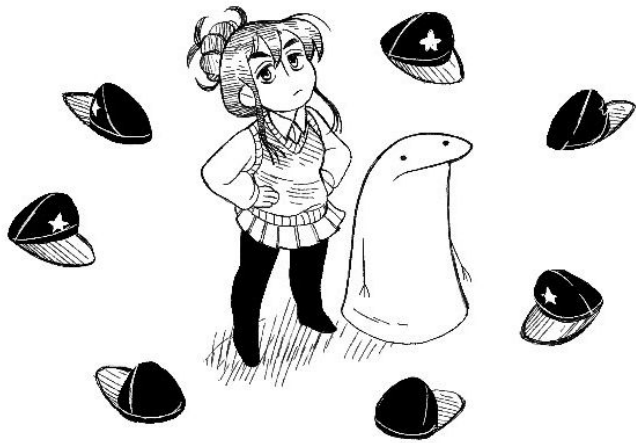


# Sketchbook

## Jumpchain Compliant



Welcome to the world of *Sketchbook*, a Visual Novel produced as a collaboration between *florkofcows* and friends.

In this world, the best students in the country are allowed to go to the *Royal Police Academy*, where they train in the hopes of being one of the three chosen each year to become a *Royal Police Officer*, serving under the mysterious King.

If they succeed in their ambitions, they become judge, jury and executioner, responsible for sniffing out suspects and administering justice on the spot. They are graded on the time it takes them to 'solve' the crime, so those who rely too much on outdated methods like evidence will find themselves unable to rise up the ranks.

Of course, this world isn't all doom and gloom. Even now, in a forgotten sketchbook in a bored girl's bedroom, the stars have aligned to give birth to one of her doodles, a sentient sock who will come to act as the girl's conscience, for better or for worse.

Oh right, before I forget: have **1000CP**. You'll need it.

Jump by Greeny

# Origins:

*(Choose one)*

*(Gender can be chosen now for free.)*

## Homeless (Age 18+3d8)

*You don't have a history in this world, nor do you have any new memories to interfere with your mind. You simply wake up on a park bench, near the scene of several mutilated animals. You may want to get away from there before you become a suspect.*



## Student (Age 12+1d6)

*You're a student at the Royal Police Academy, with high grades that indicate you may be chosen to join the force very soon. Your memories are filled with pleasant days of relaxing with friends and running your very own meme page. Also, for whatever reason, you're named after a type of food, like Beef, Jello or Jam.*

## Royal Police Officer (Age 17+1d8)

*Wow, you've really hit the big time. As a Royal Police Officer, you are the law. You start out as a cadet with a pistol for impromptu executions, but if you can rise up the ranks, you'll soon be granted your very own signature weapon. Work hard enough, and the king himself may even grant you the Royal Medal, allowing you to operate outside your district. Of course, your memories of life before you became an officer are hazy, mostly due to the 'lifting' - intense chemical therapy undergone to maximise your efficiency.*



## Sock (Age 0)

*Well, that's unusual. Just like Rooster, you are a doodle which has come to life due to a bizarre alignment of the stars. It's a miracle, albeit a very strange one. Of course, being a doodle, you will have to find a way to disguise yourself lest you be called a monster. At least you're much harder to kill in this form, and should you so desire, this doodle will become an alt-form post-jump.*



# Perks:

*Perks under your origin are 50% off. The 100CP perk for your origin is free.*

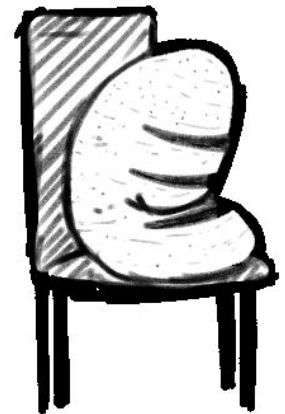
## Homeless

### *Act of Kindness (100CP)*

*When you're looking downtrodden, frustrated or just sad, others will feel inclined to help you out. Children walking past might offer you their cotton candy, whilst adults may sit with you and help you talk through your problems. This perk only works on minor kindnesses, and will not make those sympathetic to you do things that would significantly inconvenience them.*

### *Blessing of Barnabas (200CP)*

*You have come to understand the importance of praying to Barnabas, god of bread. Whilst some might simply believe it to be a loaf of bread propped up on a chair, you know the truth. Once a day, when you pray to the bread god, you will be granted a single piece of advice. Most of the time it will be irrelevant, but very rarely you'll receive genuinely useful information which applies to your current situation.*



### *Right Place (400CP)*

*You have a tendency to be at the right place at the right time to get involved in the main stories of whatever world you currently occupy. Here, you're bound to run into Beef and Rooster (which might not end well for you) at least once, and in other worlds, you'll be drawn to the same places as the protagonist and their companions, possibly bumping straight into them or even getting involved in their more dangerous antics with the perfect opportunity to save their lives and earn their trust.*

## *A Portal to the Stars (600CP)*

*With a few seconds of concentration and access to a sketchbook, you can now open up a portal to the world contained inside that sketchbook. In this alternate dimension, any doodles drawn within the pages come to life, and if you so desire, can be brought back to the real world in a similar manner to Rooster the sock. Of course, no matter how detailed your sketches may be, the things brought from this world are still doodles, and are therefore limited in how complex or powerful they could be. Bringing back blueprints from the sketchbook as completed products is still possible, as long as it has been drawn accurately and the materials used aren't important, as the end result will always be formed from doodle magic.*

# *Student*

## *Sketch Artist (100CP)*

*You're pretty good with a sketchbook and a pencil. You're capable of making incredible works of art through sketching, ranging from simple but iconic doodles to pictures of others which border on photorealistic. You still have plenty of room to improve, so don't give up and keep on drawing!*

## *Efficiency (200CP)*

*Morals can cause a lot of problems when you're trying to become the best you can be. Now, you're able to simply turn off this part of your brain at will, letting you perform any number of reprehensible acts before bringing your conscience back when you're ready to face the guilt that's accumulated within you. Of course, there's no reason you have to turn it back on at all...*

## *Trash Day (400CP)*

*A man's corpse lies in a box in front of you, and you have no idea how you could possibly dispose of this evidence. Luckily, it turns out it's trash day, a national holiday where everyone takes turns throwing nondescript boxes out the window into an enormous fire. Whilst it won't always reach that level of convenience, you've gained a luck which provides you with helpful circumstances when trying to hide crimes or other wrongdoings. Heists which previously seemed impossible can now be achieved with nothing more than a basic plan and some handy coincidences.*

## *Killing Intent (600CP)*

*You are an expert when it comes to killing. You are a master at every aspect of planning a murder, able to undertake the perfect crime with no way of being traced back to you with only a couple of weeks preparation beforehand. If you put enough time and thought in, you could even frame someone else, making all the evidence point to them and getting any reasonable jury to find them guilty, let alone the biased officers responsible for justice in this world.*



# *Royal Police Officer*

## *Marksmanship (100CP)*

*As a Cadet in the Royal Police force, you will have to perform your executions with just a basic handgun. As a result, you've trained extensively in the art of performing efficient executions with firearms, and are now one of the greatest in the world when it comes to firing all manner of guns. Due to the importance placed in not botching executions, your ability to get clean shots at almost any distance will undoubtedly come in handy.*

## *Side Effect (200CP)*

*The process of 'lifting' has different side effects on everyone. For you, the chemicals pumped into your body caused you to stop aging. After this jump, you'll be able to turn this power on or off at will, but whenever it's on, your body and mind will stay at the same biological age, never growing or becoming senile. This doesn't make it any harder to kill you, but at least you can stay young forever.*

## *'Lifting' (400CP)*

*You've undergone the intense chemical training necessary to become a Royal Police Officer, and have the gains to show for it. As well as enhanced mental acuity and sharpened instincts, your physical strength has improved to incredible levels. You could hoist someone up on a noose with one hand, or push a guillotine blade through someone's neck with a single thrust.*

## Signature Expertise (600CP)

The officers here certainly seem to have some odd choices for signature weapons, and yet this does not seem to affect their ability to masterfully use them in battle. You too have gained this knack for unconventional weaponry. A noose swung like a lasso, a guillotine blade with a handle or just your mighty fist can now be wielded as a weapon with just as much power and finesse as an actual weapon. You'll never have to worry about that minor issue of practicality ever again when constructing your very own absurdly proportioned weaponry.



## Sock

### Retrace (100CP)

When in your doodle form, damage done to you is shown through your lines becoming partially erased. As an upside to this, you've gained the power to heal your wounds just by grabbing a pencil and redrawing your body. The thicker the pencil, the quicker you'll be able to recover.

### Conscience (200CP)

You have a strong empathetic link with those around you, which can be toggled on or off at will after this jump. When those you're with feel happiness, you too will experience it slightly, as with sadness or any other emotion they may be undergoing. This helps you gain an insight into the minds of others, but it may become difficult to know exactly when your own feelings are genuine and when they are 'borrowed' from others.

### Canadian (400CP)

Most people have to put work into a disguise. Not you. When you want to conceal your identity, you can put the bare minimum effort into a costume, and still have others completely unable to see through it. Even if you were visibly monstrous, you could convince anyone you were an average person with nothing but a cap with "Human" scribbled across it.



## *Erasure (600CP)*

*Remember when I said you were hard to kill? Well, that turned out to be a massive understatement. You can be stabbed, hanged and shot until you disappear into dust, but as long as your lines remain intact, you will still slowly recover, although a complete regeneration would take you over a year to regain consciousness. The only way to kill you would be to remove your lines, either through reality-warping powers or a simple eraser. Luckily for you, most people will assume you're down for the count when your body disintegrates, giving you plenty of opportunities to get back up and into the fight again.*

## *Items:*

*Items under your origin are 50% off. The 100CP item for your origin is free.*

## *Homeless*

### *Cotton Candy (100CP)*

*This stick of cotton candy is supernaturally delicious, and once eaten, will slowly regenerate. If you don't mind the health implications of eating pure sugar, you could probably live off of this.*

### *Park Bench (200CP)*

*Whenever you're in a modern city and feel the need to sit down, this bench will be present when you next turn a corner onto another street. Even better, police or equivalent authorities won't seem to care if you loiter or sleep there, giving the perfect place for you to spend the night if you don't mind living like a hobo.*



## *Brot's Breads (400CP)*

*You've come into possession of a bakery. It's managed by an eccentric German woman named Hink, and never seems to run out of freshly baked breads. Profits from this business are sent to you, and it will follow you between jumps (or can become a warehouse attachment which serves to you and your companions, if you'd prefer).*

# *Student*

## *Sketchbook (100CP)*

*A small sketchbook with a pouch in the cover where a pencil can be stored. No matter how much you doodle in this little book, it never seems to run out of pages.*

## *Cheat Sheet (200CP)*

*A must-have for any jumper who wants to avoid their least favorite part of going to school. This sheet updates itself in any educational environment to reflect the correct answers (or an ideal answer, for essays) to the next test you will be sitting. Perfect for cheating, but make sure you're actually learning as well.*

## *Closet (400CP)*

*A small closet which can be attached to any properties you own. For some reason, nobody thinks to look in this closet. If you were to hide something in here, people wouldn't even consider that it might be in there unless they explicitly saw you place it inside. Otherwise, they'll always gloss over this ordinary closet, even if the smell of decaying flesh is coming from within...*

# *Royal Police Officer*

## *Handgun (100CP)*

*This sleek handgun never seems to run out of ammo, and is perfect for executing criminals or those who question your judgment as a Royal Officer.*

## ***Police Badge (200CP)***

*A police badge and ID card which updates itself to match your current appearance and assumed identity. It's only real in this setting, but will be a convincing fake in any future jumps with a modern-style police force.*

## ***Signature Weapon (400CP)***

*You have your own custom weapon, a bizarre and brutal means of execution which you are skilled at using in battle. Whatever it may be, this weapon will never break or dull from use, and will make you the awe of your fellow Officers.*

# ***Sock***

## ***Pencils (100CP)***

*This is a small box of pencils of varying thicknesses. They are completely unbreakable through mundane means, and will return to the packet if lost.*

## ***Sock Puppets (200CP)***

*A collection of sock puppets, each with various colours and costumes. It even comes with an extravagant puppet theatre to play out their antics with. Not particularly useful, but people tend to find the shows you put on here to be extraordinarily amusing, far more than they have any right to be.*

## ***Artifact of the Past (400CP)***

*A small orb capable of holding memories. Several of these can appear in your warehouse each day if you wish, and each one can store short memories of those who willingly bring a copy of their thoughts from their mind to the orb. The orbs can then be consumed to cure wounds or absorbed into your body to grant you the memories, perfect for sharing experiences with others.*

# Companions:

## *Canon Companion (100CP)*

*Whether you want to take along Beef, Rooster or any of the other characters encountered in the story of Sketchbook, each purchase of this will give you plenty of chances to convince a single character to join you as a companion for future jumps.*

## *Imports (100CP)*

*Each purchase of this option will let you give a single companion a history in this world, complete with 300CP to spend on perks.*



# Drawbacks:

*There is a +600CP drawback limit. Further drawbacks past this do not grant points.*

## ***florkofcows (+0CP, Sock only)***

*Not a fan of the visual novel? Just want a less stressful time? With this drawback, you will instead be spending your next decade in the world of the **florkofcows webcomic**. You'll spend your time in an empty white expanse, having strange and often humorous conversations with other socks. Don't expect your powers to be of much use here, but at least the next ten years should be amusing.*

## ***Downsides of Lifting (+100CP, Royal Police Officer only)***

*It seems lifting had a bizarre effect on you. You've lost all your memories from before the chemical therapy, including all your memories of being a jumper. You still have your powers (and your warehouse if you can work out how to open it), but you'll have to learn how to use them from scratch. You can learn who you are again from companions and contextual clues, but you will not be able to regain your memories for your decade here.*

## ***Trouble Magnet (+100CP)***

*Bad things just seem to be attracted to you. At least once a month, you'll either witness a crime, become a potential suspect of one or suffer from other general misfortunes. Only on the rare occasion that you are accused of criminal activity will this be life threatening, but as long as you can keep a clear head and explain your alibi thoroughly, you should be able to get out with your life intact.*

### ***Unwanted (+200CP, Homeless only)***

*During your decade here, you'll be unable to hold down a job or find a stable place to live. You will also be visibly homeless, unable to hide this truth from anyone around you. You'll be distrusted by Royal Officers, shown scorn by the students of the academy, and will spend a great deal of your time sleeping on park benches.*

### ***Rooster's Replacement (+200CP, Sock only)***

*You're no longer just any doodle. You are the doodle of Beef, and come into the world in place of Rooster. Like Rooster, you share a strong emotional link with Beef, and cannot stop yourself from helping to protect her. What's more, you are intrinsically linked to her, and will disappear from reality itself if she is to die. It'll depend on your choices whether you follow her into madness, or help her to find redemption.*

### ***Sadist (+200CP)***

*Oh dear. It seems your conscience is completely gone. You can only feel pleasure from hurting others, and lack empathy entirely. At the start of the jump, you'll be able to get by on the torture of animals, but soon, you'll move on to people, seeing death as a reasonable solution to even the most mild inconvenience. You better hope you know how to get away with murder.*

### ***koobhcteks (+300CP)***

*Another world is present here, one in which you will be trapped for your final year of the jump. In this strange doodle world, you must face the embodiments of frustration, envy, hate and more whilst trying to retain your sense of self and avoid erasure. There is no way to leave this world without defeating the monsters within, but if you can manage to survive and defeat this negativity, you will be able to return to the real world.*

## *Regicide (+600CP)*

*You have a job here. During this decade, you must kill the King - leader of the Royal Police force. That might be an easy task for some jumpers, but you will not have access to any perks or items from other jumps during your time here. Keep in mind that this is a man capable of punching straight through someone's body, and every Royal Officer in the country will be looking for his murderer once the deed is done. Good luck.*

# *What now?*

*You know the drill. You can return home, stay in this world, or continue your adventures in another universe. Regardless of which you choose, I hope you've learnt something from this world - even if that's just how to get away with murder.*

# *Notes*

- *This is version 1.0 of the jump*
- *This jump is based off of this game:*

<https://gamejolt.com/games/Sketchbook/309972>

*It's free and takes a couple of hours to play through, so I'd recommend you give it a go before using this jump, to get a familiarity with the setting and have a fun experience.*

- *Feedback is always appreciated. Ask in the thread if you have questions.*