



## **SAM & MAX JUMPCHAIN**

Based on the Oscar winning war drama film "Sam and Max go to Disneyland!" by Francis Ford Coppola.

At first glance this world resembles the one you've known but if it all was infected by the spirit of New York, as it was in the 1980s or early 1990s. The streets are in a state of disrepair, with garbage floating in the wind, many buildings have unrepaired bullet holes, crime is rampant and big cities seem lawless with criminals robbing stores and snatching purses in broad daylight. Everyone seems to be rude, or at least brutally honest. Rats and roaches, even non-sapient ones, run through the streets and around the feet of people even during the day. But this world is not a grim one, and people seem to be flourishing despite the dark times and some people are trying to improve the situation.

This world is also a bizarre one, with mad scientists, cults to ancient dark gods and even to the Elder gods, with many alien invasions and occasional monster attacks, with mob bosses transformed into fish commanding their minions from a fishbowl and more. There are no superheroes to fight such problems, so the Commissioner calls on the Freelance Police to deal with it, consisting of private detective Sam, a six foot tall humanoid dog obsessed with justice, and his partner Max, a violent, psychotic, hyperkinetic rabbit-like thing.

This is the world you'll live in through the next ten years. Have 1000 CP to prepare you.

# Origin

## **Drop-In** - Free

Ah, you're someone Sam and Max will recognize as a guest character, someone from beyond the Dark Dimensions, with no friends, no past and no memories of this world.

## **Detective** - Free

Some say you're obsessed with justice and that's why you became a detective. Well that, and you feel you need a justification to beat up people, so you choose to only do it to criminals and others that deserve it. Hopefully you have a friend or two to keep you from becoming a grim loner, stalking through the armpits of the city, assaulting crooks and crook-like punks in a humorless overly-narrated fashion.

## **Adventurer** - Free

All you want in life is to have fun. Go to new places, meet new people, beat up the new people in the new places. Just crash land into the mysteries of the universe and chortle merrily at reality's deepest secrets, that's the stuff. Hopefully you have a friend or two to keep you from speed skiing down the slippery slope and becoming a menace to society.

## **Ally** - Free

You've met Sam and Max at some point, maybe as a victim in a case, or as someone who helped them once, or maybe you just lived in the street where their office is. You can decide if you still live there, but at least the freelance police will treat you like a friend... well like an acquaintance... well, they won't shoot you on sight, at least.

## **Criminal** - Free

You're a criminal, a villain, possibly even a mastermind. Why cloak your destructive and hedonistic desires in a veil of justice? Nah, you just want to do your own thing, maybe you want to become rich, or hunt strange animals, or rule the galaxy. Whatever it is you want, you probably should stay away from the police, freelance or not.

# Races

## **Human** - Free

Humans are the most common sapient species in the world. You know what they are. You... You do know, right?

## **Anthropomorphic Animal** - Free

An animal with a more humanoid body plan, hands with opposable thumbs, the ability to walk on two legs, etc. Height between four to six feet. You can choose to be a humanoid dog, cockroach, guinea pig and probably any other animal common to late 1900s Earth. Despite your animal appearance, your physical abilities are mostly the same as a human.

## **Intelligent Animal** - Free

Not all sapient animals are humanoid. There are populations of sapient rats, roaches and pigeons in most major cities, and at least a few chickens. They can somehow talk and use tools despite not having opposite thumbs, and rats specifically have managed to become a market for small sized clothes and household items.

## **Lagomorph** - Free

At first glance you look like a cute anthropomorphic three feet tall rabbit, four feet counting the ears. But there are some telling differences to show that you are something... else. The most obvious being your large, sharp, triangular teeth similar to shark's teeth. Your ears have bones inside and several articulations, allowing your ears to stand rigid or move. Your skull is ball shaped, and you are capable of breathing underwater despite not having gills.

## **Molemen** - 100 CP

Another race that seems to be anthropomorphic animals at first glance, the mole people are actually more human-like than others, even if their physical abilities are quite lacking and they never grow taller than three feet tall. They are originally from Egypt where they guarded many tombs and pyramids but migrated to other countries in the 1800s, forming enclaves under many large cities or going to rural areas to work in tourist traps. But truthfully the mole people are older than humans, older than the dinosaurs. They were once a large intergalactic empire, and are the ones responsible for banishing the Elder Gods to the Dark Dimension, but unfortunately evolution has passed them by, creating many races that are stronger, smarter or at least less dorky. Still, molemen have a particular affinity with magic and psychic powers and are naturally resistant to the mental attacks from eldritch beings or their tools, even capable of remembering the truth after someone causes changes in reality using equipment from the Elder Gods.

## **Bigfoot** - 100 CP

Hairy creatures that once were found in many places around North America, now living in the remnants of the pine forests, and as sideshow attractions in many tourists traps, bigfoot, sometimes called sasquatch or yeti, are tall, usually between six and eight feet tall, and much stronger than a human of the same size would be.

Roll 1d8+20 for your starting age. Your gender is the same as the last jump. You can pay 50 CP to change your gender or choose your age, or 100 CP to change both.

## Location

You can choose to start in the comics era, the LucasArts game, the cartoon, the Telltale games or the VR game. There isn't any real timeline, so feel free to assume that if you start in the comics era you can fit all the rest in the ten years of the jump.

Roll 1d8 for your starting location, or pay 50 CP to pick the location you want.

1 - The U.S - Home of Freelance police and where most of their adventures happen. If you start here, roll on the next table to decide where in the USA you will start. If you paid to pick you can pick a location in the next table for free.

2 - Moon - The atmosphere is surprisingly breathable here. It's mostly barren gray rocks, but you can visit a city of anthropomorphic rats, a bigger city with kaiju sized cockroaches, and some stage magician turned cult leader, I mean philosophy guru, is building a retreat/theme park around here.

3 - Germany - A dark and gloomy place, filled with evil and darkness. And besides the Germans, in Stuttgart there's also a castle owned by a centuries old vampire that has killed many vampire hunters, the castle also works as a nightclub for his zombie minions and a few other visiting undead.

4 - Japan - A very modern country but still filled with samurai, geisha, and other anime stereotypes. It is also filled with kaiju, dozens of them, just roaming around causing destruction. And no Ranger or Ultraman parodies to deal with them, the Japanese just live with it.

5 - Easter Island - The home of the moai statues, some of which are actually alive and willing to have a conversation. It also has a bunch of talking babies claiming to be missing people, and flying triangles migrating from the Bermudas.

6 - The Philippines - A place apparently built without reference material, full of weird design choices that aren't really connected to what the Philippines are supposed to look like. It also houses at least one cult to a volcano god.

7 - Egypt - One of the oldest civilizations on Earth, filled with ancient tombs, ancient relics, and mummies.

8 - On an Airplane - Right before terrorists try to hijack it, you can pick any country you want to land, assuming the terrorists don't slam the plane into a building. Maybe you should do something about that.

### US Table:

1 - The Street, New York - The street where the Freelance Police office resides, it also has Bosco's guns/liquor/baby needs store, recently renamed to Bosco's Inconvenience Store, and Stinky's Diner for only the toughest or most self-hating anti-gourmets.

2 - Gator Golf Emporium, Rheumy Eyes, Florida - Used to be a simple driving range until it was flooded with swamp waters, and invaded by alligators. Now you can hit alligators with golf balls.

3 - World's Largest Ball of Twine, Central Dis, Minnesota - The world's largest ball of a single continuous piece of twine. Has a good fish restaurant on top that receives fresh fish everyday.

4 - The World of Fish, Mosquitoville, Missouri - A nice stream for fishing, one could pass months fishing daily here without noticeably lowering the fish population. It also has a few displays and rides themed around fishes.

5 - The Mystery Vortex, Gullwump, Washington - A nexus of paranormal activities. On the outside rocks, random objects and even an outhouse float around. Inside there are corridors where the tourists shrink and grow as they walk, a room with inverted gravity and other mysteries.

6 - Savage Jungle Inn, Half Life, Nevada - A jungle themed inn owned by Evelyn Morrison, a former B movie actress. Hosts occasional bigfoot gatherings.

7 - Celebrity Vegetable Museum, Goatliver, Texas - A museum dedicated to vegetables grown into the shape of heads, busts or even full figures of celebrities. If you have a picture of someone they're willing to make a vegetable on their likeness.

8 - Random Snuckeys - Ah Snuckeys, it seems there is one on every interstate. A gas station and convenience store, it has all the snack food one needs for a long trip, along with some games for the kids in the backseat and very clean bathrooms. From here you can drive to anywhere in the United States. Maybe you want to visit such interesting places like the Kushman Brothers' Carnival, Frog Rock, Bumpusville, the Mount Rushmore Dinosaur Tar Pit and Bungee Jumping National Park, the Enchanted Argyle Forest, the Inexplicable Valley of Lights, Mount Badrich, the World's Largest Stump, and the Eternal Plane of Acid Rain.

# Perks

Perks are 50% off for their origin, 100 CP perks are free instead.

## General

### **Poker Night** - Free

You have been invited to the Inventory, a secret bar under a videogame warehouse, for a yearly poker game. During your stay in this jump, you'll be allowed in and given 20,000 dollars in chips. You and four other players, one of which will be either Sam or Max, along with a dealer, will play until someone wins the 100,000 dollars pot. The bar serves free drinks while you are playing and allows you to bring a friend or two to wait while you play, commentate the game or join in the conversation, the other players will also probably bring a person or two. If this is your first jump the other players and the dealer will be people from this universe, if you have been to other jumps the other players and the dealer might be familiar faces from past universes, though they'll be a version from an alternate dimension that never met Jumper. After this jump Sam and Max will not always be at the table, all four players and the dealer will be open spots for random people of your past, weighted towards protagonists and people who are good at banter. The Inventory has a strict ban on cheating, so all your powers and perks will be disabled and you cannot bring any items, or take any from other guests, and you cannot take anyone you meet here back to the jump you are in or to your warehouse.

### **Just As Prophesied** - 100 CP

Every time you meet a cult, religious conspiracy or tribe of savages you seem to hear "His coming was foretold". Whenever you enter a dimension you'll find that there are many prophecies who seem to refer to you, some as a savior, some as a god come to control them, but mostly as a great destroyer. You'll also find that even without prophecies, many idols and paintings of gods will look kinda like you, if you squint. Enough that you can bluff many tribes that you are the being depicted on the idol, This doesn't change fate or destiny and it doesn't give you any powers or benefits for being the destined one that has to defeat something, not just with this perk, but you will occasionally find cultists willing to help you, give you some money or gifts, or realizing they should run away instead of trying to fight you.



## Drop-In

### **Asking Pointless Questions - 100 CP**

A curious one, aren't you, jumper? Seems you like to start a conversation with everyone you meet, asking all kinds of questions and making jokes. With this perk, you'll find people are a lot more receptive to your questions, more inclined to answer, even villains in the middle of a fight will be more inclined to banter with you. You have an intuition to what questions people can answer in a useful way, or at least in a way that sets you up for a funny comeback, as if you were seeing a dialog wheel showing the five or six best questions or statements to make.

### **Examining Everything - 200 CP**

If you need to solve a case or a puzzle you'll need the right tools, but even if you don't have them, you're pretty good at finding or improvising tools and solutions in your environment. Just from wandering around and messing with the items around yourself you can quickly evaluate their possible uses and whether they can be combined with other items in your possession. People are also a lot more lenient about letting you touch their valuables, decorations, merchandise, etc. They won't let you break or steal things in front of them, but they won't get annoyed if you keep picking things up and putting them down, moving them around, poking at their insides, looking at them with a magnifying glass, etc.

### **Sticky Fingers - 400 CP**

Just being able to examine all those items isn't all that useful, really. You need to be able to take them with you, and while you could buy or borrow some of them, a lot of the time it would be useful to just... grab them when no one is looking. You are a skilled thief, with fast hands and a stealthy step, capable of taking things right in front of people if they take their eyes off the item for just a second. Weirdly, after you steal something, people seem to take a while before noticing, allowing you to just walk away before they even realize their item is gone. You are also a good scammer and con artist, capable of coming up with lies in a heartbeat and getting people to take bad deals with an impenetrable poker face.

### **Clever but Overcomplicated - 600 CP**

While violence is the preferred solution for most questions, unfortunately sometimes you need to think and find solutions to problems before you can apply violence. Luckily, with this perk you are a real puzzlemaster. You are incredible at finding new or weird uses for items, coming up with plans on the fly and lateral thinking. You are also a pretty good trickster, capable of using your puzzle solving skills in battle, manipulating and confounding your enemies, creating traps, making them reveal their own weaknesses, and setting them up for sneak attacks. It helps that when they are near you, your enemies seem to get a lot dumber, hundred year old vampires being baited into using their weaknesses on themselves, invading alien masterminds walking into obvious traps, villains smart enough to outplay Satan revealing the ritual to defeat themselves are things that can happen when you are on the case.

## **Detective**

### **Canine School of Freelance Policing - 100 CP**

Well, there isn't such a thing, Sam had to figure out this job himself. But you get to benefit from his training. You have an encyclopedic knowledge of law, a large and sesquipedalian vocabulary, and while you're not a scientist or magician you can quite accurately guesstimate things like how you can disrupt the workings of a spell or how long a pocket dimension will last after the being that created it dies. You have a calm and cool headed demeanor, and no matter how grotesque the monster, unusual the situation or sudden the change you will never suffer more than a moment of surprise, just long enough for a cool exclamation. You also have a talent for coming with long flowery exclamations on the fly.

### **How Devilishly Convenient - 200 CP**

Lady Luck, Fate or possibly the author seems to be on your side. Whenever you're stuck on a case, losing a fight or about to die your luck improves dramatically. It becomes much more probable that you'll find a random clue, the items you'll need to solve a puzzle or the weakness of an enemy if you search hard enough, and when you're in a bad position in a fight, there's always a chance someone will appear to help you or at least to cause a distraction, and sometimes enemies just randomly suffer spontaneous combustion. It won't save you from everything but it does increase your chances of winning or at least surviving.

### **Freelance Police - 400 CP**

Normal police have qualified immunity, but since you're freelance you get UN-qualified immunity. That doesn't actually make sense, but hey, that's the kind of world you're in. You are immune to the legal consequences of any action you take as part of a job. As a cop you can steal, kill, kidnap, cause any amount of property damage, and as long as you're doing it as part of a case or to fight a bad guy, you won't be sued, arrested, or investigated by authorities. If you're a president, you'll be immune to any attempt to impeach you, no matter how many times they try, as long as your actions are done in an effort to help the country.

### **Noir - 600 CP**

You walk your beat in the dark stormy nights, making jaw music with your fists and solving cases like a hobo solves a half-eaten burger he found in the trash. You are a tough gumshoe, hard boiled like an egg left too long to stew in the injustices of the system. You are an amazing brawler capable of fighting dozens of mobsters at the same time and even defeating superstrong, bulletproof alien gorillas. You are also a very skilled detective capable of solving very complicated cases. You're especially good at interrogating people, intimidating and beating information out of them, knowing when they are lying and how to force them to admit and come clean. Lastly you are very good at coming up with noir soliloquies, monologues and asides, which can be useful if you want to make someone confused, depressed or ippelskippered.

## **Adventurer**

### **Cute and Marketable - 100 CP**

You are a charming little sociopath Jumper, enough that you could become a mascot for a videogame series. You have a quick wit that allows you to come up with small jokes, elaborate threats, ways to annoy people and funny nonsense, all on the fly and as you need. At the same time, you're pretty cute and most people will not hold grudges or stay annoyed with you for long. You could act like a jerk to everyone you know and it wouldn't make their opinion of you worse.

### **Tough Little Guy - 200 CP**

Despite his violent disposition, Max isn't the greatest fighter around, but he does have one advantage, one that you share now. You are amazingly tough and scrappy. You can shrug off being thrown from the top of the Statue of Liberty or using your face to short circuit a fuse box, and while an alien disintegrator field might kill you large chunks of your body would still remain not disintegrated.

### **None of Your Damn Business - 400 CP**

Where do you keep all of your guns and toys? In the inventory, of course. You have a small pocket dimension where you can keep your stuff. It has enough space to keep several shelves of stuff in them, but not as much as the Cardboard Box below, and since it is a pocket dimension connected to your mind it follows you even if you get turned into a disembodied brain or something like that. It is also very hard to detect or steal from, though not impossible.

### **Special Brain - 600 CP**

You have gained psychic powers, possibly from a melon sized deadly brain tumor. First you can interact with the Toys of Power and other eldritch artifacts, and you can do it without becoming mad or suffering from side effects. You are also immune to hypnosis, brainwashing and the mental powers of eldritch beings or those using eldritch items or magic, even god-like reality warping ones. You can contact and affect spirits of the dead, even exorcizing or binding them. Lastly, once per jump or every ten years, whichever comes first, when you would die, you can transfer your mind to the hand of a nearby ally. You can remain tethered to life in this way for a few hours, and if in this time you are transferred to a clone, reanimated corpse or other soulless body you can transfer your conscience to it, and it doesn't count as dying.

## **Ally**

### **On the Line - 100 CP**

Sometimes you need to call someone, but they're not near their phone. Lucky for you always know when to call, if you want to call someone you'll know if they are near a phone and the phone number, even if you don't know where they are. This knowledge only works for calling them and disappears if you try to trace the telephone or something like that. In times with cellphones you will always know if the person you want to call has their phone or is near it, and if it's working.

### **Shooting Hand - 200 CP**

Your hands are quick, dexterous and accurate, as if someone had given you the hands of Jesse James. Your hands are fast enough to fool the eye of a vampire that can catch bullets, and greatly increase your hand-eye coordination, allowing you to accurately hit anything you can see as long as the gun can reach.

### **Agent Pogo - 400 CP**

You are one of the best bouncers and door guards in the Secret Service. And possibly part of the Homeworld Defense. You always know when you're being monitored, whether it's just someone looking at you, or if someone planted a bug on or near you, and you can even tell when someone is trying to read your mind. It is much harder to infiltrate or break into any building you're guarding, even if you're guarding just a door, and you have much more success when convincing a possible intruder to go away instead of trying to forcefully enter or start a fight with you.

### **Geek - 600 CP**

The technology for most of the world seems to be around the 1980s or 1990s, but at the same time there are a few scientists who can create very advanced technology, like Darla "the Geek" Guggenheim, Mama Bosco and, with this perk, you. Your intelligence is greatly increased and you gain doctorate levels of knowledge in several sciences and engineering courses. Human-like robots, clones, time machines, machines to explore the dark dimensions, neutron bombs, supercomputers, and many other marvels are now possible to you, if you have the materials and time to make them.

## **Criminal**

### **No Mafia Here - 100 CP**

Organized crime? Evil cults? No, no there's nothing to see here... At least there won't be if it's your organization. You're an expert at hiding your criminal activities and those of your organizations. You could hide your mafia activities as a mafia free playland and cassino and it would be considered the last place to suspect even for a paranoid police commissioner, hide your plans for world domination behind a happyness cult that would fool even seasoned secret service agents, and mask an alien invasion as a humanitarian effort so well people would line up to help you.

### **Caffeine Rush - 200 CP**

A constant diet of beverages loaded with caffeine and sugar has given you the blood pressure and heart rate of a hummingbird. It has also given you the ability to move in incredible bursts of superspeed. For a few seconds at a time you can run fast enough to leave a blur behind yourself and dodge bullets. Just don't think too hard about the life expectancy of a hummingbird.

### **Prismatology - 400 CP**

You are one of Hugh Bliss' first prismatologists, and behind the forced color metaphors and sugary advice you have found several mental exercises that actually improve your mental health, help break through trauma, and generally increase peace of mind and happiness. More importantly, by watching a master at work you have greatly increased your ability to create long term plans, including multiple layers of redundant plans, the use of cutoff and cat's paws to hide your own position as a mastermind, and accurately predicting enemies reactions. You also have greatly increased your charisma to the point you might be able to raise a cult around yourself, you could even get secret service agents to betray their country and come work for you.

### **Occultist - 600 CP**

This is a world where strange and bizarre things happen with alarming frequency, so is it really surprising that magic is real? You have learned how to tap into magic, allowing you to power many rituals, such as rituals to summon or banish, rituals to create wards or illusions, rituals to curse or empower. You also know a few quicker spells, such as short range teleportation, creating a shield capable of blocking bullets and even alien energy guns, and blasts of magic as powerful as said alien guns.

# Items

Items are 50% off for their origin, 100 CP items are free instead.

## General

### **Fizzball Supplies** - Free

The equipment to play Sam and Max's favorite game, or at least their favorite game they invented. A couple of ax handles, raincoats and several cases of cheap, nasty beer. The point of the game is to throw the cans of beer to a batter who tries to hit them hard enough to make the can explode.

### **Multimedia Franchise** - Free

At the end of your stay in this universe you'll receive several items recounting your time here, or at least, the interesting parts. Some comic books, a few seasons of a cartoon, maybe some books, movies or games, but mostly point and click adventure videogames. You'll also receive similar treatments for your time in previous jumps, and it will be updated at the end of each jump.

### **Tijuana Frogs** - 100 CP

A couple boxes full of porcelain frog statues with sombreros, in stereotypical Mexican positions or holding mariachi instruments like maracas or acoustic guitars, ranging in size from hand sized to person sized. Sam and Max bought those while vacationing in Tijuana and have never really managed to offload them on some other sucker. Honestly they're pretty useless, but Sam and Max really need 100 CP to do a thing, just help them out, would ya?

### **Prismatology Talismans** - 200 CP

A set of five talismans that give the owner powers based on stage magic. Except for the Top Hat they do not have to be retrieved from your inventory to use, just carrying them around allows the owner to use their powers at will. The Top Hat can be summoned and banished to the owner's inventory with a gesture. The talismans are:

- Bent Spoon: Allows you to bend and unbend spoons and spoon like objects, such as wall sconces, wrenches and parking meters.
- Gastrokinesis Talisman: Can make people vomit with your mind.
- X-Ray Eye: Allows you to see through metal, including lead.
- Top Hat: This magician's hat serves as a portal from which you can reach and pull rats, rabbits and other rodents. It can teleport them through interplanetary distances and can be used to teleport specific creatures you know.
- Magicians Amulet: Allows you to swap places with other people nearby, even shifting your positions and transferring objects they are holding to your hand.

## **Devil's Toy Box - 600 CP**

A copy of the Devil's Toy Box and several of the Toys of Power that Sam and Max might find in the next ten years. Despite the name this toybox was brought from the Dark Dimensions by Yog-Soggoth to distract and train a newborn Elder God whose cry was powerful enough to destroy Pangea, the dreaded... Junior (it sounds more threatening in elder god tongue). The toy box itself is bigger on the inside, capable of holding hundreds of toys despite being the size of a toy box made for humans, it can also contain the energies of anything put inside and channel it into rituals or machines. The box alone is enough to power a machine to create a pocket dimension, and with hundreds of eldritch magic toys it can be used by a powerful psychic as a focus to rewrite reality. The way the box contains these energies also serves to hide it and its contents from magical or scientific detectors. Unfortunately the toys were spread throughout the galaxy many eons ago when the Elder Gods were banished by the molemen. So instead of hundreds you'll only have the nine toys that Sam and Max can find later. These toys can be used by anyone with psychic powers, and you are allowed to share any vision or information you receive from them with others. Unlike the Prismatic Talismans the toys must be manually handled to be used. The toys are:

### **- Future Vision Goggles**

A pair of View-Finder-style opera glasses that allow the user to see a few seconds of the most probable future of any person or object in sight. These futures are usually ones that can happen a few minutes after the goggles are used, but can be anything from a few seconds to several years in the future. These futures can be changed after they are seen.

### **- The Telephone Toy**

A plastic rotary phone with blank pictures instead of numbers, the user can infuse the blank spaces with a number of telephone he knows and then teleport himself and anyone he's touching to an open spot near that telephone by dialing the spot in the toy. The teleport range is interplanetary, possibly even interstellar. It can adapt to more futuristic communication systems, but it doesn't work in times or places without a telephone to connect.

### **- The Playing Cards**

A pack of standard playing cards, by holding at least one to their head in a "is this your card?" gesture the user can read the surface thoughts of any target in sight, one at a time. The user can allow others to read minds along them.

### **- The Rhinoplasty Toy**

A plastic nose holding a lump of Silly Putty-like clay, by pressing a blob of clay on a picture the image is copied onto the clay. By touching the image on the clay, the user can shapeshift into any inanimate object on the image. While the transformations can be very weird, such as turning into a cloud, a blimp full of helium, a gun with ammo, or even a city, it does not alter the user's mass, so it would normally turn the user into a model city or toy sized car. If destroyed while transformed, either through outside damage like a blimp being set on fire, or purposefully like turning into a rocket and then exploding, the user is just untransformed and suffers only partial damage.

#### - The Nutri-Specs

A pair of 3-D glasses with decorations styled after food, while using those glasses the user can see the nutritional content, ingredient list and some food facts or recipe ideas of any food they see. It also allows them to see similar info about people and some objects. Because it is not really attuned to those, the information can be more conceptual, such as "this person has high phosphate levels and needs to go on a diet" or "this person is made of 20% mystery and 80% awesome" or "has been swallowing his pride and shredded dreams, still contains traces of hope". The Nutri-Specs also show if there is something hidden in the food.

#### - The Astral Projector

An old timey movie projector, by bringing it near to the remains of an ancestor it creates film reels of important moments of their life, as if they had been made by skilled directors, cameramen and editors. By watching the reels the user can astrally project themselves to experience the life of their ancestors, and can bring others if they also have ancestors in the same "movie". It is possible to watch the reels out of order, or to take actions the ancestors didn't to simulate what could've happened. The projector can also be used to astrally project and possess others who look like the user, such as siblings, those transformed or disguised, or clones. The more they look like the user and the less willpower they have the easier it is to control their body.

#### - The Can O' Nuts

A can of nuts, the type usually used with spring snakes to prank people, it can shrink the user and others of his choice and pull them into the can. While in the can the user can psychically sense what goes outside, allowing him to choose when to spring back out of the can and to full size. The user can also do some small manipulation from inside the can, making it do short hops or roll on its side. The can also has a weak psychic field that makes people more likely to ignore a can of nuts sitting in the middle of the floor.

#### - The Chthonic Destroyer

A toy robot with a plastic laser gun, this is actually one of the most powerful toys in the box and stealing it was one of the reasons the molemen managed to banish the Elder Gods to the Dark Dimension. The toy gun actually shoots energy rays that damage eldritch beings and dispels their magics. A single shot is powerful enough to damage even mighty Yog-Soggoth.

#### - Ventriloquism Dummy

A very creepy looking ventriloquist dummy that gives the user the ability to throw their voice just by pointing it at where the user wants their voice to come from. Ventriloquism isn't really a psychic power in itself, but the dummy also has a couple secondary abilities. First it controls the person or object where the voice is coming from, making a person mouth the words and even do some gestures, or making an object shake and tremble as if possessed. Secondly it projects a psychic field that convinces onlookers that the person or object intended to say the words, even if there is no attempt to disguise the voice or affect an accent. While the person used will realize they didn't mean to say those words, they'll believe they did do it, instead of trying to find out why they were saying random things. Unlike the original, this copy does not have a mind.



## Drop-In

### **Boscotech Subscription** - 100 CP

Bosco would normally sell you his... "inventions" at random prices, but we convinced him to take CP instead. For this small sum at the start of each adventure, quest or similar, you'll receive a box containing a random item or combination of items that, despite looking cheap and useless, will prove useful on whatever adventurer you're having, and might even hint at what situation you'll encounter. Trust me, trust me.

### **Reality 2.0 Goggles** - 200 CP

A pair of somewhat bulky goggles, they allow you to interact with an interactive virtual world overlaid over the real world, making it look like a mashup of video games. While wearing them you'll be able to access the internet, see any sites connected to a building you enter, any public accounts connected to people you look at, and in your own home or in public spaces you'll be able to interact with normal sites from the internet. This will only show the basic internet or equivalent in other worlds with technology, any deeper information you'll need to search for or hack as normal, though the goggles can be used to hack. These goggles will produce the necessary VR experience if the site doesn't already have it or if the technology hasn't actually reached the point for it to exist in the world. In worlds without an internet there won't be any information to see or programs to interact with, but they still can make a visual overlay and make things look like a video game. While wearing them any items you have will also have a virtual presence, allowing you to use a real weapon to damage programs, a real shield to protect yourself from viruses or a real disease culture as a computer virus. It is also a great rig for VR games.

### **Cardboard Box** - 400 CP

A cardboard box that works as an inventory, it can fit hundreds of items, even apparently heavy two feet tall stone blocks, and it doesn't weigh more than an empty cardboard box no matter how full it gets. It can fold into a very thin sheet that you can keep in a coat pocket and you can store and retrieve items just by pretending to use any pocket you have.

### **Slice of Hell** - 600 CP

For a nice chunk of CP, Satan is willing to part with a small piece of Hell dedicated to you. You can visit at any time, check the records of all your past sins, excesses and mistakes, view statues and paintings commemorating your worst atrocities and even check your balance of sin/virtue. This place also captures the soul of any enemy you kill that would normally go to Hell, even in settings without afterlives, and you can also imprison people here by stealing their soul as they die or physically dragging them into a portal you can open. Once they are here, they are shrunk and stuffed into small boxes where they are condemned to personal torture, along with demons shapeshifted to torment them. You can put these boxes on a viewer to watch their suffering or even enter them to watch up close. By entering the box you can also pause the torture to bring the person to life, but you can only do it once every ten years for each person.

## **Detective**

### **Gun Collection - 100 CP**

You have a personal handgun, which can be imported into a handgun you already own. This gun doesn't jam, has infinite ammo, and if broken or lost will be repaired or returned to your warehouse in a few days. You also have a closet full of guns, from handguns and shotguns, to rifles, bazookas and even flamethrowers, along with enough ammo to start a small war.

### **Cool Hat - 200 CP**

A charming fedora, improved with an anti hypnosis helmet on the inside. It makes you immune to hypnosis and mind control while wearing it and it also acts as a bulletproof helmet to protect your head.

### **Tricked Out DeSoto - 400 CP**

A 1960s DeSoto Adventurer car, your choice if it is a convertible or hardtop. It has been thoroughly tricked out by Darla the Geek, Mama Bosco and the C.O.P.S. It can travel underwater, though space fast enough to reach the moon in a few hours, it has the basic gadgets of a spy car, like spilling oil or road spikes, and the head and tail lights can pop out to reveal either 50.cal chainguns or small cannons.

### **Time Travelling Gadget - 600 CP**

There are several time traveling items floating around, so with this purchase you can pick one of them or even create one for yourself. This can be as small as a wristwatch, or as big as a large closet. If you have also bought either the DeSoto or the Custom Spaceship the vehicle is upgraded to have time traveling abilities.

## **Adventurer**

### **Desires of the ID - 100 CP**

In your warehouse you'll find you have everything necessary to keep a violent schizophrenic psychopath with short attention span and shorter memory occupied and happy between cases. A couple aisles full of junk food, candies, chocolates, sodas, chips, and even a few machines from fun fairs and convenience stores, like popcorn machines, cotton candy machines, slushie dispensers and frying pots. You also have an aisle of tabletop games and videogames and a few arcade machines, from games to pinball tables to air hockey and foosball.

### **Fountain of Youth - 200 CP**

A small fountain is installed in your warehouse. Drinking a cup from the water of this fountain is really rejuvenating. So rejuvenating it actually makes the drinker a kid again for a few minutes. Drinking repeatedly from this fountain in a short time makes the effect more long lasting, and can make the drinker regress to a baby instead of a kid. Giving this to a baby can make them regress to nothing.

### **Maimtron Army - 400 CP**

A dozen twenty feet tall giant robots, with powerful crushing claws, a powerful energy blaster on top of their heads, the ability to fly, and with nuclear batteries that can be exploded as nuclear bombs. These robots have basic AI and can follow orders, though they mostly talk in music quotes, they are willing to die at your orders. Any destroyed are replaced after ten years.

### **Presidential Seal - 600 CP**

A seal declaring that you are, or were at a time, president of the United States. While you don't have the full powers of the office, you still retain several bureaucratic options that you can use to harass people, like setting the FBI or IRS to investigate them, and you can also ask the Secret Service to guard places. You still have contacts in congress allowing you to get several millions each year from lobbying and various slush funds. Finally, before leaving the White House, you've stolen a table with a targeting computer, several homing beacons, and a big red button, in the computer monitor you can choose one of several places marked with homing beacons, and with the button you can launch an ICBM at them. In other universes without an USA you won't get the money or the ability to abuse various federal departments, but somehow the GPS satellites and the ICBM launcher will accompany you in all worlds, and you'll find a pile of dozens of homing beacons in your warehouse, so you can still bomb dozens of places a year.

## **Ally**

### **Mindwipe Glasses - 100 CP**

Cool sunglasses, fit for a security service agent, they make you look extra stoic and mysterious. Also they can shoot a ray that erases the last few minutes of someone's memory, and allow the user to dictate new memories to the person.

### **Business Building - 200 CP**

You own a small building, one to three floors, which can serve as both business and home. It can be a store, diner, office building, arcade, garage, whatever other business you want, and can also have a floor of apartments. For free it can also have a fully furnished and equipped secret laboratory, with materials for building all sorts of gadgets, engineering projects and physics experiments as well as biological and chemical experiments.

### **Four Pillars - 400 CP**

In your warehouse you find four pillars with strange images, which you can array around any pool, and if you find items that connect with the images and dissolve them into the pool, these pillars allow you to cast a spell with a huge area, the equivalent to northwestern USA and southwestern Canada, or multiple european countries at once. By default they are charged with a spell that brings the area back to wilderness, destroying all the cities and roads in the area.

### **Cloning Facility - 600 CP**

An entire building converted into a cloning facility, with hundreds of pods, and a massive storage for necessary materials. Given enough energy and materials it can produce dozens of mindless clones every hour. These clones have just enough intelligence to obey orders and retain only traces of the original's personality, but have a sort of hive mind so an order given to one is given to all.

## **Criminal**

### **Hoverboard - 100 CP**

A flying board controlled by an electronic gauntlet, it can fly at an easy walking speed with great turning and handling. The gauntlet can also be used to connect to the internet and control other electronic equipment and can be imported into a smartphone, tablet or other electronic gadgets.

### **Brainscrew - 200 CP**

A long screw, about the size of a long dagger, when jabbed into someone's head, it quickly removes the brain, with little mess. The screw isn't very good as a weapon, so it is best used on a defenseless opponent. The brain removal is so quick and bloodless in fact that the body can keep living for several hours without the brain, and easily have a brain reattached to it, while the brain can survive for several minutes, more than long enough to put it into a container. Also if you buy this item it comes with two brain jars and the schematics to make more and the recipe for a protein rich soup to keep the brain alive. These brain jars allow the brain to see and hear around the jar as if they still had their normal senses and have a synthesizer that allows them to speak with their usual voice. The brain in the jar can even use any psychic powers it has.

### **Hypno Equipment - 400 CP**

A pair of glasses that allow you to shoot hypnosis inducing energy beams. These eye beams are wide enough to affect half a dozen people side-by-side and the ray can affect people through cameras and even be recorded to affect anyone that watches the recorded video. This purchase also comes with blueprints to make hypnotic blasters that can be connected to sound systems to create hypnotic toys, hypnotic CD players and other items carrying hypnotic messages.

### **Custom Spaceship - 600 CP**

A small spaceship, about the size of a building with only three or four floors, with faster than light travel, tractor beams to abduct people, shields capable of shrugging off nukes, and armaments including plasma, laser and even disintegrator beams. It has sensors to search for potent magical or eldritch signatures across interstellar distances and someone with psychic abilities can use the ship as a psychic amplifier. The ship comes with an AI to do most of the work so a single person can fly the ship alone. Instead of the AI, the ship can also be commanded through psychic powers.

## Companions

### **The Freelance Police** - 100 CP

Sam and Max. While both of them are really excited at the idea of bringing their personal brand of justice to other dimensions, neither of them are willing to go without the other, so you'll have to buy them as a single purchase. After this you can decide when importing them to other jumps if they remain as a single companion, sharing the power from any perks you buy for them, or if they are imported as two companions.

### **Companion Import/Creation** - 50 Cp each or 200 for up to 8

Create or import a companion, giving them 600 CP to buy their origin, perks, and items in this jump. Companions cannot take drawbacks or buy more companions.

### **Canon Companion** - 50 CP

If some other character besides Sam and Max has become someone you'd want to take along in your multiversal travels, you can take them for just 50 CP.

## Drawbacks

### **Early Signs of Dementia** +100 CP

Apparently you might develop a particular type of dementia if you stayed around here, luckily you're only staying here for ten years. Still you are showing some early signs and acting weird. You tend to walk around touching random things, trying to use whatever items you are carrying on other things or people around you and constantly muttering about how you can't pick this, or how you can't use this item with this other thing because of a weird reason like "this doesn't need to be irradiated" or "I don't give cookies to just anyone". You also tend to repeatedly ask people the same questions or ask them to restart conversations from the beginning. You don't even necessarily forget what they said, you just like to repeat conversations and try to give different answers. Luckily people in this universe tend to go along with it.

### **Paranoid** +100 CP

Some people would say you are paranoid, but you know they are watching you. Who? Everybody, the government, the media, the mafia, big pharma, big oil, big green energy, big indie games companies, big supermarket chains, aliens, sentient computers, your mom, Bosco's mom, the rats, pastrami, Switzerland, the toy mafia, scientologists, the illuminati, librarians, the mole people, discordianists, the FBI, the knights templar, your own companions. They are all in a conspiracy, or multiple conspiracies, but you're on to them.

### **But With Good Reason** +100 CP

Well, what do ya know? You are right, there are several conspiracies around. You don't get points for that, this world is actually full of ancient conspiracies and cults. But many secret groups, government agencies and individuals are keeping tabs on you, even if not for the reasons that you believe. Or maybe they are for the reasons you believe.

### **Lumpy** +100 CP

Something in the transition to this universe has affected your appearance. Your face has gained what can be charitably called a Picasso-like quality. It is frankly ugly and misshapen, polite people will try not to stare, and others will point and laugh in the hope of shaming you into going away from them. Even with shapeshifting, whatever face you put on will deform in new and differently horrible ways. You can try and hide your face, but whatever you do, from illusion to paper bag, will eventually be removed at the worst moments for you.

### **Rat Plague** +100 CP

You've become acquainted with a rat. This rat lives in the walls of your house, place of business, or even your warehouse, wherever you spend the most time or consider your main base, and the rat will steal from you, lay out traps for you, try to sabotage your plans, and generally be annoying. He is immune to your powers and cannot be killed or even hurt for too long.

**Former Child Star +100 CP**

Apparently you were all the sensation for a couple of seasons, or a single episode of a failed show, a couple decades ago. People still remember you, and while a little bit of fame can be fun it also makes you a target for mockery and harassment. Also you have developed Artificial Personality Disorder, a common mental problem among former child stars, which makes you obsessed with fame and money, makes you react aggressively to the mere mention of dentistry, and gives you an unconscious desire to see your peers get old.

**New Adventure, New Inventory +100 CP**

Woah, what happened to your inventory? Seems like it got emptied and everything you didn't buy in this jump has been put into your warehouse, which has been locked for the next teen years. Worse, everything that you collect during these next ten years has a tendency of just... disappearing, after your current adventure, except for a gun or two. Things that you keep at home or in the office remain, but anything useful to carry around gets lost sooner or later.

**Hyperkinetic +200 CP**

Seems that during your transition to this universe you got hit by a hypno-beam from the future, bypassing all your defenses and making you behave like Max. It was weakened enough that you don't actually believe you're Max, you still know who you are, but your personality has certainly changed and probably for the worst. Your attention span and manic energy are like a 12 year old perpetually hooked to an I.V. of sugar and caffeine; you have the memory of a dried trout and you tend to forget things that happened just hours ago; you love violence, even when others hurt your friends or yourself, you're not quite a masochist that seeks pain, but the idea of suffering a violent death sounds pretty good to you; luckily for everyone else your tendency to go on rampages is tempered by a deep innate laziness that makes you spend a lot of time just lying down watching TV; your ego has been increased, you've lost any care for social niceties, politeness and such, and sometimes you hear voices.

**Eldritch Companion +200 CP**

during your entrance into the jump you got mixed with an eldritch being. Now you have a small being growing out of your belly button. It is a mass of tentacles, eyes and teeth, pretty gross to look at, but actually fairly intelligent and speaks with a british accent. It is only a small extrusion from a being from the Dark Deceptions, so it doesn't have much power to help you but it does have small telekinetic and telepathic abilities and it can flatten to hide under a shirt. While it normally eats the fear, pain and flesh of thinking beings, the time banished from the material universe has mellowed it out and it can survive on normal food and your discomfort at being its host. If you bond with it you can take it as a free companion after it separates from you at the end of the jump. He is immune to your powers and cannot be killed or even hurt for too long.

**Jumperlacræ (or Jumpergangers) +200 CP**

At some point in the jump someone will unleash hundreds, if not thousands, of clones of your Jumper, with all the perks you have from this jump and any other biological powers you have. They will be used against your plans, to ruin your reputation, and generally make you feel weirdly self conscious about your appearance.



**But Jumper, You Don't Even Like... +200 CP**

Would you even sell that for a few CP? Well, your choice I guess. For the next ten years you will have no interest in sex or romance. Just as an extra torture, sometimes you will feel a pang of lust, but then someone nearby will remind you that you don't even like whatever gender, species, kink or fetish made you remember what you're missing out on and your libido will die again.

**Personal Hell +300 CP**

At some point in the Jump you will be stuck in a personalized Hell. Whether you're killed, banished through magic or simply get lost and walk into the gates of Hell while still living, it will happen at least once. You'll also forget you bought this perk so you can't prepare or leave instructions to anybody. This place is specifically designed to torture you mentally, and none of your power or perks can help you escape. Someone must come to Hell and get you out of there. If you are still in Hell at the end of the jump, you will chainfail. Lucky for you, there's a train line from New York to Hell so your potential saviors don't have to die to go to Hell.

**A Friend For Life +300 CP**

A weird fat nerd has become obsessed with you and will try to join in your adventures. He is extremely annoying and will try to help in ways that usually make things worse or more complicated for you. He seems to have unlimited funds and can buy entire buildings at a moment's notice, though he will not actually give you money or buy things for you, just use the money to make it easier to keep up with you. He is immune to your powers and cannot be killed or even hurt for too long.

**Separated Bliss +300 CP**

Seems someone has cut off a few of your limbs and organs, at last three, representing different sins, evil tendencies and general negative traits you have. Things like a slothful ass, gluttonous stomach, violent hand, lustful sex organs, and probably others. This has turned you into quite an angelic, peaceful, content little angel. Or rather an unmotivated, wishy-washy, pushover of a wimp. Those organs and limbs have then been grafted onto clones of you, each becoming focused on a particular sin in a way that makes them unproductive and a danger to yourself. Having your bliss separated allows you to continue living without problem despite losing a stomach or even a heart, but you'll pretty useless until someone finds your clones grabs your parts back, which makes the clone disappear, and brings them to you, which brings the part back, but your nature will only be corrected once all the parts are back.

**A Different Kind of Complexity +300 CP**

Man, ain't violence fun? Just walk up to a bad guy and start wailing on them or shoot them with a big gun or two? Too bad now the world will behave like a point and click adventure all the time for you. This also happens to Sam and Max like half the time, but for you it doesn't stop. What this means is that you can't just use violence, every problem will need a smart, or at least complex, solution before you can even try violence. Also many items you'll want to take, or places you'll want to enter will randomly be inaccessible until you solve a puzzle or three, no matter what perks or powers you have.

## Outro

After ten years in this dimension what does your future hold?

**Crime Fighting:** Stay in this universe where there is still so much crime you can stop.

**Adventuring:** Keep going to the next jump and to new adventures.

**Take a Rest:** Go back to your original universe and rest from the weirdness you just suffered through.

## Notes

While most of the perks and items relate to the Telltale games, you can decide

If you are a true point and click connoisseur and bought some random junk like the Tijuana Frogs for no reason but the idea that it might come in handy later, then you've earned a reward. First, because of your 100 CP Sam and Max managed to solve the Case of the Lost Left Sock. By showing yourself to be reckless, weird and willing to sell expensive things to buy nonsense, they've agreed to accept you in the Freelance Police and become your companions for free. If you bought the Tijuana Frogs and paid to bring the Freelance Police as companions, or for some reason don't want to take them as companions, 100 CP will be refunded at the end of the jump so you can buy an extra perk or item.

Second, at the end of your jump your Tijuana Frogs become Souvenir Collection:

### **Souvenir Collection** - Free if you bought the Tijuana Frogs

You gain a new wing in your warehouse filled with souvenirs from your chain. It contains souvenirs, newspaper clippings, photos and autographs and other memorabilia from every case, adventure, or character arc from every jump you have been and updates at the end of every case, etc, etc as they finish. These souvenirs aren't anything useful, in fact most would seem like junk to other people, but they represent a museum of all you did, the friends you met and the bad guys you beat up, and most work as their little in jokes only you and your friends would understand. This new space in your warehouse expands as needed and you can also have smaller rooms for souvenirs for your companions.

You also get this if you bought the frogs after reading these notes, looking up the walkthrough is also a time honored point and click tradition.