

Pajama Sam Jumpchain

Hello friend! Welcome to Humongous Entertainment-verse. Or maybe you've been here before, in which case, welcome back! This place follows several point and click adventures, and the world is generally not extremely dangerous, so I'd advise you to have some fun.

This time around, you'll be caught in the antics of a young boy named Sam. He idolizes a Superhero named Pajama Man and he seeks to emulate his acts of heroism, sort of in a WWJD way. Whether you help, hinder, observe or follow along, it'll at least be interesting.

Here, take these! I'm sure there's some cool stuff you might want here.
+1000cp

Origins

Pajama Kid

You've been reduced to a child! Or maybe you were one. Anyway, you may or may not have parents or a home here, your choice really. You won't really have a background in any of the places you'll be spending most of your time in, so that's what counts. Maybe you're one of Sam's siblings?(Functionally the drop-in origin.) Age is 1d4+3

Denizen of Darkness

Despite the ominous moniker, the people in the land of Darkness aren't particularly nasty. Most, in fact, are quite friendly, if a bit eccentric. Watch out for those asshole trees though. You may pick any race in the land of Darkness.

Weather Worker

You work at the World Wide Weather! It's a place full of sentient snowmen, several talking machines and robots that do all sorts of nonsensical stuff to produce the weather, operating under the Mother Nature, and her underlings, Thunder and Lightning. Again, pick any race here.

Foodie

You're some variety of food, living on Moptop island! It's kind of a silly place, if I'm being honest. Sweets apparently don't get along with the other food groups, for unknown reasons, so there's a peace conference going on at a literal food pyramid.

Belonging

You're one of the belongings in the giant version of Sam's room. Perhaps you're a piece of garbage, a broken or lost toy, a piece of clothing or something else. It's not super important, just be anything you'd be likely to find in a child's room.

Starting Locations

Start anywhere, the various places are all interconnected, to a certain extent.

Sam's House

A normal suburban home. Sam's parents, as well as his big brother Mark, live here with Sam. Your choice if you actually live here too, or if you're just visiting. Bizarrely has access to all the strange realms listed below.

Land of Darkness

A plane of eternal night. Consists of a boat landing, a giant tree house, a mine, a garden, hot springs and a water-logged cave system. Darkness, as you might imagine, lives in the tree house. Accessible through Sam's Closet

World Wide Weather

The place where Weather is made! It's a massive complex, full of machines that collect sunlight and can it, mix the rain and bottle it, capture the wind and make snowflakes, among other things. Might need an employee card to get anywhere useful, but I'm sure there's one lying around. You can get here from Sam's house via the attic.

Moptop Island

An island full of sentient food! Located in scenic Sam's Pantry. The island itself is undergoing a bit of a conflict at the moment, but things have yet to turn nasty.

Grimy Corners

Place is a bit bizarre, it's like if you shrunk down in Sam's messy room! There's a mall, and a dust bunny farm, soda lake and more. Might be worth having a look around, at least.

Perks

All perks discounted to associated origin. 100cp perks are free when discounted.

General Perks

Cartoon Physics [Mandatory, 200 to keep post-jump] Some pretty silly things happen here. Small children getting struck by lightning and just being a bit singed, high-speed minecart rights with loop-de-loops and no seatbelt and all sorts of minor and amusing injuries. Generally, if it'd be for comic effect, your injuries sustained won't last very long. Additionally, your body can contorted by external forces in ways that would grievously injure or kill a normal person, but similar to the above, if they're not trying to hurt you, it won't.

Collect-a-thon [100] You're always looking for something. Might be socks, trading cards, boxtops or puzzle pieces. You'll occasionally find something belonging to a set laying around, these pieces are generally scattered among the region you're in. Going somewhere else will get you a different set of objects to collect. Collect them all and get a prize (maybe.) It'll at least be nice to look at.

Paper-thin disguises [300] Wearing a pumpkin or a stump on your to convince gourds or tree's that you're one of them. You'll find that so long as you put in a modicum of effort, you can generally blend in. Though your impromptu disguises may not hold up under close inspection, much of the time people won't even think to look, your disguise rendering you unremarkable. (Yes, even if that supposed tree is stumbling blind down a path.)

Pajama Kid

Point & Click adventure [100] You can get a good handle on your environment just by looking around. You've got a solid sense of what you could take and use to your advantage. String, oil cans, boards, hard hats and various littered canned goods. You can be sure that you'll notice it if you think you'll need it later. If you forget to grab it, you'll remember it at the opportune moment.

Friendly face [200] Little social butterfly, aren't you? You seem to make friends wherever you go. The people you meet tend to be the friendly sort, and are often willing to help you, though often you may have to solve a problem for them first.

What would Pajama Man do? [400] Hero worship isn't the greatest thing, but it's good to have someone to look up to. You always know what your hero would do. But even if that's something you couldn't do, you can often work out a solution to the problem at hand. If your hero wouldn't know what to do, you don't either.

Sam's hammer space [600] He's able to keep an awful lot of junk in that cape of his. So can you now. Anything you have on your person is stored conveniently behind your back. Where specifically? Who knows and who cares! You can probably carry about a dozen different items in such a pocket, and they are weightless all the while. After you leave, you can learn to carry more stuff as well.

Denizen of Darkness

Gratuitous Educational Content [100] You can lecture on and on about specific topics that you're knowledgeable about. Those with short attention spans may actually be bored to sleep by it, but it could be handy if you're trying to teach something.

Multi-track drifting [200] Not really, but you've got skills at navigating through mines on a cart. You're unlikely to find yourself lost in underground environments, and almost never if there's tracks. You've also got a penchant for finding useful stuff in mines, whether that's gold, secret doors, machinery or plumbing.

Potion's master [400] You've got the makings of a scientist. Or what passes for science around here. You've memorized how to make a variety of simple but effective potions. Short-lived invisibility, temporary intelligence boosts, breathing fire and the best marshmallow you've ever tasted, for starters.

Misunderstood [600] Big bad Darkness living in his house is, in Sam's mind, a scary foe that prevents him from sleeping easily. But really, he's just a lonely guy who doesn't have many friends. He's just misunderstood and sad, that's all! You've felt the same way, I'm sure. Anyway, as long as you act the part and explain that you've been misunderstood, you can eventually get most people to come around to you. Doesn't really work on people you've knowingly and intentionally wronged.

Weather Worker

Weather Body [100] All of the non-mechanical beings at WWW are at least partially made of their associated element. Thunder is a cloud-person with a booming voice, Lightning appears to be a sentient bolt, and a snowman works on the snowflake line. Anyway, pick a weather pattern, and you may adopt some of the traits into. Maybe a rain person could transform into water and slip through cracks, for example.

No reprimands [200] You know, having the big red button that breaks everything on the weather console seems like a really stupid idea. But Thunder and Lightning just got away with it. If you're able to fix the problems before your boss notices, you won't get in trouble for breaking stuff in the first place. You'll also be allowed to get away with a level of workplace negligence that borders on criminal.

Mitigating catastrophe [400] Things went south pretty fast for Thunder and Lightning after Sam accidentally pressed the big red button. Fortunately, the two of them are good enough at their jobs that they were able to stop the weather machine from catastrophically failing and wrecking the global weather patterns for good, at the cost of shaking a few pieces from the machines loose. You're similar in that regard; as long as you're around when disaster strikes, springing into action quickly will practically guarantee damage won't be as bad as it could be. Most of the time, it'll be downright minor.

Weather Wizard [600] You've got an expert understanding of the bizarre meteorology that exists in this world, and you understand the workings of the Weather machines such that you could repair them even if they were completely destroyed. 'Course, the weather of the world might go to hell in the meantime, but you could at least recover eventually. In future jumps, you'll gain a similar understanding of actual meteorology (or what passes for it in the settings)

Foodie

Bottomless stomach [100] It would appear that a few residents of Moptop Island can eat many times their body weight in a single sitting. You too can eat vast quantities of food to no ill effect. You won't get fat or fall ill from overeating, your body somehow managing to avoid the natural implications of such gluttonous consumption. Won't protect you against poison or spoiling, but at least you can pig out with the best of them.

Coupons! [200] Most places, you'll find coupons for free lessons. They might teach unique skills, or something mundane like dancing or etiquette. You probably won't get the most valuable skills, but hey, free's free. Maybe you can trade them to someone?

/fit/ [400] Hey, fitness is part of the new food pyramid isn't it? ~~Granted that didn't exist at the time~~ Anyway, like those literal stud-muffins on the beach, you've got yourself a perfect beach body. Also comes with a certain artistic skill for drawing, for some reason.

Peace talks [600] You're a natural negotiator. You can get a roomful of people, bickering at one another, to at least calm down and try to see eye to eye. You carry an air of cooperation wherever you go, and you'll find that your attempts to prevent violence with words will be more successful as a result.

Belonging

30th Customer [100] Fate will conspire for you to win prizes. You'll walk into diners and win the 30th customer grand prize, always be the 22nd caller for that radio show and what else. The prizes might not always be the most useful, but hey, at least you never need to worry about winning contests by being too early or too late. Also gives you a sense of how to show up at exactly the right time.

Knitting [200] Like a certain, elderly sweater, you've got a talent for knitting all sorts of sentient clothes out yarn. You might need a pattern if you're trying to make something specific.

Grime-be-gone [400] You can channel the power of dirt, dirtying or cleaning anything you can see. This'll allow you to clean and vacuum your room with unbelievable speed, leaving your dwelling spotless. It'll also help you mess things up if you need to, with the same quickness.

Pristine [600] Many of the toys here are broken shells. The poor bean-bag doll, popped balloon and balsa wood plane. You, fortunately, won't share their fate, becoming a discarded relic should you fall into disrepair. The people who care about you won't abandon you in your time of need.

Items

There are quite a few useful items here. At the very least, they'll provide some entertainment value. 100cp items are free for the origin, rest are discounted.

Pajama Kid

Footie Pajamas and cape [100] Sam's trademark clothing. Will repair from damage quickly and repels water. Comfy and warm. Comes with a cape in the color of your choosing, but defaults to red.

Board Games [200] A whole closet full of popular board-games.

Pajama Man Gear [400] A signature all-metal collectable lunchbox, Illuminator mk 5 flashlight and Pajama Man mask. Unlike the versions Sam has, yours are the real deal. The Lunchbox can store any foe you can cram inside (and also has an unlimited supply of OJ in the thermos), the Illuminator can defeat creatures made of darkness. The mask is just a mask, but succeeds at concealing your identity despite it's lack of coverage.

A house [600] A normal, suburban home. Has a pantry, stocked with food, a few TVs, video games and at least 3 bedrooms. Not the greatest, but not the worst either. Also comes with the Sock Works, a machine that sorts and folds vast quantities of socks.

Denizen of Darkness

Cheese and Crackers [100] A barrel full of each. Good for playing the tic-tac-toe variant common in the land of Darkness. Never spoils. Also restocks after being eaten.

Remote Mining Terminal [200] Looks like an old arcade cabinet, but supposedly controls minecarts somewhere else. Plays a lot like a better version of Snake.

Chemistry Set [400] A set full of color-coded chemicals and a book with a few simple recipes. The chemicals never seem to run out. Be careful though, you've got to mix them in the right order or it might blow up in your face.

Land of Darkness [600] You've got your own land of Darkness, Jumper! Includes the house, the mines and the waterways. Also has those asshole trees, both sets of them. They won't bother you or anyone you designate. The house is pretty sick, being a giant tree house, full of talking/dancing furniture, talking doors, a library, a lab and a secret exit to the mines. The bedroom at the top of the house is sweet too. The land of Darkness can be accessed out of jump through any closet.

Weather Worker

Employee ID [100] A simple ID card. Opens doors and proves you work somewhere. Post-jump, will update to another workplace, defaulting to weather institutes.

Weather Cans [200] Strangely enough, weather can be stored in cans! Liquid sunlight, Earthquake in a can, bottled rain and what else. Counts as natural weather when you

open the cans. Be careful opening too many, you might cause a hurricane or something.

Farming Machine [400] Can simulate weather at high speeds to grow crops. Grow all manner of fruit (and cucumber trees and eggplant for some reason) in moments. Also, bizarrely, can grow rainbows. The pot of gold usually runs off, but it'll drop a few coins on it's way out.

World Wide Weather! [600] You've got yourself a copy of the WWW! Includes the staff needed to keep the place running. Comes with a molly guard on the big red button to prevent accidental pressing. In future jumps, it can supplant (or exist alongside) existing weather systems. Accessible through any attic.

Foodie

Straw Boater [100] This simple straw hat identifies you as a diplomat. People are willing to afford you the respect as long as you wear the hat. At least until they find out that you're not actually a diplomat. Can transform into other, appropriate diplomatic wear.

Unlimited Sweets [200] Exactly what it says. You've got an unlimited supply of (non-living) sweets. Probably keep this secret if you're not a sweet yourself.

Food Buildings [400] You receive a set of instructions on how to build structures out of food. Jail cells out of candy canes, dams out french fries and more. The food remains edible, however, so you are vulnerable to your structures being eaten.

Moptop Island [600] The whole island. Includes the Food Pyramid, the dance hall, river, observatory, the mountains, beaches, canyon and the rest. Also has that weird heart that connects several areas on the river. Can be accessed through any pantry.

Belonging

Funny Putty [100] A wad of silly putty that's as big as you are. Can be used to copy the image of something. Strangely doesn't stick to anything you don't want it to.

A sweater with love in every stitch [200] Not necessarily a Sweater, but made by one. Grandma Sweater has made you an article of clothing of your choice out of dust-bunny wool. It's super soft and comfy, and fits you perfectly.

Shoe tree [400] Literally a tree with a bunch of shoes on it. Periodically grows more shoes. Will update to include shoes from future jumps.

Grimy Corner's [600] Not just the mall, but the entire land! Includes the mountain range, the soda swamp, dark gum forest, the dresser mountain and fish tank, and the plateau. If you manage to unblock the river on top of the plateau, it's actually full of sudsy water, suitable for washing clothes. Accessible through diving into a pile of junk in your room.

Companions

Want some friends?

Pajama Sam [100] The kid himself. Has a penchant for getting himself into some sticky, but ultimately harmless, situations. Also a habit of stumbling into strange lands through rooms in his house. Has all of the perks in the Pajama Kid tree, the freebie item, and a mundane lunchbox, flashlight and mask.

Someone else [50] Anybody else, really. Not from the Pajama Man world, unless you go there yourself. King, Otto, the Sponge, Florette, Thunder and Lightning, whoever.

Import [50-200] Import two companions for [50], they each get an origin and [600] to spend.

Drawbacks

More? Okay, you asked for it.

Crossover time! [+0] Your actions in other Humongous Entertainment Worlds are remembered. If you're able to get there, you can go back and see your old friends too.

Pajama Man [+0] You can go to the world of Pajama man and the Lunchbox League as they fight villains. It's probably more dangerous than here, but also more exciting. Your call, really.

CUSTOMS! CUSTOMS INSPECTION! [+100/300] Those asshole trees. Upon arrival, you'll be captured in a snare and some talking trees will steal all your stuff, except what

you bought here. Will only cover items, unless you want an extra [+200], in which case they'll steal (somehow) your powers too. They'll scatter them across the regions here. You'll need to collect them if you want them back, but there's no real penalty if you don't find them.

Regular customs inspection [+200, requires either version of CUSTOMS! CUSTOMS INSPECTION!] You're never going to get away from those trees. They'll keep stealing your stuff. They'll eventually stop in the last two years, but you'll need to collect what you've lost or else you'll be stuck here forever! (Or you could go home, but where's the fun in that?)

Gratuitous Educational Content [+100] You'll frequently be on the receiving end of long-winded and uninterruptible lectures on various topics. Most of which you'll find pretty boring.

Fetch Quest [+200] Figuratively the name of the game. You'll be running all over the place looking for stuff, and have to solve all kinds of puzzles in order to achieve anything while you're here. Expect existing fetch quests to double in length and difficulty as well.

Single use items [+200] Most of the stuff you find around here breaks or is lost after a single use. Means taking souvenirs will be a bit tricky.

What's OSHA? [+200] World Wide Weather, despite being a place high in the clouds, has surprisingly few railings. Sam's in no real danger and neither are you, unless you take this drawback. I'd be careful not to trip if I were you, it's a long way down. The other regions here will become similarly dangerous.

Shitty Atari games [+300] The later games made by Atari have some notable flaws, such as the autosave feature. Why is that a flaw? It autosaves on every scene transition. Moving through the world becomes tedious and difficult and takes you much longer. Several voices sound weird too.

Conclusion

Well, hope you've had your fun. Come back soon!

Stay? This place isn't so bad.

Continue on? Another place and another decade!
Go home? Are you sure you want to quit?

Notes

The various properties include the people who live/work there, but unless you import them, they can't leave.

RMT has shown zero evidence of actually controlling remote minecarts.

By Pathfinder Anon