



WELCOME TO NIGHT VALE

A friendly desert community, where the sun is hot, the moon is beautiful, and mysterious lights pass overhead while we all pretend to sleep.

Welcome to Night Vale.

[+1000=1000]

Body Insert

You may freely take on any form for this jump and it will be treated as normally as anything else here is.

If you create a new form or alter an existing one, you may split it off into a new alt-form, use it to augment the look of another alt-form, or apply it to your body mod.

Starting Time & Place:

You will start this jump on the same day Carlos arrives in Night Vale, “June 15th, 2012”

You will start this jump any place you like at one of these locations.

You may either freely choose
or if you randomly pick it with a D10 you gain +100

1: Night Vale

2: Desert Bluffs

3: Nulogorsk

4: Franchia, Luftnarp, or Svitz

5: Ann Arbor, Michigan

6: King City, California

7: Secret Lost Pet City on The Moon

8: The Other Empty Desert

9: Anywhere else “normal” in the world.

10: Free Pick

Backgrounds:

(You may be a drop-in with a toggle)

Radio Staff:

Lucky you! You get to support Cecil as he hosts Night Vale Community Radio. You might be an intern, a host on a different show that uses the same station, maybe even an oracle for the secluded management! Whatever the case, have fun working at the lens through which the stories of this world are told.

If you start outside Night Vale, than you may still be connected to this specific Radio Station if you want, but otherwise you may be a Radio person stationed elsewhere instead.

Scientist:

Hello there perfect! Smart, Handsome, Beautiful, and an intriguing outsider to this small town. Maybe you actually came with Carlos to investigate this place, or you could have been a purely coincidental arrival on the same date, stranger things have happened.

If you start outside Night Vale, then not much changes since this is still a fascinating world with much to research and study about its properties.

Citizen:

This might sound relatively mundane compared to the other options, but in Night Vale that couldn't be farther from the truth. The town is full of characters hardy enough to survive and thrive through just about any and everything this town has to throw at them.

Should you start outside of Night Vale, then not much changes as this is still a wild and hard world that you need to be able to work your way through, modern Earth!

Other:

The other isn't used here to mean miscellaneous or generic, it instead refers to beings or groups of supernatural, eldritch, malevolent, or otherwise off existences. Be a multiheaded dragon sure, but this is also your key to the Hooded Figures, the Glow Cloud, Librarians, Angels, or even the Gods themselves.

It doesn't matter where you are, the odd will be somewhere out there. Spots like Night Vale are a magnet for the strange, but that just means the world's your oyster to make more oddities occur elsewhere, should you so wish.

Toggles:

Hybrid Mode: By default, this jump is the “normal” Night Vale world, instead you may use this doc and combine it with another document or setting in some fashion. This may mean making this or another one(s) supplements, or it could be something more along the lines of full on mashing these settings together, or having them dimensionally connected or even on the same planet, but otherwise separate; it's up to you.

Drop-In Mode: As previously mentioned, by default you are not a drop-in. If this doesn't interest you, then you may instead choose a background to receive discounts for, but not necessarily memories or anything else usually applicable when you don't drop-in.

“Normal” Mode: A boring choice, but an understandable one. This toggle allows you to make this setting entirely mundane. The characters and even the plot to some degree stay as close to the same as is actually possible, but otherwise Cecil is just a popular community radio host for a sleepy town out in the desert. You can also dictate the details of how this works, should you wish; even keeping the plot somewhat recognizable, if you can somehow manage that.

May also be used to turn this into a jump for the regular modern Earth in which this show is merely a podcast.

Night Vale Presents: This toggle simply lets you substitute the Night Vale setting for any of the other settings under the Night Vale Presents umbrella. This includes such other shows as Alice isn't Dead, Within the Wires, and The Orbiting Human Circus.

Perks:

(100 Point perks are free for your background with the others being 50% discounted.)

General:

Esoteric Life Insurance Policy [Free]

I won't lie to you, this setting is odd, dangerous, and unpredictable; things can change in moments for the wild or the worse. A world in which one day your wheat and wheat byproducts may become your worst nightmare.

In a place of such uncertainty, this perk makes sure you will not die or reach a near equivalent state via circumstances outside of your control from supernatural or otherwise unnatural sources.

This does not fully stop you from injury, maiming, or even death when it's within your control. Essentially this might help you get off the street before Street Cleaning Day or avoid the allure of a particularly flattering forest; but if you walk into the Dog Park there's no telling what might happen.

The Weather [free]

This perk has two parts. For one it is a classic Soundtrack style perk, giving you both the entire selection of tracks from the Weather segment of the show as well as any other pieces used throughout its run.

The second aspect of it is that it actually makes the Weather segment useful. Whenever you listen to this soundtrack, you will know what the weather will be the next day, in as much detail as you care about and can understand.

This perk can be integrated with other soundtrack style perks, can be freely turned on or off at will, and is up to you whether only you can hear it or if others can as well (although only you gain the special forecasting part of this perk).

Hobby/Career Baseline [-50/-X00]

Pick a specific hobby or career, you get a high initial aptitude, affinity, potential ability, and level of enjoyment from it; but no immediate skill, knowledge, or experience. Practice makes perfect after all.

Radio Staff:

You Will Be Missed [-100]

...Or not. This is a one up, but maybe a bit weaker or at least different than usual.

Once per decade instead of dying, you'll instead just be out of commission for a couple months or up to year. Maybe you're in an alternate universe, maybe you're in one of those tv show comas, or perhaps you went out to the sporting goods store and just didn't come back to work for a bit.

Also, if you were working a job or otherwise was involved in a non-time limited task when this is used up, you'll be able to get right back into it as if nothing happened. Meaning the employer will barely notice you were gone, and you won't have any trouble picking up where you left off.

Intern Ability [-300]

This perk includes packaged in it every single skill you need to be the best unpaid radio station intern you can be; and unlike "*Hobby/Career Baseline*" these skills do come with immediate skill, knowledge, experience, and muscle memory.

Includes but is not limited to: understanding of how to operate the audio equipment, money management, social-media-fu, filling out and filing paperwork, sales, facilitating then communicating news updates while live broadcasting, the ability to communicate with station management, organizing advertisers, coffee/tea making, in field reporting, and an iron will to do good journalism!

As well as anything else appropriate for this position otherwise not mentioned or covered here.

Radio Personality [-500]

Now this is the full package you'd need to match up with Cecil himself. Your voice is pure bliss to listen to, holding authority and gravitas while fully capable of a wide range of emotion to properly get across a point or vibe.

You also have at least the perception of journalistic integrity such that you can be very convincing to any population that regularly listens to your program, specifically when you want to persuade them of something.

And you will be popular! Any media piece involving your voice has a much greater chance of success, at minimum a passionate cult following. Even a radio show could be highly popular and influential at the same time as other old media is dead in the water.

Finally, this is another sort of one up, this one ensures that a loved one will, once a year, avoid near assured death and instead walk away scot-free and unharmed the same day.

Scientist:

“...and I Fell in Love Instantly” [-100]

You are very beautiful/handsome/attractive, like just stupidly to the point your arrival could be the hot topic of a small town, and a bad haircut could ruin that barber's life.

More than that though, your attractiveness subjectively scales in the eyes of others depending on compatibility.

Somebody who you have zero chemistry with or who wants no romantic/sexual feelings towards you, and vice versa, would see you as you actually are. Someone who truly hates you would be repulsed by your sight.

Meanwhile your for real soul mate would see you as a somehow even more perfect and divinely attractive version of yourself. A visage exaggerated but not untrue to the underlying reality.

This secondary power can be toggled by yourself, or others made aware of its existence/mechanics.

“Something Pure, and Innocent.” [-300]

Science need not be all cold logic and sterile lab work, let's breathe some humanity back into STEM. This perk allows you to go about your work in the most ethical and unobjectionable manner and methods available to you.

Secondarily, when researching or observing a living being/creature/thing, you get a really good sense of if it's a threat, it's general intentions, and how best to safely go about interacting with or researching about it further. Works on people to of course.

“Underneath, it Was Something Else Altogether” [-500]

Often times, the strange or the mystical does not want to be so easily observed or known about. This perk cuts through those obfuscations and lets you see, perceive, and conceive of these things.

You'll notice when something is out of the norm or when reality has been warped in some sense. Also, you can ignore perception blockers, memory alterations, or other supernatural means of deception or alteration to your senses or mind.

This also fully protects you from going mad from what you observe or learn, allowing you to view it with all the scientific rationality you can muster, but also all the open-mindedness and empathy you possess.

Citizen:

Acceptance & Normalization [-100]

A lot of odd things happen here, in case you haven't noticed. This perk has two aspects, both togglable and scalable to your desire.

First, is Acceptance. This lets you accept the oddities of other beings or cultures and treat them with the respect and understanding you'd want in their place.

Second is Normalization, this lets you internally alter your perception of the events surrounding you such that you can treat the completely alien as normal. This lets you better blend in as if you were a part of any group you're immersed within.

While Acceptance is mostly external, Normalization instead is mostly internal. Essentially, Acceptance will stop you from making a faux-pas or reacting poorly to something unexpected to your sensibilities, Normalization lets you

change your own sensibilities such that you wouldn't even think that something was odd or notable about something you'd normally consider so.

PTA Pro [-300]

The PTA is an incredibly powerful group in the town of Night Vale, and to succeed here you need a certain set of skills. The skills, unlike the ones from “*Hobby/Career Baseline*” do come with immediate skill, knowledge, experience, and muscle memory.

You'll be excellent in all these areas: Parenting, domestic cooking/baking, resistance to boredom, focus, resolve and unflinching composure to fight off a hoard of Pterosaurs, public speaking, asking questions, leadership.

As well as anything else appropriate for this position otherwise not mentioned or covered here.

Community Building [-500]

Despite so many reasons it shouldn't, Night Vale truly does have a robust and united community. You now share in this ability to build up from nothing a sense of identity, as well as a positive atmosphere and culture for a community.

This comes as both a diverse set of legitimate skills for community organization, as well as a secondary power that helps facilitate the process by getting others involved, helping people to reach out, make connections, and take positive risks for the better of themselves and others.

For an out of context example of this perk in action: with this alone you could turn the average run-down residential block in a cyberpunk dystopic city into a bustling, lively, and tight-knit community that'd be the envy of any other in the city, let alone the country, over the course of just a few months.

Other:

Surprisingly Human [-100]

Yeah, this is the other side of the coin to the madness and oddities inherent to this place. This perk insures that no matter how odd, otherworldly, eldritch, or otherwise straying from the norm you are; not only will you be able to maintain the ability to act with humanity, but other humans will treat you normally as well.

You have the potential to literally be a glowing psychic cloud thing hurling dead animals out of yourself and still have a kid, be a really good parent, and get elected School Board President.

Unsurprisingly Unhuman [-600]

This perk is the one that lets you customize exactly what makes you separate from the “normal”. You can do with this what you will, become a forest of kindly whispering trees, become a member of the tiny underground city, are you another Faceless Old Person Who Secretly Lives In Your Home?

As long as your power/being is below that of an actual god or deity, you’re otherwise completely free to customize the details here to your hearts content.

Shockingly Inhumane [-1000]

This perk is as vague as it is powerful. Whatever specific “Other” you are is powered up to the level of a deity. Really, choose to do with this wording what you will, but understand that just because you’ve reached the level of a god doesn’t mean you have to be or act like one, or that you’re all infallible or omnipotent.

Items:

(100 Point items are free for your background with the others being 50% discounted.)
(You may freely import or incorporate any of these items into others bought of a similar type)
(Items may be purchased multiple times when it makes sense for that to be possible)

General:

Night Vale Presents Collection [Free]

This item gives you the complete collection of the Welcome to Night Vale Podcast, Live Show Recordings (Audio and Visual), Books, and Transcripts. Also included is every other work produced by Night Vale Presents.

Anything currently ongoing will instead be delivered in a finished state ideal to the listener.

ID and Other Paperwork [Free]

This is a comprehensive grouping of legitimate, backdated, paperwork that ensures you are perceived as a legal and upright citizen of wherever you choose to dwell. Driver's License (assuming you can drive), Birth Certificate, Passport, Tax Paperwork, etc. etc. etc.

Updates and completes itself as needed, so more worrying about filling out your taxes, and no need to make complicated calls and cramp your wrist when you buy a car, file an insurance claim, move location, etc. etc. etc.

Also covers any family members, significant others, dependents, and pets.

Marcus Vanstan's Inheritance [-50/-X00]

Marcus Vanstan, Night Vale's wealthiest resident and "the town's greatest citizen". Unfortunately, he is no longer with us in corporal form, so instead you can pick up the remaining fortune he left behind.

Each purchase of this item gives you 5 billion dollars every 10 years. Multiple purchases may also be offset, for example buying this 10 times could essentially give you 5 billion every year.

Radio Staff:

Floating Pet [-100]

Traditionally a cat, but you may choose another animal to be your special spatially locked buddy instead. They come with a bathroom where they are stuck floating in, which luckily always has everything they need to survive just within reach.

This is a Story about You [-300]

"This is the story about you" read the words in the document, and you were pleased, because you always wanted to read about yourself in a jump doc.

Your life will now be constantly narrated by Cecil Palmer himself. By default, this will just function the same as a soundtrack power, but you may also manifest it as a station freely able to be listened to on the radio, or as a transcript that can fill an ever-expanding book and/or a digital file.

Station Management [-500] *Purchasing this also gives you the City Council Item for free*

This is an entity that can be put in charge of however many private sector operations you desire. While they are a bit prickly and reclusive, they will be effective managers who treat their staff well, or at least won't kill them more than the average corporation.

Comes with the City Council since they're dating.

Scientist:

Working Time Piece [-100]

This might seem petty, but in fact you might find this especially essential for this place. Time works oddly here, Night Vale specifically, and there's a good chance you might lose track of time and have no idea how long you've been here and how long you have left to go.

This time piece perfectly keeps track of the objective amount of time you've been in a setting, gives you the exact correct time and date in your current location, and also shows you how long you have left until you leave down to the smallest measurement.

Weird Detector [-300]

You know those fake ghost detectors that show love to use? This is like that except it actually works. This device will not only detect anything supernatural or otherworldly in origin, but also has a sophisticated sweet of sensors that both lead you right to it and takes any relevant readings precisely and in an easily readable and understandable format.

Old Oak Doors [-500] *Purchasing this also gives you the "Night Vale" Item for free*

These old oak doors are both alike and different from the ones native to this reality. You'll start with 4 of them, although more might randomly pop up in your warehouse over time.

One will lead to a truly empty and endless desert dimension. There might be some small amounts of hardy plant life here or some valuable minerals buried under the depths of the sand, but otherwise it's pretty much just a barren landscape.

The other two link to each other, but in between the two is the interior of a house that doesn't exist. This "house's" exterior may be freely placed down wherever you want at the beginning of a jump. It'll seem like it exists, like it's just right there when you look at it, and it's between two other identical houses, so it would make more sense for it to be there than not. But it does not exist.

The fourth door always leads to "Night Vale", which is why they come as a package deal.

Citizen:

Place of Business/Organization [-100]

This could be any of the known businesses or Organizations in Night Vale, such as **Big Rico's Pizza™**, *"No one does a slice like Big Rico! No one."*

But you may also use this item to create a wholly original business or organization. Either way you own and run it now and can bright it along with you into future jumps. Or just plop it down in your warehouse, either way, or both.

Bloodstone [-300]

Your own certified factory produced Bloodstone! Everyone has at least one. While other's bloodstones may or may not hold any actual value beyond the religious, yours here may be used to enhance or otherwise temporarily boost your magical, ritual, or psychic abilities while chanting and/or bleeding onto it.

If you plant your Bloodstone in a public location, a Bloodstone circle will appear. This public utility has a stronger version of this enhancement effect when used by multiple people at once. After you're done, the Circle may return to just being your stone.

City Council [-500] *Purchasing this also gives you the Station Management Item for free*

This is an entity(s?) that can be put in charge of however many public sector operations you desire. While they are a bit strict and hot headed, they will be effective leaders who treat their citizens well, or at least won't embezzle from them more than the average politician.

Comes with the Station Management since they're dating.

Other:

Ad Spot [-100]

Sometimes you need to get the word out. This item allows you to place an ad of your desired specifications when and where you want. This doesn't mean you can just plaster your logo across the face of the known universe, this can only be used in one medium and/or program at a time and must take the place of where an ad would've been.

Otherwise, the ad makes itself just how you want it, and all the paperwork bypasses the people involved who say no, so don't worry about censorship or other constraints on what you present as long as it's an ad for or about something.

Pyramid [-300]

This pyramid has a simple function, it speaks into the minds of people, even breaking past any defenses that would normally stop this type of thing.

With this pyramid, you can tell it to say something or give it a recording to play, who you want to hear it, and when it should play it. This one has a range the size of planet Earth, so try not to go too mad with power here.

You may also toggle a function which will make people largely ignore it and consider it a weird marketing scheme instead, with whoever you set as the scape goat taking the blame/getting credit for the broadcast instead.

“Night Vale” [-500] *Purchasing this also gives you the Old Oak Doors Item for free*

This can either literally be Night Vale, literally be another town from this setting like Desert Bluffs, or it can be third town that is quirky and “horrifying” like these two with their own set of doppelgangers, but with your own desired spin and flavor on how things operate.

An Old Oak Door always leads here, which is why they come as a package deal.

Drawbacks:

Year X [+50/+X00]

The extended stay drawback, for every 5 years you add onto your stay here you'll gain +50 points.

Alternatively, you may use this as a toggle and leave this jump whenever you want or after a certain point in the plot. But if you take this drawback for points, you at least have to stay that long.

Complicated Backstory/Story [+50/+X00]

For every 500 words of backstory or story written about the personage or events that happen(ed) to the jumper in this jump, you'll receive +50.

This needn't be purely narrative; it could also include other aspects like your descriptions of powers, how they interact, side narratives about other characters who you interacted with, etc. Have fun, hell, if you write at least 1,000 words about how perfect your and/or Carlos's hair is, then that's work at least an extra +500! (Credit to Agitated_Butterfly75 for original idea for this Drawback)

Jumper Isn't Dead [+100]

For the duration of this jump you must be on a near constant road trip, living on the road and only stopping to see the sights, take a rest stop, enjoy a meal, or drop things off at "home" (or wherever else you want to store things).

...you know, the Jumper? [+100/+200/+300/+400]

Everyone will know about you and your abilities pretty quickly; you'll even get a segment about you on the radio.

For an additional +100 Cecil will initially treat you with about as much credibility and seriousness as he does the Apache tracker.

For an additional +100 Cecil will initially dislike you as much as he does Steve Carlsberg

For an additional +100 Cecil will disparage, reveal personal information, and blatantly rile people into confronting or attacking you like he did to Telly the Barber.

Warehouse Lock-Out [+100]

You will lose access to your warehouse for the duration of this jump.

Item Lock-Out [+100/+200]

For the duration of this jump, you will lose access to your items not from this Jump.

For an additional +100 you will also lose access to any item bought from this document as well.

Perk/Power Lock-Out [+100/+200]

For the duration of this jump, you will lose access to any perk or power not from this jump.

For an additional +100 you will also lose access to any perk or power bought from this document as well.

Memory Erasure [+100/+200/+300]

For +100 you will only lose your memories about this specific media property(s) for the duration of this jump.

For +100 you will forget all your memories since you started jumping for the duration of this jump.

For +300 total you'll instead lose all memories (with only those remaining that you need to function depending on your personage & background story for this jump) for the duration of this jump.

Community Events [+100/+200/+400/+600]

Night Vale's holidays and other community events are special affairs, from the taxing Poetry Week to the bloody Valentine's Day.

For +100 you will have to merely be in town during these days and have no requirement to be involved with them.

For +200 total you will have to participate in the non-immediately deadly ones, such as the aforementioned poetry week.

For +400 total You will participate or be roped in somehow into every single event, try to make sure your street is clean.

For +600 total ...Are you sure? If you must. Now not only will you be involved, but you will also be targeted and definitely put into mortal or immortal peril. Hopefully whoever picks you to be their valentine will be merciful.

Sandstorm [+400/+600]

Why Jumper, who is that next to you? They're a near exact match to you, except for their eerie eyes and their smile- no, that is not a smile...

This is your doppelganger, and while they are not hell bent on your destruction, they are still someone with all your power and skills, but with a slightly different, and to you deeply unnerving, personality, lifestyle, and outlook on the world.

For an additional +200 there will also be more doppelgangers of this sort for all of your companions imported into this world. If none did then instead your doppelganger will actively seek to make your life worse.

Ending:

Departure

Hello listeners: *Fell in love with this friendly desert community? I don't blame you! If you wish to stay here, then take another +10,000 points to spend on this doc and any other you might have added through the "Hybrid Mode" Toggle.*

Stay Tuned Next For...: *You've spent long enough here? Can't blame you! Time to shove off to your next jump.*

Good night, Night Vale. Good night: *Home, you want to go home? Like, home home? How could I blame you? Hope you enjoyed the trip!*

Notes:

• Version 1.0: 10/23/2022

-First Release