



## Gonzo Journalism Jumpchain

Ready to raise some hell jumpers? You're next ten years is going to be spent in a world much like your home circa. 1960s. So What is someone like you going to do in a place like this? Write of course. Not just any writing though, you will be doing gonzo journalism. What's gonzo journalism you ask? Gonzo journalism is a style of journalism that is written without claims of objectivity, often including the reporter as part of the story via a first-person narrative.

So, you get to start anywhere in the United States in the year 1965, you will be leaving in 1975. Here's your +1000 choice points. Now get to work.

### Backgrounds

#### *Drop-in*

The usual, you just appear with no new memories or prior connections in this world. You simply wake up in a run down motel with a scribbled note on your bedside table giving you a lead to follow up on.

#### *Mr. Duke*

The iconic model, the type everyone thinks of when they think gonzo journalism. You chose this life and you would never give it up for anything. Wild and free, you travel wherever the story takes you.

#### *Mr. Kemp*

So you were a respectable journalist once. Then one day something happened that thrust you into the life of a gonzo journalist. Maybe you were censored or maybe you got fired from your old gig due to politics. Whatever it was, you never looked back.

#### *Mr. Jerusalem*

Quite different than the others, your writing is a weapon unlike any other. You get into the hardcore action and violence around you to pen a story that will change

the world. A renegade they call you, but your dedication to the truth is unshakeable.

### **Perks**

All Perks are 50%off for respective backgrounds

#### *I Can Write!* (Free for All)

It would be a pretty rough time here if you didn't know the least bit about journalism. So here you go, basic journalistic writing skills and other general skills that help journalists get their stories. This also cleans up your handwriting if you wish.

### **Drop-In**

#### *Many Souls Must Be Trampled* (100cp)

Sometimes to make progress, you have to go through others. Knowing how to use and leverage people without going too far and turning them against you is a thin tightrope to walk. That tightrope is made a little wider with this perk. You have a natural feeling for when people are about to lose their patience with you, both in the short term (like if you are badgering them with too many questions), or the long term (like asking for one too many time extensions).

#### *The World is Still a Weird Place* (200cp)

The trick is knowing where to look. You have a natural sense for where to find strange stories to write about. You just get a vibe that lets you know: There is some weird shit going on over there. This is a subtle, passive ability revealing the nearest crazy thing happening around you. And no matter how depraved or jaded you are or will become, this will lead you to something even YOU consider strange or weird.

#### *Paranoia is Just Another Word For Ignorance* (400cp)

You just need all your facts in order. You can put together the little clues that connect parts of a conspiracy or other large operation with ease unlike any other. It's like putting together a puzzle, where before there were no edge pieces, now there are making the path to the conclusion that much clearer.

#### *Crazy is a Term of Art* (600cp)

So I guess you are what they call art. All your quirks, your craziness now works for you. Every step apart you are from what would be called "neurotypical" your efficiency with all of the mundane skills you possess improves an equal amount. Simply put, the crazier you are, the better you are at what you do.

### **Mr. Duke**

#### *One of God's Own Prototypes* (100cp)

Too weird to live, and too rare to die. You are one wild and crazy writer, and sometimes you may need some drugs to help you along the way. You are now

incapable of overdosing on any kind of drug as well as immune to any long term negative effects of those drugs.

#### *No Sympathy for the Devil (200cp)*

The stories you tell can paint quite a vivid picture, both of you and your enemies. Sometimes you have to do things you are not so proud of in order to prove the wrongdoings of your foes. With this perk people are more likely to gloss over or forgive your more morally dubious actions, while becoming less likely to do the same for your enemies. Drug binge where you reveal a corrupt politician? They get kicked out of office and you don't even get a slap on the wrists when the whole story comes out. Of course, this won't help if you do something truly terrible, like go on a murder spree.

#### *Getting the Fear (400cp)*

You're getting the fear now, but you can't let it control you. Between the impairment that comes with the lifestyle and a society that calls you criminal for it, you need to learn to keep your cool. By taking this perk you now know best how to keep calm in stressful situations, granting you a noticeable boost willpower and impressive fear resistance. As well, this causes your judgement to be much less impaired by drugs and booze.

#### *The Final Sin is Stupidity (600cp)*

In a closed society where everybody's guilty, the only crime is getting caught. In a world of thieves, the only final sin is stupidity. In other words, you really need to learn to cover your tracks. Incidental evidence of your "adventures" has a tendency to disappear. Finger prints, stray hairs, your own blood, your other fluids; all fade away within hours of you leaving them. Same thing with security recordings of you, they get corrupted or otherwise messed up shortly after being taken. As well, you have some extra luck when dealing with law enforcement, making them more likely to let you off with a warning or gloss over you as a suspect.

### **Mr. Kemp**

#### *Worth Knowing (100cp)*

While you may not be proud of what you know, you have no doubt it is worth knowing. All that useless information sitting in your head? You now know uses for each and every bit of it. This will help you come up with novel solutions to your problems.

#### *The Race is Not to the Swift (200cp)*

Nor is battle to the strong, but to those who can see it coming and step-aside. You can see trouble coming for you a mile away. This is no precognition, but a gut feeling of something bad about to happen and a vague idea of what direction to run in. A clever man could use this sense to win the day instead of fleeing.

### *We're All Champs When We're Drunk* (400cp)

The buzz you get from booze and various drugs can be rather inhibiting to your various skills, which could get dangerous if you wind up in a fight. Now, no matter how fucked up you get your technical skill will never decrease. Whether you need to escape from the cops in a hotrod, or shoot it out with bandits in the desert; your intoxication level will never get in your way again.

### *Live On His Wits and His Balls* (600cp)

They say a man can live on his wits and his balls, but not for long. For you, however, that is how you live your entire life. Improvisation and spur of the moment planning are your forte, and the more stressing and dire the situation the quicker your thinking becomes. This also fortifies your ability to resist influence from others, making you less likely to be swayed by charisma, seduction, or intimidation.

## **Mr. Jerusalem**

### *If I'm Miserable* (100cp)

Then everybody is miserable. Life on the streets has hardened you, improving your strength, speed, combat ability, and durability. You're no professional soldier, but you're top tier for a street thug.

### *Human Reaction and Criminal Enterprise* (200cp)

Journalism is not about plans and spreadsheets, it's about human reaction and criminal enterprise. This means you have to be able to read people, and know how to get around certain legal boundaries. As such your ability to read people is improved, and you gain knowledge of breaking and entering, lockpicking, blackmail, coercion, and pickpocketing. Not too much, just enough to be a more effective "journalist".

### *Miserable, Edgy, and Tired* (400cp)

The perfect mood for journalism. Having the right mindset for a project is very important. Now you have the ability to "overwrite" your mood with the one that would be most productive for your current activity. This takes some minor effort and a little bit of any mind-altering substance. All in all this improves your ability to effectively perform any task you undertake once you are in the proper mood.

### *Journalism is a Gun* (600cp)

It's got one bullet in it, but if you aim right, that's all you need. Aim it right and you can blow the kneecap off the world. You really do have impeccable aim, in a metaphorical sense of course. You intuitively know exactly how to use your knowledge of other people and what they have done in order to do the most damage to them. Their reputation, marriage, the work they have done, you know exactly what words to put where (provided you have the requisite information) in order to destroy them. Your words can change the course of the world in ways you could never imagine. As an added bonus you have a slight luck boost when searching for such information.

## Items

All items are 50% off for respective backgrounds

### Drop-in

#### *The Complete Works of Hunter S. Thompson (100cp)*

What lies before you is a hefty selection of magazines, newspapers, books, manuscripts, and tons of loose paper. This is the complete selection of every article, story, and interview written by Dr. Hunter S. Thompson the father of gonzo journalism.

#### *A Beat-up Typewriter (200cp)*

A simple, mechanical typewriter. It looks rather worn but works perfectly. Better than perfect, in fact. It can keep up with however fast you type (even superhumanly fast), has a functioning backspace button, produces it's own paper & ink, and is incredibly durable. Truly this is the tool of a great writer.

#### *Real Credentials (400cp)*

A simple press badge, with a picture of your current form and a name of your choice. This will allow you into any place that a regular press pass would allow you. This also shifts to match any changes in your appearance and name, and to match any "press pass" type identification in any future jumps. This could be a letter of introduction stating you are a scribe, or high tech multi-pass stating your position with the intergalactic news. If you get kicked out while using this badge, all you will have to do is change form and try again.

#### *Impressive Firearms Collection (600cp)*

The good Dr. Thompson was quite fond of firearms himself you see, so here is a selection of guns equal to the collection he possessed. That means innumerable rifles, shotguns, and pistols of all kinds as well as a selection of military weapons such as mounted machine guns and fully automatic assault rifles. This is more than enough to start a revolution if you want, and comes with quite the stockpile of ammunition. The weapons are up to date circa 2005 and includes many older guns going all the way back to the wild west.

### Mr. Duke

#### *A Revolver and A Knife (100cp)*

A fat, black .357 magnum and a large hunting knife. They both possess the unique trait that when included with journalistic tools they will be ignored by any and all law enforcement or any others who would be bothered by you having these objects.

### *The Red Shark* (200cp)

A beautiful 1971 Chevrolet Impala convertible painted bright red. It has a secret compartment in the trunk, white wall tires, and is pretty damn durable. As for speed it can outpace a f-111 on a straight away until take off. Something about this car makes it much easier to drive when you are high and/or drunk.

### *White Rabbit Radio* (400cp)

A small tape player/radio combo containing a cassette tape of the Surrealistic Pillow album from Jefferson Airplane, the album which includes the song "White Rabbit". Despite appearing to only have a tape slot, this device will accept any kind of musical recording from a Vinyl to a SD card. When you listen to this radio it improves your emotional state as well as increasing any "High" you may be experiencing. When you listen to the song "White Rabbit" from the included tape something different happens: you will follow through the song on a mental journey until you reach the crescendo of the song where you will face some sort of major obstacle in your journey. If you successfully make the entire journey through the end of the song you will receive an incredible burst of insight and understanding of your current situation.

### *THE Briefcase* (600cp)

A simple metal briefcase with a combination lock. Within the briefcase is "two bags of grass, seventy-five pellets of mescaline, five sheets of high-powered blotter acid, a salt shaker half full of cocaine, and a whole galaxy of multi-coloured uppers, downers, screamers, laughers, and also a quart of tequila, a quart of rum, a case of beer, a pint of raw ether and two dozen amyls". It replenishes weekly (yes, weekly) and updates to include a stash of any new kinds of drugs you encounter and retroactively updates to include those you have encountered in the past. This will not include any drugs that grant you special powers, only the ones for fun.

## **Mr. Kemp**

### *Bootleg Rum Still and Ingredients* (100cp)

A cobbled together alcohol still made from various pieces of junk. Together with a supply of the ingredients needed to make rum (sugarcane, molasses yeast, and water) that regenerates monthly this generates high quality rum, the best you have ever tasted. The rum generated in this has two special effects: first off it gets people drunk much faster than normal, even those who cannot normally get drunk, and two it is an excellent accelerant and is wonderful for firebreathing.

### *A Fast Boat* (200cp)

A fancy and expensive looking cigarette boat, the kind often owned by the rich folk who live in the Caribbean. It has a few secret compartments, a name of your choice painted on the side, a much higher than average top speed, and improved durability. Much like a certain car this boat is much easier to drive when you are high and/or drunk.

### *Island Bar Hideout (400cp)*

This here is a new door in the warehouse which leads to a fully stocked and staffed Caribbean style bar. It will always be full of fun “locals” who all have their stories to tell and are up for a good time as well as some local journalist types from your current world and are willing to help you out with a lead or two. Of course, nothing and no one can leave this bar with you, just the memories you make.

### *Stolen Printing Press (600cp)*

A large, mechanical, old-fashioned printing press that appears to have been stolen by you in a drunken escapade. Regardless it supplies it own newsheet paper and ink. It also doesn't require a normal press setter, just insert a written up version of the paper you want to print and turn it on. It will never malfunction and is nearly immune to damage or sabotage. With this, it should be no problem to start your own newspaper.

### **Mr. Jerusalem**

### *So Many Cigarettes (100p)*

On the table in front of you lies two dozens cartons of cigarettes. The cigarettes are of your favourite kind (even if you have never smoke before) and the cartons refill monthly. Also note that the smoke from these cigarettes smell pleasant to others and is harmless to others.

### *Signature Glasses (200cp)*

A pair of strange looking glasses: gold rims, with one eye rectangular with a green lens, and the other round with a red lens. They improve your eyesight and cancel out any vision problems you have short of blindness. They also have the ability to pictures, although current era technology cannot transfer them off the glasses.

### *A Sign from God (400cp)*

A large “necklace” made out of replenishing, high powered grenades. This necklace contains about twelve grenades that regrow after the one it is replacing has gone off. These grenades will never harm you, and when worn as a necklace will be ignored by civilians.

### *Mountain Retreat (600cp)*

A large compound located somewhere in the wilds, it's location known only to you. It has plenty of land and satellite buildings apart from the main large ranch house. The main house is fully furnished and outfitted with modern amenities. It is highly defensible and while appearing to be made of wood is in fact much more durable. You can choose to have this follow you to future jumps or become a warehouse attachment.

## Companions

### *Independent News Service* (400cp)

You want to bring some friends along right? Purchasing this allows you to create or import up to 8 companions who each get a background and 600cp to spend on perks. You can purchase less than 8 companions for 50cp a piece.

### *The Good Doctor* (600cp discount for Drop-in)

It can't be? This is Dr. Hunter S. Thompson in his prime, all ready to join you on your journey. He comes with every perk in this jump, and a lifetime of experience.

## Drawbacks

+600cp Drawback Cap

### *We Can't Stop Here* +100cp

This is bat country. Whenever it would be inconvenient, annoying, or just a good jumpscare a swarm of bats will fly out of nowhere to momentarily bother you. You can kill them all you want, but more will come.

### *Perpetual Hangover* +100cp

For the next ten years you will have to suffer the effects of a hangover. A major headache, an upset stomach, and light sensitivity. No amount of pain resistance perks will get around this. The only thing that can save you is to be heavily drunk, and taking this drawback cancels out any perks you have to counteract the effects of being drunk.

### *Need Your Fix* +200cp

There are a lot of drugs involved in this kind of thing, and now you are a serious addict. You will need to get your fix of a single drug of your choice at least once per day, or you will begin to suffer severe withdrawal effects. And I mean the painful "I want to kill myself" type of withdrawal effects. This drawback cancels out any replenishing supply of that drug you may have for the length of this jump.

### *Reefer Madness* +200cp

So, remember how people thought even one joint would cause you to turn into a crazy drug-addled maniac? Well now all of those fearmongering claims about drugs are true for your ten years here. ALL OF THEM. As a result anti-drug laws and their enforcement are much more serious.

### *Creative Block* +200cp

So this is a jump about writing and being creative, right? Well now you seem to have your creativity drained from you. You seem to be incapable of having an original thought unless you are far in into a drug binge. I mean fear and loathing levels are the minimum to return your creativity. This also cancels out any perks you have to counteract the primary effects of any drugs you do.

*A Three Book Deal* +200cp

You signed a contract and now you have to come up with three full novels that make it onto the best sellers list by jump completion. You will be hounded and bothered by lawyers from the company you made this contract with until this goal is completed.

*Presidential Nemesis*+300cp

Much like Hunter and Spider it seems you have drawn the ire of the President of the United States. They will not be going after you personally until the jump is nearly over, but they will do everything in your power to make your life a living hell. If you kill them their replacement will be even worse. And so on and so forth unto infinity.

**Notes**

Since it may not be exactly clear the White Rabbit Radio item, when used with the included tape, guides you on a “vision quest” type journey that if completed successfully it will give you a push in the right direction towards completing your current goal.