

Generic Elevator Art Criticism Drama Version 1.0 (By Burkess & Tri-Sevon)

This is your stop, Jumper.

A world with a mix of Elevators, Arts, Critics, and the most grave component of all, Drama. This mix is potentially dangerous by itself, but it will also become a major influence on the world.

Before you head off into what awaits you up ahead, take these **1000 Elevator Points** for you to use as you see fit.

Elevator Stop: Worlds

Here are a selection of various worlds you can pick. The Elevator world is special in that you're able to use Elevators to reach alternate realities such as the following.

Mundane Earth

Magical Fantasy World

Sci-Fi World (Non-Space)

Modern Fantasy/Magitek Fantasy

Sectors Of Space

Alternative Earths

Special Section

Due to the unique nature of this setting, if you'd prefer, you can instead decide to visit any other setting of your choice, but with elements of this world added to it. And you'll always be able to find your way back to an elevator to continue your travels.

Elevator Stop: Backgrounds

While you are initially given a goal to achieve if you wish, we can also easily allow you to determine the background of who you are in your final starting choice. This does include age and other personal details, if you wish to influence what exactly they may be.

(You can also use dice to roll up whatever age you end up at as well.)

Elevator Stop: Species

You can retain what form of life you wish to be, but we do also offer a chance to gain an alternative form for you to start as in your venture.

(The options below can also be picked by rolling dice if you wish to opt for that method of choice.)

Human

A common choice.

Fantasy Creature

An alternative common choice in Fantasy.

Artificial Life

A not so common choice in both Fantasy and Sci-Fi.

Extraterrestrial Creatures

A rarer choice all around.

Supernatural Beings

Includes those who may also exist beyond other dimensions or realms of reality.

Other

(In essence, this is the Free Choice option to use whatever you want in case the options above aren't exactly what you want or don't fit any of them somehow.)

Elevator Buttons: Perks

*You gain 5 **Elevator Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 500 EP to use.*

Career Option [100]

Choose any career. You gain 10 years of experience in that career and gain updating credentials you can use to practice it in future settings.

Elevation Movement [100]

You find that being able to climb up vertical surfaces is easy for you. Just simply approach any walls and you will find special markers (even on the smoothest and flat surfaces) that you can reach to begin climbing up them, barring any external interference.

Talking Is A Free Action [100]

Time doesn't pass when you or others have a dialogue or conversation. You could explain your entire life history while clashing with someone in a sword duel and or give an entire monologue while falling off a cliff.

Flashback Sequence [100]

Instead of explaining something, you or other people are able to project flashbacks that let people experience their memories within seconds from a first or third person point of view.

De-Elevation Movement [100]

You find that being able to climb down vertical surfaces is easy for you. Namely, by seeing a special path, (even on the most jagged and multi-layered surfaces), that will lead you down safely outside of any external interference.

Drama Alert [100]

Grants an alarm for drama. You'll know when juicy drama is happening. If something is going down, you'll sense it or hear about it before it happens, so you can be there to watch it unfold.

Act The Part [100]

Your every action can project an emotion or aesthetic you're going for. If you wanted to look "cool" then you'd know how to stand, walk, talk, and so on to sell that image. Acting in that way becomes second nature and feels natural.

Social Butterfly [200]

You have a highly intelligent humanoid minion of your design who you can summon at will. They're incredibly friendly and skilled at social situations and are an expert at information gathering.

Stage Play Special Arts [200]

You have a series of techniques modeled after a stage play. You can cause spotlights to appear, have music magically play in the background, summon props, and more. This can be weaponized if you wanted to use this for battle.

Peak Performance [200]

You always know what the expectations of anyone you're performing for are and how you can adjust your performance to meet them.

Theater Kid [200]

Gain a scaling power and skill boost based on how over the top and dramatic your behavior is. You can deliver the most hammy and campy lines with upmost seriousness. It's especially effective if you play into narrative tropes and archetypes.

Elevator Call [200]

If you happen to find yourself in a multi-leveled structure either going up or down, you can place a marker on a wall that will then transform into an 'Elevator Box' for you to use. It will have displays and buttons on the inside to designate your current location and then any other levels/floors that you can access in that area.

Telekinetic Art [200]

Grants a telekinetic power based on imagination. If you had some paints and a canvas, you could imagine a painting and then the paints would get used up as your power then creates the painting. If you had a block of marble and a chisel, you could imagine a statue and then your telekinesis would manipulate the tools to make it a reality. The more clear the picture you maintain in your mind, the better the result.

Sharing Talent [200]

If someone works with you on a project, you can share your talent and potential with them. This will enable them to reach the same heights you can, even if you stop working together.

Strength of Elevation [200]

You now find yourself able to lift the amount of weight an average elevator can operate carrying in the modern day of any setting you are in. And the subsequent

strength and endurance to do such a feat as well with no visible physical change to your form (unless you want that to occur).

(In case the setting does not have any elevators or they are far weaker, it defaults to the equivalent of a modern day Earth setting.)

Elevation Hatch [200]

If you happen to find yourself stuck inside an area, you can use this to make an escape route into an surrounding area via this hatch you can summon on a roof, wall, or door.

Of course, do be mindful and plan accordingly on what may be on the other side.

I Want A Crowd [200]

Summons an audience to watch the proceedings. These conjured people will leave when no longer needed. It also grants the ability to attract the attention of existing beings in a wide area. People will flood in from nearby just to witness what is transpiring and investigate.

And Then What Happened? [200]

People who want to vent glow in your vision, and you're adept at getting people to share more than they normally would.

Ear For Gossip [200]

You'll frequently coincidentally hear things and learn information people wouldn't want you to know. If there's a way for you to discover a secret, you can find a way to do so.

Drama Bomb [200]

You know the exact moment to use any piece of information for the most devastating effect, and can predict how much fuss will be kicked up from doing so.

But Should I? [200]

Grants two talking wolves. The first wolf is a manifestation of your better nature. The second is a collection of your darkest elements. They can advise you when you're

about to make a decision and will assist you in general. You can feed the wolves by following the advice they give you. This causes one to grow stronger while the other grows weaker.

The Ultimate Critic [200]

This enables you to pick a subject. You'll then be provided with years of experience in that subject as a consumer of it and critic, and the skills to critique it at a professional level. You can let go of that subject, losing the knowledge you were granted. Likewise, you're then able to select another subject.

For What End? [200]

You can tell the intentions behind any comment or action someone takes. You'll know what goal someone was trying to achieve when doing it, and if they were sincere or not.

Pain Visualizer [200]

You can see the emotional scars and wounds that exist within other people and know how to create more of them. When examining someone, you can trace their wounds, both physical and mental, and learn what caused them.

Kind Criticism [200]

When you go to make any sort of comment, you'll choose the words and ways to explain your point of view that are most likely to be taken the right way. You can deliver harsh truths to people in ways that will have them understand you with the least amount of pain involved for everyone.

Elevation Override [300]

If anyone happens to be escaping from you in an Elevator, you can use this to cause an immediate halt that they can't stop, even on the inside. And with this control, you can actually have them come back up or down to your location to meet you again...

...And maybe whatever you have in mind.

Body Double [300]

Enables you to create a soulless copy of yourself that's subservient to you. If you would take damage, you'll switch places with the copy. The duplicate can pass any test to prove that it's you, letting you use it to easily fake your death.

5 Minutes Left [300]

For you, there are 48 hours in a day and 120 seconds in a minute. You can insert the extra time you're afforded into situations to extend deadlines or give yourself more time. Extra time that isn't spent rolls over, and you can stockpile it.

Predict Criticism [300]

You know in what ways you've left yourself open to criticism and what aspects of your person, behavior, and work that people will focus on.

Art Mimicry [300]

Studying artwork allows you to reverse engineer the techniques used to create it. Practicing allows you to eventually match the skill level of the one you're imitating.

Empathy Art [300]

Artwork you create produces a certain feeling and can cause others to experience an emotional state upon viewing it. All it requires is that you think on that emotion and experience it as you're creating the piece.

Inner Discipline [300]

You can set ironclad rules for yourself that compel you to act. If you decide you're going to do something, this will bypass any hesitation, procrastination, or laziness and force you to do what you said you'd do. The only time you'll compromise on this is if doing so would create disastrous results or harm you or something you care for. Establishing new habits and sticking to a routine is a snap for you.

A Spectator's Sport [300]

If you aren't directly involved or contributing to a situation, you won't get caught up in it. You could watch a gun battle between several dozen people and not get hit by a single bullet unless someone aims at you, specifically.

Words Literally Hurt [300]

Actions inflict psychic damage to your victims by hurting their feelings. The emotional damage you cause spreads to their body.

The Troll Monarch [400]

Can summon an advanced troll that stands head and shoulders above the rest. Their flesh is like iron, and their fists can shatter bricks. They have potent regenerative abilities. The troll enjoys trolling people, especially over the internet. If asked, the troll will teach you the secrets of bullying, arguing in bad faith, and tax evasion. The troll is also an accomplished robber and has a preference for waiting under bridges to ambush people.

Playing God With Puppets [400]

Grants skill at crafting puppets and doing performances with them. You're able to breathe life into puppets, making them sentient and granting them the ability to move on their own power and speak. If a puppet proves themselves to be brave, truthful, and unselfish, they'll have the option to gain a flesh and blood body.

Embrace Freedom [400]

You can emotionally divorce yourself from others and abandon your ego. You'll no longer have an identity that defines itself by who you are, what you do, or what other people feel about you. Nor will the thoughts and opinions of others matter to you on an emotional level.

Living A Soap Opera [400]

You can impose logic upon the world that makes it function like a soap opera. The narrative of the world will alter events in your favor and around you to make things more dramatic, exciting, and over the top.

You and those important to you will miraculously survive dangerous events, people will have whirlwind romances that result in a debate as to who the baby belongs to, and long-lost twins will surface from nowhere to raise the stakes. This ability only becomes more potent the more you allow it to work for you, and the deeper you play into the stories it creates.

Elevator Buttons: Gear & Equipment

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 flat-backed.

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.

Elevator Repair 101: Volume J [100]

An entire special book that goes over how to repair any form of elevator, no matter how primitive, modern, futuristic, or even esoteric in nature. It also even has sections on how to make the parts that go into such a device, alongside how to adapt them in different environments and local physics.

Tools Of The Artist [100]

Beyond the inspiration and drive, an artist would need the tools to create and implant into the medium they wish to use. And these are for such a task. No what it ends up being in terms of painting, sculpting, drawing, or whatever else it is...

...These tools will repair themselves over time, while also offering a minor boost to your performance while using them.

The Drama App [100]

A new cell phone with a news app on it. Your internet app will tell you about new trends and what's about to blow up soon. If there's going to be some major drama, you'll be informed shortly before it happens.

How To Avoid Drama: Multi-World Edition [100]

A specialized text that can come in your preferred medium to read, that will offer advice, lessons, and information on how to avoid getting into situations, especially

those involving Drama. It will also account for any well-known and obscure cultural matters as well across the entire world or setting you find yourself in.

Of course, this also will automatically update with each new setting or world you end up in, meaning you can stay one step ahead to avoid getting in trouble.

Mood Outfit [200]

A collection of transforming clothes, so you always have enough to share with others. They change themselves to match your mood and thoughts, letting you always have the right clothes for the situation.

Projection Device [200]

This is an amplifier that boosts the sounds of anyone in the area. Even the quietest mouse could be heard during an elephant stampede if you wanted it to. Placing one down gives you another to place elsewhere.

Roast Club [200]

A high-end comedy club that attracts anyone looking for fun or to practice their comedy routines. A special event it specializes in is roasts. It conjures people within it who will take turns roasting someone in the funniest ways they can. Also has musicians on contract and serves food.

Elevator Device [200]

Enables you to skip any elevator ride, appearing at your destination upon using this. It has a second setting that enables it to rip apart nearby inanimate objects to create working elevators.

Smoke Bombs [200]

When you reach for a smoke bomb, you'll have one. These bombs are special in that they turn the user's body into smoke and allow you to reform elsewhere instantly within the smoke.

The Troll Club [300]

Trolls, both literal and figurative, respect the power of this club and the one holding it. The club itself is powered by spite and your desire to mess with other people,

enhancing itself the more of that you've got. And as long as it stands when you strike someone, it infects them with your ill will, causing your voice to echo in their head, constantly berating them for a time.

Gunman Musical Quartet [300]

This is a group of allies who are both skilled with firearms and also expert musicians. One never tells lies and believes in death before dishonor. Another feels others' pain as if it was their own and loves charity. The third is merciless and their heart is completely guarded. The fourth just wants to make everyone laugh and have a good time.

They're under your command and will serve as your entourage.

Camera Drones [300]

Provides you with a fleet of drones that can cloak themselves and remain hidden. They'll record every moment of your life and can be sent out to spy on people at your behest. You can summon a visor that allows you to look through the cameras of your drones and watch what's happening in real time.

The Elevator Of Art, Criticism, And Drama [400]

This is an elevator that's covered in artwork, criticizes those who ride in it, and brings drama to your life. It enables you to travel between different planes of existence and dimensions within the setting you're currently in.

If you take a ride in it, you can decide to spread the sorts of abilities you'll find in this world to other settings. It'll be commonplace for someone to have one or two techniques, with exceptional people having even more.

Elevator Passengers: Companions

Companions can purchase more companions.

Import [200-300]

You can bring along 8 companions for 200 CP. They will each individually get 600 CP to spend for themselves or instead receive 4 Concept Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 CP to bring in as many as you want.

Recruit [100]

If there is anyone you meet on your travels, this allows you to bring them along as long as you can convince them to join you. If they end up saying no at the end, you will be refunded for the CP you spent.

Elevator Theme: Supplement/Crossover Mode

You can choose to use this jump as a supplement and attach it to another jump. Alternatively, you can Import another jump of your choice if it fits the Location option you selected.

(You will have to fill out the second Jump Document, while keeping the point totals separate. The setting (any other attached parts) you selected will then merge into one.)

Elevator Flaws: Drawbacks

You can take up as many Drawbacks as you want, just don't make it impossible for yourself...

Leave When The Story Finishes [+0]

You can leave when you'd like unless a drawback conflicts with this. In which case, the drawback takes precedent.

Longer Stay [+100]

You can take this up to 5 times to extend your time spent here by a decade, but any further time extensions will not give you any additional CP.

Rhymes, Puns, And Dad Jokes [+100]

You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Long Elevator Rides [+100]

Every elevator ride will take at least 5 minutes.

Critics Everywhere [+100]

You'll frequently encounter people who will make mean comments about you and criticize things you like.

Dossiers [+200]

If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

One Upping You [+200]

If you create a creative work, someone will create one that's grander and better received than yours within a week.

Artless [+200]

You lose all of your talent and skills at art and must relearn it all from scratch.

Scaling Rival [+300]

You have a custom enemy who gets a build here that lets them purchase things from this document using as many Elevator points as you spent. They don't like you and want to defeat you.

Troll Uprising [+300]

The advent of the internet has sparked the return of the troll species to the public eye. They're all adept at hurting people's feelings and have mastered advanced trolling techniques that can and will destroy people's lives.

Soap Opera Antics [+400]

This world functions like a soap opera, and you'll experience a lot of manufactured drama.

Companion Lockout [+200]

Your companions can be imported and buy things, but they can't enter the jump with you.

Item Lockout [+300]

You can't bring items from outside the jump into this jump.

Power Lockout [+400]

You can't use abilities from outside this jump here.

Power Lockout 2 [+500]

You don't get access to any purchases here until after the jump ends.

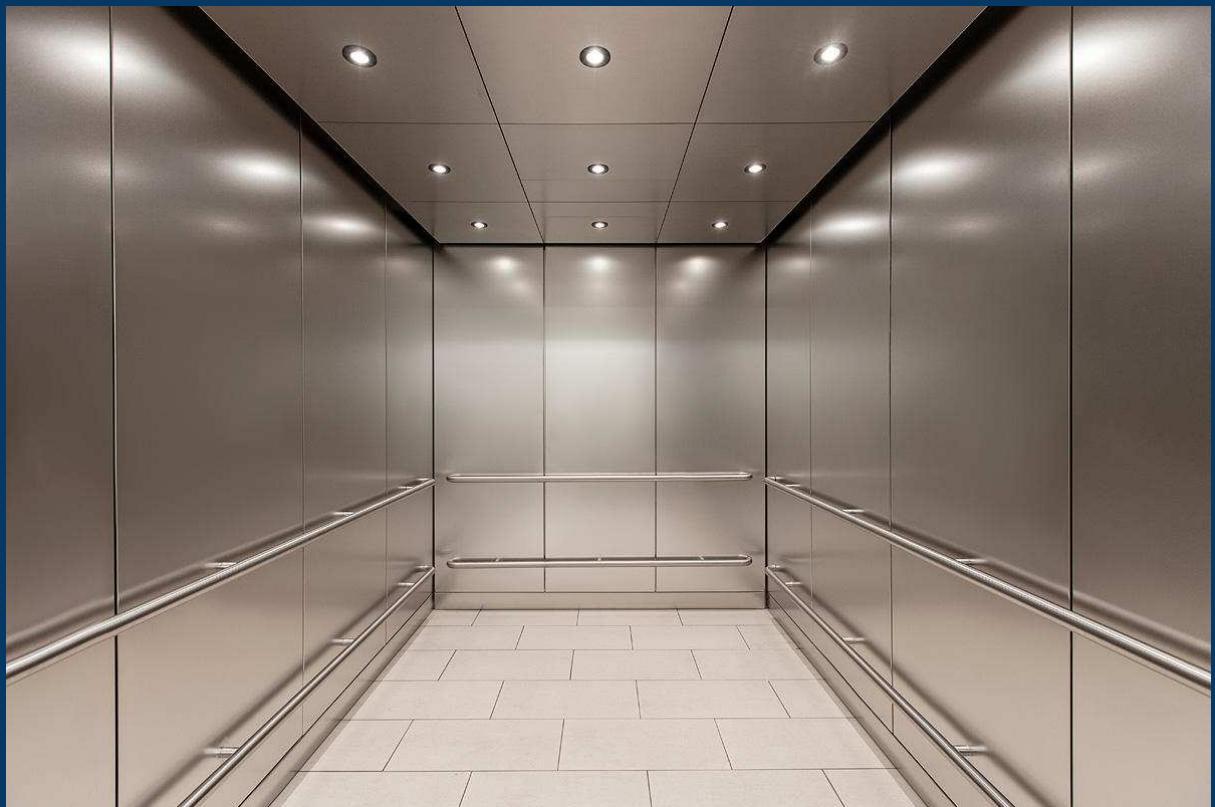
Final Floor

So with your ride on the Elevator over, you have three outcomes...

New Floor (Next Jump)

Elevator Jam (Stay)

Home Exit (Home)



End

Change Log

v1.0

The First Version
