

Scrubs Jump

Version 1.0.1



Welcome to Sacred Heart. This teaching hospital located in California might be a monster that destroys your life, but it is the central location of the hit TV sitcom of the 2000s known as Scrubs.

This sitcom follows the life of J.D., that is John Dorian, as he moves from being an intern to a resident to an attending, and finally moves on to a new job at a new hospital. In the interim we see his friends, co-workers, family, and janitorial nemesis, and all the zany antics, daydreams, and sitcom lifestyles involved in the hospital of Sacred Heart.

You will be arriving here at the same time that J.D. begins his first day at Sacred Heart, and you will be staying here for 10 years, enough time to cover the whole series. We've arranged a job for you at Sacred Heart, so you too can join in the fun – and life consuming hours and stress – of working at the hospital.

To help you with your time here take these:

+1000 Cox Points

Good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Janitor: You seem to be wearing a blue jumpsuit and standing in a hospital. Yes, yes it has a belt and the pants and shirt are separate so it's not technically a jumpsuit. You seem to be wearing a blue uniform and standing in a hospital. An older man in a white coat is handing you a mop and telling you to get back to work. No one seems to know your name yet, or have talked to you before, but if you talk to payroll and tell them they made a mistake they'll start paying you as a janitor.

Internal Medicine: You have finally finished med-school and are all set to begin your internship at the teaching hospital of Sacred Heart. It's your first day today, working in the internal medicine department. Hopefully you won't screw up anything big.

Surgeon: You have finally finished med-school and are all set to begin your internship at the teaching hospital of Sacred Heart. It's your first day today, working in the surgical department. Who's ready to start cutting?

Nurse: Have you been around here for a while? Or maybe you just started. Either way you are gainfully employed at Sacred Heart as one of their nurses. It's your job to help the doctors, the patients, and sometimes it feels like everyone else, as well as make sure that some cocky young intern doesn't kill someone.

Senior Staff: It's not your first day. You're an attending in either the internal medicine or surgery department. On the plus side you're established, likely have a home, and probably aren't still in student loan debt. On the downside unlike an intern, you're actually expected to know what you're doing and if you go around making mistakes Kelso will fire you fast. If you don't have medical skills already, maybe think about paying for one of the higher levels of Schooled.

Location:

You will be beginning this jump at Sacred Heart in San DiFrangelles, California. It's the first day for a new group of interns including John Dorian, Eliot Reed, and Turk Turkleton.

Age and Gender:

If you're a drop-in your age and gender are unchanged. Otherwise your age and gender can be any that fit your origin; if you're Internal Medicine or a Surgeon you're fresh from med school so probably in your 20s, while if you're Senior Staff you've completed your internship and residency so you're probably in your early 30s if not older.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Schooled (Special): You have gone to med school. Or maybe it's nursing school? Sanitation custodian school? Law school? Whatever it is, you've gone through the necessary training and schooling to work in a hospital at an entry level job. You're fresh out of school with no real life experience.

This costs 50 CP per job you've been trained in – internal medicine and surgery are separate, as is nursing – but you get one free based on your background. Janitor get janitor work, Internal Medicine get internal medicine, Surgeons get surgery, Nurses get nursing, and Senior Staff can choose internal medicine or surgery... or law school if you really want.

You can add some real life experience on top of this, enough to be a qualified attending – as a doctor – instead of an intern for an additional 50 CP per job you want this level of training in; this does require the lower level purchase in the skill. If you're Senior Staff and don't already have medical skill you might want this, because you will be expected to show this level of skill.

For another 100 CP that requires the above you can instead increase your skill in a way beyond mere training. This will make you a truly excellent example in your field, better than most people would be with a lifetime of experience, like Doctor Cox in internal medicine.

For a separate 50 CP that only requires the base level of schooled, you can choose to have been trained in a specialty such as pediatrics, oncology, urology, cosmetic surgery, or malpractice law. This training will make you better in the field, and scale with the level of schooled you purchased in general.

You may purchase this perk multiple times. You must buy the first 2 levels separately for each job you are trained in. Specialties will apply to all jobs they are appropriate to (cosmetic surgery specialty doesn't do much for cleaning careers), and if you purchased the Doctor Cox level of skill it will apply to any job you purchase at the attending level.

A Cappella (50 CP): You've got an excellent singing voice, and seem to have undergone a good deal of vocal training. You're especially good at singing covers of songs that

would normally have instrumentation without the instruments using your voice (or a partner's) to simulate the essential instrumentation. Specifically you seem to be particularly good at singing songs from television whether that's opening themes or commercial jingles.

Guy Love (50 CP): Choose one of your companions; or if you're a companion one of your fellow companions or your jumper. You possess a bromance link with them that gives you a sense for when they're nearby, and even gives you a sense for their mood and how they're feeling. Your sense for their presence is only vague for exact location – you'd know they were in the hospital but not which room – and your sense for their mood is strongest when you're face to face, but it can work at a distance, though it will grow fainter and more general the greater the distance.

TV Worthy Looks (50 CP; Free with Sexual Energy): You look... let's say good. At the very least you have the sort of looks to get cast on a TV sitcom. You're not necessarily 10 out of 10, but you definitely look better than average, and if you're a gangly, doughy white guy with a funny face and no ass, it'll at least be in a cute way.

Victory Dances (50 CP): You have a talent for coming up with dances to celebrate your victories. These aren't necessarily objectively good dances – in fact this will do nothing to help them be good – but they do seem to be fluid and well-choreographed even when made on the fly. When you perform one of these dances it also seems to just rub it in, and force it into someone's face how they failed and you succeeded.

You're Hitting That (50 CP): You have a sixth sense for if someone has recently been sexually active. This sense can also help you understand who it was with. You'll easily recognize it if you see two lovers together, and it's possible to figure it out through this sense by observing them separately as well, or with great difficulty just by knowing their partner.

Aquaman (100 CP): Do you work at Sea World? Well maybe you should. You seem to possess the ability to speak with aquatic mammals. They can understand you and you can understand them. This doesn't increase their intelligence, but dolphins are pretty smart.

Designed for Pleasure (200 CP): That's what she'll say you were when you're done with her. Or maybe he will. We won't judge here whichever way you swim your laps, and this will work even if you swim both ways. And this perk won't help you get them into your bed. It just ensures that they'll be leaving it with their world well and thoroughly rocked. There won't be any faking it, and even if you repulse them as a human being they very well might just keep crawling back nightly.

Pretty People (200 CP): Maybe it's because it was a TV show, but ugly people don't seem to go to Sacred Heart. Oh there's Ted, but other than him as an exception, everyone is at least fairly good looking. They're not necessarily stunners, but even the people who are wrecking their own lives with drug addiction or have rather body ravaging diseases are easy on the eyes. You'll find that this follows you in future worlds. People just seem to be above average in appearance. You might occasionally see some people below what would be the normal 'average,' but they're a whole lot rarer than normal. If 'average' looks were a 5 out of 10, 90% of people you meet would be a 7 or higher, and most of the rest would be a 6. You'll meet more 8s, 9s, and 10s too, though this boosts their rate less.

Sexual Energy (300 CP): You're hot. Not only are you attractive you just seem to leak sex appeal so that you could have a whole hospital drooling over you. You could have the staff attracted to your gender lining up for unnecessary check ups just because of how attractive you seem to be to them. This does make you a 10 out of 10, but more you seem to have a casual sexual charisma that draws willing partners to you.

Skip In Your Step (300 CP): Like Molly, your good moods are infectious to all but those with the most reason to be down and bastard coated bastards. Just being around you when you're happy makes other people happy, as if your smile really does brighten their day. Of course this does require you to be happy, but even jerks and narcissistic assholes seem to feel guilty about making you sad; there's just not the same joy as normal out of being mean to you.

God is Watching (400 CP): By telling someone these 3 words, you can make them tell the truth. Just say these three words to someone who is lying and they will feel compelled to amend their lie and tell the truth instead. It's surprising that this works, but it does.

Sitcom Solutions (400 CP): Somehow you seem to encounter contrived situations where a slice of wisdom to solve someone else's problem is relevant to solving your own problems. It won't always be the exact same answer, but helping someone else with their problem has a way to give you a new perspective, a bit of insight, or something else that helps you to deal with whatever problem you have in your life at the moment.

Janitor Perks:

No One Knows Your Name (100 CP): How did you get a job? You have no references, no one knows anything about your past, and no one even seems to know your name. Yet... you were hired. You find it easy to get jobs despite lacking any evidence of having existed before you walked in to apply. You may have to prove you're capable at the job, and this does work better at entry level jobs and those without high security – it'll be harder to get hired to work in a top secret CIA operation than a hospital – but you might even manage to walk in and become a doctor if you could show the skills.

Tracking Animals (200 CP): You excel at focusing on a single individual, stalking them, and in so doing figuring out their psychology to fuck with them. The longer you focus your attention on messing with and tormenting a single target the easier it becomes to follow them around, predict their movements, find their intimate secrets and information, and come to an understanding of their psychology and behavioral pattern.

I Do Love to Lie (400 CP): You excel at lying. You are able to tell lies with the same voice, tone, and behavior as telling the truth, and can easily come up with complicated, but internally consistent, lies on the fly. Even you might have trouble telling when you're lying or telling the truth.

You are especially good at coming up with lies about your past and personal life, or to explain your strange behavior and capabilities. People are oddly willing to believe your explanations for such things, even after you've been revealed to be a chronic and habitual liar.

Custodial Plotting (600 CP): How does the janitor perform all these weird schemes? Well you'll know how to now. Like the janitor you seem to excel at thinking of off the wall schemes, planning them, and implementing them all in surprisingly little amounts of time. Whether it's planning how to blackmail your boss by goading him into smashing your windshield while you secretly record it, seizing your own VIP room by sealing it off with a wall overnight and rappelling down the building to access it through the window, or pretending to be your own identical twin with quick change art and leaping out of windows to get around fast, you will find that when you're performing a zany scheme it just seems to come together more easily and that you are able to pull it off with less difficulty.

Internal Medicine Perks:

Imagination Spot (100 CP): You possess an extremely vivid imagination. This won't make you find yourself falling into it by accident – as sometimes seems to be the case with J.D. – but you can maintain extremely vivid, and realistic daydreams. It's not quite like having a holodeck in your brain, but it's closer than it really should be.

Top of the Round (200 CP): You possess an excellent memory and learning speed for facts and information. Not only do you have an excellent natural ability to absorb information and retain it, you have a knowledge of good study techniques to help you put it to use.

Mentor's Pet (400 CP): You seem to attract mentor figures. Whether they're an experienced nurse, or an attending that takes you under his wing as his pet project, people just seem to be more willing to help teach you. They might not necessarily be nice to you about it, and they might require you to toe the line of their philosophy, but you will find it easy to pick up mentors willing to help you out, and that teachers often show favoritism towards you. You might even find potential mentors fighting over your soul... metaphorically.

Nauseating Charm (600 CP): People like you. It's sort of weird. You could be needy, whiny, awkward, and immature, and yet you'd still find that it's easy for you to make friends and that people do typically like you. Oh, it's possible for someone to dislike you, or for you to make an enemy, but you do find it oddly easy to worm into the hearts of people if you put in the effort, and to make quick – if temporary – friendships without any real effort. It's practically like you're a sitcom protagonist.

And yes this will help you attract romantic interest as well. Sure you're awkward looking, and even more awkward acting, but it'll be easy for you to draw in dates, to get it to go further, and even have them stay for longer than makes any sense while you sabotage the relationship.

Surgeon Perks:

Surgeon's Hands (100 CP): You have truly excellent manual dexterity. You're very adroit with your hands and your fingers.

Jock (200 CP): You're pretty fit. You actually have muscles – if you care to have them – and natural talent for sports and physical activities. Even as a twiggy girl, you'd have legs strong enough to serve as the base of a world's largest doctor. And more than just having physical fitness, you find it easy to maintain it, needing less gym time to keep up your strength and to tone it to the level you desire, and regaining strength lost to atrophy more quickly.

Nerves of Steel (400 CP): A surgeon's hand has to be steady even under the greatest pressure, and yours are. You don't shake, you don't tremble, and your body doesn't make mistakes when you're facing life or death stakes (or less significant ones). You can still panic a bit mentally, but you'll perform physical actions with surgical precision even under the worst strain.

Competitive (600 CP): You seem to do your best when you are competing with someone. Your abilities improve noticeably when you are competing; this works best if they're actually close enough to challenge you, but even if they have no chance you do get a smaller boost. This isn't just a boost to capabilities in the moment, however, as you also seem to develop your abilities and skills more quickly when you are competing with someone. You might not be the best in your field yet, but keep at it and keep a competitive and you may very well become it.

Nurse Perks:

Keeping the Crazy In (100 CP): You're not crazy. Oh you might have some eccentricities, especially if you've been doing this jumping thing for a long time, but people won't notice that if you don't want them to. See you're really good at pretending to be normal, and not well crazy. This won't actually make you any less weird or crazy, but you know how to put on the act of being normal at least.

Nurse Voice (200 CP): You possess excellent bedside manners. You know how to talk to patients, to calm them and reassure them, and connect with them. And how to go stern and harsh when it's needed to give them the kick in their ass required to actually take care of themselves. This isn't limited to just patients, but anyone you're taking care of.

Not One to Mess With (400 CP): There are some people you don't make fun of, or mess with. You're one of these people. You seem to carry an air of respect and warning, so that even individuals like the janitor can tell it's best not to mock you, or to mess with you directly. They might still mess with your loved ones, but even then... well people just don't want to anger you for some reason.

This also makes people more willing to put up with sass and backtalk from you. Someone else might get fired for verbally tearing into the boss, but you? Well they're unlikely to punish you for mocking them even if they're usually very sensitive about such things.

Busybody (600 CP): You're the kind of person who solves other people's problems. You excel at recognizing other people's problems and how to help them deal with them. Whether it's recognizing what procedures they're bad at and giving them a bit of guidance (or doing them for them), pre-emptively prepping the snacks your diabetic companion will need and predicting when they need it, or identifying how they are self-sabotaging themselves and figuring out what you need to tell them to get them to stop. This is easier in the short term, fixing an immediate problem or getting them to deal with a persistent character flaw for the moment, than the long term, but you're still good at that too.

This only applies to other people's problems. You can identify the character flaws and self-destructive behaviors of others with ease, but you're no better than anyone else at identifying your own.

Senior Staff Perks:

Sour Armor (100 CP): You're an asshole. Well maybe you're not, but if you're taking this you probably are. See you are good at being an asshole. You can come up with insults on the fly, and know how to give them emotional punch and weight, and people are oddly willing to put up with you acting like a surly jerk around them. You're also good at playing the 'bad cop.'

Chief (200 CP): Running a hospital is actually a lot of work. You've got to manage shifts, balance the budget, do the paperwork, and make sure that everyone else is doing their jobs. All the while you also have to keep up with the everchanging field of medicine, lead rounds, and, if you care about being a doctor, see patients. It's hard work and time consuming. You'd be good at it, though. You're a skilled administrator and manager, and good at dealing with the paperwork that inevitably comes about. You won't forget to fix the nurses' shifts so that you don't tell everyone to come in at once, and you are good at figuring out what you can afford to cut in the budget and keep a hospital (or other business) running; even if sometimes this means being the 'bad guy' and firing a nurse.

Super Doctor (400 CP): You don't necessarily have the skills of a super doctor, but there's something about you being on someone's case which makes them feel safe and reassured. It's as if people find you reliable and are able to remain calm and put their faith and trust in your skills. Hopefully you have the skills to keep up with that faith.

And it's not limited to medical stuff. When you swoop in presenting yourself as someone to save the day, people seem to be relieved and reassured by your presence, and to instinctively feel you are someone who can get the job done and save them. Whether you're arriving as their doctor, the cavalry, a concerned citizen to drag them out of a fire, a superhero, or something else.

You can destroy this simply by telling them flatly you aren't capable of helping them or handling their situation, in case you feel you'd be giving people false hope you can't live up to at the moment.

Rulebreaker (600 CP): You excel at getting away with breaking the rules. You're excellent at recognizing loopholes, finding ways to treat patients who lack insurance by using dead patients' rooms, understanding how you can cheat the system, and simply finding ways around the rules. But beyond being good at gaming rules and regulations, people just seem less inclined to punish you for even flagrant violations of them, people are more likely not to turn evidence or act as witness against your violations, and when

they do punish you they seem to do so less. This effect is strongest when you're breaking the rules for the right reasons; you could punch the chief of medicine in the face in a crowded room and if he really did deserve it they might find that no one there 'saw' it happen.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Dead Dog (50 CP; 1st Free): This is a taxidermied dead dog. It could be a labrador like Rowdy, but it doesn't have to be.

Scrubs (50 CP; 1st Free): This is a set of scrubs in the color of your choice. They will clean themselves when not worn. Alternatively you can use this to get a janitor's uniform.

Crow (100 CP): This is an unusually smart crow. Yes, even for a crow. It obeys commands and is very good at snatching objects out of people's hands, flying around unseen, or convincingly pretending to be taxidermied.

Medical Texts (100 CP): This is a collection of medical textbooks. It's only 4 volumes, but you'll find that they seem to hold vast swathes of information and knowledge, one might even say the sum total of 2000s medical research and texts, and always turn to the page you're looking for.

Perfect OR Mix (100 CP): This is a mix "tape" that adapts to local forms of audio storage which has a perfect mix of songs for your listening enjoyment or to help you focus, or set a certain mood. This is tailored to you, and for its effects on you, so it won't necessarily be ideal for their effects on other people (a mix tape of romantic songs will be tailored to you not who you're intending to give it to). This tape can contain any songs you have heard, and if you want something to play it'll always be the next one. Or it can just be Erasure on loop.

Porsche (100 CP): This is a Porsche. It's a fancy, expensive car. It will maintain, repair, and refuel itself when not in use. It'll even clean itself when not in use both outside and inside – just in case a newbie companion gets it all sticky by opening an explosive soda can in it.

Coffee Bean (200 CP): This is a coffee shop. They'll provide you with free coffee, muffins, and even scones. It'll attach to your warehouse as an attachment, or you can instead have it insert to an appropriate location in future jumps.

Trust Fund (200 CP): This is a recurring stipend of money. It's enough to afford a good apartment, at least outside of a major city with massive prices, and to pay for living expenses such as food, utilities, and the like. It won't cover much more than basic living expenses in a city near LA or San Francisco, but it will ensure you don't need to worry too much about money. You don't even have to worry about your father cutting you off because you refuse to go into the specialty they want for you.

This will update to be a similar amount in the local currency in future jumps; enough to pay for living expenses in somewhere that's not the most expensive in the setting but likely more expensive than average.

Name of a Wing (300 CP): You are now a proud member of Sacred Heart's board. Apparently you've been giving them a fair bit of money, and are a rather important figure. Expect Kelso to suck up to you.

In future jumps you'll find yourself on the board in a hospital similar to Sacred Heart. It won't be the same hospital, and it won't have the same doctors, but it will be a hospital of a similar quality to Sacred Heart or an equivalent quality in proportion to the local standards whichever is better. That is to say in medieval Europe it will be a modern hospital with a staff trained to modern standards, but in Star Trek it will be a fairly typical Federation hospital.

You can choose to be the Chief of Medicine, or another job if you want to not merely watch over it from afar as a board member.

Med School (500 CP): This is a med school equivalent to New Sacred Heart. That is to say it's not a top tier one, though it is not necessarily a poor one either. You can choose to have it insert into future jumps to pick up and train new students. It will always remain at least up to the standards of a med school in the 2000s, but will adapt to fit the local setting if they have higher standards of medical technology or skill.

You are this school's main – or possibly only – funder and backer, and may choose to have a job here if you wish.

Janitor Items:

Cleaning Supplies (100 CP): This is a cart full of cleaning supplies. These cleaning supplies will automatically resupply themselves over time when used. The cart is motorized and comes with a remote that can be used to control the cart from afar.

Roof Toilet (200 CP): Well this toilet doesn't have to be on the roof but it is outdoor with no walls or ceiling covering it. Don't worry it'll somehow remain germ free despite this. It also helps you clear your mind and relax when you go number 2 in it. In fact it seems to help you come upon deep insights and epiphanies, providing you with guiding wisdom to deal with your issues or problems, though the more frequently you use it for this the less effective it will be for this purpose.

Master Key (400 CP): This is a single key, which works for any roughly normal sized key. Every lock in the hospital, other people's cars, random houses, if it got a roughly normal sized key this will work. It won't do electronic locks, or some giant lock, but if it's on a normal human scale this key will work for it just as well (if not better) than the key made for the lock.

Internal Medicine Items:

Scooter (100 CP): This is a motorized scooter made for a single rider. It will maintain, repair, and refuel itself when not in use, and for some reason has an 18-wheeler's horn, and a woman's name.

Half Acre (200 CP): This is a half-acre of land with a small house built on it. You've got all the papers to prove you own it and the taxes are paid in perpetuity. It will even automatically insert into local power and water infrastructure when it inserts into a new jump. It's a place to live.

Doctor's Coat (400 CP): This white, doctor's coat makes you feel more confident and look smarter when it's worn. It fills you with self-certainty, and a swagger which moves beyond yourself to convince others that you're someone smart and capable.

It's warm as well due to the cheat sheets for medical knowledge that line the insides of the coat. Whenever you look at them, these sheets seem to be mostly on whatever topic you're trying to find information about at the moment, though they are limited to 2000s medical knowledge or that in other books, archives, or information receptacles you possess.

Surgeon Items:

Flip Phone (100 CP): This is an old cell phone. Late 90s at the latest. It's nearly indestructible. Drop it off the top of a building onto pavement and it won't be so much as scratched. It also is already paid for, and will be tapped into the local phone, or equivalent communication, network if there is one. This phone will recharge, maintain, and repair itself (if you manage to damage it) over time.

Operating Room (200 CP): This is an operating room which will attach to your warehouse, or another property that follows you between jumps, as an add-on. It comes with its own nurses to assist in surgery, medical tools suitable to the 2000s or the local setting whichever is better, and seems to keep itself remarkably sterile and reduce the chance of infection for surgeries performed within it. It also seems to have the perfect operating room mix for whoever is leading a surgery in it at the moment.

Lucky Durag (400 CP): This is a durag which is lucky. Do you need more explanation than that? When you wear this durag you are noticeably luckier and things go better for you. This is perhaps especially true of risky and dangerous surgeries, but it applies to all aspects of life. However the more frequently you use this durag the weaker its effects will be. It can help you out just a little in everything you do, or maybe you'd rather save it for that one time in a jump you really need it.

Nurse Items:

Pen (100 CP): This is a very high quality pen. When you use it, it improves the legibility of your writing and just generally the beauty of your penmanship. It never runs out of ink and it most certainly did not come from the butt box.

Coffee and Muffins (200 CP): This is a basket of muffins which refills daily and a pot of coffee which will brew itself regularly to be hot and ready when you need it. The coffee is wonderfully made and made from beans, and not crap like most of the nurses do. The muffins come in a wide variety of flavors. They're pretty good too.

Wedding Ring (400 CP): This is a wedding ring. When you wear this ring you find that people won't direct sexual desire or attention your way unless they are in fact in a relationship with you. Even more, if the only thing someone would care about with you is sex or romance you'll actually be completely invisible to them.

Senior Staff Items:

Scotch (100 CP): This is a collection of fine scotch, and other alcohol like brandy, rum, wine, or even beer. It's all good, high quality stuff, and it's enough to support a month long binge if you ever accidentally kill a bunch of patients. It will restock itself over time.

RV (200 CP): This is a mobile home meant to allow the retired to tour the country, and maybe pick up chicks. At least that latter one is probably why it comes with a closet full of silk, women's kimonos; though they don't have the underlayers or thickness of a kimono. It will maintain, repair, and refuel itself when not in use. Also you will find that traffic violations due to the vehicle being damaged will be ignored by the authorities; just in case some dumb ass tries to drive it through a tunnel that's definitely too small for it.

Dirt (400 CP): This large envelope contains a collection of blackmail material on the board of Sacred Heart. What you want to do with it is up to you, but it's enough to make their lives very uncomfortable if you use it.

In future jumps, the first time you open this envelope during a jump you'll find that it contains blackmail materials on your superiors. They have to have done stuff that you can blackmail them on – if they're a saint you might just have the time they said a naughty word after being injured – as it won't just invent things, but it will help you learn their dirty secrets.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Turla (50 CP): It'd be a shame to break up Turk and Carla. As such you can purchase them both – along with Isabella – as a single group companion. Alternatively if you want you can get Turk and Carla as a single conjoined two headed being who is male on one side and female on the other like in Doctor Cox's story.

World's Most Giant Doctor (50 CP): This is a giant doctor nearly twice as tall as a normal doctor. He's not twice as broad, and his arms aren't any longer than normal. Still he is a giant doctor and he will join you on your journeys for this low price. He's very friendly and enjoys welcoming people to the hospital.

Brain Trust (50 CP/100 CP): Select 3 of: Madeye Margo, Randall, Troy, Doug Murphy, the Todd, and Ted. They'll join you as a single group companion sharing a slot. For 100 CP you can get the Janitor and the full set of 6.

Doctor Acula (100 CP): For this low price you may recruit Doctor Acula from J.D.'s unproduced film. He's a vampire **and** a doctor.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Extended Stay (Toggle): Normally you'd leave here after 10 years, that's just long enough for the original run and most of the med school follow up. If you'd like you could extend your stay up to 20 additional years to see J.D.'s return to Sacred Heart as its Chief of Medicine.

Heartlandia (Toggle): You will not be arriving in the hospital of Sacred Heart but the fairy tale kingdom of Heartlandia. This doesn't affect your purchases here.

School's Out (Toggle): So Season 9 was... different. And the new season 10 seems to ignore it entirely. Of course who is to say the reboot is how things are destined to play out? This toggle allows you to determine which of Season 9 or Season 10 is canon, try and merge them into one, or throw both out entirely.

Among Alcoholics (+100 CP): You have a drinking problem. It's not necessarily horrible, you can keep yourself from getting drunk at work or something like that, but you have a tendency to drink more than you should and you can get drunk whether you could previously or not.

Clumsy (+100 CP): You are extremely clumsy. Like sitting down and missing a chair and then trying to lean on the table only to accidentally hit your head on it, or manage to bump into the same person 3 different ways while trying to walk past them. Expect to knock a lot of things down often on yourself.

Daydreamer (+100 CP): Tendency to have very vivid daydreams. These take time and you will miss out on what is happening during them. You will also have these when someone mentions a visual image whether you want it or not.

Deja Vu (+100 CP): Events feel oddly repetitive. It's like the same things happen time and time again. Sometimes you'll feel like you're living out a re-run of a past period in your life, other times they seem to be remixed. Beyond these repetitive events, you personally have a tendency to repeat your mistakes over and over and over again even in all new situations.

Diabetic (+100 CP): You have type 2 diabetes. Also, you need to eat if you didn't already. Make sure to keep an eye on your blood sugar level.

Girl's Name (+100 CP): It's not just Doctor Cox who will be giving you a derogatory nickname; let's be honest even without a drawback he's probably doing that. No, in your case you'll find that only your closest friends seem to care to learn your name and use it, and everyone else seems to find new and inventive insulting nicknames to call you. This will naturally lead to a loss of respect from others around you.

Med School (+100 CP): The world around you seems to have taken a general nose dive in quality. The comedy falls flat, the quirky behavior is more often just people who are mildly horrible in non-funny ways, and everything just seems to be worse.

Relationship Failure (+100 CP): You can't hold a relationship. You will want a relationship, but you will always end up sabotaging them before too long.

Vasovagal Syncope (+100 CP): You have a tendency to pass out when you poop. Yes, you have to poop regularly, even if you're a robot, an energy being, a talking object, or something else entirely that doesn't eat.

Brain Tumor (+200 CP): Due to a brain tumor, or possibly just being crazy since nothing will cure you. You perceive life as a musical. It's not. Everyone seems to be dancing, and singing in rhyme but reality is still normal. This may cause you troubles at times as your perceptions and the facts do not completely match up.

Cost of Education (+200 CP): You are in massive debt. Any money you make will be spent primarily dealing with this debt, and no matter how much money you make you'll always have to cut corners and moonlight to afford things like rent, food, and basic living expenses. Even if you somehow had infinite money, a house that was already paid for, and didn't need to eat you'll find yourself having to pinch pennies and look for alternate sources of income or resources – like stolen pudding cups.

Paraplegic (+200 CP): Like Enid you're wheelchair bound. Your legs, and any other limbs intended primarily for locomotion/movement do not work, and neither does your body from the waist down.

Self-Hating Narcissist (+200 CP): Like Dr. Cox you combine extreme self-loathing with narcissistic behavior. You are arrogant, obsess over possessing the lime light, tear down the achievements of others, and at the same time you just can't be happy with yourself.

Unexpected Child (+200 CP): Congratulations. You have recently accidentally conceived a child with someone you barely know – or will very shortly after arriving here. You didn't even manage to have intercourse with them yet. Unfortunately you need to make sure the child is born, and grows to adulthood, without being too screwed up by

your parenting. Luckily you've got a guarantee that they won't die unless it's due to your negligence or poor parenting so make sure to feed them, keep them out of trouble, and make sure they grow up nice and healthy. This extends your stay here till they grow into a fully functional adult, and if they don't, or you've psychologically messed them up to the extent that Eliot or Dr. Cox's parents did them, you'll fail the jump.

Wellness Direction (+200 CP): You cannot belittle your co-workers, call them nicknames, perform microaggressions towards them, act vaguely like the Todd in the general vicinity of your co-workers, or perform a large variety of other vaguely offensive workplace behaviors without which the staff of Sacred Heart just wouldn't be the staff of Sacred Heart to your coworkers or hospital staff – even from other hospitals – in general. Well you technically can, but whenever you do so, you will find an aggressively annoying woman ordering you to stop and not only will you have to, unfortunately, listen to her and actually stop at least for the moment, but you will then have to listen to her later on give you a lecture on why what you did was wrong during your time off, and then possibly attend seminars on why what you did was wrong biweekly for an extended period.

I Knew In That Moment What I Should Do (+300 CP): Somehow you listen to intrusive thoughts that tell you to do things you know you shouldn't do and that will get you in trouble. Not life threatening trouble, but you can expect to destroy relationships, get yourself in hot water, and generally ruin things for yourself. Expect to make enemies no matter how charismatic and charming you'd normally be.

Total Mickhead (+300 CP): You are a serial criminal with varied criminal impulses such as theft, murder, and who knows what else. Alternatively you're as crazy as Hooch and will almost certainly get into some very violent incidents – and maybe cause a hostage crisis – during your time here. Either way you probably want a better lawyer than Ted.

Wanting What You Can't Have (+300 CP): You want what you can't have. You will find yourself wanting to date people who are in relationships, or to . After going to great lengths to get these things, though, you'll always find yourself not wanting them and actively not enjoying them when you get them.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Trust Fund doesn't **have** to be spent on living expenses. It's just enough money to pay for normal living expenses in the local setting. So if you already have a house and/or don't need to eat it'll give you some spending money.

Half-Acre is probably a nicer place than Trust Fund would afford.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Added Victory Dances.