

Welcome To Vaporwave City 1.0 By LJGV



“Welcome to Vaporwave City, newcomer! This is... well, it’s an odd place. Here, take these things. They’ll probably come in handy.”

The figure speaking to you hands you a number of glittering coins, a handful of which are smaller and brighter than the others. You have been given a number of Vaporwave Points and Vaporwave tokens. The number you’ve been given, depends on your mode of play. More on that, down below.

Author’s Note:

Hi, LJGV here. This is intended to be read alongside its inspiration: the [Welcome To Vaporwave City](#) Choose Your Own Adventure. Due to the level of detail in the base CYOA, it is difficult to convey every detail in this jump document without making it incredibly dense. If you want to get the fullest possible picture of the setting, please consult the original CYOA as well.

There will be author's notes spread sporadically throughout this document as this is an unusual jump format. They can be ignored, or they can be read for the sake of getting a fuller picture of the jump as envisioned by the jump maker.

Modes Of Play:

There are a few different ways to tackle this setting. As this is such an unusual setting, there will be different, equally valid, modes of play for this that are all author-approved to encourage jumpers to have the most fun possible. This is intended to be a relaxing jump, though it's not without its dangers for early or even first jumpers and the intent is to make this a fun, slice-of-life setting that encourages exploration and appreciation of vibes.

Traditional: You get 1000 Vaporwave Points, and you take the first level of the extended stay drawback for no extra points, bumping up your stay from two years long to ten years long. You also get four tokens with this mode. This mode is made for people who like the usual supermarket style of jumps.

Lore-Friendly: Your stay is restricted to two years long, and you must be employed or at least able to afford your final month's rent at the end of the jump. If you are not, you fail the jump and lose access to all of the purchases you made from this document. This does not restrict you to your body mod, nor does it lock you out of your warehouse/personal reality. This does not change the starting budget unless you want it to. This mode is for people who want to stay faithful to CYOA this is based on.

Gauntlet: Same basic rules as the Lore-Friendly mode, but this does lock you out of your warehouse/personal reality, and it does restrict you to your body-mod, aside from in-jump purchases. You also must be employed throughout your stay, staying unemployed for no longer than three weeks, and you can only get points through drawbacks, as well as a career-based stipend. If you fail to meet the employment restriction you fail the gauntlet. Just in case anyone wants to play this as a gauntlet.

Vacation: You get 2000 Vaporwave Points. This is not necessarily the "Intended" mode of play, but it is the default for this particular jump. You are not asked to select a career unless you would need one to afford whatever the rent of the housing choice you make. This mode can be used to give your jumper an easy experience and can serve as a reward for completing a particularly grueling jump or series of jumps.

Locations:

Immediately upon transitioning to this setting, you find yourself seated at a park bench in a well-maintained and popular park in a city somewhere on what appears to be some version of Earth. This first impression may cause you to assume this is a mundane setting that just places you somewhere, especially if you're a more experienced jumper. Mere moments later, a figure

appears beside you, introduces himself as “The Guide”, and asks you if you want to go on an adventure.

Your response doesn't matter, as this impish fellow pulls out a gun, points it at your head, and pulls the trigger the instant you finish speaking, in one impossibly fluid motion. This doesn't cause you to lose a one-up, or to chain-fail, and at no point have any danger-sensing abilities you possess gone off.

No bullets explode out of the gun. Instead of a bullet or bullets, pink bubblegum-like material flows out of the gun and begins to envelop you. In moments you are entirely covered by the stuff and for a brief instant, you sense your surroundings changing. Any sensory input you receive from the outside world, the sounds of kids laughing in the distance, the smell of dogs, and even the sensation of the ground beneath your feet, all vanish.

They are almost immediately replaced by the sensation of cold, wet air touching your skin, and the gentle sounds of waves coming from right beneath you. The pink bubblegum-like material disappears in what feels like a flash, and you find yourself being dropped into a body of water! You are just ten feet above it, and it is at this point that you meaningfully regain control of your body.

Whether you end up in the ocean (in which case you are drenched in mundane but cold water), or flying or floating above it, you get an opportunity to study your surroundings. Off in the distance in one direction you can see a glittering, neon cityscape. In another direction, if you can see far enough, you can see a coastal highway leading in and out of the city. Cars zoom along it, and planes fly overhead. Also in the water, a healthy distance away is a large cargo ship that slowly cruises toward the city.

This jump operates under the assumption that you live in and work in the city, but if you opt not to do that, you can just skip to the perk section. There are plenty of places outside of Vaporwave City where this jump could take place, such as the Dark Carnival or Neo-Radiator Springs, and if that's what you prefer to do feel free to take these perks, and items and go have fun in those locations. If you opt to continue along the assumed route, feel free to continue reading this section.

Once you make your way towards the city, you find yourself welcomed by a friendly local who effortlessly identifies you as a newcomer and explains to you that you've arrived at Vaporwave City, a well-known magitech city that attracts people from all over the universe. If you are flying, or otherwise use supernatural abilities, the figure is even warmer to you and lets you know that both non-humans and powered humans, while not common, are also proud residents of the city and are legally and socially considered equals to mundane human beings.

He takes you to the city's city hall, where you are quickly informed about the different types of housing available to newcomers. There are three types of housing, and each option has different specific choices you can pick from. Each location you can live in has upsides and

downsides. You are fully able to make any choice from the CYOA, and if you can't afford it with other, outside income, you will be asked to select careers that will pay you enough to be able to afford your lifestyle.

1: Apartments. Vaporwave City is full of apartments, from the basic apartments such as Palacio de las Luces or the Megablocks, to the more luxurious options like Penthouse and the Orangewalk Apartments. Apartments tend to be middle-of-the-road as far as prices go, though exceptions exist to this trend, and they provide you with a healthy, vibrant community (with the exceptions of Deluxe Lux Towers and the Orangewalk Apartments) and incredibly easy access to the city itself.

2: The Grand Concourse Hotel. This is an elegant hotel near the bustling heart of the city. While it is not the singular most luxurious hotel in the city, it is still filled with amenities and close enough to the city that you can easily reach most metropolitan locations without using a ferry or some sort of public or private transport.

3: Homes and Mansions. These options are for more well-to-do figures or people who like living far away from big cities while still having access to the benefits of a city. You can pick a nice little suburban home or a distant and luxurious beachfront estate.

Origins, Age, And Sex Options: Your background doesn't really matter in Vaporwave City, or the grander setting it is a part of. Both the city and the world you are now in have plenty of non-humans and powered-humans as residents, and so long as you don't hurt people (or, you have their permission when you do) the law will leave you alone. You could be a ten million-year-old bipedal dragon, or a nine-year-old supersoldier whose body and mind have undergone technological age acceleration, and the law will treat you as equals, so long as you are both sapient and an adult by some sort of meaningful classification.

You can freely select your age and sex options, though when you first appear on the park bench you will be in your bodymod human body. If you have not had a human alt-form before this jump you get one for free as a part of coming to Vaporwave City and dealing with the shenanigans of the enigmatic figure known as The Guide. If you want to specify that body's traits beyond the perks available here, consider filling out a Bodymod.

Perks: These cost 100 points unless otherwise stated. You get 8 VW Tokens, in vacation mode and 4 VW tokens in every other mode aside from gauntlet mode. These can be redeemed to get anything you want here for free. If something here feels like it could be bought multiple times, you can buy it multiple times, such as perks that present you with multiple mutually exclusive choices and grant you experience related to the choices you make.

Author's Note: *Many perks here have flavor text. You do not need to live in a specific place or have a specific career for any of these perks, but the flavor text serves to help offer an explanation of what the perks are referencing in the CYOA. Others you encounter throughout the city and beyond it but still in this universe may possess approximations of perks.*

Free Perks & Housing-Based Perks:

Vaporwave Soundtrack (Free): You gain unfettered access to a vaporwave radio station. This purely telepathic connection allows you to freely listen to vaporwave bops. You can share this peculiar living soundtrack with other people with a thought, so long as they consent to it, and that allows them to also share the soundtrack. Perfect for long hours of busy work!

Vaporwave Vision (Free): Now... the whole WORLD is vaporwave! To you at least. With this, you get internal vaporwave goggles, that allow you to, at-will, switch between how you normally see the world and vaporwave vision. When you see things in vaporwave vision, everything around you gets a remixed look focusing on vaporwave imagery.

Egalitarian Acceptance: You are welcome in spaces where members of your gender and sex are not typically welcomed. This has limits, not working if you try to use it to enter a bathroom for another sex or gender, but you can enter clubs and living quarters for people who aren't your particular sex or gender and people won't discriminate against you or shun you. At least not on the basis of your gender or sex, if you make actual mistakes in conduct, such as entering a specific person's living space without their permission this won't shield you.

Time And Place: For a celebrity, fans can be many things. They can be wonderful. They can also be stalkers. By taking this, you've gained a toggleable ability that allows you to create an undetectable aura that when active keeps your fans from approaching you by making them realize that you may not want to be swarmed by people while eating a taco in a quiet booth in a restaurant in the mall. When this aura is off fans may still opt not to approach you, but doing so is fully their choice. Turning the aura on only makes it so they realize that you are in a place where you don't want to be approached by a stranger.

Visualizer: Have you lived in the Deluxe Lux before? You haven't? Huh... I guess you're just a natural. With this perk, you gain a certain innate skill at mentally envisioning things and spaces. While this perk may have questionable utility for some, there are many powers that rely on things like mental images and with this particular ability you will have a mind that is well-suited to masterful, creative use of such powers.

Primo!: This particular perk is fantastic for anyone who wants to gain specific cultural knowledge. With this bad boy, you become perfectly fluent in Spanish and you gain an updating knowledge base of what Hispanic & Latin-American cultures are like. Each jump where this knowledge might be relevant you will gain knowledge of basic Latin-American history and common cultural practices. You are also asked to choose between cooking, performing music, or dancing, and whatever you pick you become an expert in, in the context of Hispanic and Latin-American people. If you choose cooking you become a masterful chef of Hispanic food, if you choose to make music you become a wonderful musician specializing in Latin-American music, and if you choose dance you become a dancer on par with a professional so long as you are dancing to Hispanic and Latin-American music. If you use a VW token on this you get all three in exchange for one token.

Quasi-Nomadic: Living in a hotel can be a weird experience, but you've gotten used to it. Small inconveniences like switching from room to room on a weekly or otherwise semi-regular basis do not annoy you, nor do more regular inconveniences like cleaning staff entering your room during a work call. You are also used to having few personal items, and living lightly or even out of a suitcase comes much easier to you.

Business Brain: There are perks to living in a penthouse on top of commercial offices. During your first few days as a penthouse player, you quickly overhear the people who work under where you live talking about business and work. Over time you get used to the jargon they use and even begin to understand what they are saying! You gain an innate sense when it comes to business and find yourself growing used to the high-energy atmospheres of corporate offices and Wall Street.

Artistic Isolation: So long as you are working on creative and artistic things, loneliness will never get to you. Some artists might get tired of living in relative isolation, but so long as you create things you will never find your mental health declining due to your distance from others.

Beachfront Baron: You take to the bodies of water and beaches around Vaporwave City like a champ. Swimming comes far easier to you as you begin to hurl yourself into the water as a way to relax and enjoy your isolation. You also find it unreasonably easy to gain a swimmer's body. With training, you can push your body to be faster than Caeleb Dressel, the world's fastest swimmer, and you will eventually be able to hold your breath for over half an hour.

Sugar Baby: You become very attractive to a specific type of love interest. Rich, older people find themselves wanting to dote on you, and are very easy to attract in ways that go beyond platonic doting. They find you irresistible when you want them to, and you can easily wrap them around your finger. With the right personality or help from other perks, you can easily turn a romantic and sexual dynamic where they hold power over you into one where you're calling the shots.

Career & Color Perks:

Career Options: Choose a career. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere.

99!: Trust your instincts. You have the instincts and training of a finely trained and experienced law enforcement official. This is basic, non-specific training, but it gives you a breadth of skills and experiences you can perfectly recall and trust.

Back-Up Plan: Sometimes a job is clearly bad, from the jump. Being a director of a dinosaur theme park where the dinosaurs are real is one of those jobs. You find it incredibly easy to prepare and implement a plan for how to survive disasters brought on by bad jobs, and how to endure unemployment and infamy.

30 Minutes Or Less: Working as a pizza delivery man who regularly deals with the mob quickly hones your survival instinct, as Vaporwave City's mob people are serious about their pizza and the other items that are regularly placed in the pizza boxes you deliver. You gain a trustworthy danger sense, and the skills of a veteran professional driver, as well as a toggleable ability to give yourself unusual luck. This luck gives you a decent chance to impress ne'er-do-wells and the higher-ups of criminal organizations. They tip very well.

Conductor: You are a highly talented conductor. Select either music or vehicles, and you become skilled at directing one or the other. With this, even if your train's autopilot shuts down you could expertly drive it yourself, or you could skillfully conduct an entire orchestra with ease. As usual, if you use a token you get both choices.

Chemical Conduct: You are immune to the negative effects of drug use. You cannot overdose or become addicted, and if you want you can get the sensations that accompany getting high without the physical tells of highness. You can also pass any drug-test, and any signs of drug use would only be detectable if you wanted it to be. If someone wishes to experience the high of a mundane drug, and you have tried that drug yourself, with a touch or a kiss you can allow them to experience a safe version of the high they'd get while actually on the drug.

Contortionist: You cannot expect to be a part of the VCCDC without flexibility. Heck, even people in the matinee regularly bend, twist, and otherwise move their bodies in incredible, terrifying, and sometimes even erotic ways. You are now as flexible as even the lead performers of the Vaporwave City Circus and Dark Cabaret.

Armchair Therapist: Normally this would have negative connotations, but in your particular case you easily match wits with even trained therapists and psychologists. While you may lack the same vocabulary they do, on a practical level you are every bit as helpful as they are, and can come up with meaningful therapies and practices that can help improve someone's overall mental health.

This is especially helpful and powerful when it comes to foreign minds. While the effect is less powerful when dealing with fully eldritch beings, it is equally as powerful for non-humans with comprehensible mental structures and psychologies. For fully eldritch beings, this is a foot in the door. Not nothing, but not a one-size fits all type deal.

Civility: You have come to realize that as much as many heroes and villains talk of grand differences and seem to hate each other, the leaders of both goodness and wickedness throughout the cosmos are, quite often, on speaking terms. Your time as a gardener and, occasionally, as a tour guide throughout the gardens you maintain, has allowed you to see all sorts of stunning heroes and terrifying villains and have incredibly kind, sincere chats with villains as well as deeply frustrating customer service-type conversations with heroes. You have become quite adept at having civil conversations with people you disagree with. This skill can quite easily disarm all sorts of people and allow you to defuse tension with ease.

Mysterious Magic: You have a natural ability to make and use the magitech of this setting. This skill allows you to make and maintain all sorts of tech, from spaceships to cloud racers.

Camera Skills: Working at the resort district makes you a deft hand at operating a camera. You possess great skills when it comes to camera work, and are a natural at doing things like capturing the perfect amount of ambient noise. Video editors love working with you.

Universal Culinary Arts: Working in a restaurant that primarily serves deities and residents of other planes throughout the multiverse has its perks. One minor perk is an increase in your ability to make food. This perk manifests in the ability to make food that can feed anyone, as this is a skill that is indispensable if you want to work at Lunchers. Food that you cook can be eaten by anyone, even incorporeal beings and beings who'd normally get sick or die if they ate mundane food. This only works when you want to feed people, and so can be a clever trap.

Hospitality On Lock: No one who has worked in a hotel is under the impression that it is easy to interact with customers. This is especially true when you work at a hotel as elegant as the *Golden Tower*, so you've gotten quite good at dealing with customers, clients, or guests. No matter how far up you rise in the hospitality business, you will remain unflappable and can provide those who you deal with, with professionalism and courtesy.

Bopping Beats: No one in Vaporwave City has heard beats like the ones that you make. You are a talented electro & synth musician, capable of making the sort of music that someone might hear in a nightclub or on the right type of radio stations. With this perk, provided you have access to even cheap equipment, you can quickly become the newest DJ to rock the scene!

Anomaly Archive: You must have spent a lot of time in the archives of The Ted Gunderson Memorial Research Institute for Inter-Spatial and Extra-Dimensional Studies (or the

T.T.G.M.R.I.F.I.S.E.D.S. for short). Your memory when it comes to dealing with bizarre dimensional and physical anomalies is incredible.

You gain a mental, updating database that fills with all sorts of urban legends, myths, and folktales concerning supposed anomalies whenever you enter a jump, and a certain, extrasensory sense for when there is some level of truth to an urban legend concerning physical and extradimensional anomalies. For instance if you enter a jump with the Bermuda Triangle and it's actually haunted, you'll have a sense that there's something to that legend.

MILF Magnet: You are a lady killer! Something about you makes you strikingly attractive to older women, particularly Latinas over the age of 40. You have an unconscious instinct for how to get into their good graces, and if you want to get into more than their good graces this power gives you a mental map for how to do just that.

Early Riser: There's something about breakfast food that makes it easy to get up in the morning. At least that's what your co-workers say. Regardless of its origins, you've found it incredibly easy to get up in the morning and after a few months of this you'll find that you need less and less sleep. Eventually you may need as little as a quarter of a regular person's sleep to be operating in peak condition.

Awesome Assist: For some reason you make an incredible law clerk. You are a walking law textbook, and you are exceptional at recalling any sort of pertinent legal trivia. You are such a skilled legal aid that at least when it comes to misdemeanors you can reasonably represent yourself.

Office Staffer: The work done by an office manager is tricky. It can be a balancing act to find the proper balance between ambitious executives and the regular people who keep an office running. Nonetheless, you make it look easy. Something about you calms people and helps them stay relaxed, and makes it easier to handle differences of attitude or different needs.

Contest Creator: A rather fun skill for those who seek to pass time in a fun, either wholesome or not-so-wholesome way. You gain expertise in creating contests, tournaments and other sorts of competitions. You know, instinctually, how to organize, run, and judge contests from hot-dog eating competitions to karaoke contests. You would be a welcome addition to any festival with this skill set.

Hype Man: An important skill for any professional musician who performs in clubs or at parties, you are now an expert rapper and you excel at hyping up other musicians. You are an especially good backup musician, and you instinctively know the chorus of any song you may have to perform in your capacities as a backup musician.

Rockstar Lifestyle: Drugs and alcohol do not negatively affect you. This does not prevent you from experiencing a minor buzz or a pleasant tipsiness but will prevent you from becoming addicted to drugs or alcohol and will keep you from overdosing or suffering from a hangover.

The Mechanist: Androids are tricky machinery, but a casual observer wouldn't be able to tell that dealing with them is a complex art just by watching you. You possess an uncanny skill when it comes to interacting with androids and other sapient machinery. This skill set does not extend to all types of machinery, such as cars or cranes, but when it applies you are extremely naturally skilled and can train and hone your skill further.

Extreme Sports Expert: Any sport or hobby where you could plausibly get maimed or severely injured beyond a single fracture or broken leg is a sport you will meteorically rise in skill and fame. Anything from drag racing to skydiving to cloud racing you will quickly become a household name, so long as you routinely hone your skills and professionally compete against other professional athletes.

Nomad: Living life on the road, or otherwise living out of a suitcase can be mentally taxing. This perk helps lighten the load with that, making it far easier for those who possess it to ensure that they always have what they need on them and increasing one's luck when it comes to finding places that accommodate nomads and others who live on the go.

9-5: Many jumpers are ill-suited to the routines that accompany a regular 9-5 job. This perk is designed to make it easier for jumpers to endure that boring, mundane reality, and is a willpower booster and boredom immunizer that allows you to find such normal tasks emotionally and mentally fulfilling and makes it easy to slip into a "Work is important" mindstate that you can slip right out of when you clock out.

Mall Mapper (200 VP): Infinite, or multiple-mile-long malls can be confusing to navigate. With this perk you no longer need to worry about that, as this creates a mental map that works in any labyrinthian space. This map can be examined mentally with a thought and even has a handy ability that allows for fast travel from one part of the mall to another that only takes half a minute, no matter the distance between the starting space and the final destination.

Subterranean Survival (200 VP): This perk gives you a plethora of quality of life abilities that make surviving underground easier. You can use echolocation, can see in any non-supernatural places of darkness in black and white, and can cling to walls or otherwise climb walls without difficulty. You also gain immunity to any health conditions caused by a lack of exposure to sunlight and fears such as claustrophobia.

Blue (200 VP): You are every bit as at ease in the water as you would be on dry land. This perk is a collection of quality-of-life minor abilities related to water, including the staples like immunity to water pressure and the ability to breathe underwater. Additionally, you find it easier

to destress. You can, at will, exude a blue aura that tints you and your immediate surroundings any shade of blue you like. Those in this aura, provided you allow them, can gain temporary copies of your water-based abilities. Finally, you can emit blue bubbles of any size that could naturally come out of your mouth that can contain any auric abilities you possess, and release them when they pop. This could range from abilities like an aura of bravery boosting the bravery of your friends who are near a bubble when it pops, to foes being afraid when they hear a nearby bubble containing an aura of fear that bursts near them.

You can find pools, other water features, and bodies of water with stunning ease. If these areas are private property you find that your efforts to receive an invite are more likely to pay off, unless the parties who own them have a reason to not invite you in such as a pool being part of an underground resort for criminals.

Pink (200 VP): This is the color of hedonism. This perk, on a purely mundane level, makes you an excellent party-thrower and a fun guest at parties other people throw, as well as boosts your fashion skills and any efforts you make to improve your appearance and gives you an edge when it comes to boosting the appearance of other people. On a supernatural note, this gives you the ability to project a pink aura of hedonism, or to subtly exude pink fog, both of which reduce people's inhibitions by an amount that grows stronger the closer people get to you. Fully mundane people cannot resist this aura, though its effects are dependent on their own personalities, while those with supernatural abilities or arcane skill can steel their wills and partially resist it.

You can find parties with laughable ease, and persuading even strangers to let you join them is even easier than finding the parties. People can tell you love parties, at least when you want them to.

Purple (200 VP): The color of urbanization and industrialization. This nifty ability is perfect for city-slickers, and on a purely mundane note gives you slightly enhanced abilities with regards to parkour, improves your luck when it comes to finding lowkey places to relax, and find deals, as well as navigating through urban sprawl. Your eyes aren't affected by sudden changes in light, so long as they aren't as intense as a flashbang.

On a supernatural note, this perk gives you the ability to focus on a type of destination in a city, such as a bakery, or a police station, and at will cause a glowing neon trail to appear that will lead you there. You can also cause your allies to be able to see glowing neon trails that will lead them to where you are, so long as you are not so far from them that your destination is greater than the total size in square miles of New York City. You are also a bit more energetic when under the night's sky of a city, or beneath a city, providing a noticeable, if small, boost to your reserves of energy. You can exude purple light, and can make it pulse in time with the beats of your favorite songs.

Green (200 VP): You are a natural green thumb. Plants grow more vigorously around you, and animals are both more playful and calmer in your presence. Additionally, life grows more

resilient in your presence, your friends are a touch more resistant to damage than they were before, at least while near you, and illnesses are weakened when you are close by. You can choose to weaken some of the effects of this perk, for a time, to will greenery to grow in seconds, allowing you to grow sunflowers and such in mere heartbeats if you allow your greater abilities to be weaker for a few days or weeks. How long the greater effects of this perk remain weakened depends on how much greenery you grow in one burst. Training this ability allows you to push it further, but training it is a massive undertaking and will take months even with training boosters. You can find areas of greenery, particularly city gardens, with ease so long as you want to.

You have a curious, destructive effect on contaminants. This grants you a virtually imperceptible presence-based effect that weakens and ruins contaminants, even magical ones, though supernatural pollutants and the like are much more resistant to this than mundane ones are. Pollution caused by mundane contaminants and pollutants is undone in months, even across entire cities.

The Fastest Way To A Man's Heart (300 VP): This unique ability could feasibly be the end result of working at *Lunchers* and the T.T.G.M.R.I.F.I.S.E.D.S. the *Garden of Good and Evil*, or *Mystic Corporation Inc.* for many, many years, but you have it early. How curious... This unusual power gives you the ability to fill people's hearts with love by having them eat your food, provided you are capable of making food they like already. Once such people have been filled and overjoyed by the food you cook they will ask for a special dish, their favorite kind of food made to exacting specifications. Once you do this, and give them the meal, they will be compelled to eat it. If they like it, the meal will be permanently memorized by you, and can be recreated with ease, provided you have the ingredients and the items needed to prepare the meal.

By making this meal and eating it you can temporarily take on lesser versions of their powers! Using this power to recreate a meal you once gave to a wizard will allow you to perform less potent versions of his spells. If you feed a divinity of health you can gain the ability to cure a number of severe health conditions.

This is not a cooking booster, at least not in the sense that it improves your ability to cook outright. It does, however, boost the emotional impact of your food, and so makes your meals all the more potent for it. It also makes it way easier to ask someone you've fed for help, even if the ask is significant, though it doesn't guarantee they'll say yes.

Vibe Check (300 VP): Something approximating this ability is possessed by senior members of alignment-based organizations such as the group that owns *The Garden Of Good And Evil* or those versed in the mystic arts such as skilled members of *Mystic Corporation Inc.* With this potent power you can clock people's auras, a normally invisible field of energy that surrounds them, and by looking at it you study it to gain a detailed impression of someone's intentions. This is not quite mind-reading, but it functions similarly enough. Skilled magicians and powerful supernatural creatures may be able to cloak their auras but only do so if they are

aware of auras, which means this might slide under the radar in other settings, even ones where people can ward their minds against intrusion by psychics.

Location Perks:

Gains: When engaging in fitness training and exercising for mundane reasons, you find the results of the training to be easier to achieve and for your looks to improve markedly as you incorporate workouts and healthy behavior into your routine.

Artsy Fartsy: You are a talented artist in a few specific ways. With this perk, it becomes MUCH easier for you to find patrons interested in the artwork you produce, and also it becomes easier for you to sell your art. If you produce things fast enough it'll be mere days before local galleries are filled with your work.

Third Culture Child: You possess a sort of natural cultural and mental flexibility that gives you a chameleon's skill at reflecting your surroundings. People are naturally very accepting of you, and as you interact with more people from a specific culture or interact with one person more deeply and meaningfully you begin to find ways to make them feel comfortable viewing you as one of their own.

Items: These cost 100 points unless otherwise stated. These can be redeemed to get anything you want here for free. If something here feels like it could be bought multiple times, you can buy it multiple times, such as items that present you with multiple mutually exclusive choices and grant you experience related to the choices you make.

Location Items:

Vaporwave Boombox (Free): This excellent device allows you to mundanely introduce others to the wonders of vaporwave. It is a simple, lightweight boombox that can be turned into a necklace for portability without losing the ability to pump out vaporwave hits. It can easily fill a living room with the beats of vaporwave without being overly loud to any listener.

Vaporwave Suite (Free): This is a free editing program that can edit videos and audio. It only does so in one way, however: it makes everything it touches vaporwave. If you record a song and put the audio of the song in the program the program will remix it to make it vaporwave. If you put an image in the program, the image gets edited so that it uses vaporwave

imagery, maybe even becoming a vaporwave meme! This also works on any computer, and is available for free on any computer you purchase moving forward.

Just The Right Amount: Certain places, be they businesses or public spaces, experience ebbs and flows in popularity. And sometimes how popular they are can affect the actual experience of people who come to them! With this item, a small token you can physically place somewhere in an area of your choice within the place you wish for this effect to take hold in, you make it so that the place targeted by the item experiences the perfect amount of popularity. This does not make the place a booming hot spot unless that would actually be perfect for it. For example, if you use this item in a gym the gym gets the perfect number of visitors, the right machines for your workouts will always be free and there'll always be people who can spot you while you lift weights. If you use this in a library the place will have the perfect number of people needed to keep it running, without filling it with noise or making the place feel deserted, unless that'd be a benefit to you.

A Handdrawn Map And A Little Key: This little trinket is an accurate, updating map that is initially keyed to the passageways and shortcuts that tie the city together. By using the map, you can swiftly reach one end of the city from another end. This map can be keyed to other cities once you leave this jump. The longer the map is keyed to a place the more shortcuts spawn, and while anyone can use the shortcuts that are on the map from the jump, only someone with the key or a copy of it and your permission can use the shortcuts that spawn later. The key can create copies of itself with a thought, and those keys work just as well as your key does to access shortcuts. You can rescind permission to use the keys with a thought.

A Private Gallery: At will you can turn any door into a door to a private art gallery with a theme of your choice. This gallery will always be open to you, and it will feature either art of your choice or a themed exhibit you can change with a thought once per week. This is perfect for having private conversations or for relaxation.

Soul Statue: You possess a larger-than-life statue that has a tiny sliver of your soul in it. You can astral project into the statue and view events occurring around it if you spend a minute meditating and will your senses into the statue. You cannot move or animate the statue unless you have outside abilities that would enable this.

Vapornet: This is an app that can be downloaded to any appropriate device, be it a smartphone, a video game console, a tablet, or any other tech that can connect to the internet. This app, which you can retroactively introduce to a setting with the right tech, is connected to a virtual reality playground akin to a higher scale and more graphically polished *Second Life* but with a vaporwave motif.

Low-Orbit Business: Technology in Vaporwave City has advanced far beyond that any modern, generic Earth. An excellent example of this is the proliferation of bases and items that are in a constant low orbit around the planet that houses the city. By selecting this item you get

a business of some sort that is low-orbit around the world and can easily be accessed by a door affixed to a portal somewhere in the city. The business is up to you. In future jumps this business can either be in low-orbit around a planet or it can have a space theme that the decor and aesthetic are built around.

Poolrooms: You have a key. When you put it in a door's keyhole the area behind the door is changed. When you open and step through the door you find yourself on a platform overlooking a massive indoor pool. For as long as you want, you can explore this pool and if you go to the other side of it and step through that door you will enter another, randomly generated pool room. Time in the poolrooms passes at a rate that is equal to a quarter of the rate outside of the poolrooms so it takes four hours in them for one hour outside to pass. You can leave at any time by stepping through a door in the poolrooms with the intention to return home. Post-jump you can use this to create small water parks including waterslides and lazy rivers.

The poolrooms are occupied by a handful of generic caretakers and pool staff. These are nameless individuals who are essentially npcs who do nothing more than oversee and maintain the rooms, or the park if you are using it in warehouse mode. This includes lifeguards, cleaning staff, and all sorts of people you might expect to see at a community pool or at a waterpark. Every eight hours the people change, as though undergoing a shift change.

This can be planted in your warehouse, and doing so creates a space for an unchanging waterpark, complete with a lazy river, that is your ideal design. Doing this creates a copy of the key that you can use to create temporary portals to your warehouse poolroom. People who enter this poolroom cannot access the rest of your warehouse.

Entertainment Venue: There are a number of low-key but fun entertainment venues throughout Vaporwave City. By purchasing this option you get weekly passes to any entertainment venue, be it a laser-tag place, a club, a bowling alley, a roller rink, or an arcade, that allow you and up to three other guests free admission and discounts on food. Post jump this item continues to work but will be reskinned in ways that are appropriate for the setting. Curiously, many of the places you use these passes for will have vaporwave decor even in places where people don't appreciate vaporwave.

Junker: This item does not manifest physically but rather is an uncanny ability to find "Junk" that is clearly valuable but is simply a bit rundown looking. It could be a derelict but easily fixable spaceship, a castle that has been abandoned but just long enough for nature to begin to reclaim it, or even minor things like a sword that is enchanted but is rusted to the point that the glow of the arcane sigils on its blade is not visible. With a little tender loving care, these items could easily demonstrate their value. In some cases, they may even lead to adventures all their own!

Local Musicians: As a jumper there are an array of background music items and perks you can collect. The difference between them and this is that, normally, those items and perks are focused on your own enjoyment and play music audible to you and you alone. This item differs

from those sorts of things by allowing you to project a field in which music of your choice is audible to everyone around you, though if you're unspecific the music tends to be an eclectic mix of vaporwave hits and classical music that has been remixed and put through auditory synthesizers.

A Gas Station Of Your Very Own: This is your very own gas station! If you want, it could be a 7-Eleven or some other gas station from your home reality, or it could be a generic one. If you don't manage it directly the thing makes a tiny profit, enough that you can afford the cheaper housing options, and it retains modifications you make across jumps. In vastly different jumps it reskins itself to the point that it makes sense in-jump.

Nature Nook: Upon selecting this item, when you first arrive in the housing option you selected you will be visited by *The Guide*. He makes a small mess, and unapologetically mutters the words "Nature Nook" at you. He then utters them again, and this time a video-game-console-like machine appears in front of you. With this you can design your [nature nook](#), a pocket dimension that is personal to yourself that you customize while *The Guide* watches you, creepily. You can create temporary portals to this space at any time you want, and can invite people in with ease. The enigmatic fellow only leaves when your nook is fully designed.

Community Sportsball Field: No one knows who owns this multi-acre area (you own it, assuming you took this item) situated not terribly far from wherever you live in-jump and in some safe area you place it in, in future jumps. What people do know is that it's the perfect area for creating various sportsball fields, be it a tennis court, a soccer field, a football field, or an outdoor basketball court. People will invariably set up various fields for local sports and allow people to play them for free, unless you directly claim this area for yourself and set up rules for how to use this land. So long as you use it for your sports, people will listen to your rules and obey them within reason. If you use them for something else, how likely people are listen to you depends on how charismatic you are and what you want to use them for.

Housing & Career Items:

No Boys Allowed: This nifty trinket, which invariably manifests as a sign you can put on a wall next to a door, denotes people of a certain gender being barred from a location. This item stops people of that gender from passing by it and into the room it is protecting unless they are magically or supernaturally powerful or have some sort of legal authority to enter the place they are being barred from. In that case they suffer a debuff that weakens them a bit for as long as they are past the sign.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companions & Followers:

Import: You can import all your companions, and they'll get 600 points to spend. They also get their own tokens. The number of tokens they get is half of what you get.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps. All the specifics down below are, are descriptions of some of the kinds of people you may meet and recruit, as well as biographies or details about specific, unique friends that might be worth recruiting.

Your Family: If you start a family, in any capacity that is meaningful to you, your family can accompany you for free. So long as they agree too, of course.

A Founder: One of the founders of Vaporwave City can accompany you on your chain so long as they agree to do so. These individuals invariably have unique powers or special equipment. If they are a ghost or are otherwise deceased, such as Rob Ford, they return to life at the end of your time here. If you wish for them to be a follower, so long as they agree, they can become a follower rather than a companion.

A Musician: This follower is a talented musician. Perhaps they work at a club you frequented? Now they accompany you on your journey and provide both a familiar, warm presence and some background music on your adventures.

Aubrey: This companion has a... weird problem. When she no-clipped into the city, she fell into a wormhole for a split second and now suffers from a unique condition.

Aubrey can only exist, at least in Vaporwave City, inside her apartment. She does have an ability that is weirdly similar to your own habit of jumping from setting to setting: she can enter T.V. shows, web shows, and movies, so long as they are either fictional or are no longer filming, but unless she is healed she cannot leave her apartment to explore other parts of the city in real-time. In theory you can heal her if you have super science abilities or ultra-healing, or even time-travel and allow her to physically explore Vaporwave City.

She will happily join you on your journey if you are even remotely kind to her, as she has been starved of meaningful contact and physical touch by people that are as real as she is, but even if you don't take her as a companion you can enter her apartment and interact with her directly,

something even the city's finest scientists cannot do. Perhaps this is due to your own extradimensional nature?

In some settings, particularly modern Earths, some people may comment on how she resembles a certain actress. Ignore them, Audrey certainly does.

The Magnificent Four: No one understands what a secret agent goes through quite like another secret agent. If you take and complete the MODI scenario, your fellow commandos are free to join you on your chain. These trained operatives are highly skilled, elite government agents who are fanatically loyal to you and will watch your back or complete missions of high importance. They can be followers or companions.

Archivist: In Vaporwave City magic and the supernatural are known to exist. Archivists working for the T.T.G.M.R.I.F.I.S.E.D.S. are well-respected professionals who work hard and sometimes play harder. One or more of these exceptional researchers have decided to accompany you on your journey. If allowed to do as they please, they will likely create an organization similar to the T.T.G.M.R.I.F.I.S.E.D.S. in a world or setting with supernatural things or apply for jobs as a mundane archivist in worlds that lack the supernatural.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay: You'll spend more than 2 years here. This drawback extends your time in the city to 10 years, but can also be used to extend your stay to 25 years. If you do that, you get **400 points** added to your budget.

Storm of the Century: Partway through your jump, there will be an utterly gigantic storm. This storm will knock out an enormous portion of the city for a period proportionate to the length of your stay. If you are staying in the city for a decade the storm will deal lasting damage to the city that persists for months, but if you are only here for two years then the damage will only last a few days in some areas and some weeks in other parts of the city. If you stay here for twenty-five years then the damage may persist for up to 18 months in the places that are the most badly damaged!

The Mob: Even a city of radical aesthetics and fair housing laws is not immune to corruption and organized crime. The mob, a sort of organized crime staple of life in big American cities, has infiltrated the city and now they'll play a significant role in your time here. How this manifests depends on the jobs you do, and your housing situation, but regardless of the specifics of the

choices you made you can be sure that you'll be regularly interacting with mafiosos in some capacity during your time in the city. These mafiosos will pose some danger to you, but perhaps in ways that are not directly physical.

Sewer Person: You have become accustomed to the bizarre labyrinthian tunnels that run underneath Vaporwave City. For the duration of your stay in this setting you'll be uncomfortable whenever you are aboveground. Your discomfort increases depending on factors like the time of day, and how long you've been aboveground. You can reasonably be aboveground for a few minutes while suffering from little more than a touch of anxiety, particularly at night, but if you stay aboveground for more than an hour you begin to get increasingly severe symptoms of withdrawal, eventually causing you to collapse into a coma if you are aboveground for more than 12 hours, at night, or 8 hours during the day.

The Dark Carnival: A headhunter representing this shady organization happens across you during your first week in the city. They figure out what makes you tick and before you know it you have signed a contract, digitally if necessary, provided by this employee of ill-repute that stipulates that for the one night a year the carnival is in town you work for them. During this time you'll be working for them. If you happen to have Audrey's condition they'll have you working remotely.

Real Problems? In MY Jump?: Sadly, it IS more likely than you might think. Somehow, mundane problems have snuck into your jump. You will have to concern yourself with bills, and other trivialities during your time in the city, as well as actually having to meaningfully do your job(s) during your time here.

Audrey's Problem is Your Problem: The same condition afflicting Audrey afflicts you. You cannot leave your apartment/housing, aside from to go and hang out with Audrey, or to visit the universes of T.V. shows and movies. If you visit a place with a jump doc, you cannot use the jump doc (Unless you make this a crossover jump) but you might still be able to strategize if you get creative. If you take this, you can help Audrey, but your condition is uncurable for as long as the jump persists but if you take her as a companion she can still leave with you once your jump is completed, and the two of you can always enter your warehouse/personal reality, or any personal realms you otherwise own, so long as you have not taken the warehouse lockout drawback or any drawbacks that would prevent you from access the realms independently (such as a perk-given personal dimension competing with the "Power Lockout" drawback).

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

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

Warehouse Lockout: You can't access your warehouse.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

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

Be The Main Badguy: You're the bad guy and have to deal with that.

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

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

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

The Boss Dislikes You: You've drawn the attention of a major antagonist and now must handle that. In Vaporwave City "Major Antagonist" is definitely alignment sensitive. Whoever this is, is someone who will be morally opposed to you and will seek to undermine or outright destroy you if they feel they can get away with it.

A True, And Unwilling, Nomad: For some reason you cannot stay in one place for long. "Stay", in this context, refers to a place where you sleep and wake up. Events will transpire, without fail, that oust you from any place you sleep for two nights, before the third time you'd go to sleep in the same place. This forces you to be a nomad, and will persist the entire time you live in or around Vaporwave City.

Sorcerous Stalkers (300 VP): A magical organization has been tipped off to what you are. To some extent, at least. For the duration of your stay, you will be plagued by a stubborn organization determined to capture you and study you. At first, their efforts are subtle and restrained, as they don't want other organizations learning about you or having a reason to investigate them. As the months or years pass their efforts will grow more and more forceful. Eventually, they will hire and deploy talented bounty hunters who seek to bring you to their headquarters. If they succeed they will study you extensively and invasively, culminating in your death during a particularly intense experiment.

Scenarios:

The Ministry of Defense and Intelligence (MODI):

Months into your stay in the city, you may begin to notice men in tailored, crisp black suits tailing you. These men are well-trained but not hostile and simply observe you either for a few days or until you inform them that you see them. Either way, these men inform you that they are not hostile and that they have a job opportunity for you.

The men are headhunters for The Ministry of Defense and Intelligence, also known as MODI. This secretive government organization works hard to keep the city and the planet safe. They think you would make an excellent agent of theirs and offer you a well-paying contract for the duration of nine months. If you are here for two years the pay they offer you will easily last you the rest of your stay, and if you are here for ten, or even twenty-five years, the pay scales up accordingly to last for over half of your stay but so does the difficulty of the missions. It also offers you benefits in the form of a complete benefits package that does last the rest of your stay, assuming you complete the scenario.

If you accept this contract, which is the indicator that you've accepted the scenario, you will immediately begin training. For weeks you endure a grueling training regime before you embark on your first mission. This mission begins with you meeting with a group of trained special agents and engaging in a shootout in the outskirts of the city.

For completing this mission, even if you don't complete the rest of the scenario, you earn an additional 100 VW. For the next few months, you will go on missions every month. You can quit working for the agency at any time, but if you do they will wipe your memories as a safety precaution before letting you go. If you die that counts as a scenario fail, but you don't fail the jump or your chain, just the scenario unless you have no means by which to avert a chain fail by death such as 1-up item or perk. During this time you will learn that you are embarking on missions that are greenlit by *The Forces Of Good*, a cosmic agency tasked with the proliferation of goodness across the universe.

Over the next few months, the missions increase in intensity and danger, and eventually, you join a special task force of elite mercenaries who venture across the universe. During your final month in the employ of MODI, you will be tasked with completing a mission every two days. Assuming you succeed and survive all the way through the end, your elite squad is told that you will be mind-wiped, your memories of your time in the employ of MODI replaced with generic memories of working in an office building. You are, seemingly, mind-wiped and debriefed by an angel in the service of the agency on your final day in the employ of the organization. You have completed this scenario by making it to the end.

Reward:

For surviving the grueling training and excelling as an agent of the ministry you have become stronger, more resourceful, and have even gained an impressive ability: immunity to memory

wipes. This comes in the form of a perk known as **The Operative**. You owe your immunity to memory wipes to one of your teammates, a gruff but thoughtful figure known originally as “No. 2”. He anticipated the memory-wiping and he cast a spell that would protect your memories, all of you, in case someone attempted to make you forget the work you did.

You also gain the ability to maintain high-tech armor and weapons, and the ability to build such materials as well. And, of course, you can take your squadmates with you on the rest of your chain.

Miracle Worker (Audrey’s Problem):

Very early on during your time in the city you will overhear a coworker talking about rumors. One of the rumors they mention is that the T.T.G.M.R.I.F.I.S.E.D.S. is getting ready to send researchers to the apartment of a young woman who has been trapped in her apartment for half a year.

One way or another you happen across the archivists tasked with investigating the apartment and the trapped young woman. Before you know it you find yourself in front of the door leading into the apartment. Events will transpire that cause you to go through the door, either willingly or unwillingly. When you are forced through the door you find yourself in the cozy apartment of a young brunette who is overjoyed to see you, and also apologetic about the partial messiness of the room. You have now done what no one else can do: enter Audrey’s apartment!

The young woman explains her situation to you, and invites you to stay as long as you like, as she has been desperate for company. She may or may not know of your own unique situation, depending on what you tell her about yourself, but to complete the scenario your work is, in theory, quite simple: cure Audrey’s condition.

Audrey is stuck in her apartment. How you fix her is entirely up to you, and is indeed doable with in-jump methods for a sufficiently charismatic or personally powerful jumper, but this scenario lasts until Audrey can freely leave her apartment. Failing this scenario simply counts as a scenario fail, not a chain-fail.

Reward:

If you save Audrey she is overjoyed and when you free her from her condition you gain a quirky ability of your very own. You become **Unbound** and cannot be permanently, supernaturally trapped anywhere. Conditions that shunt you into magical prisons may still work in the moment but they will inevitably friz out and you will be released eventually. Spells that only temporarily banish you will fail almost immediately, and even the strongest sealing methods, be they magical, technological, eldritch, or divine, will only work for a fraction of the time they are supposed to, and that’s assuming you are not actively fighting them.

I Love Democracy:

The Vaporwave City scenario. Towards the end of your stay you decide that you want to take the city with you. Your benefactor*, intrigued by this, offers you a deal: they'll elect to use a fraction of their power to bring willing people along with you for the rest of your chain, if you can persuade people to vote to come along with you. As more and more people vote to accompany you, your benefactor will recreate more and more of the city in a space connected to your warehouse/personal reality. Mind control and other perks that allow you to supernaturally influence people will not work, they need to vote to accompany you of their own free will.

*If you don't have a benefactor... fanwank responsibly? My immediate suggestion for jumpchan-less/benefactor-less is to use The Guide in their place.

Reward:

The percentage of people who vote to join you is directly proportional to how accurate to Vaporwave City your copy of it will be. You can decide how this plays out, to the extent that you can ask your benefactor to focus on recreating certain areas more identically than others, if you don't get enough people on your side to perfectly recreate every feature of the city you wish to take with you.

On your last day in the city, as an extra award, you get visited by that most enigmatic of figures: The Guide. He thanks you for making life in the city more interesting, and for allowing him to see things he couldn't see before you arrived. If you got over 50% of the people to vote to join you, he gives you a copy of his own **pseudo-isekai** ability. Provided you are stronger than your target, or that they are willingly allowing you to use your power on them, you can shunt people to your personal Vaporwave City.

Having more than 60% of the vote in your favor gives you a bigger copy of this setting, one that includes the area immediately around the city. As you edge closer to 95% of the vote, you can gain a personal Vaporwave City that includes more and more of the total options for special destinations included in the actual CYOA. At 95% you can take a version of Vaporwave City that has everything you could possibly want the city to have that is covered in the CYOA.

When you enter a new setting, you can elect to fully integrate your copy of the city into it. If you do this, a random exo-planet is created, even in settings with only one world, and your city is placed on it. If you do this, local sapient life native to the setting you are in has a very small chance of no-clipping and landing in the ocean outside of Vaporwave City, or a MUCH smaller chance of landing in an unoccupied, sparsely decorated apartment in a manner identical to Audrey, down to having her health condition. If you elect not to integrate the city into a setting, natives can only get to it if you use your Guide Powers on them, assuming you have them at all.

A Special Reward:

This scenario is a freebie. If you make it to the end of the jump without failing, you complete this.

Perhaps you're the nostalgic type. Perhaps you aren't. Either way, as your time here comes to an end you find yourself wanting to see the very beach you set foot on the day you arrived in the city, and so, as night begins to fall, you go to where you first washed up. Along the way you see the figures who helped you along your journey, and the friends, and even the foes, you made during your time here. Friends, even those who don't know you're leaving, feel unusually somber and reflective, and foes tip their hats at you in respect, overcome by strange, but peaceful, feelings.

When you make it to the beach you sit down near the water and stare at it for a while. At some point you become aware that *The Guide* has appeared and is sitting next to you, a smile on his face. Before you can say anything, he gestures at some point behind him and your eyes naturally follow his gesture. You can see various objects, and he softly chuckles as you stare in bewilderment at them.

"Before you go, take two of these things with you. It's my gift to you. I've had a lot of fun watching you, and with these items perhaps you'll think of me from time to time." He tells you, a soft twinkle in his eyes as he wonders which of the objects you'll pick.

Rewards:

You get to take TWO of these things with you.

A vacation within a vacation: When this jump would normally end and you'd activate whatever mechanism you jump by, you get to go on a one-time two-week vacation to New York City in the year 1998. You get to stay in decent accommodations for free, and have one meal a day provided for free. This sends you to the local Earth's version of New York City, not your Earth's New York City.

Another visit: You get one gummy that if eaten lets you visit Vaporwave City for two weeks. This gummy does not recharge between individual jumps, but can recharge over a series of jumps, 7 jumps to be exact, and when it is fully recharged it appears in your warehouse, This is a visit back to this version of Vaporwave City, and so it retains any changes you've made to it, and is time-frozen when you aren't there, if you are following some of the more common Jumpchain rules.

Extra Special Hat: This deeply silly hat has a useful power. When it is fully charged, wearing it and attempting to go to an exclusive event will always work out. Once used it needs time to recharge, and it can be difficult to tell, with the naked eye alone, whether or not it is fully recharged. If it is not fully recharged, people notice it and it doesn't work. It is... very awkward when that happens.

Generational vaporwave: If you plant this pineapple, and let it grow into a pineapple tree, your children can harvest the tree's pineapples, eat them (whole), and go to their own instances of

Vaporwave City. They'll get a chance to make a build using this set of perks and items, using whatever mode of play you used, and experience VPC themselves.

Special Phonebooth: Using this phonebooth you can converse with accurate recreations of the friends you made during this jump. You can do this twelve times a year, and can summon a phonebooth with a mere thought. If you summon the phonebooth you need to use it within a few minutes of summoning it, or it burns one of your usages of this item and disappears.

Cozy Socks: These are just toasty socks. When you wear them it feels as though you are laying on the beach, soaking up the sun.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?

Notes:

That image at the start of the jump comes from Yandex.

For the curious, Audrey's picture in the CYOA itself is of Anya Taylor-Joy. That's what that cryptic remark is in reference to when she's mentioned in the companion section.

The easiest visualization of Vibe Check is [this](#).

The Guide is an enigmatic character who appears in numerous CYOAs by LicksMackenzie, the creator of the Vaporwave City CYOA. He appears to be a human-shaped Truck-kun who is fascinated by the MC or the MCs of Licks's CYOAs and routinely yeets them into parallel worlds and dimensions. Here is a [link](#) to a post made by Licks that contains all of the CYOAs that feature *The Guide*.

Special thanks to LicksMackenzie: the CYOA maker, and to friends on Reddit who offered suggestions!

Hi gang, just a suggestion for peeps who want a PDF: I tried to upload the PDF and my tech FOUGHT me, but if you want to save PDFs, just go to file, download, and then click PDF. I have dozens of jumps saved as PDFs through this little lifehack. :)

Changelog & Intended Updates:

Changelog:

0.1: 2/08/23

- Initial document

0.3: 2/08/23

- First set of perks, items, drawbacks, companions, & scenarios created
- Shared to Reddit

0.6: 03/13/23

- Perk section mostly completed
- Items about a quarter completed, both original items & items based on in-universe settings still needed

1.0: 05/17/23

- New perks, particularly color-based perks & a localized version of capstone perks that cost more than the base cost of most perks and offer thematic powers
- New Items
- New drawbacks
- New scenarios
- New companions
- First “Jumpable”/“Completed Version”
- New header image
- Nerfed “Subterranean Survival”, removing the weirder bits of it and making it more on par with the other 200 VP perks.

1.1: 5/18/23-Onward

- Typo correcting
- New items

Intended, eventual expansions:

- Additions to the list of items, inspired primarily by the locations/places section of Vaporwave City CYOA
- Additions to drawbacks & companions
- Add a handful of arcane/magic-based perks, particularly unique mini-capstone perks that take from the descriptions of multiple places and fuse their properties into something unique and more freebies related to vaporwave aesthetics & music
- Add a few more scenarios