



## **Bethesda Studios Jump [Joke/Parody]**

**Version 1.0 by Tri-Sevon**

Ah, Bethesda Studios. The inheritors of Fallout and the home of the series called The Elder Scrolls, among other such fine works. So why not give you a chance to experience the kind of love and care they give everyone?

By the way, here are **1000 Bug Points**. Every Bethesda Game has them, so we'll just give you the spare sets to use as you see fit. Oh, and your pre-signed contract demands you stay here for **10 years**.

## **Office Location**

### **Bethesda Studios**

Well, where else would you go? The Wasteland? Tamriel? No, this is the exact place you will end up working at. That said, you don't have to be at the main 'Studio' and can instead be in other ones out there. Wherever they are.

## **Studio Positions**

### **Programmer**

The ones that have to do the hard work in actually making the coding that goes into the game. Of course, they only use the top of the line in-house engine out there.

### **Artist**

Ever wondered why all of the Dungeons and Interiors look the same? These ones are the makers of that. They also handle all of the environment and character stuff as well before it gets rendered in-engine.

### **Composer**

The ones that make the settings come alive while in the midst of combat, exploration, or other matters as the plot goes on. Though to be frank, the licensed songs in Fallout tend to overshadow the hard work here.

### **QA Tester**

You poor, poor sap. Only choose this in case you wish to have a challenge. That said, if you do well, you'll have the respect of your peers and associates.

## **Employee Reference Sheet (Species/Origin)**

### **Human**

Yes, this is a default option. And what makes up the 99% of Bethesda Staff.

### **Wastelander**

Pick between being a Human, Ghoul, Super Mutant, Robot, or Wasteland Critter. Unfortunately, you'll still just be human shaped and with the aesthetics of whatever you picked and none of the upsides.

### **Dovahkiin**

Yes, this does let you be the Dovahkiin. No, this doesn't not mean you get the fancy powers. This is more just a means to get a nice hat and be one of the races from TES aesthetically like above.

## Features (Perks)

*You gain 2 **Glitch Tokens** as substitutions for any of your purchases here in this section. And in case you wish to go for an alternative option, not using any Glitch Tokens will allow you to get a one-time stipend of **400 BP** to use for Perks only.*

### **HD Textures [100]**

If there is one thing of benefit, you now look as good as the HD Textures. That isn't saying much, but you will look a lot better than anyone else in a Bethesda Game (and maybe anyone else in the studio team that hasn't cracked under the pressure from going on bug hunts).

### **Gimmicks [100]**

Name a Bethesda Studio Gimmick. If it exists, you can use it. However, when it does get used, it instead bugs or glitches out. Mostly to an amusing degree if you plan on sabotaging anything else.

### **Downtime/Valuable Time [200]**

Time is a valuable thing, but you know exactly to drag out every single second to your full advantage. Basically, you can use this to put anyone around you into a highly stressed state called 'Crunch Mode', where they will do their absolute best as if they are completing important things on the shortest of deadlines.

Thankfully, you can turn this on and off at your whim. But do be aware that prolonged time will create burnout and exhaustion in the people in Crunch Mode.

### **Skeleton Mangling [200]**

Using complicated technology or just bad programming data, you can easily modify your own body to make yourself taller, wider, or other such amusing sights and changes akin to a skeleton rig.

It'll all work out, but just in case it doesn't suit you, you can fix up any mistakes or revert yourself to normal or to a preferred state.

### **Radiant Quests! [200-300]**

You can now generate unending fetching or kill quests to add to your experience in your Jumps! They'll never run out, but will be massively repetitive or boring at some point. That said, at least you will always get some decent form of money or equipment for each one.

You can also spend an additional **100 BP**, to turn this on and off at your whim and also shut up anyone trying to give you any.

### **It Just Works: Type-01 [300]**

"Of course it works. See, it does its job." is what you'll have to be telling everyone. Especially when you find a way to cut someone in half with a broken gun with no way for it to physically fire bullets.

In essence, this allows you to make any item or equipment that you have that is considered broken work as it was fully functional. Both in real life and in coding (despite physical breakage or poor coding and syntax.)

### **Tangential Perfection [300]**

We all know the issues Bethesda games tend to have. However, they've managed to slip their names onto other, much better series, like DOOM and Wolfenstein, by merit of being the publishers of the games rather than actually making the games themselves. From here on, anything you are tangentially involved in making, and specifically *only* tangentially involved in making, will come out as well as one could hope.

### **Bethesda Physics [400]**

Physics doesn't work as intended? No, that's actually the purpose. With this, you can enforce physics to not follow reasonable logic anymore for your own benefit.

For example, it turns out walking uphill makes you faster and going downhill makes you slower. Or that being able to swim on land is far easier than walking.

Perhaps bodies don't have to listen to gravity if you put them in the right spots. Or perhaps you can make a staircase to heaven made out of sweet rolls and climb up them like stairs.

### **It Just Works: Type-2A [400]**

Of course it works! Anything you make can occasionally glitch out and become either discolored or slightly warped in shape. And in doing so, you find that they now have entirely new functions.

For example, if you had a Plasma Gun, it will now shoot out green lasers instead of slow plasma bolts. Or in case you have something like a flame-coated knife, it now casts cryogenic damage instead when hitting a target.

### **Entire Full Worlds [500]**

You now have the ability to make Regions seen in the Wasteland and Continents inside of TES. However, the major catch is that you have to use a computer and a LOT of coding to make them.

And the larger they are, the more code and data you need to have on hand to keep making them. Thankfully, everything you make will have entities in there to fight and dungeons/locations to go search and loot. Just don't expect any NPCs or friendlies. It somehow works best like that.

### **Game Jam [500: Can't use Glitch Token]**

You can now designate a set time period (days, weeks, months) for everyone else in your organization/company to come up with creative ideas for the projects. Like for example, making whatever you can create and put it in the game. And the best part is, this motivates everyone on a supernatural level.

Even those who can't program will find a way to contribute to this, temporarily learning what is needed to make their ideas into feasible proof of concept.

This can and will lead to such impressive ideas, such as expanded magic combos and new melee weapon types, cinematic magic and ranged kill-cams, QoL features, or a giant Mudcrab.

So by using this, you can inspire creativity for a set amount of time that can sometimes lead to great ideas that can make a game so wonderful.

Or make great ideas ones to immediately shelf and never use, to really instill that you are the one in charge and that everyone else needs to listen to you. Thanks to you being the main organizing force.

### **Console Commands: Programmer Level [600: Can't Buy With Glitch Token]**

Have you ever seen the console commands in Bethesda Games? You can now use them, but you have to deal with the clunky interface in order to use them. And even then, while you could use them to resurrect someone from the dead as an example...

...The Universe will still consider them dead, for all intents and purposes. Meaning, you need to either keep making more command changes, or you need to call for help. Some other examples are: Collision Lock, God Mode, and Give Item.

## **Studio Equipment (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.*

*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.*

### **Canvas Bag [Free/100]**

A bag made of actual canvas, instead of cheap nylon. Unfortunately, you won't actually get this until 7 months later and will receive said nylon version. For 100 BP,

you will instead get a special canvas bag after 7 months, that acts more as a bag of holding for all of your holding needs.

### **Todd's Phone [100]**

A special phone that has Todd Howard's contact on the first option. It also can easily run an unlimited number of Apps and Games. Unfortunately, while you remain here, you can only select apps that Todd Howard uses.

Once out of the Jump, use it however you want and customize it to your heart's content.

### **Bethesda Board Games [100]**

Instead of video games, you instead get versions made for tabletop games. And it includes the entire Bethesda Game Lineup.

Also, the Board Games have bugs and glitches in them, despite not being made digitally at all. Thankfully, any hijinks that go on will be harmless.

### **See X and Y It [200]**

A special building or property that is now under your ownership. It looks absolutely stunning or amazing on the exterior, though once you do get inside, you find that it has unlimited potential.

Albeit, because it is actually barren on the inside besides the most basic of accommodations and some minor things to do. Thankfully, it still doesn't need any maintenance or upkeep in the exterior or interior.

### **Horse Armor [200]**

The best kind of armor for a horse. One to roam around in style. Does not actually protect them, nor you as well upon purchase. And does not offer refunds if you buy them.

That said, after buying it...It can actually be fully modified and given to anything that actually isn't a horse. As long as it exists as a mount-type creature, this can be used by any of them.

### **Creation Club [200]**

A great service to upload mods and share them with others. Unfortunately, this is not that at all. Instead, this is a poorly crafted club made of wood that is unbreakable and can cause game bugs in Consoles and PCs if you whack them with this.

It also comes with a signed paper certification that you can use to get a new one in case it gets lost or somehow stolen. And if you do somehow manage to break it, you can redeem this to get a club made of poorly crafted metal with the same properties.

### **Actual Clubs [300]**

Fine, here is the digital shop. You can spend your cold hard cash to buy things like the Atomic Shop seen in Fallout 76. Like buy alternate skins for anything you own, along with some extremely overpriced and slightly op items.

Fine, here is the real 'Creation Club'. You can freely get whatever mods exist for any Bethesda Games, and also can easily build up a pool of new mods for non-Bethesda Games for everyone to use for free...or for a small fee (that does pay the Mod Maker).

### **Re-Release: Game Toaster Edition [300]**

A program that can install a fully working copy of Skyrim on any electronic device, from biological supercomputers to pregnancy testing strips. Also, charges you \$60 Bucks for every installation as well. and you have to pay extra for Creation Club content.

### **Nuka-Cola Dark [400]**

A full bottle of Nuka-Cola Dark, which will be shipped to you in a few days with an additional unavoidable fee of \$80 *bucks*. Once it arrives, it will instead be a cheap plastic shell in the shape of its source filled with cheap, non-alcoholic rum that will taste on the lower end of 'just passable' and so on.



Of course, once you finish drinking (or smash said bottle in rage), you will find that you will get an entire restocking collection of fan-made versions of the Nuka-Cola drinks with mastercraft glasswork and flavors inside each bottle in the following day.

In fact, they may actually taste like the drinks in Fallout without any radiation or downsides, besides the blue glowing skin you may temporarily get from drinking the Quantum flavor. And yes, they do have marked versions that note if they do or do not have alcohol in them.

### **Broken Steel [500]**

A 1:1 scale of the Liberty Prime (MK I). Albeit, in its broken state, leaving it as just its giant head. It can talk and respond back, albeit with its robotic voice and Anti-Communitst gung-ho vocabulary still set as its default.

That said, you could rebuild it if you got a lot of time, skill, and work (plus 7 years of unavoidable time). And in the meantime while that goes on, you'll find that this giant robot head will also make for surprisingly good alternative appliances. Like the inbuilt eye laser is great for making toast and its energy supply is good for recharging phones, batteries, and generators.

And also, if and when you do finish rebuilding Liberty Prime, he will retain all alternative applications for your continued use. Plus being able to produce Sweet Rolls on demand upon completion as well.

### **Gamebyro Engine [600]**

The long suffering engine behind most of the more modern Bethesda games, it has been overhauled time and time again, but the problems become more and more apparent with each new game.

Thankfully, this copy of the engine you now have for your own private use will work for running any game out there. Yes, even the most old and the most advanced ones. However, due to the quirks in this engine, there will be some serious dumb flaws and bugs that will bleed into the gameplay.

However, this does offer an opportunity to build a new engine from scratch that will fix all of these issues and help improve your skills in modding and creating software.

## **Co-Workers & Associates (Companions)**

*Companions can purchase Perks and Items.*

### **Import [200-300]**

You can bring along 8 companions for 200 AP. They will each individually get 600 AP to spend for themselves or instead receive 3 Ride Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 AP 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 AP you spent.

### **Lone Wanderer [100]**

This is the Lone Wanderer. Unfortunately, if you thought that means the 'Vault 101 Inhabitant', you don't actually get 'them'. Instead, you get a small Dasherhound that was given the name of Dogmeat.

Thankfully, this lovable lug of dog meat is a loyal companion and can help you with any stressful times due to being a good dog. And on occasion, can howl out something that would be a good solution for whatever bugs, glitches, or problems you have with coding.

As for why it sticks with you out of loyalty is due to being all alone on its own end till it met you. Since this dog was the real 'Lone Wanderer'.

### **Dragonborn [100]**

The 'Dragonborn' is not what you are getting either. Instead, this is a small kitten that goes by the name of 'Ra' for some reason. It likes to mess around with computer mice more than real mice, but that also means it is surprisingly extremely talented in playing video games if provided with a computer keyboard.

In case you need a quick playtester, Ra can do in a pinch and provide small meows and other verbal signs you can understand in terms of its feedback. That said, do be aware that the kitten wants to be credited and paid for their help.

If not given the due respect, credit, and pay, Ra will let you know and do so in the most convincing manner possible for a kitten.

### **Jermey, The Patch Guy [200]**

This overworked and underpaid programmer, who is also your co-worker (and possible friend), is actually the one who keeps Bethesda Games running. Running on a shoestring budget, duct tape and bailing wire. Thus earning the name, 'The Patch Guy'.

You can usually see them trying to fix things up when on the clock before Todd demands a sudden change during the development. And also during the post-release hotfixes and updates once his words actually reach Todd's ears.

Honestly, just take them with you. It'd be a whole lot better than just leaving them in Bethesda's poorly made hands.

### **The Todd Head [200]**

Perhaps one day while in Bethesda Studios (or out there in the rest of the inconsequential world), you found something strange. That being the giant sleeping godhead (and synth-replica) of Todd Howard. This version of Howard has all of the talents and feats that the other version has...

...And can actually back it up to a reasonable level and be a good leader all the while. They also come with their own specialized version of Nirm/TES Verse in a video game form you can play and use for inspiration.

## **Bad Press (Drawbacks)**

### **Few Minutes Of Walking [+100]**

At some point, you will need to stop what you are doing and go on a pointless walk for a few minutes. It may be unnecessary, but it needs to be done to create these beats for an experience.

However, your experiences will be, at the least, very boring. Or at the very worst, a complete waste of time.

### **Playstation Mods [+100]**

The studio will now make claims that they can't actually hold an agreement on implementing. Such as promising mods on something like a Playstation Console, despite disagreements with the actual makers on viability with their Hardware and Software.

Good luck, and keep in mind you DO have to weather the disappointment that will follow.

### **Cycling The Voice Actors [+200]**

In terms of making contracts and voice acting, you are now bound to use the same voice actors that have played multiple roles and voices in every Bethesda Game. Breaking said contract will incur penalties and problems to rise up with finding a replacement. Also, everyone you meet while working on a game will also sound like said voice actors every now and then.

### **Scrolls Suits [+200]**

In case anyone happens to be using any common words or associations (like Fallout, Scrolls, Elder, and so on), Bethesda will engage with frivolous lawsuits that

will drain any budget for any games you are making, and make their PR staff get angry. Good luck.

### **Black Isle Did It Better [+300]**

Every game that isn't a Bethesda Original, will now be judged against its previous studio owners. In case something doesn't belong to a studio, this will also make any other games released during the time period of your games' lifespans be considered inferior by default.

### **Loading Screen [+400]**

Anytime you enter or exit a building, you will be faced with a loading screen that will eat up your time. About the ballpark of a guaranteed 30 seconds. Everyone else will freeze in place, like nothing had happened at all.

And no, you don't get any loading music to listen to, like the one in Crash Bash. Just pure silence (with a very rare occasion of hearing a computer engine crying in mechanical pain) and useless tips and bits of 'lore' you may already know by then.

### **The Todd Problem [+400-600]**

You now find yourself having to keep Bethesda Studios afloat, while the great God-King of gaming, Todd Howard, will be making all of the most boneheaded decisions and interviews.

And unfortunately, you have to be the one keeping an eye on him. Not 24/7, but it'll feel like you have to do that, just to be sure.

For an additional +200 BP, the great God-King Todd Howard will now be malicious trying to do his shenanigans on purpose. And also, further ignore any advice from anyone else besides you.

### **It Just Works In A Lockdown [+600]**

You have no access to any outside Perks, Gear/Equipment, or your Warehouse. Anything you get from here will be all you get, outside of any companions you bring in/along (if applicable). Good Luck!

## Final Day

*You now face your last day of work. What will you do going forward?*

### New Career (Continue)

Take your portfolio of work (or your paychecks) and get out of here. And hey, good luck out there.

### Renewed Contract (Stay)

Well, good luck in the negotiations. And so on past that point.

### Last Straw (Home)

In case this is your last straw (or some sort of Bucket List), you can use this to head home. Wherever that is.

## Change Log/Notes Section

Version WIP

Version 1.0

### Notes Section

*Game Jam Perk Source*

*-[2012 Game Jam Reference](#)*

*It Just Works Perks*

-Yes, I did use both versions I suggested. And you can see it for yourself down below.

*Additional Jump Support Recognition*

**Fallout10mm**

-Seriously, you've helped out so much. Thank you!

### Hours

All credit and Jump inspiration goes to the user, Eshiraeline, on R/JC.

Original Post & Inspiration: [Reddit Post](#)