



Catfish Jump

v1.0

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Catfishing, as a verb, refers to the creation of a fictional online persona for the sake of scamming people. Typically romantically, often (though not always) for the sake of extracting money from the victims. In this jump you get to explore a modern replica of Earth, but where catfishing has become an epidemic, and people are regularly catfished. Enjoy getting scammed, scamming, or catching scammers dear jumper.

Take **1000 Catfish Points** to fund your adventures.

Starting Location

There's one starting location in this jump; anywhere on Earth you want. Catfishing is a global problem, so the specifics of your starting location are fairly unimportant.

Earth

Welcome to Earth jumper! You can start anywhere you wish, as anyone can be a victim of catfishing and anyone can be a catfisher.

Age and Gender

You can select your age and gender freely for the sake of this jump. By default you start off in your early 20s and are the gender you were in your last jump, if you don't feel like making any decisions.

Origins

Detective [Free]

You are... essentially an internet private-eye. You work with victims of catfishes, and more often than not, their friends to figure out if they are being catfished and when

possible you try to track down the scammers to confront them and get them to fess up to their deceptions.

Catfish [Free]

You are a catfish; a person who has created fictional online personas and uses them to deceive other people. This is, potentially, an extremely fucked up set of actions that can deal remarkable damage to your victims.

Victim [Free]

You have some nasty luck and are commonly a victim of catfishes. Thankfully you may well have caring family and friends who have your back and want to make sure you are not being conned, and who intervene to make sure you know who you're talking to.

Perks

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

Detective

Opportunity Knocks [100 CP | Free for Detective]

You have a remarkable ability to find work suited to your skills. When you look for work and are willing to use your skills you'll find that opportunities to put yourself to work practically falls into your lap. And beyond that you are good at securing payment commensurate to the work you do, with someone or something providing fair compensation for your labor.

Trustworthy [200 CP | Discounted for Detective]

You have an aura that makes people trust you. It's not hard to get people to think you're there for them and to trust you with things like text messages and social media stuff, and you have a way of putting people at ease that gets them to open up to you, even and especially if you're investigating them and trying to uncover their deceptions.

Private Eye [400 CP | Discounted for Detective]

Investigative skills are important and handy for jumpers and you are remarkably good at the regular detective work that is needed to investigate fraud and to expose criminals. You are quite good at the curious work that anti-catfish detectives actually do; the usage of social media and search engines to determine the origins of things like images and the art of studying social media profiles to see if something passes a sort of digital smell test. Your instincts are sharp and if you trust your gut you can regularly detect things you might have missed otherwise.

Viral Challenger [600 CP | Discounted for Detective]

This perk has multiple parts, but it starts off with a simple and powerful ability; when you tell the truth you are believed. When you uncover evidence of deception, of fraud, and you reveal it to people they will believe you. Beyond that you can detect lies made in your presence or to you, allowing you to pierce through efforts to deceive you. Beyond that you are extremely good at getting people to agree to talk to you, especially when it's not in their best interests to do so. Finally when people confront you the truth of their actions always finds a way to come out, ensuring that confrontations with you are

always more dramatic and revealing than they could be. You are a mastermind at unraveling plots and tricking people into giving the game away.

Catfish

W Rizz [100 CP | Free for Catfish]

You are quite charismatic and charming. You have an ability to trick, lure, and easily seduce people, making them feel special, attractive, and charming. This ability is far more powerful when you don't reveal yourself to them, such as when you use someone else's face, as well as being handy when you do things like write letters or messages, only minorly buffing your charisma in face-to-face and voice-to-voice interactions.

Victim Finder [200 CP | Discounted for Catfish]

You can easily determine how vulnerable someone is to psychological manipulation and whether or not it'd be worth it, to you (and based on what you want to do with a victim), to put in the effort needed to make them a victim of yours. This also gives you a powerful pool of psychological knowledge, allowing you to know how to manipulate the people you wish to victimize.

Crime Never Rests [400 CP | Discounted for Catfish]

Catfishers, those that seek to make meaningful amounts of money off of this activity, put in a significant amount of work. You are no less determined, and you are remarkably swift when it comes to computer stuff, making you able to create and manage even multiple profiles and vectors to connect with victims simultaneously. You are also surprisingly skilled in terms of mental multitasking, able to easily remember the different details of each of your victims. Unsurprisingly this also makes a remarkable actor, easily able to persuade even skeptics of your feigned intentions.

Crime Pays [600 CP | Discounted for Catfish]

You are incredible at getting people to do what you want. You have a striking level of ease and confidence when it comes to getting people to give you money, or other things of value (relative to you). You know how to put on a realistic sobstory or to pressure people into giving into your demands, be it because you're blackmailing them or because you've given them a sort of ultimatum. Beyond that people also don't talk about the sort of demands you make of them to others, and are curiously passive towards non-physical abuse and nonviolent crimes you inflict on them, such as exploiting them for money. You are worryingly good at getting away with non-violent crimes. This also makes you incredibly hard to track down, and the further away you are from your victims the harder it is for them to track you down, allowing you to get away with a lot of crimes if you're clever.

Victim

Sobstory [100 CP | Free for Victim]

You are impressively sympathetic. Somehow you know how to tug on people's heartstrings and get people to take your side when you are actually the victim of someone's foul intentions and criminal activities. People are remarkably determined to fight for you, and to be on your side, proving far more willing to do both big and small

things that help you, such as donating to a GoFundMe or even volunteering to help you out.

Justice Seeker [200 CP | Discounted for Victim]

You understand the formal and informal mechanisms by which justice operates and through which restitution can be sought. This means, on a practical level, you understand how to begin the legal and formal processes that can right wrongs done against you. You are also surprisingly good at navigating the legal system, and can figure out how to weaponize it against those who'd do you wrong.

Viral [400 CP | Discounted for Victim]

People care about you. When you ask for help, when you need it, people will help you get the word out and will move to help you even if you aren't seeking formal assistance. This is less effective when what you're a victim of and need help from isn't a criminal act or someone wronging you, but it's still powerfully helpful. People also really like to talk about what wrongs you've endured and to throw money at you.

Righted Wrongs [600 CP | Discounted for Victim]

When people wrong you karma comes after them hard. When you are wronged would-be-avengers come out of the woodworks, eager to be deemed your champions and to be given permission to fight for you. These future heroes are skilled and capable of advocating for you effectively. Beyond that, when the wrongs you endured are righted there's a sort of... karmic interest, ensuring you come out better than you were before, in ways that suit the sort of harm you endured and are proportional to the wrong that was righted.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

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.

Detective

Scammer's Book [100 CP | Free for Detective]

This quirky item is a simple notebook filled with details on all of the scams possible with local technology. When you record information on the cases you're working on some of the blank pages at the back of the text it helps you connect clues and piece together how to more easily proceed, sharpening your intuition and improving your instincts. You'll be a scary detective with this, jumper.

Legal Recourse [200 CP | Discounted for Detective]

This lawyer is a skilled attorney who has decided to do a healthy amount of pro-bono work for you so long as it involves helping the victims of scams. This individual and their team is more than happy to help you out and to work relentlessly on behalf of anyone who has been hurt by scammers. This team is incredibly good at undoing the nefarious actions of scammers and at ferreting them out of hiding.

A Program Of Your Own [400 CP | Discounted for Detective]

You now have the equipment to produce a show of your own regarding the dangers of scammers and scams. This equipment is state of the art and updates in future jumps, if relevant. This includes websites and the equivalent if possible, allowing you to advertise and broadcast your program.

Catfish

Scam Worthy Cellphone [100 CP | Free for Catfish]

You have an incredible, state-of-the-art cellphone that is perfect for trolling people and for shifting through social media. This cellphone comes with standard fiat-backing addons, such as infinite battery, unlimited wifi, and is incredibly good for finding would-be victims.

Scammer Call Center [200 CP | Discounted for Catfish]

You own a small building filled with computers, cellphones, and other devices for finding victims. You also have the loyal services of five other scammers who are eager to get to work tricking gullible people into forking over as much money as they can get. These scammers aren't enormously skilled, but you don't have to be especially good at scamming to get real amounts of money off people who aren't sufficiently cautious.

Scammer's AI [400 CP | Discounted for Catfish]

You have configured a particularly nasty AI program that is loyal to you and tirelessly churns out AI social media profiles you can take over at any time. This tricky little thing is devious and knows the basics of scamming people. It also has the ability to create AI images and videos, making it fucking scary, though at first it won't be very good at such activities. Still it's ability to make first contact with potential victims makes it incredibly handy for efficient catfishing if you wish to make a business out of scamming people. This AI also has some psychological knowledge and you can input information on people's personalities and it can help you develop convincing arguments to trick people into falling for your scams.

Victim

A Sympathetic Camera [100 CP | Free for Victim]

This video camera is extremely helpful for when you want and need to garner sympathy. Footage it captures will always make you look good and seem sympathetic, whether it's filming your best moments such that you seem heroic or kindhearted at all times.

Jumper's Eye [200 CP | Discounted for Victim]

This private detective team works for you and is constantly working to keep your hard earned money safe. They are loyal, tireless, and will relentlessly track down those who'd

scam you in the off chance that you get tricked. They also make for passable private eyes with regards to other such things, but they are most skilled when it comes to safeguarding your wallet. They can also help when it comes to defending other victims and getting their money back, almost as well as they can defend your money in fact.

GoFundJumper [400 CP | Discounted for Victim]

This sophisticated program is always ready to generate social media posts and other sorts of posts that are intended to sympathetically crowdfund. This is always helpful, and you can reliably get some money from these posts, but if you are actually wronged and leverage that into a post of some sort then the effects of this become tremendously more powerful. This can also help with justice seeking, and can make compelling arguments for prosecutors to use when they are pursuing justice on your behalf or the behalfs of other victims of scammers.

Companions

Companion Import/Companion Creation [50-200]

With this you can spend CP to import companions into this jump, giving them 600 CP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 CP per person you do this for, or you can spend 200 CP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this you get a token that if you give it to someone allows them to instantly understand what a chain is and what it means to be a companion and who is given the chance to come with you. If they say no you get the token back, it is recharged and you can give it to someone else. Each investment of 50 CP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

All drawbacks here are morally neutral. Any drawback can be taken by people of any origin, though they may change slightly to better reflect how it's a negative for some of a given origin.

Another Universe [0 CP]

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]

For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-context items, powers, your warehouse, or any combination of the three. This can be reduced in intensity, making you lose access to your other perks,

items, or warehouse, but not all three, in exchange for dropping how many points this gives you. If you only lose access to one of the three, you only get 200 points; if you lose access to two out of the three, you get 400 points; and if you lose access to all three options, you get the full 600 CP.

Not Techy [100 CP]

People who aren't appropriately techy are some of the easiest people to con with technology. You have no idea how social media and other such things work. You could learn, but it's much harder for you and learning that incorporates and involves technology is forgotten by you unless you work to retain it.

A Skeptic [100 CP]

You refuse to believe people telling you important truths, such as obvious signs you're being catfished, or that someone is scamming you in the middle of you supposedly scamming them. This can be overcome but it's difficult and takes serious effort on your part as well as damn good evidence.

Scambait [200 CP]

Are you on a list somewhere? Scammers find you constantly, and each day you can expect to get multiple independent messages and attempts to hook you into a scam. Some of them will be downright convincing, at least at first.

Sad Circumstances [200 CP]

Sometimes the only way to make ends meet is to do unpleasant stuff. This drawback guarantees that at some point you'll be forced to choose between, even for jumpers, hard times or going into a form of scamming to get by. This period will last for a few weeks, but you'll need to actually scam people to get by. This can be overcome, once it starts, but if you take this drawback it'll happen sooner or later.

Gullible [400 CP]

Ouch. You are incredibly naive, and it takes being tricked by the same trick multiple times before you begin to catch on the warning signs. Scammers are gonna love you.

Greedy [400 CP]

Some scammers are... black holes of greed, irrepressible wells of malice and selfishness, scamming the disabled, the elderly, and anyone else they think they'd be able to trick. Now you're one such soul, cursed with greed and an impossible level of avarice. You're gonna be a menace to anyone you think you can bully, jumper.

Devious Scammers [600 CP]

This new generation of scammers are much, more advanced than they ought to be. They can and will trick even jumpers. I sure hope you have deep pockets, or the wisdom to be proactive when you've been scammed.

Illegal Activity [600 CP]

Local law enforcement actually takes catfishing seriously now. There are branches of law enforcement agencies appearing all over the world dedicated to hunting down catfishes, using all sorts of technology to make the lives of scammers as miserable as possible. This can include stuff like hunting down those who've been corrupted by scammers and

work as their mules, and this empowers those who “Scambait”; scam scammers, making them more skilled and more of a menace to catfishes. Hell, it could even include scam victims who’ve given their scammers money!

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.