensile twintails, which change color to match her mood.

They quite often turn pink near you. Take that as you will.

Build: Such Glamour, Inner Vision, Doorway To Damnation, Pretty Friend, Wretched Children

Treasure Seeker - 50 CP

It's an italian man, a fat italian with a lust for gold and diamonds and all the riches he can get his grubby paws on. He doesn't seem entirely familiar with this world, or at least, he's more used to some type of fungal nation, but he's taken a shine to game development.

...until he found out about you, and the Chain, and the positively lustrous piles of money waiting in other universes for him to plunder. Now he's gone berserk and insists on joining your crew. He's strong, he's mean, he's surprisingly fast, and he can even suck up treasure like a vacuum with his mouth. A powerful henchman, although quite vain.

Works well with tall thin men in purple and... big monkeys?

Build: Errand Girl, Doorway To Damnation, Heckle Jeckle

Drawbacks

Life's too short. Why not pick up some more points? The only thing you might lose... is your soul!

Tech Demo – +100 CP

Is it just you or does the world look unfinished? Locations are oddly simple and everything looks a little scuffed. But in particular, the things you can do are oddly limited. If you had a demon scarf, you could pinch and throw things (or yourself) like normal, but fancy stuff like blocking attacks via tugging the ground up just... doesn't work. Nothing too bad, but it's pretty annoying and you won't know what's up until something you tried falls flat on its face.

Revised Version – +100 CP

Hold on, wasn't this place supposed to have a bunch of girls with comically large boobies? What's with all these flying freaks? Guess you're in the Japanese release. Most of the easy enemies, both to fight and to look at, have been replaced with these weird demons that are pretty unpleasant. In general your foes are also harder to deal with. Just a step more competent, a bit smarter and more skilled, a bit quicker to adapt to you, and so on.

Little Sister – +200 CP

...or brother, or whatever crazy thing you've evolved into by now. Much like poor Linda, you're the wimpy twerp all of your loved ones boss around. Your friends and family won't start abusing you or anything crazy like that, but spending hours doing chores you know for a fact they could do themselves is... really bothersome.

Chain of Shame – +300 CP

Really? A mysterious package appears out of nowhere, a legion of voices rhymes and waxes poetic about damnation, and you agreed? Well, dang. You have been taken by the demons of vanity, transformed into a horrible demon emblematic of your desires and blindly following the same at the behest of the Zako piloting your body, as great compared to your normal state as the demonic forms of Linda's sisters surpass their human selves. You might not be exactly mindless, but don't expect any thinking on your part to help you escape this predicament. It's all up to your Companions now. If you don't have any... maybe don't choose this, unless you think Linda can beat you in a fight?

Chain of Agony – +300 CP

But on the flipside, maybe it's your Companions who have taken the bait. With one careless word, one careless step, their soul and body is now forfeit to the demons of vanity, transformed into monstrous creatures blindly following their deepest urges. Again, to the same degree Linda's sisters have been empowered compared to their human selves, so too are your active Companions greater than their usual form. Good luck beating the devils out of them, or you might never get to see them ever again! Or, well, if you don't like the idea of losing someone forever then I can take your Chain as collateral instead. Failing to exorcise everyone means all of you go to your final destination together, whatever that may be.

Taking both of these Drawbacks together is a **very good idea you should do now now now NOW!**

The End

Whether ten years have passed you by,
Or your soul's quest was certainly fulfilled.
Unless death has made our game run awry,
With the final choice you are once again thrilled.

For those who perished or are merely homesick,
You shall **Go Home**, fly now, be quick.

For those who perished or found a new life,
You can **Stay Here**, and may your happiness be rife.

But if the Chain you wish be made sustained,
You ought to **Move On**, yet another link to be attained.

Notes

Hello.

Changelog:

>0.1: Made the Jump.

>0.2: Added starting budget. Changed one word in "Little Sister" because repetition with "Tech Demo" was bothering me.