

COMMON SIDE EFFECTS



Je4sse

Intro

What if there was a medicine that could cure anything? That'd be great, right? But they don't want you to know about it. Who's they? Big Pharma. That's right, this is a world where the conspiracies about Big Pharma controlling the government and keeping us sick are all too real. A miracle drug has just been discovered, and they'll do anything to prevent knowledge of it from spreading. You'll need more than a mushroom to keep you alive here, Jumper, so take this.

+1000cp



Origins



Big Pharma – People get sick, that's natural, and you? You supply the cure. Just because that makes you rich doesn't make you evil, though purposefully adding side effects might.

Mycologist – You know what Mycology is! You deal with fungi and all it entails. In a world like this, your job is about to become a lot more important in the coming months.

Agent – You're working for the agency. What agency? DEA, FBI, CIA, maybe even directly for Jonas the Wolf. It doesn't matter; they really are all working together.



Perks



Big Pharma:

100 – Apathy of the 1% – People will do a lot of things for money, things the ordinary person wouldn't be proud of. You, though? You can toggle that pesky conscience off and on again so you can do whatever you need. Who knows, maybe you'll become filthy rich by doing so.

200 – Secretariat – You are an expert at time management, you could run multiple lives and organizations at once with no drop in quality of life or productivity. Additionally, your relationships are guaranteed to never degrade despite how busy such a job might make you, even if your job makes it seem like you're cheating on your partner.

400 – FDA Approved – Any food or drug you want to start handing out to people, for profit or out of the goodness of your heart, will automatically and retroactively be approved and gain perfect documentation as though it's been through decades of testing.

600 – Jumper the Wolf – You have a fearsome reputation, Jumper, and you've earned it. Not only do you have connections in the business world, but also at the highest levels of government. You're able to mobilize company assets in ways that seem straight out of a comic book villain's repertoire.

Mycologist:

100 – Mycological Knowledge – You have a near encyclopedic knowledge of mushrooms. More importantly, you know what tests you can run on them, how to run said tests, and how to interpret the data of those tests. Why is that important? Because it tells you what kinds of mushrooms you have as well as their uses, which can range from medicinal to psychotropic.

200 – Field Expeditions – Mycology isn't the kind of science that takes place entirely in a sterilized lab. Sometimes you'll have to go out into the field, and that's where this perk comes in. You're a capable survivalist, making fires, tracking where predators went, and finding edible flora. It's all necessary to know so you can spend time hunting those rare medicinal fungi.

400 – The Mushroom Knows What It Wants – And it's not shy about sharing. You're capable of communing with plants and fungi, instead of spending hours of observation to discover their secrets yourself, you can just ask them. They'll tell you their needs and desires, along with all of their uses and secrets.

600 – What's Science done for us? – Nuclear bombs, steam power, bioweapons, aspirin, the internet, oxycodone, ozempic, microwaves, penicillin, rocketry... it's a mixed bag. And you? You're an expert in one field of science of your choice. Enough to be the foremost leading expert in your field. You also gain a significant intelligence boost, enough to analyze barcodes in the lottery to find winning numbers in a matter of minutes.

Agent:

100 – Betting – You can make small bets on basically anything meaningless. Want to bet some ducks show up at a property every day for a week? How about how many steps there are from the elevator to the front door? You'll win every single one of these bets. While they'll only amount to \$20 or so per bet, the guaranteed win basically allows you to perform reality warping on the same scale, albeit for pointless entertainment.

200 – Fall Guy – Not only do you know the law no matter where you go, you know exactly what actions to take in order to be sent to a specific prison for a specific amount of time, and how to get back out, legally. Manipulating the local justice system would take about as much effort as writing your name.

400 – Investigative Chops – You're a great detective, like finding every part of a chopped-up body scattered across six swamps to hunt down a killer levels of great. Within moments of stepping into a busy club, you can see who to talk to in order to find drugs, who's hiding a secret, and know just how to act in order to get either of them to spill the beans.

600 – Director – You're a top notch agent and it's time that was recognized. Not only do you have a position in the upper echelons of your agency, you're also an absolute master of coordinating with both local and federal agencies across the nation. This gives you some leeway with ordering around people who aren't even part of your agency, say you're part of the DEA, you'd be able to order around FBI agents without anyone batting an eye.



Items



General:

Free – Common Side Effects – The show itself, along with its soundtrack. While it's currently limited to the first season, it will update to include future seasons according to when they'd release in your own subjective time.

50 – Psychadelia – This is a warehouse addition that will let you alter the aesthetics of your warehouse to match those of the trips that the Blue Angel sends people on. Expect things like statues of people you know crumbling into others, or doors falling apart into shapes when you turn the handle.

100 – Ice Cream Truck – A (somewhat) rundown truck that comes with everything you'd expect: freezers, ice cream, and a speaker to play a jingle. It'll run forever, no matter the condition it's in. Try not to disappoint too many kids by not handing out the ice cream.

200 – 2nd Amendment Expanded – Any weapon you could want, short of a WMD, that is. You want a belt-fed machine gun to shoot some bottles? How about hunting pigs with landmines? You won't get much meat, but you won't have to work hard. You may buy one weapon; if it's something like landmines, you'll get a set of 10. All of these will come with the necessary licenses and paperwork to be considered legal.

600 – The Mushroom – Not just any mushroom, the Blue Angel mushroom; this thing is the caviar, the ghost orchid of mushrooms. Consuming this mushroom will cure any ailment, even death; you'll go on one hell of a trip, though. You only get one, while you can propagate it, it'll take a lot of work.

Big Pharma:

100 – Sparkl – Spicy and sweet at the same time, like cool ranch doritos but kind of minty, a sharp taste. Why settle for mushroom-based resurrection when there are byproducts to profit off of? This spray-on spice for your food goes well with practically anything.

200 – Placebo – At this point aren't you basically just selling people hope? Arguably it's better than nothing. This placebo pill will function as any over the counter medicine you could buy in a pinch. Just don't expect a miracle.

400 – Research Team – There's always something else to try, and if someone you hire won't keep trying, there's always others who will. Like your very own research team for example!

While they specialize in medicine, this team will research anything you put in front of them, and keep trying even after all options have been exhausted.

600 – Pharma Company – A multinational pharmaceutical company, not only does it produce and distribute various drugs, it also runs at a tidy profit for you no matter what kind of medical system is in place. Who knows, with the medicine you have access to from your journeys, this may become quite the influential company in the future.

Mycologist:

100 – Mycology Videos – These videos will also teach you the basics of cultivation and a variety of uses for mushrooms. With time you could learn to grow fungi with almost any effect you can imagine. Updates each jump with videos on local fungi.

200 – Zeke's Pet Store – A pet store that has access to a wide range of animals, some more legal than others... along with everything needed to care for them. Might not sound like much use for a mycologist, but the animals here are well suited for testing various compounds on. Additionally, the supplies here are guaranteed to keep your animals happy and healthy.

400 – Socrates – A Peruvian tortoise whose poop is the perfect substrate for growing any plant or fungi, no matter how seemingly magical. His shell is also impenetrable, allowing him to survive plane crashes, bombings, and other disasters. You decide whether this is the actual Socrates or just another member of his species.

600 – Mushroom Plantation – A hectare of isolated fungal farms, comes with numerous security cameras and a host of NPC staff to tend to the farms. This will become a warehouse attachment post-jump, though you may choose where to place it when you enter a new jump.

Agent:

100 – Stakeout Kit – Binoculars, Headsets, Drinks, Snacks, and a kickin' soundtrack with some Italo disco music. A must-have for any agent on a long, boring shift. Should your stakeout require special tools such as night vision goggles, or a vegetarian option, those will be provided.

200 – Spider Camera – A small robotic spider camera, perfect for keeping tabs on people without being noticed. Can be remote controlled from a state away, and you'll also get the blueprints so you can make more.

400 – Tetrodotoxin – Also called TTX, this poison comes from the Japanese Fugu, and is used in Haitian Voodoo. The wrong dose could easily kill a man, but with the right dose, you could fake someone's horrific death, their body seizing and foaming at the mouth. Upon resuscitation, they'll be disoriented and stiff, but otherwise healthy.

600 – Jumper Enforcement Agency – Your very own government agency, ostensibly to enforce laws and gather intelligence around illegal narcotics. In reality they work for you, a legion of operatives that will have high levels of clearance and a lot of legal wiggle room to perform whatever operations you deem necessary. Just don't expect to be overthrowing nations without a lot of covert ops and trial and error.



Companions



50 – Import – Being alone is awful, so why not bring a couple friends along for the ride? Each Companion you import using this option will gain 600cp to spend on anything they find here. Except for The Mushroom. Do you know how illegal they made that thing?

100 – Rick Kreuger – The CEO of a major pharmaceutical company, who is frankly too stupid to be evil. Seriously, the man was handed the cure to death on a platter, and instead used it to create a condiment. It was a brilliant financial move, though; he's an expert on keeping failing businesses afloat, and starting up new ones.

100 – Marshal Cuso – Didn't he die in a plane crash? Guess it doesn't matter when you find the real 1-up mushroom. An expert on quasinode extraction, he has three birds named after him in New Guinea and is entirely non-violent despite allegations that he's a Peruvian serial killer named El Chacal.

100 – Capano and Harrington – Are they any good? Yeah, yeah, Capano and Harrington, they're good. The two coolest cops on the block, these DEA agents are freakishly good at their jobs for how silly they appear to be. Unravelling conspiracies is just another Tuesday for these two. Since they're such good friends, they've even agreed to take up a single companion slot.





Drawbacks:



+0 – Tiny Face – Common Side Effects' art style is fairly average as far as animation goes, except for one... small thing. Everyone's face is too small for their head; a lot of people skipped out on watching the show because of this unique art style. So if you'd prefer not to see it for real, you can toggle it off.

+50 – Side Effects Reign – Taking the Blue Angle would normally send you on a crazy trip. It seems that you've been sent on more of a trip than usual, though, because it's going to send you to a whole other planet. You must take the Scavengers Reign Gauntlet right after this jump. If you purchased the Mushroom, then you may take it with you, though it will only work once, and won't affect drawbacks.

+100/200 – Legal Disclaimer – For 100 you experience the following symptoms once a year: dry mouth, constipation, nausea, stomach pain, blurred vision, dry eyes, skin irritation, diarrhea, and disturbed sleep. For 200, you experience four of those effects consistently for the duration of your stay. Reutical Pharmaceuticals research has shown that diarrhea is the most preferable side effect, but we'll allow you to choose which effects you'll have. Regardless of level, the Mushroom will not cure you.

+100/200/300 – Closed to the Chain – For 100 you no longer have access to your warehouse, for an extra 100 you lose access to even the items you had on you, and for a final 100 you lose all of your perks for the duration of the jump. Considering how similar this world likely is to your own, this shouldn't be much of an issue.

+300 – THEY – They? Who's they? Big Pharma, at least one federal agency, whoever would have a vested interest in getting rid of you, really. They're now dedicating significant resources to hunting you down and ending you.

+400 – Opened to the Universe – Upon entering the jump, you'll go through a similar trip to Jonas Backstein's, though you're guaranteed to wake up from it moments later. You'll see small Kodama-like men out of the corner of your eyes, and they'll enjoy pulling pranks on you constantly. Oh, and don't think it's not real, Jumper; this is very fucking real.

Notes:

Big thanks to Blackscorp98 for the grammar checks!