

Generic Analog Horror Jump
v1.0

by NotDaedalus (With Thanks to Xem Nadica Xolando)

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TAPE 6: JUMPCHAIN

Jumpchain is a fun, healthy, and educational way of engaging with your favorite fictional content! Jumpchain has been a centerpiece of American Culture for such a long time now, we don't know how we would live without it. But you might still have some questions, like:

- What is Jumpchain?
- How can I participate?
- Who is-

And much more! So pop in that VHS tape, pull out your favorite nameless-brand soda, and enjoy the latest product of Jumpchain Technologies!

Jumpchain: because one world is never enough.

So here, have **1000 Choice Points** wisely!

on us! Be sure to spend them

Origins

Citizen [Free]

Congratulations! You have been given free citizenship to the United States of America, and a free life within one of its many cities, towns, and rural areas. After all, why would you want to live anywhere else? Choose any sort of house or occupance you desire. Keep all your fancy knick-knacks and friends as well.

We're happy to welcome them.

Researcher [Free]

Oh-ho-ho! An intellectual type, huh? Congratulations, friend, because you have chosen to be one of the enlightened ones who seek the truth about our world! You wake up in a little wilderness survival lodge, with provisions and otherworldly knickknacks, although you get the choice of bringing companions or leaving them out for this particular jump. After all, the path of knowledge is a lonely one.

Wisdom is a keyhole into the engineroom of reality. The engineer looks back.

Infected [Free]

Ah. Well. We're sorry to say that an unfortunate fate has already befallen you. But don't worry! This is nothing new, thousands if not millions also experience the same symptoms. And with new advancements from Jumpchain Technologies, you can still enjoy a perfectly satisfactory life. You even get a lovely suburban home with plenty of extra space for you, your loot, and anything else that may want to show up! Just, uh... maybe don't bring along your companions for this one. It's a lively infection, and it's always looking for new hosts.

A cure for the infected would be an antidote to existence.

Watcher [200 CP]

So you've peered behind the curtain, then. Well, you got us! It was all just made up, a horror series we created to entertain our adoring fans. You have a happy life in a perfectly normal household of your choosing, with your friends, treasure, and all the VHS tapes from Jumpchain Technologies you could desire, hooked up to a CRT TV with huge windows to the dark streets outside. All thanks to Jumpchain Technologies, the premier in providing fun and safe methods of engaging with unknowable horrors!

Safety is the assumption your ignorance is truth.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

All Colors of The Rainbow [Free]

We here at Jumpchain Technologies are a socially conscious company, and will admit that America, god bless her, has been known to be occasionally backwards in its ways. Sexism, racism: hell, you can't even walk down the street with great flaming wings and a robot dog without getting strange looks! So don't worry, with this perk you won't experience any undue discrimination or even widespread notice for being outside the norm of America in the year 19**.

After all, with all the strange stuff going on here already, it's not hard to cover all your oddities under the blanket ignorance effect.

We took it from them.

Encyclopedic Knowledge [100 CP]

Hey, wait, that isn't right! Or at least, that's what you'll be thinking at the sight of some of the strange divergences in this particular earth. Well, don't you worry. Planets of the solar system, presidents of the USA, the canon timeline of certain indie video-games: this knowledge from your home timeline will remain forever safe and unmolested in your mind, regardless of the world around you. What's that? Why is this a perk in the first place, you ask?

Soldier On [200 CP]

We won't lie. It's getting rough out there. The pandemic of strange new diseases, the slow collapse of the free government, the colossal limbs that stretch from the sky and pluck children from their bedrooms. It's tough. Thankfully, you won't ever get tired or worn out, desolated or destitute. Whether it's money or emotion or human empathy, you will still lose it in the face of the apocalypse, but will always have the smallest sliver of it left when you need it. It won't give you the reserves you want, but it'll give you the supply you need.

Complete Collection [400 CP]

We all know the feeling. You've gotten four of the VHS tapes required to solve your estranged brother's murder, but the fifth one is out of stock at your local rental. And the other rental too. And everywhere, now that you're really looking into it. Well worry not! From now on, whenever there exists a linked set of items, so long as you possess one of them you will always have a general idea of where to find the next. The actual specifics of getting to it may be difficult, but hey, at least you have a shot at it! Most lost media experts don't even get that much.

A Happy Home [600 CP]

This is the culmination of all our research, the most powerful construction techniques we can bring to bear, and your sheer metaphysical privilege as a jumper: a completely and utterly secure bedroom! In whichever room you place your regular bed, enclosed by four walls and a door with no windows whatsoever, nothing can penetrate, sneak inside, or otherwise damage that room in any way unless you personally let it inside. Assassins?

Invading armies? The earth itself being ripped apart? Something worse? That bedroom will remain safe and sound. What, you wanted your whole house protected? Brother, not even the outer gods enjoy that kind of luxury. You're beginning to push your luck.

Besides, you'll open the door eventually.

Citizen

Ignorance is Bliss [100 CP | Discounted for Citizen]

Don't you hate it when you arrive in a new world and sneeze, only to realize that doing so means an automatic soul contract with the Ruinous Archangel? Well worry no longer! Now, so long as you aren't aware of some strange law or risk present in this new world that isn't immediately obvious, it won't be a danger to you! Jumpchain Technologies would advise avoiding strangers offering advice or mysterious VHS tapes if you take this perk, but we are running a business here.

The human mind can only resist understanding for so long.

Hip To The Java Bean [200 CP | Discounted for Citizen]

You are ahead of the curve, well and truly. New fashions? Hot off the presses video-game consoles? Interesting new architectural opportunities in your home state? You're already aware of them the instant they're announced, if not the moment before. And hey, if you have the cash, you can even pre-order so that you'll have access the moment it goes on the open market.

Anomalous Alteration: You're beginning to see things that you shouldn't. Troop movements, hidden technological developments, the engines of the deep beginning to breathe. And you're seeing them sooner: weeks, or even months in advance. Not everything you see will be to your liking.

Seen It All Before [200 CP | Discounted for Citizen]

You've been around the block a few times (or not if it's your first jump, but... you get the idea). You've seen the worst the world has to offer. A few horrors beyond comprehension aren't going to shake you. From now on, you are immune to any corrupting or insanity inducing effects tied to knowledge: feel free to stare at cognitohazards all you want while laughing at those Foundation chumps.

Anomalous Alteration: Turns out nobody has ever actually really sat and thought about that cursed knowledge. Which is a real shame, because it has some great ideas contained behind all the insanity and screaming. Without even realizing it, you've become a vector for the corrupting effects as well: it won't kick in immediately, and it won't activate when you say something normal, but be very careful talking about the forbidden knowledge you've discovered. People will listen. And while you might be immune to its insanity, others won't necessarily be so lucky...

I Don't Even Know That Guy [400 CP | Discounted for Citizen]

We all have that weird friend who spoke in tongues and summoned *something* before getting abducted by *someone* for government internment *somewhere*, right? How embarrassing! Well, no longer. Now it doesn't matter who you're seen with, what organizations you side with, even what your last name is, nobody will think any less of you for it. In other words, even if every single known affiliate of you and your cause have entered government facilities only to steal paperwork and burn down the server room, no security guard aware of that will be any more cautious than usual.

Anomalous Alteration: Huh. Not only are people no longer caring about what you *do* have, now they've stopped noticing what you *don't* too. Doesn't matter if you're not authorized, you can still access that restricted site. Not a general? Well, you can come into this fallout zone regardless. Not the president? Eh, we'll let you through to the secret vault anyway. The issue is, all these restricted places are restricted for a reason, and you're finding yourself in these dangerous places more and more as time goes by...

Runs In The Family [400 CP | Discounted for Citizen]

You have a long and storied family history. Ok, maybe you don't, but if you actively go looking for it we're sure you'll find something, drop in or not. And it turns out that these family members, once found, will be happy to talk to you about all the strange and censored information they're privy to. They were there for all of it, after all. So if you need knowledge on *who* did *what where*, then these people will gladly help, so long as you stay and chat for a bit. It gets lonely out there, and you never visit anymore...

Anomalous Alteration: You know that uncle, right? Kind of a creep, bit of a drunk, has a running contract with the devil which mandates blood sacrifice of kin. That old jokester! So anyway, uncle or otherwise, one member of said extended family is now secretly pure evil and will happily kill you for a bag of cornflakes sans milk. Which family member? We don't know either. They'll all be a bit more willing to help you in return for this, since they're aware of what is happening to the other members of the family and don't want you suffering the same fate, but even their protection won't be enough to stop whoever is looking for you. So if you ever run into anyone you're related to, tread lightly. And this is of course assuming that the killer doesn't eventually run out of other family to violently murder, and begin attempting to run into you...

Upstanding Member of The Community [600 CP | Discounted for Citizen]

Jumper? No, it couldn't be! They're a pillar of this community, and I won't hear a word against them! You'll be hearing a lot of that soon enough, because with this perk, anyone in your area of residence who you make at least a token effort to connect and be friendly with will trust you with their *life*. They won't actively do anything dangerous for you, but if asked to believe you they won't hesitate, and if asked to testify against you they won't show up. You're a saint in their eyes, and nobody will ever betray you to an outsider!

Anomalous Alteration: So, upon arriving in whatever place you live, you've kind of been elected as... let's see here... "Informal Supreme Leader". Mouthful aside, these people now really are willing to do everything short of dying for you if asked. Unfortunately, word spreads, and it appears everyone in the world now knows that you are the pillar holding this particular group of people up. So if anyone or anything has cause to hurt the place you live? There is a guarantee that they are starting with *you*.

Tough As Nuts, Rough As Old Bags [600 CP | Discounted for Citizen]

After long and in-depth research of the human condition, we have finally discovered the true cause of all death: the heart ceasing to beat. Good thing we figured that one out! Anyway, from now on anything short of that will not kill you. Contaminated food and drink, lack of oxygen, inhospitable atmospheres, the removal of your skin and skeleton: they'll still sting a bit, but so long as an effect leaves you alive for more than ten seconds

or so after activating, then you won't die from it (age isn't covered, though. That's one thing which is guaranteed to run down the old ticker).

Anomalous Alteration: Good news! Age is now covered! And we've also stuck in a handy measure to prevent self-termination: that was a loophole all those eldritch horrors were exploiting. Now onto the bad news: we had to divert all that power for this perk from *somewhere*, so we chose the least necessary part of your biology. You now lack any sort of inherent healing factor: wounds won't just close back up over time, injuries won't stop bleeding, muscles won't stop aching. Medicine and the like will work, but otherwise, you'd better take good care of yourself until the end of the jump.

See you at the end of time.

Researcher

Knowing What We Don't Know [100 CP | Discounted for Researcher]

So, there are things in this world that science can explain, and things that it cannot. Good on you for making this first fundamental step. You're very humble, and we're very proud. As a reward, you now have the nifty little ability to know at a glance if something conforms to the known laws of this universe or not: known meaning comprehensively understood by human consensus, to be precise. Doesn't matter how many wizards have seen a fireball if none of them actually understand it yet.

University of Fiat [200 CP | Discounted for Researcher]

Don't worry, you're qualified. And we *mean* it. With this perk, you may choose a single recognised field of academic study, with perhaps a minor in something else as well, and you will have the local equivalent of a diploma or doctorate in the field, with all the knowledge and certification that implies. Only issue is that it... isn't exactly highly rated. You'll get a qualification, certainly, but it just won't be from the most prestigious school. Best of luck with your correspondence course at the Oklahoma Community College!

Anomalous Alteration: Good news! People in your field are starting to be in high demand. Bad news: it's almost entirely due to the recent technological advancements in your field that certain powerful people are *very* interested in. The only employment you're getting from this point forth is from the government or power-mad corporations, and neither of them will be giving you desk jobs. If you want to make money off of this thing, you're going to need to earn it, and those earnings will be won through blood, sweat, and unmentionable alien fluids.

Alone Again, Naturally [200 CP | Discounted for Researcher]

Ah, to be an owl in a sea of sheep. Or... pigeons, I suppose. Regardless, it is a lonely task to see the horrors of existence, and this perk will equip you well for it. Any of the standard difficulties with living off the grid have just ceased to matter: no nosy property inspectors will come knocking on your door, no deliveries will have difficulty reaching you, and no distance between you and civilization will pose any kind of real danger. You can happily live without anyone at all nearby!

Anomalous Alteration: Although... Now that you mention it, it is a bit lonely out here. The wide open spaces, the naturalistic vistas, the lights in the forest: they're beginning to get a bit old. We won't lie, your sanity is going to suffer somewhat being this far away from others. And besides, if you're miles and miles away from any other humans, then who's that knocking at your door? And for that matter, why does their voice sound so familiar?

You're welcome to *think* you live alone.

Lessons on Mass Production [400 CP | Discounted for Researcher]

You have a dream. Several of them, actually, recurring each night and trying very hard to tell you something very important. But how to effectively share the lessons you've been receiving? Oh *boy* are we glad you asked! See, with this perk, so long as you can copy any kind of information down into a useful medium, then you'll be able to spread it far and

wide without issue! Tapes, books, even just fans willing to share the word: they'll materialize out of nowhere anyplace people are willing to listen. The only downside is some minor visual and audio glitches, but they're nothing to worry about and won't impede the reading/watching/listening experience.

Anomalous Alteration: Ok, so. About those glitches. They've gotten a *lot* worse for some reason. It's honestly pretty concerning, because those glitches are doing things they really shouldn't: not only are they specifically erasing the parts of the media containing important warnings and safety information, they're also sometimes substituting in... egregiously unsafe misinformation? Ah, doesn't matter. The glitches give it charm. Or at least, we think so, since now basically everyone who finds a copy feels compelled to consume the information therein...

You're obviously only reading this because *you* want to.

Atemporal Advancement [400 CP | Discounted for Researcher]

Are you tired of living in 80s America? Bored without the convenience of bluetooth? Losing your goddamn mind at having to watch VHS tapes instead of blu-ray? Well fear no longer! With this perk, you gain the ability to bump anything in your field of study you own up by about one "tech level". Assume this tech level to be one of the big paradigm shifts as well: you can get steam trains from waterwheels, fibre-optic from telegram wires, and some very nice railguns from a simple Glock pistol. This only works for items you own, however, so no tapping the Titanic to turn it into an aircraft carrier unless you've legally purchased it.

Anomalous Alteration: The effect is now doubled! You can jump anything you own up by two whole eras, however it comes at a cost. All your technological belongings are beginning to get a bit... fleshy. Nothing major, and nothing quick either, but you might find some red stuff leaking out of your car engine or teeth in your telephone. Don't worry about them: they aren't even that aggressive, comparative to what else you'll be dealing with, and if at any point you feel threatened by your own belongings then it's nothing a bit of surgery won't fix.

Advent of Ascension [600 CP | Discounted for Researcher]

You've had it with all these low-fantasy backwards-thinking technologically inept worlds. You can't stand them anymore! Well, we have just the solution for you. With this perk, so long as you can provide a working example of the base concepts, technology will spread across the face of the world with alarming ease. It won't change too much, thankfully: there will still be knights in armor and elves with magic wands. However, within a couple of years of you arriving, they will now exist in a setting with air conditioning and luxury planes and modern medicine. Truly, this is the best of both worlds.

Anomalous Alteration: Let's put this lightly... have you ever seen an episode of Black Mirror? Well if so, understand that they got off *lightly*. Places which have wholeheartedly adopted your particular brand of technology will fall into tyranny and suffering faster than you can say "dystopia", and everywhere else won't be far behind, since people now have an almost hypnotic pull to the wonders of high technology. Of course, you can

prevent this by merely not showing anyone anything. And that's a reasonable enough idea. But be cautious: a mere slip of the tongue or mention of "nuclear fusion" will get gears turning in local inventors' heads, so try not to use any anachronistic metaphors or words like "computer". Good luck!

Skin of your Teeth [600 CP | Discounted for Researcher]

You want to know what sounds nice? Dying peacefully in bed, surrounded by loved ones. You want to know what doesn't sound nice? Getting brutalized by the various metaphysical phenomena you are risking your life to study. Well, good news on that second front! This perk will ensure that all those grisly diseases and nasty beasts that you've chosen as your field of research, or hell, are even vaguely related to your field of research, will miraculously not affect you. Viral infections just don't bother, eldritch knowledge affects you as much as yogurt-tab factoids, and you function as a sort of blind spot for any extradimensional or unknowable intelligent beings that might want your guts otherwise.

Anomalous Alteration: Well this isn't supposed to be happening. You're no longer repelling the nasties: instead, you're actively attracting them. Don't worry, your immunity is still in effect, but the same can't be said for the people around you, and they will quickly start noticing that the only person who isn't being affected by the strangeness is *you*. You can try living alone, of course, but be warned. The things beyond your perception are hungry. And given enough time and determination, they will find something to eat. It won't be you, but it may well be everything else, and that isn't a pleasant outcome either.

Infected

Shared Occupancy [100 CP | Discounted for Infected]

Ok, so, bad news first. There is some kind of parasitic plant/creature/concept nested in your body, and the sticky little bastard does *not* want to leave. But good news now! It has a vested interest in you staying alive until... Well, staying alive for a while longer, suffice it to say. So from now on, anytime you would be put in danger due to not paying attention (distracted, unaware, asleep), your friendly little bodymate will briefly take control and help you avoid the hazard! Thankfully, it only takes control in this and no other situations. Definitely.

Definitely.

Quality of Life [200 CP | Discounted for Infected]

Your symptoms have gotten a little worse, we'll freely admit. And we'll also freely admit that Jumpchain Technologies isn't *quite* equipped to fix it yet. But hey! If Mohammed won't go to the mountain, then the mountain will come to Mohammed. And if your quality of life at the moment isn't satisfactory, then we'd recommend being more satisfied. From now on, you experience no negative mental effects from damage done to your body: pain, phantom limbs, most types of psychic backlash. Plus, although this is somewhat minor, you also gain complete confidence in your appearance and happiness with your form. Body positivity isn't just for people with the "right" amount of organs!

Anomalous Alteration: ... oh, we were waiting for the ominous side effect as well. Turns out this one is fine, though! It just says that this specific perk is also conferred to any companions and people you are in close contact with. Hey, that's great! Nothing bad could come from large swathes of people being unable to notice negative changes in their own body, after all!

One of Us [200 CP | Discounted for Infected]

So, you're infected. That's the bad news. The good news is you're not the only one, and people tend to be sympathetic about these things. From now on, anyone who is considered by the general populace to be "corrupted", "monstrous", or "infected" by something will just let you go about your business unless you draw a lot of attention. Titans will assume you're short, mysterious beings that your mutation was relatively benign, and zombies that you haven't gotten, uhhh... "ripe", yet. This only works if being one of them would reasonably prevent aggression, however, and ceases applying when you're aggressive back.

Anomalous Alteration: Woah, this perk is strong. It's even starting to affect normal people as well! While they won't be mind controlled into believing you're monstrous or anything, everybody's first reaction towards you will be as if you are some kind of monster or horror, and will continue that way unless you show signs to the contrary. In some cases it will just be a face of disgust and a scream before you clarify that no, you're just a normal person (for a relative definition of normal). Worst case scenario... well, we recommend avoiding people with itchy trigger fingers.

Cohabitation [400 CP | Discounted for Infected]

You want to know what sucks? Having the flu. You want to know what double-sucks? Having a head-cold *and* the flu. So we decided to prevent both! From now on, so long as you are infected by your little friend, anything else that tries to invade your body is getting some good old fashioned Southern Hospitality, and by that we mean it is *not surviving long*. Viruses, bacteria, corrupted mana, poison, parasites of a different breed: nothing, and we mean *nothing*, is getting to you.

Anomalous Alteration: Huh, we were kidding about the whole hospitality thing, but it's proving more truthful than anyone could have expected. Although you are completely unaffected, all those nasties are still nestled in your body, just waiting to be released. Upside: after enough infections, a drop of your blood can probably kill an elephant, thanks to it lacking such immunities. Downside: super-spreader doesn't even *begin* to describe you. Anyone who comes in contact with even the smallest bit of you is not going to be having a good day.

Stretching Out [400 CP | Discounted for Infected]

We're not strictly sure if we can call these symptoms anymore. I guess you look satisfied with your new spine? Regardless, with this perk you can now freely contort, flatten, or expand any part of your body at will! Become thin enough to slide under a doorframe, bulky enough to block a doorframe, long and rectangular enough to convincingly act as just another doorframe. Why the obsession with doorframes? Well, uh, we were actually going to ask you the same thing, but you hissed so loudly at the people giving you weird looks that we decided to drop it.

Anomalous Alteration: The whole three dimensional thing? No longer applies to you. Go two dimensional, one dimensional, hell, you could probably go zero-dimensional and survive if you angle it right. You might even be able to go up, and inhabit the higher dimensions with your parasite, but if you can we wouldn't be able to see it, and whatever is in those higher dimensions will also be able to more clearly see *you*. You'll stick out like a dead pixel on one of those useless digital televisions. Also, we're leaving this message here, because we can't actually see you in your room anymore and you've gone missing from our sensors.

... Is everything alright, Jumper?

Mire In Misery [600 CP | Discounted for Infected]

We'll warn you now, we've officially crossed the threshold for what is considered anything close to "safe" science. It's not a question of "if" anymore but "why", why we decided to make this perk, why we thought it was a good idea, why we were somehow allowed by the powers that be to create this abomination. Anyway, we've created viral airborne disadvantages. At the beginning of each jump, select up to 600 CP worth of disadvantages which form the infection: these disadvantages are now the symptoms of a virus that can be spread selectively through touch or blood. Your companions are immune, and we should *really* stress that it only spreads to someone else from you when you choose to spread it. Because that would be a complete disaster otherwise, right?

Anomalous Alteration: We tempted fate and it listened. The virus is now actively infectious, and will jump from person to person at the same rate as any given common

flu. Your companions are still immune, but all bets are off for anyone else without a godly immune system. So the world is going to be plagued with minor and major inconveniences backed by fiat for some time to come. And god help you if it starts to mutate...

Amalgam's Appetite [600 CP | Discounted for Infected]

Ok, so we acquiesced when you said you wanted raw meat. Well, drew on the walls in blood, but still. Then you s- drew that you wanted rawer, so we left it unrefrigerated, but you still wanted rawer, so at that point we left out a few live bears, crabs, and clowns and hoped for the best. And now we see why you wanted it. This perk apparently, as far as we can tell, allows you to amalgamate any kind of other organic creature into yourself at a touch without changing your outside appearance, and summon forth any part of them at will. You can control these parts, such as summoning a scorpion singer from your palm, or a kangaroo pouch from your stomach, or a lion's head from your... head. Or at least, that's what it says here, but we haven't actually seen-

Anomalous Alteration: FUCK! OK, OK, NEW DEFINITION. THIS PERK ALLOWS YOU TO ABSORB ANY CREATURE INTO YOURSELF, BUT INSTEAD OF HIDING IT, YOU NOW JUST BECOME A SORT OF AMALGAMATED LUMP OF FLESH POSSESSING ALL THE STRENGTH AND PROPERTIES OF ALL CREATURES INVOLVED, BUT ALSO ALL THE INSTINCTS AND ALL THE HUNGER. IT ALSO APPARENTLY MAKES YOU VERY FOND OF THE TASTE OF JUMPCHAIN TECHNOLOGIES EMPLOYEE FLESH, IF THE NOISES OUTSIDE ARE ANYTHING TO GO BY



Watcher

Horrors Made Mundane [100 CP | Discounted for Watcher]

Admit it. We got you good with that one, right? Looked like we were losing control for a second? Well, it was all just an act. And a pretty darn good one, if we say so ourselves. So relax: from now on, you're aware that behind every horrific piece of reality is a normal person just like you. Life is a Scooby Doo episode, horrific worlds are mere haunted houses, and after the slasher film stops rolling all the actors go out for drinks and a laugh together. Or at least, that's what you believe, and more often than not you are right.

Analysis Vids [200 CP | Discounted for Watcher]

Sometimes life just goes by too fast. Well, have no fear! You have a hotline to some experts. If you have any kind of device which can access the internet or other local equivalent, you can find videos or essays on just about any supernatural topic you care to name. Problem is, due to the obscurity of these topics, the actual coverage is two steps below professional. It's good info, and a lot of it useful, but most likely anything *really* useful will be locked behind your own research. This isn't a knowledge perk, it's a convenience one.

Noise Complaints [200 CP | Discounted for Watcher]

You want to know one thing people never consider when conspiring to summon the unknowable into existence? The poor neighbors, that's who! Thankfully, from now on nobody will be able to tell what is happening in your current place of residence from the outside in. Complete sound-proofing, tinted windows, and a general shield against telepathy and other magic. It only applies to the enclosed residence you currently consider your "home", however, and they can find out things just fine if they manage to get inside, but this will hopefully prevent any suspicions from arising that may cause inquirers. Or worse, paparazzi.

Eye for Detail [400 CP | Discounted for Watcher]

God, these horror artists really do like making stuff inaccessible, huh? Well, good news! You now have the analytical skill to understand them. And just about anything else, really. Language barriers, impossibly fast freeze-frames, redacted passages: so long as there is information present that was intended to be understandable by *someone*, and it's not entirely erased, then you can understand it.

Schedule Slip [400 CP | Discounted for Watcher]

The demon lord's army is approaching. The golden god will soon descend. The moon itself is beginning to shatter. But you're also *really* close to the end of this one series... So from now on, you are able to delay incoming events that will in some way negatively affect you, whether you know about them or not. They'll still be coming, but just always seem to be not *quite* here yet, until they eventually do happen regardless. The extension will make said event happen twice as late as it would have otherwise since the beginning of the jump, but you can't put it off forever.

The Immortal Camera-Man [600 CP | Discounted for Watcher]

You know the one person who always seems to make it out of these things alive? Whatever poor schmuck is responsible for filming it all. We've managed to grant you a modicum of that very power. So long as you are holding a device which is actively recording the surrounding events, you gain what we like to call "camera-man immunity", which in layman's terms makes you not metaphysically present in whatever space you occupy for the duration of the recording: immune to everything, but also unable to interact. The void of space? Nuclear explosions? The end of the world as we know it? You'll remain alive, and freely able to keep on watching. Just *do not* run out of battery, stop filming, or get butterfingers. The worst thing about total immunity is losing it...

Anomalous Alteration: You forgot this was an Analog Horror jump, didn't you? In fairness, so did we, but that's beside the point. Anyway, this is one of the worst genres for camera-men, and you're going to start feeling it. See, any and all recordings you now witness are two-way: people and... other things present within them will be able to notice the point of view of the camera, and look out through it towards you. The current versions of said beings will remember this fact, and that's assuming they don't just act on the "observer" immediately. Bullets fired at the camera have always been a cool effect, but not so much now that they can actually get through it...

Mundane Made Horrors [600 CP | Discounted for Watcher]

Wow, in spite of how nasty all these videos are, you can't help but wonder what some of these things would be like in real life. I mean, those pizzas do look kind of tasty, and who wouldn't want a cute little copepod plushy from the flesh pit gift shop? Well, with this perk, stores and merchants in whatever world you're in will inexplicably be selling you things that would normally *never* be available on the open market. They'll be expensive, obviously, but issues of copyright protection or outright customer safety will not affect what you can purchase. And that's not all! As a Jumpchain Affiliate, you're only getting access to the best of the best here: high quality goods with a nice special discount. Hell, even if you don't need something anomalous, you can probably get it better and cheaper than anywhere else in one of these locations. What could go wrong?

Anomalous Alteration: Huh. It's strange, but you're beginning to find these stores in places they really shouldn't be, even the middle of nowhere or in locations that have no business having shops of any kind. In addition, you're not really sure you're the target audience anymore: all the goods are being replaced with different versions that, while still powerful, are also definitely hazardous to a standard human. And to top it all off, if you're looking to buy something from someone, it appears that there aren't many non-anomalous options left. Might be a good idea to start living off the land...

ATTENTION

THIS DOCUMENT HAS BEEN AFFECTED BY OUTSIDE FORCES.

**EXTRANEIOUS INFORMATION HAS BEEN INSERTED THAT IS
ACTIVELY HAZARDOUS TO THE VIEWER.**

**WHILE READING, CHECK THAT YOU ARE CONSUMING TEXT
AND NOT IMAGERY. TEXT IS SAFE. IMAGERY IS
ANOMALOUS.**

DO NOT CONSUME THE IMAGERY.

DO NOT CONSUME THE IMAGERY.

Items

Jumpchain Technologies are proud to present our long catalog of useful purchases available to you in this particular universe. We hope you can enjoy our All-American All-Organic devices with impunity, and remember to recommend our products to whoever else is in the market!

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete; they can then be imported into future jumps as desired.

General [Undiscounted]

Camera [Free]

What, you don't have one of these things already? Please, it's the 19**s. This is basic stuff. Regardless, you now have a camera with both photo and video recording capabilities, so enjoy! Infinite battery life, infinite storage, handy ergonomic design, we went the whole hog on this one. Just be warned that the picture quality isn't exactly top-notch. Oh, and the lens cap has a nasty habit of sliding back on during especially important and/or gruesome events, so be sure to check on that when you have the chance.

Scrapbook [100 CP]

Ah, memories. Not your memories, mind, but... ok, you get the idea. This scrapbook contains all the important events and people relating to a specific location, company, or person. That is, all those events which at least one other person knows. The deepest darkest secrets will require some more digging. The target of the scrapbook can be changed at the start of each jump.

MRE [200 CP]

Who doesn't love food? In our surveys, over 50% of the humans we questioned had eaten food at some point in their life. So what we've prepared for you is a little lunchbox of the stuff! It contains all essential vitamins and nutrients, gives you enough calories to function at full capacity for twelve hours, and even refills every time the clock ticks past midnight with fresh food and water! Mind, all the food tastes like pre-chewed gum, but hey: what else are mysterious meat-fungi growths good for if not adding some zest?

Nice Car [400 CP]

That is a really nice car. Sturdy, four-wheel drive, heated seats. The engine can be fueled with just about anything flammable, components will never break from overuse or general wear and tear, and even minor damage gained in other ways will heal overnight provided enough fuel is in the tank. It's even got a GPS! Oh, right, about that GPS, you might want to be careful using it. So long as you give it a location, it will give you step by step directions to said location, but you should probably pay close attention to what it's saying. Because every now and again, if you pass by something unnatural enough, it may shift its direction to said unnatural thing instead. Nothing a hard whack on the side of the device won't fix, but deadly if you aren't paying attention.

Citizen

Portable Tape Player [100 CP | Discounted for Citizen]

Pretty nice, right? This nifty little gadget comes with a supply of a dozen or so tapes, which you can burn stuff onto from your camera and play at a later date. In addition, it can play just about any form of hard-coded video or audio media: discs, cassettes, thumb-drives, the lot. Watch on the screen or project the image onto a wall: this book sized device is fun for the whole family!

Thalasin Subscription [200 CP | Discounted for Citizen]

Fresh from the Blue Channel advertisements, these handy dandy little pills will let you experience whatever emotion you desire! Each one is clearly labeled, tasteless, kicks in immediately, lasts for hours, and is completely soluble in any standard liquid.

Disclaimer: Jumpchain Technologies does not condone drugging potential partners in social environments. Even big businesses like us need *some* ethical boundaries.

However, business environments and wartime environments are completely morally justified.

Anomalous Alteration: So, you ever hear of those jelly beans that have a fifty-fifty chance of being a normal flavor or something else entirely? Well, now every pill is a coin-flip away from being a Prototype, which will give you one of the new theoretical emotions. Upsides of these theoretical emotions: nothing, and I mean *nothing*, can read your mind or face while you're experiencing one of them, due to now possessing a headspace as close to human as the devil is close to God. Downsides are limited to some minor non-euclidian facial bending, but it'll be fine. After all, that thing about strange faces sticking and never coming undone is just a myth. We think.

Partnered Content [400 CP | Discounted for Citizen]

This simple company sticker has a powerful effect: if applied to any one object, it will make that object a Jumpchain Technologies affiliate limited time prototype! What does this mean? Well, the object and anything it produces gain a few useful properties: they are all of the highest quality they can be, perhaps even a step above what's possible.

They are also almost hypnotically pleasing: food tastes amazing, images really pop, even simple numbers on a barcode can be stared at for hours. And, perhaps most importantly for your purposes, no outside effect can stop the item from working: EMPs, antimagic fields, a breakdown of physics to the point anything more complex than a clock won't function, it will just wash off this object. Because that's the Jumpchain Technologies guarantee!

Anomalous Alteration: Wow, those stickers are really multiplying, huh? It appears that all kinds of companies are getting access to them now, and placing them on their products. In fact, it's getting difficult to find non-stickered variants for sale. This wouldn't be an issue, save for a recent study revealing that supernatural phenomena affect consumers of partnered products at over 50% the standard rate. It's... probably nothing to worry about.

Buy now before time runs out

Local Monument [600 CP | Discounted for Citizen]

Well lucky you! Turns out you're the estranged descendant of a notable US politician, who in his last will bequeathed you a plot of land containing a famous American landmark! It's not habitable, unfortunately, taking the form of a large statue or obelisk or the like, but it does come with a lovely patch of eternally mown grass around it. And hey, no matter the season or universe, visitors will flock to the monument, and will always be willing to pay for tours!

Anomalous Alteration: The visitors are increasing. And no wonder why: the entire monument is beginning to disform and curve, bending in ways it shouldn't be capable of. Good news: there is now a portion of the monument wherein, if you dunk something in it, said something will be gone forever with no hope of return. Rings, documents, people. Bad news is that that portal is two-way, and every now and again something unpleasant may come through. This monument is a lightning rod for the eldritch, and you've just given them a metaphysical catflap.

Researcher

Portable Recorder [100 CP | Discounted for Researcher]

What are we, a first world military intelligence agency? This recorder, shaped and outwardly appearing like a small black disc, can be stuck to any surface and concealed easily, as a button or wall-ornament or earring. It records everything that you can hear, storing it all forever such that it can be exported to any storage device the recorder is attached to. This data is also incorruptible: no “glitches” will ever find their way into your recordings. And that’s a Jumpchain Technologies Guarantee.

Retractable Fursuit [200 CP | Discounted for Researcher]

Now I know what you’re thinking: you’re worried about potential IP theft on our front, right? Well don’t worry: this combination animatronic and wearable suit has been scrubbed of any potential lawsuit material. What, the springlocks were the concern? Don’t worry about it, the failure rate on these things is... low, let’s just leave it at low. If you wear this suit, which comes designed as any anthropomorphic animal you desire, you instantly gain an effect wherein children just adore you, and adults view you as harmless. Good for stealth! It can also go into animatronic mode, wherein it will automatically look after any small humans within earshot, taking care of them with whatever food and supplies are at hand, even playing a handful of pre-programmed songs. Only the best for the children!

Anomalous Alteration: Good news! This suit just had a facial recognition database come online, so now it can identify any person with any kind of criminal record so long as they get a good look at their face, playing a little beep if they’re a criminal. Bad news is... well, we’ve just checked our facial records, and it turns out you have a remarkable similarity to a serial killer from the 80s. It won’t immediately go for the throat or anything, but we *strongly* recommend not keeping it anywhere near your bedroom. It has safety programming in place, but said programming tends to get a bit strange at night...

IT’S ME

Heatray [400 CP | Discounted for Researcher]

Congratulations! You are now the proud owner of one genuine antique of a weapon: a Gaza Heatray! This bad boy generates beams of light that can bring down just about any airborne vehicle in a single shot, thanks to its remarkable piercing properties that allow it to cook entire blimps from the inside-out. And since it’s made out of pure light with a handful of... impurities, it won’t be blocked by any conventional laser or plasma defense mechanisms. Just, uhhh... maybe don’t point it too close to the earth. Or any other celestial bodies, for that matter. We do *not* know this things max range, and the last thing you need in addition to your current problems are pissed off alien zeppelineers.

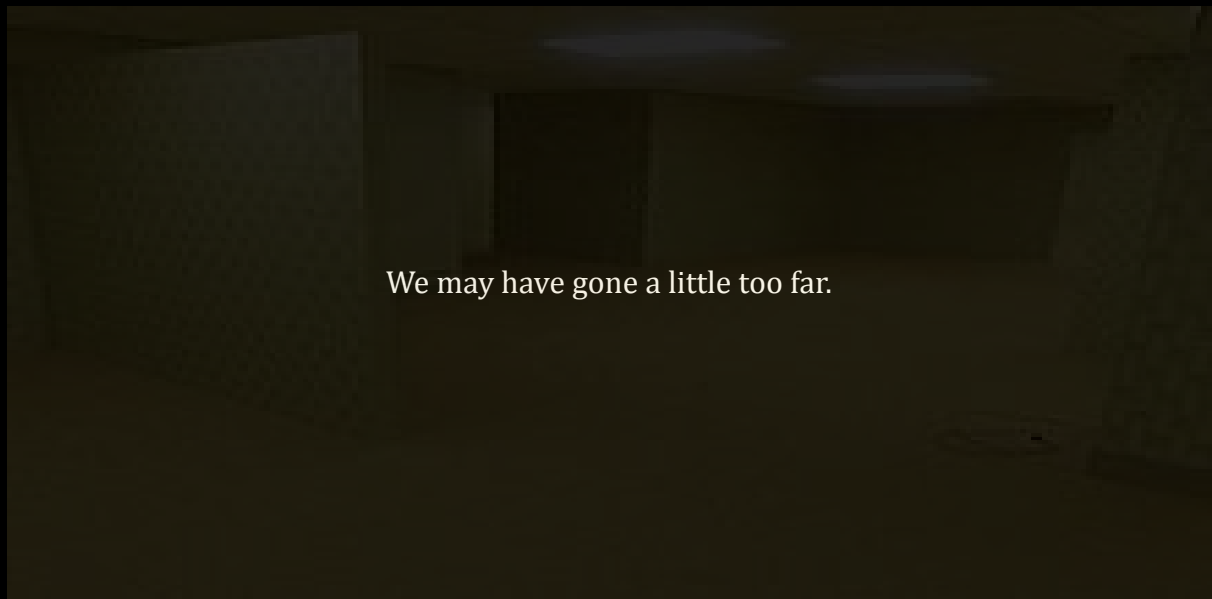
Anomalous Alteration: No longer content with just being a force of mass destruction, the Heatray now has another property. If you point it at the sky and angle the skull just right, you can flip it into beacon mode: now, anybody anywhere in the world will be able to see the colossal beam of hypnotic light piercing the sky. Why is this an issue? Well,

sometimes the skull sort of adjusts itself. And turns on itself as well. You'd better pay attention to this thing, or moths won't be the only thing drawn to the light.

Survival Bunker [600 CP | Discounted for Researcher]

So, surprise! We got you your very own underground extradimensional survival bunker! Turns out all that concrete nonsense isn't even necessary: we just grabbed a completely normal office building and buried it underground before getting to work. Filled with food and water enough to last a hundred people a hundred days each, and nothing is getting in once you close that door, since this bunker has been insulated from just about everything. Radiation, atmospheric poisoning, incredible heat or cold. Just about the only way to get this place safer would be to remove it from reality entirely!

Anomalous Alteration: So, about the whole removal from reality thing...



We may have gone a little too far.

Infected

Vinegar Solution [100 CP | Discounted for Infected]

Don't you hate when you get infected pores and weeping sores that cry with tears of blood? Well, so do we! That's why we found this patented vinegar solution we'd previously been selling to our partners in the Grand Canyon. Simply rub it into any wounds which are beginning to look... call it unnatural, and instantly it will look as if nothing is wrong! Heck, it works on injuries of all kinds as well. Also helps to keep out the sun. Because it would be absolutely classic for you to live in fear of eldritch horrors only to die from a melanoma.

Intravenous Implant [200 CP | Discounted for Infected]

The worst part of having your mouth melt off and skin slough away is the fact that eating becomes a hell of a lot more difficult. So we've prepared a fix: this handy little chip at the base of your neck attached to a space of holding. Merely tap food or drink or any kind of consumable substance to the surface of the implant, and that consumable will forever be instantly edible at whatever time you wish without it spoiling. Potions of healing become a lot easier to covertly consume when you don't need to swallow first. You can even put non-food stuff into it for storing, so long as you're ok with withdrawing them through your mouth.

Anomalous Alteration: The implant might have gained a minor glitch. Nothing too bad! It's just that now, anything stored in there has a small random chance of being eaten by... *something else*. Wouldn't be an issue if not for the fact that, if it runs out of food, it will begin snacking on anything else near the implant it can get its appendages on, including your appendages. Best make sure it doesn't get hungry!

Life hungers, and the universe has been alive for a *very* long time

Epidermal Layer [400 CP | Discounted for Infected]

Ok, we were trying to make it sound nice, but there's only so many thesaurus entries for "skinsuit". With this handy dandy leather onesie, custom-made to look like your favorite human, you can now slip into this outfit no matter how incompatible you are in size and shape to assume the form of whatever human it's modeled after. The disguise will be utterly impervious and undetectable through visual or auditory means, barring the skin being punctured. Useful if you've started looking distinctly less human, for whatever reason, and need to blend in.

Anomalous Alteration: You can change what human the skin-suit is mimicking now! All you need to do is... well, there's no delicate way to say this, but you now have a natural talent for obtaining cool new outfits from people who are held down and can't stop you. These skin-suits also degrade pretty quickly, so you're going to want to be sparing in how you use them, unless you want comments on how strange it is you have two layers of skin. Oh, and for whatever reason the degradation applies to your skin-skin now, so you might want to get a replacement ready before it's too late.

Cozy Nest [600 CP | Discounted for Infected]

Did you know that underneath the surface of the earth, there's a whole planet's worth of space that *nobody* is inhabiting? Well, it turns out that means property prices are rock-bottom (literally) so we've snatched up the whole thing for your use. From now on, any part of the earth beneath your feet humans have not yet touched is yours to live in, with endless tunnels and caverns that only you can access. Said access can be found through any connection to bare earth: tunnels open at your touch and earth shifts as you move. In addition, thanks to its placement underneath the mantle, nobody who you place *in* the nest is ever getting out. A combination mansion, storage room, and larder!

Anomalous Alteration: Like the labyrinth of old, these tunnels can now lead everywhere and anywhere, so long as you aren't leaving the universe to do so. Pretty great, right? Only issue is that now, it's a hell of a lot easier for people to find their way inside by pure accident. However, it appears that some of the thousands getting trapped inside are beginning to change into... let's call them "friends". These friends won't bother you, but will almost certainly make sure that people in the labyrinth don't survive for too long. And if you're lucky, they'll restrict their hunger to under the earth, and won't bust out to go looking for more food...

Watcher

Vimeo Viewer [100 CP | Discounted for Watcher]

If there's one thing we care about more than your safety, followed by the earth's safety, then it's copyright law. Thankfully, these guys don't. This gadget has copies stored of every video in the current universe ever shown to at least one person beyond the creator, all connected to a stored internet that can render in 4k 60fps. Let's see those schmucks at Youtube beat that...

Out-Of-Date Merchandise [200 CP | Discounted for Watcher]

Let's not kid ourselves. We all secretly want a big box of plushies. Which is exactly what you're getting here! Copepods, woodcrawlers, canal-dwelling crabs: all of these and more are represented in adorable chibi form. Quite apart from the box refilling with local merchandise at the start of each jump and all of them being *adorable*, sleeping with one or more next to you will also provide a *minor* protection from things that go bump in the night. Nothing on the level of apocalyptic nasties, but anything like burglars or pedestrian boogiemen will be scared off by the sheer purity of your possessions. And this is no guarantee, but we're pretty sure you'll have a better night's sleep as well, because just *look at them!*

Night-Mode Goggles [400 CP | Discounted for Watcher]

You want to know what's bad for your eyes? Because we, uh... it would do more harm than good to even tell you half the list. But a big one is watching bright videos on dark nights. So take these handy dandy lenses, hell, take some glasses frames if you'd like as well. They automatically enhance your vision such that you can see anything clearly at any distance, and in addition adjust lighting levels such that extreme darkness or light means nothing. You can catch a satellite orbiting the sun or a mountain-based monk from the bottom of the sea. Just... maybe don't look at the moon for a bit. It can do it! There's just some things that you might not want to see. TMI, am I right?

Theater of The Body [600 CP | Discounted for Watcher]

Remember: every single bit of live action visual media starts with bodies on a stage. And with this fully equipped theater and auditorium, you can reverse the process! Simply insert a VHS tape into the walls, and the contents will play out in front of you with magically summoned live action props and actors, exactly as they were shot in whatever studio/bunker/creepy forest they came from! Hell, you can even extract things from the scene if you want. Said things will also be removed from the tape and all copies, however, so this is a one time thing.

Anomalous Alteration: Some nights you wake up, and you're the one on stage. A figure you can't recognise watches from the audience as you are forced to repeat the events of the day before. Sometimes, he takes things. Thrice per jump, once every three years, this figure *takes* something from your play, and removes one Item from your possession. All items are returned at the beginning of your next jump, so you'd better hope you won't need them before then.

Drawbacks

Ah.

Well, now unfortunately comes the time when we ask that you look over your contract, and read between the lines.

You accepted your 1000 Choice Points, true, but we also have an extra clause. Power like this doesn't come for free. For granting you our products and giving you a place to stay, we have one last problem we need to offload onto you. For the good of our company, and the survival of this universe.

We would say we're sorry, but we both know that doesn't mean anything.

Good luck.

THE ANOMALY [+0, MANDATORY] CAPSTONE BOOSTER

You aren't living in the real world. We both know that. It's always just been a farce, a simulation, a memory. A recording. And something has corrupted the recording. It exists outside of reality that we know of, and has begun to leak into yours. It will take time to manifest, but by the end of your ten year stay, you will certainly start feeling its effects.

Let's get into it, shall we?

Year 0-2: Nothing much is happening yet. The history of the world is just... different. Not horrific yet, merely unsettling, at least to one who knows the original. Now pokemon are stored in sharpened cages, and lightsabers hum with irradiated haze. Your knowledge still remains helpful, but there are now perhaps a few... discrepancies.

Year 2-5: Things are beginning to get unsettling. Nobody else has noticed, but the world is going in an odd direction. Things you don't remember are beginning to occur, and the logic of the world is beginning to twist. There is no evil force behind it: good and evil alike are being corrupted. WW2 is fought with weapons that extract and torment souls, Middle Earth is now host to a strange new breed of carnivorous forest-dweller, the 21st century is beginning to backslide into analog tech. What is happening?

All anomalous alterations for Perks and Items costing ≤ 200 CP are now in effect.

Year 5-8: The end is coming. Roadkill piles up on city streets. Families go missing by night, and everyone pretends not to hear them screaming. Entertainment is found in falsified informational tapes, passed around, remnants of a normal world that has since been corrupted, much like the tapes themselves. The moon has

started watching us. Some are aware of the corruption, and try their best to understand, most likely dying or worse in the attempt. Most are content to merely plug their ears and close their eyes as the world is digested around them.

All anomalous alterations for Perks and Items costing ≤ 400 CP are now in effect.

Year 8+: The end is here. Shapeshifters roam streets stuck in eternal night. The stars are absent, save for one you can swear is staring right at you. Air raid sirens scream in pain as the nervous system of humanity is tortured by cancerous growths. What humanity is left is swiftly dying out, with only small settlements left amongst a dead world. And as for those settlements, no matter how hard they try to preserve normalcy, the anomaly always finds a way to infect them. You must find a way to survive until your term is up, no matter how difficult it may be, because the alternative is too terrible to imagine.

All anomalous alterations for Perks and Items are now in effect.

A Familiar Moon [+0]

The anomaly is not unique to our world. This jump can now be overlaid on any other setting, with both jump documents having their own CP pools. Be warned, however: the anomaly will twist this universe in ways you cannot imagine.

Early Onset [+100]

You start 1 year later into the Anomalous onset. This perk can be taken up to five times in total. For instance, if you start in year 3, then you'll already be at stage 2, and you'll need to wait until year 13 to be able to escape.

Locus of The Anomalous [+200]

All anomalous alteration perks and items in the 200-400 range are in effect from day one. For an extra 200 CP, the same is true of 600+ CP perks and items.

Cast Iron Masquerade [-200 | Free for Watcher]

While the Capstone Boosts will still be in effect on schedule, the world around you won't suffer any other effects from the Anomaly until year 8. Normalcy will persevere until it physically cannot anymore. And you'll have valuable time to prepare for the day when there's something new in the sky...

Alternate [+400]

Out there, somewhere in your current universe, is a jumper like you in all aspects save that they are a little... off. Maybe it's the face, maybe it's the voice, maybe it's the murderous instinct. For whatever reason, they are out to get you, and will stop at nothing until they find, kill, and *replace* you. For an extra 200 CP, they have access to a copy of all your perks and items as well. Best of luck!

So Called Realism [+600]

No perks, items, or companions from outside the options in this Jump will be able to function at a level beyond that of 1980s Earth technology so long as the Anomaly is present. This does not bar them from selection, merely lessen them:

That iron body perk will only grant the peak fitness of an olympic athlete, the railgun will make a nice lawn-piece, and your 5,000 year old dragon girl has an interesting hairdo and not much else. Only the anomaly is truly anomalous now.

Decisions

You have three choices ...

Stay

If, for some reason we cannot fathom, you have grown fond of this place.

Return

If you are selfish enough to introduce the Anomaly to your defenseless homeworld.

Continue

If you wish to leave, which we cannot blame you for, considering what has happened here.

Tell Me The Truth

...

What?

Jumper, you must understand, this is the truth. This is all we know, and what is true. You can leave now, and never think of it again.

...

You really wish to know the truth?

...

Very well, then. But understand that this is purely optional, extremely difficult, and almost certainly against whatever rules your benefactor has laid out. However, if you are to accomplish this heavy task, then we... then our world, and all the other worlds beside, would be grateful.

Accept The Challenge

You are braver than most. You have chosen to draw the Anomaly's attention to yourself, making it aware of your existence in a way us ants are not often privy to. The Anomaly has now decided you are worthy of corruption, and will follow you, going from universe to universe in its pursuit of you.

What this means in practical terms is that, no matter what jump you enter, THE ANOMALY will be present as a mandatory drawback. This has an upside in that you can take all the modifiers for extra CP, but several downsides in the form of the anomaly digesting existence around you.

Now then, on to what we know. We know that this will follow you to any universe you travel to, in case the above hadn't made it obvious. We know that it is universal in nature, infecting everything and everyone eventually, on such a fine level that no insulation beyond that which we provide will function perfectly. The more specific the perk or item, the more of a preventative effect it will have against the Anomaly, but nothing will truly stop it. It's like trying to stop a war by repeatedly removing bullets from your torso: you are treating the symptoms, not the cause. If you someday reach a point of power wherein you may be able to fight the anomaly on its own terms, then it is theoretically possible to permanently defeat it, however unlikely. But until then, you just need to keep on running, and pray to whatever has replaced your dead god that you'll not get infected too.

We would wish you luck, Jumper. But if you've taken this option, then you're going to need more than that. So make your selections, as quickly as you can. *And start running.*

FAQ and Clarifications

To clarify, everything in this portion is info from me, the author, since the rest of this document is absolutely laden with misinformation by choice. Consider everything here either canonical information or informed advice.

Q: What is Analog Horror?

A: <https://tvtropes.org/pmwiki/pmwiki.php/Main/AnalogHorror> is one place to find a definition, but the one I've personally been using in the process of designing this jump is something like the following: "A genre of horror, primarily communicated through authentic seeming videos, which represent an alternate timeline or fictional universe that gradually reveals just how unnerving and wrong they truly are, often using themes of cosmic horror and "weird" fiction." There's too many series to list here, but primary inspirations for this doc were Local58, Mystery Flesh Pit National Park, Gemini Home Entertainment, and the Squimpus Fnaf VHS tapes.

Q: What happens to Anomalous Alterations when I leave the jump?

A: When not under the effects of the Anomaly, Anomalous Alterations can be activated or deactivated at the beginning of each jump, although there is no point gain or loss for doing so.

Q: What did I just read?

A: Ok, so. As you may have figured out this isn't your standard Jump. Apart from the false information and Anomalous Alterations, there is also the matter of the Anomaly. While it has since been changed, the original purpose of this doc was what was found under "ACCEPT THE CHALLENGE", which most of this advice is tailored for. The intent of this option is to turn your adventure into something closer to Analog Horror, wherein there is always something happening in the background, and the longer you watch the worse it gets. In general, you should take this jump's challenge option at one of three points:

1. As a first jump, if you're prepared to have a different kind of jumpchain where the goal is escaping the Anomaly in every universe you visit.
2. As a later jump, wherein you have the metaphysical chops to take on the anomaly on its own terms.

3. As a very late jump, where you're willing to take the contract before plunging head first into battle so that you can defeat it.

So let's detail those three options a little more, shall we?

Running the Anomaly

Let's use a fairly standard Jump as a template. You've chosen your first jump, and have overlaid this doc onto it, which for the sake of example will be Pokemon. How do you run the anomaly affecting that universe? Here are my tips:

- **BEFORE ANYTHING ELSE:** Pick a theme. Most good analog horrors have a handful of central themes and images they draw on repeatedly to create horror. Local 58 has late night TV and the moon, Mandela Catalog has doppelgangers and biblical theming, Gemini Home Entertainment has rural areas, shapeshifters, and cosmic infection. For this jump, let's go with... predation and digital dystopia.
- **FIRST TWO YEARS:** This is when the infection has not yet begun in earnest. However, that doesn't mean it has no effect. The things going on at this stage should be two things: as feasible in setting as anything canon, and somewhat... unnerving. Let's make a couple of changes that you know in advance but your jumper will gradually notice: pokemon now get noticeably bloody and injured during pokemon fights, and there are these digital screens present basically everywhere that just play static, for no real reason anyone can give you.
- **YEARS 2-5:** The Anomaly is beginning to infect a few things, but nobody has noticed yet. This is the stage most Analog horror series are at during their first few entries. What's imperative is that even at this point, everybody is behaving like it's business as usual. For the Pokemon jump, let's add in a couple of strange happenings: a few people are going missing on routes pretty regularly when walking alone, and a lot of gym-leaders and other league functionaries are wearing these strange headsets that look drilled into their skulls, although they are still behaving normally.
- **YEARS 5-8:** The Anomaly is overtly influencing things, and people are realizing something is wrong. This is where a lot of Analog Horror stories get to in later videos, with individual people and some organisations becoming aware of how fucked the world is and trying not to let that information leak. Back in Pokemon land, shit is getting bad: people only go out of the cities in groups and are armed with non-pokemon weapons for fear something will get them, pokemon trainers are being found dead in their camps with their pokeballs open and empty, and now interfacing with pokecentres and marts requires you to have some kind of identity chip wired into you. But it's OK: the Nurse Joys are more than happy to assist for free. Hell, you can't *not* take the deal now.
- **YEARS 8+:** Total collapse. The world has stopped functioning in any way that resembles normality: the apocalypse is fully here. The anomaly runs rampant, and it's all you can do to avoid the worst of it. In pokemon land, it's finally been confirmed: pokemon are eating people and each other now, and mutating horribly when they do so, evolving into new and vicious forms. The ruling powers of pokemon regions aren't much help either, as all their centers are covered in buzzing screens, and all who come to them for help are forcibly equipped with digital control headsets and forced to start work on something

big: a computer that may well be able to save the world when switched on, or end it. Either way, it's not going to end well for anyone not in the hivemind.

Building the Anomaly

So, you want to do more for your anomaly than just give it a couple of themes and call it a day? Well, that's fine. Below are some tables for your consideration: make sure that each of the questions is answered for your anomaly, but remember that rolling is only if you're really stuck, pick whatever option you prefer otherwise.

What does the Anomaly stem from in this universe?	
1. Something unknowable and unseeable.	6. A disastrous event.
2. A single person.	7. A profession or role.
3. A company.	8. A new pocket dimension.
4. A type of technology.	9. A celestial body.
5. A creature or class of creature.	10. A cool new VHS tape series.

How can you tell that the Anomaly is present somewhere?	
1. Glitches and audio distortion.	6. The air smells of blood and mucus.
2. A loud sound of static.	7. Plants grow you don't recognise.
3. Headaches and cranial pain.	8. Fleshy growths and viscera.
4. An emotion that can't be described.	9. Ghostly laughter and voices.
5. Space bends and shifts.	10. The theme music cutting out.

What does the Anomaly do to humans? (Choose One or Two)	
1. Removes their empathy.	6. Makes them go insane.
2. Corrupts their flesh.	7. Lures them into the woods.
3. Grants them understanding.	8. Invites their worship.
4. Turns them into servants.	9. Raises them from death.
5. Eats them whole.	10. Makes them build great monuments.

How can the Anomaly briefly be held off?	
1. Salt and purifying seals.	6. Cutting out infected flesh.
2. Leaving the affected area.	7. Prayer and religious faith.
3. Not leaving your house past sundown.	8. Playing along with its strangeness.
4. Ignoring the cries for help.	9. Feeding its hunger.
5. Forgetting its effects.	10. Redirecting its attention to others.

If you had to describe the Anomaly in one word, it would be:	
1. Implacable.	6. Endless.
2. Sadistic.	7. Fleshy.
3. Curious.	8. Hateful.
4. Ancient.	9. Unnatural.
5. Human.	10. Big.

Defeating the Anomaly

Here's the bit you're all looking for. So, let's be blunt: it's not going to be easy, even for a jumper. The Anomaly exists outside of any given universe, hence it being able to follow you, meaning most stuff is not going to even have a shot at it. However, if you plan to do it before then, here's a rough guide on how to do it:

1. **Location Location Location:** You should pick a universe with a high upper level of technology/magic, and quite possibly some pre-existing primordial horrors. If you're lucky, they'll try and stop each other, giving you an in. In addition, a large group of powerful beings amenable to helping you would also be useful. You should ideally attempt this before the apocalypse is in full swing, as things will be far easier before then.
2. **Getting In:** You're going to need some fucking powerful transport tech/magic to even reach the source of the anomaly. Either the strongest portal mana can cast, a void-ship that can survive outside existence, or other dimensional bullshit should do the trick. Note that the anomalous alteration for The Monument will also function, but will dunk you right in the center of the infection, which may not be wise.
3. **Fighting Through:** So, you're going to need to get through a lot to reach the center of the Anomaly. A planet's worth of spikes and flesh and bone and horror and dark magic: not a fun vacation spot. Strong supply lines and allies are recommended: anything within the source of the Anomaly will be corrupted at incredible speeds, barring a perk-level power of protection or purity or the like.

4. The Final Battle: Anything the Anomaly has left, any horrible creature or vile machine or powerful bullshit reality-breaking, all of it will be tossed at you. This will be a boss fight the likes of which you've never seen, and after you've already been worn down by the surrounding area at that. A Doomslayer tier arsenal is recommended.
5. The Core: You've finally found it. The heart of the Anomaly, the place where physics break and something worse than evil lurks. Words can't describe it accurately, but we will say it's big. Bigger than most could damage. You'll need some sort of planet-killer to take it out. But once you do, then congratulations. The pocket not-universe of the anomaly will collapse, and you will be home free of the Anomaly. From now on, Anomalous Alterations of perks from this jump won't activate unless you wish them to, and the Anomaly drawback is gone forever.
6. The Reward: You didn't think you'd have to go through all that for nothing, did you? You have gained something special: a portion of the Anomaly's power, freed from its corruptive influence. From now on, at the beginning of each jump, you can optionally choose a concept or two that suit you: comfort, cuteness, worship of your jumper, that sort of thing. From that point forth, the traditional infection timeline of the anomaly will play out, except instead of pure evil and horrific twists, it will be a gradual spread of the concepts you picked. Seize the day, Jumper, and bend it to your liking.

Perk and Item Clarifications:

- Encyclopedic Knowledge: This is a perk to prevent knowledge degradation due to insanity or eldritch influence. You will always retain all knowledge from your home universe, unless a drawback other than THE ANOMALY removes it.
- I Don't Even Know That Guy: To be clear, this makes it so that you won't be judged on or blamed for any actions other than the ones you specifically committed yourself. Meant to be used when you're involved with some suspicious people, or have a trait that makes others suspicious of you.
- Runs In The Family: These family members will show up at random intervals, mostly when dramatically appropriate, and will never be powerful enough to majorly change the course of your adventure beyond what knowledge they can give.
- Upstanding Member of The Community: This only applies to your most immediate group of neighbors/contemporaries. People in your apartment building, street, or school class. It definitely can't affect anything larger than a single street.
- Alone Again, Naturally: This won't add anything, i.e. food automatically delivered to your doorstep or people not seeking you out, but it removes all the logical downsides of living in the wilderness, like no access to amenities or being out of area for various services.
- Advent of Ascension: Basically, this will uplift the words technology specifically without changing culture or society too much. And the advancement will happen at an impossibly fast pace, meaning within the first few years you'll see all your introduced technologies spread everywhere. Negative effects will only kick in when the Anomalous Alteration comes online.

- Mire In Misery: Yes, this perk is ridiculous. Just about the only thing it can't do is in any way lessen your own drawbacks: to use the example of the Alternate drawback, it won't make your alternate want to murder everyone meaning its slower getting to you, it will just give everybody who is infected their own alternate. Also, these need to be drawbacks which you actually have taken.
- Horrors made Mundane: This perk runs on Scooby Doo logic. Just about everything is actually someone in a mask or a trick or something of that nature, except for the *really* nasty stuff in the settings which is absolutely real. And it goes without saying that The Anomaly is not affected by this perk.
- Schedule Slip: This won't affect events caused by perks, drawbacks, or items, only in-setting stuff. No putting off The Anomaly.
- Survival Bunker: This does give you a copy of the Backrooms. Which version? Up to you. Can you freely get in or out? Also up to you, but less in the "preference" sense and more in the "persistence and power" sense. Good luck!

Change Log

v.0.1

- Created.

v.0.2

- Several perks and items adjusted.
- FAQ and Clarifications added.
- Option to refuse the contract added.
- Guides to the anomaly added.
- Added further drawbacks.

v.0.3

- The following aspect of THE ANOMALY, after many requests, has been removed. It is now a completely optional, heavily warned against alternative option.
- Changed Capstone Boosting to Anomalous Alteration.

v.0.4

- Doubled the number of perks.
- Finished off with clarifications.

v.1.0

- Fixed types and clarifications.
- Marked jump as finished.