

# For Sale: Baby Shoes. Never Used

United States, circa the 1900s. The world's shortest sad story is written. A story of death and grief, and maybe something more. You will be in this world for the ten years. Have 1000 CP to get you situated.

## Identity

Your starting age is 18+1d8 years and your gender stays the same as before, unless you're a Dead Baby, in which case you age 18+1d8 months. You can pay 50 CP to change your gender or choose your age, or 100 CP to change both.

### **Drop-In** – Free

Oh, no! Heavens! You dropped in, right on top of a crib! The baby stopped crying! Oh... That looks... listen, you need to get out of here before the cops show up.

### **Grieving Parent** – Free

Your child! Who...? Who could have done this? Such savagery, such cruelty. How will you console your spouse? And what will you do with all this baby stuff you've bought?

### **Copywriter** – Free

Such a short little ad. But containing so much emotion! It feels like it hides an interesting story. Maybe the story to get you promoted to journalist. You should probably investigate it.

### **Dead Baby** – 300CP

What the Hell! You just entered the jump as a baby and you were killed. Nothing you could do about it, so this time it doesn't end your chain. But you have to start as a ghost and spend the next ten years as a baby.

# Location

Where was this poor little baby killed? Probably in a big city, so pick one of the bigger cities in the USA in the 1900s. Roll 1d8 or pay 50 CP to choose freely.

1. New York, New York
2. Chicago, Illinois
3. Philadelphia, Pennsylvania
4. St. Louis, Missouri
5. Boston, Massachusetts
6. Baltimore, Maryland
7. Cleveland, Ohio
8. Why pick a big city or even stay in America? Choose any city in the world.

# Perks

Perks are discounted 50% for their own origin, discounted 100 CP perks are free instead.

## Drop-In

### **Shoemaker – 100 CP**

In a story about baby shoes, someone needs to make them, so why not you? You have all the skills need to become a successful shoemaker and cobbler, plus skills in knitting to make baby booties and socks.

### **Grief Counseling – 200 CP**

Losing a child is a traumatic experience and people need help with those kinds of things. Lucky for them, you are a trained and skilled psychologist and psychiatrist with years of experience in both areas. You are especially good at helping people overcome grief and depression.

### **Capture Evasion – 400 CP**

Well, no getting around it, you've made a right mess when you dropped in on this world. The kind of mess that might get the authorities after you. Luckily you're not an easy prey to catch, you know how to get off the grid, how to navigate the streets and the underbelly of the cities and how to detect when someone is on your trail or maintaining surveillance in an area. You also know how to minimize the clues you leave in a crime scene and if you have the time to do some cleaning you can almost erase all evidence of your passage.

### **Baby Killer – 600 CP**

In for a penny, in for a pound, some say. And if you've already killed one baby, why not become good at it? The innocent, children and comedic characters included, no longer are protected from you, either by plot armor or genre conventions, and you can choose to do more damage to younger enemies, any that are not considered adults by their culture or species, with more extra damage the younger they are. You can also invoke godly power once a jump to kill all babies of a certain characteristic in an area about the size of a large metropolis, such as all firstborn, all children of a certain race or religious families, or all children of the same sex. You can allow any friends or followers to mark their houses beforehand so your power avoids killing any children in their households.

## **Grieving Parent**

### **Life Goes On – 100 CP**

Death happens. It happens to all including those that you love. But you know it's better to cherish what you had than obsess over what you lost. You are blessed with a remarkably bright and stable view of the world, capable of withstanding grief and sadness, thinking clearly even while in the thrall of strong emotions and quickly bringing yourself back to a more stable emotional state.

### **We Can Try Again – 200 CP**

Just because you lose one child, it doesn't mean that you must remain childless. You can control your own fertility, increasing it to increase your chance of getting a child or reducing it if you don't want to experience it again. You can also temporarily control the fertility of your partner in the same way.

### **Love Will Get Us Through – 400 CP**

Love is a great power, both the romantic love you have for a partner and the parental love you could have for your children. You are very good at demonstrating that love, both in the sense of making your partner very happy with romantic gestures and with your skill in bed, and in your parenting skills and the ability to always find time for your children.

### **Hardship Makes Us Stronger – 600 CP**

Seeing people die is always rough, especially when it is someone close to you. But if there is something you can do to avenge the death or to improve things so others don't die the same way, then you can take motivation and mental strength from your own suffering, even strength in combat if you choose vengeance. The death of a loved one might give you great strength and insight when hunting the murderer, the death of your fellow soldiers might improve your fighting or tactical skills, seeing friends die to disease might help you bring political change or increase your scientific skills to find a cure. Of course, this only works if you care for those that die and trying to get people killed for a quick boost will do nothing.

## **Copywriter**

### **Writing Skills – 100 CP**

Working in a newspaper takes some writing skills. And with this perk you have more than sufficient skill to be a good journalist. You're good enough to get the best stories, make the headlines on a regular basis and maybe even good enough to branch into writing books and become a famous writer.

### **Salesman – 200 CP**

A six word advertisement? Do you really think that's enough to... Oh, sold already, huh? Seems you are an expert salesman, charismatic and skilled in both persuasion and in measuring what people want and how much they are willing to pay for it.

### **Brevity is the Soul of Wit – 400 CP**

Some call you terse. You prefer concise. You can convey deep emotions, complex messages and volumes of knowledge in just a few words. One minute speeches that move people, short stories as good as full novels, arguments that end debates, insults with the force of scathing tirades and pamphlets that convey as much information as books are all in your reach.

### **Find Stories – 600 CP**

If you want to be a reporter, you need to go and find stories to write about, not wait until they come to you. You are a skilled investigative reporter, skilled at finding information, following clues, getting people to open up and tell you things, cultivating informants and contacts and generally doing investigative work. You also tend to be in the right place and time to witness big events and people with interesting troubles or big news tend to see you as the perfect person to break the story for them.

## **Dead Baby**

### **Innocent** – 100 CP

What kind of monster could kill such a cute little thing? You have an aura of innocence around you, that makes people more willing to believe in you and makes most people instinctively not want to hurt you, unless they're really evil, or truly battle hardened, even most thugs would find themselves pulling punches against you.

### **Impactful Death** – 200 CP

A tragic death sometimes seems more impactful than a whole life. Yours, almost supernaturally so. Like a mentor in a story, your death seems to bring great change on the people you know, friends will come to epiphanies and gain greater determination, enemies might start re-evaluating their morals and goals, causes you champion will gain great boosts in reach and momentum. The effect your death has on people is definitely much greater than your actions in life and your charisma would indicate, and seems to continue working even if come back. Of course this will not work on people who truly hate you, have no capacity for grief, or know beforehand that you can survive or be brought back to life.

### **Font of Stories** – 400 CP

Reporters and journalists just seem to always be interested in your stories. Whatever you do seems to become news, even if you hide your actions their results will be noted and their consequences reported on. Your fame, or infamy, will rise much faster, and any enemies or conspiracies you fight will find journalists swarming, trying to dig their secrets. And even if you live only for a few days, your passing would still be enough to make a long lasting and famous story.

### **Ghost Baby** – 600 CP, Free and Mandatory for Dead Baby

Well, how else were you supposed to interact with the world during this jump? You gain a ghost alt-form, and are locked in it during this jump. After this jump you'll be able to use it as a normal alt-form. In this ghost form you have the usual qualities, you are intangible, capable of flying and invisible to the living. With willpower you can absorb ambient energy to send feelings to people, create small illusions, use a weak form of telekinesis, and interact with radios and telephones. You can also see and interact normally with other ghosts.

# Items

Items are discounted 50% for their own origin, discounted 100 CP items are free instead. You can import items into similar items you already own.

## Drop-In

### **Shoe Making Supplies – 100 CP**

Starting a small business might help you hide from the police, so here are all the tools you'd need to start a small cobbler's shop, and a good amount of leather, rubber and other materials to get you started. Also knitting supplies, in case anyone asks for baby shoes.

### **Crate of Dead Babies – 200 CP**

Enough to paint a house, if you throw them hard enough. Not sure why you would need these, or how you would use them, but they don't rot while in the crate, cannot be noticed while the crate is closed and if the crate is emptied you'll find it filled in a few days.

### **Bloody Mop – 400 CP**

This mop seems to be stained with a red substance that cannot be removed, but cannot be proven to be blood. Despite its own stain it is very good at cleaning any area and removing blood and other pesky pieces of evidence.

### **Abortion Clinic – 600 CP**

An abortion clinic in a large city of your choice, defaulting to whichever nearest city to wherever you start in a jump if you don't want to chose, complete with a crew of followers to work as doctors, nurses and other position in the clinic. Abortions in this clinic are always considered legal, independently of the normal laws and religious edicts in the area, the abortions are always safe for the woman, and the clinic can offer other services relating to childbirth and women' health. If you can be empowered by sacrifice or absorbing souls, all baby aborted in this clinic are considered to be sacrificed to you. If you don't, at least these abortions are not sacrifices to Moloch or other demons, like normally, depriving them of a source of souls.

## **Grieving Parent**

### **Baby Clothes – 100 CP**

And toys, and diapers and a crib. Everything you would need to take care of a newborn and furnish a nursery. As the kid grows the items are replaced for age appropriate toys, books and well fitting clothing, until they're about six years old. Also includes a supply of milk and baby food for the first few years of the child's life. At the beginning of a jump or when the kid reaches six years old and this item stops working, the separate items can be sold for a small sum. If sold you gain a new set of items at the beginning of next jump or after ten years, whichever comes first.

### **A Newspaper Ad – 200 CP**

You have a pre paid small classifieds ad on the major newspapers of the city you start in, to be run every sunday. It can be changed once a week, to say whatever you want. In other jumps the form this ad takes changes to accommodate the setting, it can be a contract with town criers or an internet ad in a few large websites or something similar.

### **Revolver – 400 CP**

Someone has already attacked your family, taken something precious from you. And if you see them, you might need something like this. A double action revolver from the western frontiers, it is almost magical, it seems to hasten the speed of your draw, it has better range and shoots straighter than normal and does more damage than it should.

### **An Estate – 600 CP**

Tragedy takes people of all classes but at least it might be better to grieve in comfort. You have a large estate, either a mansion away from the city or a small building in a good neighborhood. You also have a monthly stipend, enough to keep an upper middle class lifestyle for you and your spouse without having to work, but not quite enough if you were to have a baby.



## **Copywriter**

### **Journalism For Beginners – 100 CP**

A book detailing how to work as a copywriter, investigative reporter, editor or any other position in a print newspaper, despite being fairly thin it can somehow confer all the knowledge the reader would gain if they attended a full college course in journalism along with several tips and tricks written by experienced journalists.

### **Reporter's Notebook – 200 CP**

A top bound spiral notebook with a sharpened pencil in spiral, it is always in your pocket when needed, has as many pages as you need while always looking like a thin notebook, what you write in it will never be smudged or tear the paper no matter how fast or hard you write and the pencil will not be used up, need to be sharpened or break when writing.

### **Press Pass – 400 CP**

This press card seems like a generic card emitted by a newspaper at first glance, but it shifts to show a police issued card or event issued card when necessary, depending on where you try to enter. It shows the information of your current identity, if you're carrying fake ID, or are in disguise, it shows information from your assumed identity.

### **The Daily Jumper – 600 CP**

People are not sure why you're still a copywriter when you own the newspaper. You could be a reporter, or even the editor, but maybe you decided to start from the bottom? Whatever your reason is, you own a city newspaper with good circulation and a crew of skilled reporters, editors, printers and other workers. You can choose whether the reporters from here will come with you as followers or if in other jumps you'll find a new local crew working for you.

## **Dead Baby**

### **Ghosts of Broken Toys – 100 CP**

Ghostly versions of dolls, and tin soldiers, little cars and game pieces. Memories removed from broken toys, these ectoplasmic toys are unbroken and complete, as they were when first loved. They are immediately interesting for any young ghosts you meet, and even the ghosts of adults will remember some of the hope, peace and innocence they had in life when near these toys.

### **Ghost Hound – 200 CP**

What present do you give a dead baby? A dead puppy. Or so the joke says, but I guess every kid should have a dog, so here you can buy a ghost dog of your choice of breed, that will follow you to other jumps. It can be a puppy that will somehow grow until to full adulthood, despite being a ghost, or to have an adult dog from the start. It is trained as guard dog and smart enough to learn more tricks. Buying this item a second time, undiscounted, instead gives you a full pack, half a dozen dogs, which can be of the same breed or different breeds, your choice.

### **Locket of Memories – 400 CP**

A locket with the picture of your in-jump parents and a lock of hair, buried with you. Somehow, despite you barely remembering them in this jump, this locket fetters you to your humanity, and while you have it with, or with your body, it makes it harder for you to be corrupted, whether by outside forces or your nature as a ghost. It increases your willpower and gives you a resistance to things that affect souls or ghosts, like exorcism. After this jump, you may change the photo and lock of hair to be of someone else you love.

### **A Haunted Place – 600 CP**

Choose an area relevant to your background, around the size of a small house, to be your link to the world of the living. The house where you would have lived, the hospital room your mother stayed or the surgery room where you were born and an area of the hospital centered around it, the mausoleum or grave your body resides and an area around it, something like that. While you're inside this area your spiritual powers become much stronger and your authority in this place increases the difficulty of any attempt to control you or the area.

# Companions

**Companion Import or Creation** – 50 CP each or 200 for up to eight.

Import or create a new companion, they gain 600 CP to spend. Companions cannot buy companions or get CP from Drawbacks.

# Drawbacks

## **Flash Fiction +0Cp**

Such a short story doesn't really deserve 10 years does it? With this toggle, your stay will instead be only 1 year.

## **Preemptive Purchases +100 CP**

Baby shoes? Why, you might some day have a baby, or meet a baby, or something. Better buy them. Unfortunately for the duration of this jump you seem to have gained a bad habit of randomly buying things you don't need or even really want and hoarding them all with no thought of selling or thrashing them. Expect to always be short on money and space for some time.

## **Strong Emotions +100 CP**

For such a small story, it can evoke so much emotion. For this jump you too will be beset by a strong emotion. Guilt, sadness, grief, despair, regret, choose one of those you think is the most appropriate for your origin, for your time here you'll be almost overwhelmed by this emotion.

## **A New Story +200 CP**

Such a famous short story, nearly every one has heard about it by now. Maybe you need a new perspective on it, as if you've heard about it for the first time? With this drawback you won't remember about the short story. Or about jumping. You will start this jump only with the memories of your background, with memories of you being isekaied into a baby and immediately getting splattered if you're a Dead Baby, or completely amnesiac if you're a Drop-In.

## **Story of Human Interest +200 CP**

This short story is not really designed for weird fantasy or futuristic shenanigans, so you Benefactor is confiscating all your supernatural, magical or mutant abilities and any items with magic or made with technology above what can be found around here.

## **Baby Killer on the Loose +400 CP**

There's a baby murdering serial killer on the loose. You need to stop him before your time in this jump is over or else you'll lose all you and your companions have gained from here, all the perks and items, as if this jump was a gauntlet and you had failed it.

## **If Ghosts Are Real... +400 CP**

Then what about other supernatural creatures? With this drawback not only you can be sure other supernatural creatures exist, but they can sense something otherworldly about you and will be antagonistic to you on sight. Even if you're a ghost, other ghosts will hate you. If you've got Baby Killer on the Loose, the serial killer is a powerful creature, possibly a vampire or demon possessed, and it is aware someone or something is hunting it.

# Ending

After your time here is done you have a choice to make:

**Stay:** Maybe you've managed to make a life for yourself.

**Go Home:** Back to your original dimension and your original family.

**Keep Going:** There are many world still to see.