



## The Producers

### A Jumpchain CYOA by Quietlovingman

**June in the Summer of 1959:** You appear in New York City, on the morning before the opening night of Max Bialistock's new play "Funny Boy", the new musical version of "Hamlet". Aspirants appear on Broadway just outside the Paramount building, all other origins appear in their homes.

## Backgrounds / Occupations

Your age and sex are for you to determine. Producers and Directors must be at least thirty, Aspirants and Writers can be any age.

**Aspirant - Free:** You are an aspiring... something or other. Having recently arrived in New York City, you hope to set yourself up as part of the thriving theatrical community of this fair city. You don't currently have much to your name, and (although your papers are in order) you gain no new memories and no one local knows you from Adam, at least not yet.

**Producer - 100cp:** You've lived the dream, you've made dreams reality, and (in some cases) turned reality into dreams. On stage anyway. You've made your mark on the theatre scene here in New York City, and (as the saying goes) if you can make it here you can make it anywhere. You've produced several Off- Broadway plays, and even a couple on the Great White Way itself. You haven't had any recent successes, but you can feel that your luck is about to turn. You have a network of connections among the movers and shakers, the directors, composers, and investors behind the scenes. You've got a small apartment that doubles as an office near Broadway and your rent is paid up through the next month.

**Director - 100cp:** While producers need investors, a director needs *vision*. Well, you've had visions for years. You've directed multiple successful shows over the last decade and your eye (not to mention your *vision*) has been the talk of the town more than once over the years. While you are currently between productions, your eyes are always open, searching for the next big show. You have a small condo apartment in a subdivided East End townhouse. You own it free and clear, though you still need to pay utilities and condo fees.

**Writer - 100cp:** If all the world's a stage, and the play's the thing, the person supplying the script has got to be the most important of all, right? Of course right! You've spent years studying the subtle science and exact art that is creative writing and have stumbled upon some success. At least one of your pieces has been produced and the money from that success has allowed you to invest in a one year lease on a tiny loft apartment. You have just enough to live on (if you're frugal), but only for a year. Hopefully you can make lightning strike twice.

## PERKS

All perks are discounted for their respective occupation, with the 100cp perks discounted to free.

### Undiscounted

**Broadway Baby - Free** You have it. You know what it is. You may not always look like it, but when you clean up, everyone can tell. Your appearance, demeanor, voice, expressiveness, are all just what you need to succeed on stage or film. You may be a leading lady, a character actor, a funny man, or something else, but producers and directors will know you have what it takes.

### Aspirant (Drop-in)

**Stagecraft - 100cp:** You are skilled in at least one facet of stagecraft, the behind-the-scenes work that makes theatre come alive. You have the equivalent of a decade of experience & training in your particular field and your CV reflects that. Your skills will be based on the current era level of technology, but new techniques and innovations are easily added to your repertoire. Pick one speciality. If you're an Aspirant, the first purchase is free, while additional purchases are discounted. Other specialties not listed are allowed so long as they fall under the "Stagecraft" umbrella and don't cross into the Producing, Directing, or Writing spheres.

Set Designer  
Costume Designer  
Choreographer

Lighting Designer  
Prop Master  
Wigs and Hair

Makeup & Effects  
Stage Magic  
Performance

**Creative Accounting - 200cp:** What the IRS doesn't know won't hurt you... and you are a master of obfuscating what you don't want others to know. Keeping multiple different, and seemingly legitimate sets of records is child's play to you, even across multiple projects at once. You will never accidentally reference the wrong dataset and will always have receipts to prove that your version of the data is accurate... or at least that any accounting errors were entirely accidental. This works with any kind of record keeping, not just accounting, but cannot be used to change reality to fit the numbers.



**If You've Got It, Flaunt It - 400cp:** People say that modesty is a virtue, but in the theatre modesty can hurt you! While you're not completely without a sense of humility, your confidence and sense of self worth are such that you are completely comfortable in your own skin and well aware of where your strengths and weaknesses lie. You will never be embarrassed or ashamed of letting it all hang out as it were, nor will you be afraid of failure. Your awareness of the limits of your own abilities has given you a sense of just how likely you are to succeed at any task you choose to tackle, and just how much practice and preparation could help those odds. Of course, this sense doesn't take into account the actions of others, but with each failed attempt at a thing, your odds of succeeding the next time you try only increase... as long as it's something you could actually conceivably do in the first place.

**Stop the World, I Want to Get On! - 600cp:** There's more to you than you! Or more specifically, you've got potential, baby! You've got it in you to grow and change as a person, becoming more confident, skilled, affluent, powerful... In general, if it would be considered an improvement by your core self, you can strive toward it. Any time you're at risk of falling into a rut, or your efforts are producing only diminishing returns, you'll recognize the fact and be able to adjust accordingly. There are no limits on how far you'll be able to go save those you apply to yourself.

## Producer

**Never Put Your Own Money in the Show! - 100cp:** It's not the job of the producers to fund the show... It's the job of the producers to arrange funding. This truth was revealed to you in your youth by the great Boris Tomashevski and you've taken it to heart. You have a positive genius for finding investors willing to back any project you actually think will be successful. As long as you are honestly trying to succeed, you could convince others to back even the longest of long-shots.



**Where Did We Go Right? - 200cp:** Mounting a production is quite an undertaking; there are hundreds of pieces that have to come together seamlessly to ensure that the show goes on, or goes at all, for that matter. From finding the right actors and director, to arranging a venue, to sourcing supplies, to putting together a production team... all these things and more need to come together to make the script or libretto transition

from paper to stage. You have a keen instinct for how to put those pieces together to (hopefully) achieve greatness and the ability to put the right person in the right place at the right time... This even applies to organizing things outside the realm of showbiz. Now if you could only dictate the likes and dislikes of a fickle audience.

**Along Came Bialy! - 400cp:** There's just something about you. You have a certain charisma, a type of animal magnetism that allows you to easily establish a rapport with people of all ages and walks of life. You could easily have a successful career as a professional escort, or even a politician if you wanted to stoop so low. This rapport has a secondary effect; in addition to drawing others to you, when you focus on those you've attracted, you gain an understanding of their wants and desires, even if those desires are ones they themselves are unaware of. You'll have to decide for yourself if you're willing to do what it takes to make those desires a reality.

**I'll Be on Top Again - 600cp:** Persistence in the face of adversity is a rare virtue, and so long as there remains even the faintest chance of success you will never fall to despair. No matter how the world tries to wear you down, you'll always find the strength needed to try again... and again... and again. By no means does this guarantee that you will succeed, but it does mean that, once you set your sights on a goal, you'll never fail just because success seems out of reach. If something is truly beyond you, you will know and can turn your efforts towards leveling the playing field instead. Of course, giving up simply because you no longer feel like the effort is worth it, or because the situation has changed, is entirely possible.

## Director

**Cattle Call - 100cp** Sometimes you need a few extra hands, sometimes you need hundreds! When you are organizing a play, musical, or any other type of large scale production you can put out a casting call and will always get far more applicants than you need. And, the perfect applicants for whatever role, job, or trade you need will always be among them. Good luck picking them out. The Applicants are not followers, or companions, they do not follow you from world to world, and will only appear should you actually be working on a project that requires staff. If you can't pay them, they won't stick around.

**A Stroke...Of Genius! - 200cp** When you read or listen to a book, play, script, anything really, you can visualize the scenes depicted therein with startling clarity and creativity. Your internal vision is so clear that you can easily describe it and effectively communicate it to your friends, companions, staff, or employees. When working from your vision, their efforts to realize it are more effective than they would usually be and, so long as you remain true to your vision, all their various efforts will come together seamlessly.

**Break a Leg! -400cp** It's bad luck to say good luck on opening night, fortunately you don't have that problem. You, and those you well-wish with the phrase 'Break a Leg' are immune to any form of induced bad luck, whether magical, mutant powers, or even the ire of a reality warper. This perk even defends against the attention of gods and goddesses of luck and misfortune. There is no limit to the number of people you can ward against artificial bad luck, though you must make each benediction in person, one at a time. The effect lasts indefinitely, so given time you can tip the scales of chance completely. Be careful Jumper.

**Last Minute Substitution -600cp** Sometimes even the best of luck can't keep things running smoothly without your intervention. Sometimes a plan has to be changed. Sometimes you will be called up to fill a role originally given to another. Any time you



are called upon to fill in for anyone, or any-thing for that matter, you will be fully capable of performing as well as they could in any task they were to undertake. You will always know the words to say, the moves to make and how to use any equipment they would have. Your performance might not be the same as theirs would have been, but it will be at least as effective.

## **Writer**

**All the world's a Stage** -100cp You can see the world for what it is, and what it could be. You can write stories to pierce the heart, to inspire greatness. You can tell the story of the everyman, and woman, you can always find the words to express that feeling that others find indescribable. Your dialogue is always on point and witty, and your songs always scan perfectly. You never suffer writer's block, though your inspiration may result in many unfinished pieces.

**Vengeance Through Comedy** - 200cp Some people are so dangerous, so charismatic, so blessed with the gift of rhetoric that you simply cannot bring them down with invictive. You instead must bring them down with ridicule. You have the ability, the comedic chops, the creativity and in some cases gravitas to pull this off. You can somehow get away with painting the most terrible of tyrants, the most debauched of dictators, the most personable of pundits with the brush of parody and laughter and open the eyes of their enemies, and even their allies to the ridiculousness of their positions.

**The Pen Is Mightier** -400cp But sometimes you need a sword. You are extremely well trained in combat of all sorts. You can use a plethora of weapons from many eras with skill and precision. Your abilities with blades would impress sword masters from Japan, Spain, and Italy. Your abilities with guns would impress Leroy Jethro Gibbs. These skills start at expert or master level and will only increase with real practice. The first time you pick up a new weapon you will have an instinctive feel for how to hold it and how to use it.

**Golden Rule of Writing.** - 600cp The Golden Ratio, long used in architecture and design also finds its place in writing, and you have internalized this secret. Like many other successful writers before you, when you write a play, novel, libretto, or score, you naturally plot out key points along the lines of the golden ratio formula. This of course ensures your audience connects with each "beat" of the story and correctly anticipates key moments without necessarily being aware of why. This translates to any other type of planning out events you do. Any plan, script, or outline you enact will have its actors execute their roles with perfect timing. The more precise the timing required, the more accurate the performers become.

## ITEMS

Items are discounted to their background and 100cp items are free to their background.

### Undiscounted

**Private Box** -400 This warehouse attachment is a luxurious private box with a Concessionaire that looks out into a theatre, amphitheatre, opera house, music hall, or cabaret that will be showing any play, show, concert, or musical you wish to see a performance of. From professional productions, to elementary school shows and everything in between. (I'll throw in debates and presentations for no extra charge) The box will always have just enough seating for you and your guests. You can even select the specific performance, and particular theatre you wish to see. Opening night, closing night, middle of the run, that time the understudy blew everyone



away? The Headliner's last performance? As long as you have a clear idea, inform the Concessionaire, and that will be the performance you see. You will only be able to see performances that actually happened in the past of any worlds you have been to, including your home world of course. Similar to a film, other than applause, the theatre you attend is not interactive, though you will see, hear and even smell what you would have if you had been there. You and your guests cannot affect or be unduly affected by anything occurring in the theatre. While you may be moved to tears or laughter by performances, should the show in question have a memetic hazard or other danger, you will not be affected

**Gubernatorial Pardon** -400cp Not sure how you managed this. This signed pardon is completely valid and legal. It covers you, and up to eight others and may be used once per jump (per person) to escape the legal consequences of any non-violent crime. In each jump the details and signature are valid and the administrator in question will not attempt to revoke said pardon. Sadly, this pardon explicitly does not work on imprisonment resulting from taken drawbacks..

### Aspirant

**Opening Night Tickets** -100cp Rather than a physical Item, should you approach any theatre anywhere on opening night you will have tickets waiting for you and up to eight companions in the Will Call section. The seats will not be the best in the house, but they will be good, sadly like most Will Call seats, they can be neither transferred nor sold.

**Briefcase** -200cp This high quality leather briefcase is larger on the inside than one would expect, though not noticeably so, it simply holds any paperwork you might need within. It never exceeds ten pounds weight no matter how full it is. Whenever you reach in for a paper, form, contract, receipt, or other bit of



bureaucratic red tape, the precise form needed will appear. It may still need to be filled out, but the correct form will come to hand.

**Secure Safe** -200 This innocuous safe is quite secure. Though it appears to be fairly small, it is large enough to hold whatever you choose to store in it. Though it seems to be a simple combination dial safe, it cannot be opened by anyone but you. It is also quite secure against esoteric abilities, phasing, magic, powers of any kind, it cannot be penetrated, except by you. It cannot be used to store living things, and will not close should something living other than bacteria be within. From ledgers you don't want to show the IRS, to Guns, gold, and other valuables. The safe can be used to secure just about anything. Its interior will adapt based on your needs from shelves and drawers to gun racks and lights. No matter what happens to the outside of the safe, nothing inside will ever be damaged or destroyed.

## Producer



**Slush Pile** -100cp You have a seemingly never ending supply of unproduced scripts. Each one was written and submitted by an aspiring writer. Most of them aren't very good but there are a few stand outs, both exceptionally good, and bad. Each script is clearly marked with contact information for the writer in question and should you decide to produce a particular script, they will almost certainly accept your offer, though with some of them you may need to jump through a few hoops first. The Slush Pile resets each jump with new scripts. Any scripts you produced will

have a commemorative binding with the signatures of the writer, cast and crew added to your warehouse.

**St. James Theatre** -200cp Your own private Theatre, This Theatre begins as a replica of the St. James circa 1959, but it can be remodeled by you and if imported into a Jump, will update to be "Up to Building Code" for whatever city you place it in. If placed in a city, it will always be in an Arts District, and it will have, in the minds of the locals, been there for years. Without input from you the management running the theatre will lease out the stage for a series of shows, musical and otherwise. It will make a tidy profit, and won't go longer than a week without a show to see. As the owner you may attend any performance you wish for free, or allow your private box to be rented out for a premium. Should you attempt to write, direct, produce, or star in a play, the profit is not guaranteed, but may be substantially larger than the income the theatre would otherwise generate.

**Cabinet of Portraits** -200cp you have an ornate wooden cabinet filled with the portraits of your financial backers and paramours. As well as anyone with a place in your heart. The categories are of course not mutually exclusive. Ensuring that the correct portrait is positioned in pride of place when speaking with a prospective investor will greatly increase their willingness to invest. The portraits have unique frames and update automatically as you make new connections. Portraits of older clients, family, friends and investors are retained post jump even as new ones are added. If you are looking for a specific portrait it will always be easily found, no matter how many there are.



## Director

**Red Carpet.** -100cp A metaphysical scrap of fine red carpet, it can take the appearance of a kerchief, ribbon, or other bit of fabric As a memento of your first big event, you can use it for a variety of purposes. If you are attending a party, a meeting, actually directing, and wish to make an entrance, you can produce the effect of those surrounding you to understand that you're not just the talent -- you're the boss. Those with talent are just the pool of those that wish to work with you. And when you use this item, once per day, they'll understand that. Once per week, this power can be used literally -- white-glove service will roll out the red carpet for you to walk upon to your destination, to a maximum of 100 meters, while the rest of the folks look on. A herald will loudly announce who you are while the crowd looks upon you, stunned.

**Director's Chair** -200cp This extremely comfortable seat may take any form, including a folding canvas chair, a high folding canvas chair, a marvelously comfortable executive adjustable seat, a gilt throne, a throne forged from the melted swords of your enemies, or some such. When you sit in this ~~throne~~ chair, you could project authority, compassion, encouragement to do better, or the necessity to repeat an action for the better. Whatever it is that you encourage for the better from this seat will happen for the better. Every repetition, every action retaken by your command from this chair increases in efficacy by 20%.

**Upper East Side Townhouse** -200cp This lavish multi story home is yours free and clear, and is large enough for you and an entire production team to live comfortably in. It will always have enough beds, and rooms for you and your companions. The Decor and furnishings will always be seen as fashionable without being gauche, and the house will literally take care of itself. It will never need maintenance or repair, nor cleaning. The moment a room is empty of people, the house will clean itself. Nothing of importance will be lost, so while it may discard or vanish used napkins, that napkin with the choreography routine scribbled on it (Turn turn kick turn, turn turn kick turn, one two three kick turn!) will be left right where you can find it.

## Writer

**Typewriter** -100cp This typewriter may look like an antique brand new 1959 Torpedo 18-B Deluxe typewriter (Or any other Typewriter made in the last decade), but with a simple act of will, it can change type size, style, ink color, and do almost anything a modern word processor can. It just looks like something you could buy down the block. The Ribbon never runs out of ink, nor does it jam. Typing speed when typing on this bad boy will only grow, and no matter how fast you type, you will never have issues with the mechanics. You can "erase" text you have typed cleanly leaving no evidence of ink or impression on the paper, and it also comes with a ream of paper that replenishes as you use each sheet and is whatever color and thickness you need it to be from tissue thin to heavy cardstock. If lost or destroyed the Typewriter reappears in your Warehouse.



**Weapons Cache** -200cp You have easy access to a massive cache of varied weapons. They are all appropriate to the setting and never out of context, but quite varied. None are more powerful than the weapons an elite soldier would carry into battle. Outside of science fiction settings the cache is limited to single-man portable weapons. No pocket nukes.

**Aviary** -200cp you have an aviary, somewhat fancier than a pigeon coop. Your carrier pigeons, and other birds are so well trained that they can home in on people rather than places. Perfect for passing messages, they

never seem to be intercepted no matter how far or short the journey. They are also far more musically inclined than normal pigeons, and make excellent back up vocalists. Each jump the assortment of birds changes to always be local. Though you may have members of species thought recently extinct.

## COMPANIONS

**Broadway Baby** - 0cp You may recruit any named member of the Cast of The Producers as a companion if you can convince them to accompany you. You are getting the Character, not the Actor.

**Common Law Assistant**- 50cp Import or create a companion with a free background of your choice and six hundred points to spend.

**Fourth Wall Companion** 100cp You are in New York on Earth in 1959-69. You may attempt to recruit any real person that existed at that time in history. You may name any one person of interest and for 100 points will be guaranteed to run into them in a positive way a few times during your stay, you must still convince them to go on your own though. Mel Brooks? Steven Sondheim? Betty White? Who will you pick?

**Production Team** - 200cp (Discount for Director) Import your companions and each of them get a background of your choice and 600 points to spend. As a bonus each member of your team gets one purchase of Stagecraft for free (Two if they pick the Aspirant background)



## DRAWBACKS

You may take up to six hundred points in drawbacks. Existing companions may take drawbacks that only affect themselves.

**Continuity Toggle 0cp** There are two distinct versions of The Producers and even Springtime for Hitler floating about. The original 'Springtime' was performed by a beatnik named LSD... rather than Roger De Bris. You may choose either continuity. And may even choose which cast you prefer irrespective of this.

**Life is but a song** 0cp No matter which version of Springtime for Hitler is floating around, the world seems a little more gay. You are now in the world of the Producer's Musical. By default you are in a world populated with the original Broadway cast, but should you take Continuity Toggle, you may choose another. You and many others in this world will find yourselves expressing emotion and occasionally exposition through song. No one will find this odd, and people will easily fall into the rolls of supporting voices and flawlessly perform intricate choreographed routines. Sadly this does not in any way affect actual staged performances. At least no one will compare the spontaneous performances to anything they have to pay to see.

**Where Did We Go Right!** 100cp At some point you will get caught up in a case of fraud, whether it be real or invented you will wind up on trial along with Max and Leo for over producing a play. It might not be Springtime for Hitler, but it will happen. With a great lawyer you might make it out without a prison sentence, but the experience will make it even more difficult to make connections here.

**If They Can Find Enough Bulbs** 100cp You may have wanted to see your name in lights, but that isn't likely to happen now. Your name is just as long as Ulla Inga Hansen Bensen Yanson Tallen Hallen Svaden Swanson... What exactly it is is up to you, but it must consist of at least fifty one characters... You may be casually known by your first or last name, but professionally you must use your full name, and must always recite it when introducing yourself. Others will be compelled to do the same when introducing you. No extra points for adding an Umlaut.

**Springtime for Hitler, And Germany!** 100cp You will find yourself humming and singing highly inappropriate songs in front of the most awkward audiences regularly. It will make it difficult to navigate the social circles needed to make connections in the New York theater scene... or any other social scene.

**Hold-Me-Touch-Me** 100cp This rather amorous lady who lunches has set her sights on you. No matter where you go or how you attempt to hide, she will eventually find you and proposition you in such a way that everyone listening will be convinced the two of you have a long standing torrid affair. Even Death will not save you as, should she somehow die, another, Kiss Me Feel Me perhaps, or Lick Me-Bite Me, or even Pinch Me-Pinch Me will take her place and if possible be even more difficult. You may be able to keep her attentions a secret, but only by indulging her.



**Suck-Me F** 200cp (Must have taken Hold Me Touch Me) It turns out that Hold-Me has the right idea. She and her fellow ladies who lunch will be your Sugar Momma's for the duration of your stay. Any outside source of income is now locked out and you will only be able to make money through your efforts as a Geriatric Gigolo... Or perhaps in the Theatre? Hopefully you can leverage their patronage into a more steady source of income or you'll have to choose between being a starving artist or spending a decade keeping your backers on their backs.

**Nervous Disposition.** 200cp You will have difficulty maintaining your composure and may even find yourself becoming hysterical with stress and anxiety at the littlest things.



**Little Blue Blankie** 200cp No matter what background you have chosen, even one without memories of this world, you now have memories of a blue blanket you have had since infancy. Sadly only a fragment of it remains, the rest has worn away or been cut away. This handkerchief sized blanket is now an emotional crutch you use to deal with stress, anxiety and fear. Holding it close to your face, rubbing your cheeks, smelling it and working it through your fingers have become a nervous habit. The idea of Others touching your blanket fills you with a sense of terror that simple willpower will not overcome. Better hang on to it. As a nice bonus, after this jump, your blanket will be restored to its full size and softness, and will always have an aura of calm and comfort that can be transmitted to any who touch it. Unlike before you no longer *need* it, and can leave it behind whenever you want. If taken with Nervous Disposition, you will be completely unable to function normally without your blankie and will likely be hospitalized after your nervous breakdown should you be separated from it.

**Gotta Sing! Sing!** 400cp You do not start in your background's starting location. Instead you have been sentenced to a decade in Prison for something rather embarrassing. So much so that you may have lied to your fellow inmates to ensure your rep. You will spend the duration of the

Jump in Prison unless you are somehow given a pardon... Barring other factors in a year you will likely be offered the chance to be in "Prisoner's of Love" and may get out early should the show do well. If taken with the drawback Hold Me Touch Me the prison will allow her, and any other Elderly Sugar Mommas you have acquired, conjugal visits. At least they keep you in cigarettes.

### Notes

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