

# Riverdale Jump



## Riverdale Jump v1.0 by LJGV

Welcome to small town America. This jump takes place in the “Iconic” locale of Riverdale, a tiny town located in a sparsely populated county in the state of New York. The lives of a trio of teenagers are destined to change forever and you arrive on the same day as a certain unhappy heiress fleeing New York City with her mother, a Riverdale native. I hope you like small towns filled with criminal intrigue, as you’re going to be here for a decade and in that time, barring intervention on your part, there will be a great deal of mystery and intrigue to deal with.

Take **1000 Weird Points** to fund your adventures.

## **Starting Location**

*Roll a 1d5 to determine where you start, otherwise pay 50 WP to choose your Starting Location.*

### **Pop's Chock'lit Shoppe**

This quaint diner is perhaps the most iconic location in Riverdale. It has a certain historic power and longevity that makes it feel like an institution. If you start off here, your jump begins with you and any companions who got imported here, you first open your eyes at a lone table, with a menu in front of you.

### **Riverdale High**

This high school, founded in 1941, is a popular institution in Riverdale. It is a common American high school. If you start off here you will either first open your eyes and be waking up mere hours before your first day as a teacher or as a student depending on your origins.

### **Sisters Of Quiet Mercy**

This convent has a dark history. First founded as a home for disenfranchised and abused youth, this place has long been corrupted and now the nuns who call it home abuse and torment the youth entrusted to them. If you are a youth, you are one of the victims. If you are an adult you are one of the abusers.

### **The Edge Of Town**

It turns out that Veronica is not the only one fleeing New York in a hurry. With this location you appear at the outskirts of Riverdale, either in a vehicle you own or in a car owned by someone else. You have enough money on your person to pay for lodging at a motel for a few weeks.

### **Free Pick.**

Oh hey, look at you lucky! You are free to choose where you begin this jump, from the list of available options.

## Age and Gender

Your age is your choice. If you wish you could be a seventeen year old preparing to enter your senior year of high school, or you could be in your mid-twenties and be a rare adult moving into Riverdale.

By default your gender is whatever you were previously. If this is your first jump, your gender is whatever gender you were, according to yourself, before you initiated your chain.

## Origins

All origins can be taken as drop-ins. All origins, aside from Villainous Adult, are able to be taken by anyone of any age.

### **Villainous Adult:**

As is the case in many teen dramas, the antagonists in “Riverdale” are almost invariably adults. By taking on this origin you become one of a revolving door of antagonistic adult characters. With this your age is guaranteed to be in the 20s, at least, and word of your sinister deeds will quickly spread whenever you indulge in wickedness, unless you take great pains to hide your wicked ways.

### **Golden Child:**

Certain teens seem destined for great things. Some young adults are curiously talented in every respect, such as being gifted athletes and musicians. That’s you, a stunningly talented renaissance teen. You, initially at least, possess a reputation as a trustworthy, strapping young person.

### **Heir/Heiress:**

Some teens have lived their whole lives with silver spoons in their mouths. By taking this origin you come from a family that has attained money but has suffered a recent fall in social status, assuming you come from a Lodge-like family.

Alternatively you could come from a Blossom-like family and instead be witnessing a slow but sure fall from grace. Your social status is in tatters, only the oldest local families still have any vestiges of respect for your family, but you have money. And with money comes power.

### **Quiet Creative:**

You are an introvert with a special talent, and a fixation, with one form of art. You are also the scion of a stunningly poor, but well-connected, criminal family. Will you embrace your, seemingly genetic, propensity for crime, or will you channel that energy to more productive ends?

### **Wallflower:**

Well, to call you a “Wallflower” probably isn’t fair, but you’re certainly not proactive. You’ve lived your whole life attached at the hip of a special person, someone you have a very tight bond with. That said, something in you changed over the summer. You might well be planning to ask that special someone something important on your first day of senior year.

It turns out that your newfound courage may well be the product of something within you beginning to wake up. Something darker. But that something is not an enemy, nor is it evil, it is a part of you and what you do with it is up to you.

## Perks

*Origins get their 100WP perks for free and the rest are discounted to 50%.*

### **General [Undiscounted]**

#### **Conditional Protagonist Toggle [Free]**

By taking this perk you gain the ability to choose to take the place of a protagonist in any jump so long as doing so does not confer any unique abilities. Examples of this include becoming Malcolm from Malcolm in the Middle, any of the leads in Friends, Tsukune from Rosario + Vampire, Kenichi from History's Strongest Disciple, etc. This can still be used in fantasy series, so long as the protagonist in said series does not have unique abilities. This allows you to subsume the identities of various non-powered protagonists, so long as taking their place would not normally require something like a specific, costly, origin. What's especially noteworthy about this is that it makes it so that in any setting where the protagonist is ultimately just a human, you can become the protagonist without any issues.

In cases wherein you actually have all of the relevant powers of the protagonist, you CAN simply become the protagonist even if they are powered, it is just that this perk simply doesn't give you their powers. Additionally, if you'd rather simply be \*related\* to the protagonist, this allows that as well but only if you are a sibling of theirs.

#### **Everyone's Preference [50 WP]**

Something about you just... You have a way about you. If you are attracted to someone you'll be in their strike zone. Somehow you're either always going after people attracted to your gender or you're the one exception for them. It just works.

#### **Looks For T.V. [100 WP]**

This is an aesthetic perk but not one that makes you \*better\* looking. Instead of looking \*better\* you now project a subtle aura that makes it clear that you are a protagonist. Something about you commands attention and makes others interested in you. This could be how you style yourself, or how your looks are never negatively affected by the circumstances you find yourself in. It doesn't matter if you were just in a brawl with seven henchmen, or if you are just getting out of a coma, you will always be eye-catching and able to easily grab someone's attention.

#### **Finale Montage [200 WP]**

At the end of a jump you may close your eyes and see what your life in a setting would be like. You could modify this however you wish, based on your existing powers. This means that you could choose to see anything from if you opted to take over the world, to if you decided to settle down here and be at peace with your loved ones. This perk will also let you see a glimpse of the afterlife that awaits you, if you move on to the hereafter.

#### **Teenaged Durability [400 WP]**

*This is a Capstone Booster*

Nothing is better at surviving explosions than a teenager right? If you were to somehow end up being at the center of a massive blast, you would somehow come out unscathed. Once per jump, or every ten years (whichever comes first), you can survive something that would surely otherwise kill you. When you first endure the attack that would kill

you, you fall unconscious and when you “Wake up” you will find yourself in a parallel world, or maybe a dream of an alternate universe. You will spend a few “Weeks” here, just long enough to learn something about yourself, and then you’ll wake up in your own bedroom a mere few hours after the attack you endured, or in an otherwise appropriately safe location.

### **Witch/Warlock [600 WP]**

Ah, so you’re a follower of Hecate? Intriguing. With this perk you are no longer a human being, but you have entirely become a witch, though thankfully this does not result in you being forced to do Lucifer’s bidding or risk losing your powers. Your source of the esoteric energies involved in witchcraft comes from your benefactor, though you could certainly fool witches and warlocks in this setting depending on how you behave.

### **Scarlet Witchcraft (Capstone Boosted):**

Your powers as a witch or warlock have vastly increased in potency. You are capable of an array of impressive feats, from telekinesis to teleportation, and you have one especially powerful gift: that of pyrokinesis. You are a heat and fire manipulator and you have innate mastery over the heat your body produces. You are also, with enough training, capable of utilizing the potent powers of the phoenix to resurrect others, although doing so is spiritually exhausting and without training would leave you unable to use your powers to their maximum potency afterwards for a few days.

## **Villainous Adult**

### **A Second Chance [100 WP]**

In the United States a criminal record is an obstacle that can be insurmountable for many. Even being convicted of a crime at the young age of 18 can alter the course of one's entire life. That is not the case for you, through some means dependent on your context in-jump, you will always be able to find a way to secure a second chance following a criminal conviction. This effect gradually weakens if you are a repeat offender, but it can cover up many crimes, especially non-felonies and non-violent-crimes repeatedly at nearly 100% effectiveness. This is primarily a legal ability, but it also offers modest protections for you on a social level.

### **Sinister Influence [200 WP]**

One of the most dangerous aspects of crossing a businessman or businesswoman is the resources at their disposal. Their most dangerous resources are often their families. You, in particular, have mastered the usage of your most dangerous resources and are so good at manipulating your family and loved ones that you can temporarily instill in them social, charisma, and business perks so long as they are doing your will. While they feel your perks within them they are extra vulnerable to your influence. You can also empower your employees and others in your service, though empowering them to the same extent as you can empower your family is challenging until you have trained this ability.

### **Fanaticism [400 WP]**

Look out for the politician over here! You are a masterful orator, capable of stoking the fires of fanaticism and even instilling zealous urges in those who lack strong self-identity or willpower. You are especially skilled at speaking about the importance of community and faith.

### **Mentalist [600 WP]**

You could be mistakenly perceived as a hypnotist or enchanter with your mastery over the art of persuasion. You are an expert at cold-reading and can come up with impromptu strategies to trick people into confessing weaknesses or persuading people to your side through raw wit.

### **Power Of Persuasion (Capstone Boosted):**

Huh... you wouldn't happen to know somebody named Louis Cypher, would you? No? Curious... You have a fascinating ability. This is a power known by the one other person who possesses it as the "Power of Persuasion". With it you can easily force people to enter a hazy state where they are highly suggestible and vulnerable to your honeyed words. What you can command them to do is... staggering, in its variety. You can also do other minor, but impressive, arcane acts, and while you cannot resist psychic abilities like mind-reading with this perk alone you are capable of detecting mind readers and others capable of altering minds.

## **Golden Child**

### **Multifaceted [100 WP]**

It is difficult to pin you down. Not in a physical sense, though it IS difficult to pin you down in a physical sense, but rather in an attitudinal sort of way. You are a person of many interests and many passions. Maybe you like sports AND music, as opposed to one or the other. Maybe you're into science AND history. Regardless, you have multiple dimensions and passions and your varied interests can surprise even your closest friends.

### **Wholesome [200 WP]**

As a golden child you radiate an aura of wholesomeness that is difficult to ignore. When you channel this energy and behave in ways that are in line with it you can inspire people to think of classic American heroes and classic American iconography. You remind people of apple pie and baseball, and times that often seem impossibly long ago. This can inspire heroes and can even get villains to be a touch more merciful or reasonable, though how effective it is will depend on the villain in question, particularly how fundamentally empathetic or human they are. That said, this can be extremely strong against tragic villains and villains who are questioning themselves.

### **A Future [400 WP]**

You have two areas that you are inordinately skilled in. If you are inspired by Riverdale's resident golden child, Archie Andrews, you may be an extremely talented athlete and musician. If you prefer to follow in the footsteps of Jughead, the quiet creative himself, you may be a skilled artist in two different mediums. Regardless, by taking this perk you have a pair of unrelated, or mostly unrelated at least, skill sets and you are skilled enough in either to have a way to earn a respectable living if you invest the time, sweat, and tears needed to do so. If you are a musician, you may have to endure being a "Starving artist" for a short while, but you will find a way to earn an above-average living eventually and it will be worth the time you spent barely getting by.

### **Made Of Gold? [600 WP]**

Sometimes the golden child has to endure trials that challenge even them. You have, and you have come out the other side tougher for it. You have a protagonist's sense of self and willpower, and though this is not true physical durability it is something that is often just as important: an unyielding mind. This grants you strong resistance to abilities that would seize control of your body, and grants you minor resistance against mind control or perception distorting abilities.

### **Unbreakable (Capstone Boosted):**

This... This is true superhuman durability. The majority of conventional weapons that someone can find and buy on Earth in 2017 can barely scratch you (if that), as you now possess truly immense durability. This is so potent that while supernatural abilities can still deal some damage to you, things such as witchfire cannot truly destroy you. You also have some degree of enhanced strength, not to the extent that you can destroy buildings but enough that with your bare hands you can deal real damage to modern day cars. Conceptual attacks that damage people based on things like their blood type or if they are firstborns can penetrate this armor, so be careful.

## Heir/Heiress

### **Personality [100 WP | Discounted for Origin Three]**

You will quickly find that people are remarkably accepting of your quirks. So long as you are not harming or abusing others, people will quickly accept and adapt to your particular quirks.

### **Change [200 WP | Discounted for Origin Three]**

You are capable of rapidly evolving as a person to adjust to significant shifts in your life. You find that you will grow in ways that make you a more robust person emotionally and mentally, and that it is easier for you to be satisfied in various emotional ways.

### **Business Instincts [400 WP | Discounted for Origin Three]**

While being able to rapidly adapt to changing circumstances is good, there is power in wealth and you, having had a childhood surrounded by the finer things, know that better than most. Thankfully you have a killer business sense and you can smell opportunities a mile away. When you invest in a business, or create one from the ground up, you immediately think of various ways to increase the effectiveness and profits a business makes, as well as reduce costs without necessarily doing things like striking employee wages.

### **Selective Energy [600 WP | Discounted for Origin Three]**

You are a master when it comes to setting vibes. You are so good at it that you can decide the sort of energy you project. If you want to be seen as approachable and friendly you can do that, and later on you can decide you want to be intimidating. This is so strong that it takes someone with a solid willpower to overcome it or a strong reason to ignore it, and you can even project different energies to different people. If you want you could project a fun and flirty air to someone who caught your eye, but a more steely and standoffish energy to their friend you aren't into.

### **Selective Toxins (Capstone-Boosted):**

You are toxic. This is not meant in a pejorative sense, you are literally toxic. You are capable of emitting, particularly through kisses and bodily fluids, a dangerous toxin that can easily weaken or even kill a mundane person. You are in control of this particular ability and only do it consciously. This also renders you immune to the negative effects of alcohol consumption.

## Quiet Creative

### **Sit Alone, Finish Your Book & Brood [100 WP]**

Loneliness doesn't affect you. In fact the only effect it's had on you is making you quietly quippy with an excellent sense of sarcastic humor.

### **Creative Synthesizer [200 WP]**

You are a very talented creative, and you have a fantastic level of skill when it comes to incorporating what others have created into a mental library and then remixing it in a number of ways. You could learn from the writing styles of various authors and then create something that takes the best elements of other styles to create a powerful blend. This easily applies to creative endeavors other than writing.

### **Connections [400 WP]**

It turns out that in Riverdale the quietest kids tend to have connections to one peculiar group: the Southside Serpents. You have a parent, or some other close relative who is a Serpent, and thus grew up around several of them. Many older members of the gang are surprisingly protective of you and many younger members view you as a kindred spirit. In future jumps you will stumble across occasional criminal groups that tend to view you as, at worst, a friendly face and not as a potential victim.

### **Get Better [600 WP]**

Like a certain local creative, you are intensely family-driven. This has resulted in you gaining a skill at pushing people to be better, and in you being able to push corruption out of an organization on a scale that increases as you climb the ranks. By the time you reach the top of an organization, all but the most firmly entrenched corruption will have been purged from the group.

### **Finding And Revealing The Truth (Capstone Boosted):**

Mind reading. This is one of the simplest, most direct powers available in this jump, but there's a weight to its simplicity. You can read minds and as you gain more experience with this power you gain the ability to read memories as well. With enough time and energy you may learn the ability to telepathically erase memories, but until you truly master this power they must be asleep or in a deeply altered state of mind for you to use this on them.

You also have the very rare ability to create portals. These portals allow for short ranged teleportation, or teleportation to neighboring realities. Theoretically you could use this power to travel to places like Rivervale, if you learned of them somehow.

## **Wallflower**

### **Gifted [100 WP]**

You are quite academically gifted. You possess the raw intelligence needed for school matters to be a breeze for you. You could easily go to Yale University and ace your classes while only studying perhaps an hour or two a week for your classes.

### **Educator [200 WP]**

You are a skilled teacher and could easily pursue a career as an educator. If you take this and are an adult then you have a teacher's qualifications, if not then you will find it effortlessly to tutor and teach others.

### **Inquisitive [400 WP]**

When you want to be, you are intensely, powerfully inquisitive. You can effortlessly spot clues, and with a methodical search you can find clues that even trained professionals can miss. Your mind is analytical and you could easily have a successful career as a private investigator.

### **Empathy [600 WP]**

You are talented at picking up what others are putting down, even unconsciously. This handy skill allows you to be preternaturally good at understanding other people. This is to the extent that you could see someone's body language and hear the tone of their voice and understand the gist of what they are saying even without speaking their language. This can make you impressively hard to surprise.

### **A Master Of Understanding (Capstone Boosted):**

You have gained a very curious ability: the power to read intentions. This skill is so intense and such a part of you that you can do it without even studying people, and it will manifest in the form of a glow that surrounds people. If they intend to hurt you (without your consent), or someone nearby, you will see a fierce red glow around them. If they intend to help you, the glow that surrounds them will be a soft, golden one. You can toggle how sensitive this is with regards to other people but it is always active with regards to you, unless you utilize a power toggle perk to dim it.

## Items

*Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.*

*Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.*

*All origins get their 100WP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.*

*Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.*

### General [Undiscounted]

#### Iconic Gear [Free]

This is an accessory item that screams "I am jumper, hear me quip!". It could be a beanie, or a varsity jacket, or something along those lines. Those who see it and know you will instinctively recognize it as yours, and if lost people will attempt to return it. It can be anything from a watch to a cell phone or any other reasonably sized item that could be worn or carried on your person.

#### A Book Of Banter [50 WP]

This book is filled with snarky comebacks. It automatically updates to include relevant quips whenever you glance at it.

#### A Set Of Wheels [100 WP]

This is an intriguing, fiat-backed vehicle that receives all of the fiat-backed benefits such as a vehicle would be expected to have such as unlimited fuel and self-regeneration as well as never costing you a dime in taxes. In addition to those benefits this vehicle can be customized however you wish and have any technical specifications that are possible for a car from 2017 or earlier. You will acquire this vehicle very early on in your jump as a gift from a family member or employer for performing something exceptionally well, and even if you immediately fight with them or quit, if possible, you will not be expected to give this vehicle back.

#### Location, Location, Location [200-400 WP]

This is a home of some sort up to your own design. If you decide to purchase the lower tier option here this is a lower class or middle class home and can only be so big, as well as lacking any special amenities. If you purchase the higher tier option you can have a fiat-backed manor that follows you along your chain and can have a special amenity such as a recording studio affixed to the property or be part of a huge, developable estate.

#### Pop Tate's [400 WP]

With this option you gain a 51% stake in Pop Tate's diner. It will also follow you along your chain when you leave this jump. Pop Tate and a generic waitress or waiter who looks remarkably like a character from the show will also follow you, though if you wish

you can just have a generic version of Pop Tate follow you instead of the actual man. This restaurant will always give you some profit, even if it shouldn't make sense and you can always eat here for free.

### **Villainous Adult:**

#### **A Nest Egg [100 WP]**

Every suave businessman or businesswoman knows to have a few tricks up their sleeves. This is surprisingly, not protection for you but protection for your loved ones. By taking this item you will ensure that your loved ones squirreled away a safety net that comes in handy if you ever fall from grace and are sent away to serve hard time. Of course, when you inevitably get out early for good behavior you will appreciate and benefit from your nest egg as well. Comes in the form of a luxurious-enough housing set up and a few undetectable but legal passive forms of income to ensure your family and you can continue to eat.

#### **A Closet of Power Suits [200 WP]**

Every capitalist-villain needs to look as good as they feel. This item is an infinite supply of suits, tailored to you and your family, that radiate charisma and intimidation. They are all finely woven and feel incredibly comfortable, as well as bolster the ability of their wearers, so long as you permit it, to command their followers and gain subordinates.

#### **Cronies [400 WP]**

A gang of non-descript but component criminals who eagerly do your bidding. These criminals are on your payroll, but somehow are always paid a fair wage and thus remain impressively loyal to you. You can ask them to commit any crime and they will do it. A handful of them stand out and serve as lieutenants. These individuals count as followers and can be empowered to the same degree as your family if you possess the "Sinister Influence" perk.

#### **Devilish Deal [600 WP]**

This... is not something you are meant to have. This powerful contract is a once-per-jump ace-in-the-hole that when utilized allows you to do some supernatural act at a comparatively low cost. If you wish to use it to bring someone back to life, or to grant someone immortality, it will only cost you a few million dollars rather than your immortal soul. If you die and don't have any one-ups, but do have this item, you will be resurrected and the item expended. In exchange, you must do one significant but inexpensive act of evil such as sacrificing someone to the devil before the jump ends.

## **Golden Child**

### **A Golden Instrument [100 WP]**

You have an instrument that you know how to play supernaturally well. How skilled this translates to in practice depends on you, if you know how to play the actual instrument then you gain skill equal to a professional musician. If you don't know how to play the instrument, you gain the skill of a talented hobbyist. If you are already supernaturally good at the instrument you gain the ability to make truly beautiful music with it that can affect and mold emotions.

### **Your Very Own Sports Team [200 WP]**

You are the head of a team of athletes of your very own. These young sportsmen are naturally fanatically loyal to you and are willing to help you out in a range of ways, serving as muscle, backup, and bodyguards, as well as doing generic athletic things. They are uber-athletes and are immensely skilled at every sport. In settings where it's possible, they will become a second team at your local high school, importing into the world as high schoolers. They are always ready to show people the epic highs and lows of high school football.

### **Fred Andrews Community Center [400 WP]**

Somehow you have come into legal ownership of an abandoned community center. It has been left a mess, but if you take the time to clean it, you'll find that even if you're working by yourself you'll clean it all in, at most, half an hour. The community center could be used in a range of ways, but left to its own design it will be staffed by kind-hearted followers who themselves work with wayward youths and the center serves as a cross between a gym and an orphanage, allowing you to naturally protect the rambunctious children of anywhere you plop the community center down.

### **Jumper And The Pussycats [600 WP]**

This item grants you musical backup in the form of copies of Josie and the Pussycats. The band members are all exact copies of the band's original members and can be turned into companions if imported. They are naturally immensely talented musically and will naturally back you up whenever you do musical things, unless you wouldn't ask them to do so.

## **Heir/Heiress**

### **An Accurate Family Tree [100 WP]**

Rich families are filled with labyrinthian plots and with cliché twists. It wouldn't surprise you to learn that one of your parents had an affair and has a secret lovechild with someone in another country. With this, you'll definitely know who all you are related to and will know ahead of time whether or not you have any competitors for your inheritance, as well as the true identity of your biological parents.

### **A Lovely Estate [200 WP]**

The family business and its palatial estate are now fiat-backed. Whatever your family does that you will someday inherit, will follow you along your chain. You get a sprawling estate you can import into any sizably appropriate location in any future jump.

### **A Business Opportunity [400 WP]**

Near the start of your time in this jump you will acquire a majority share in a business. This business is up to you, it could be a bookstore, a real-estate firm, a diner, but no matter what it will follow you on your chain in some capacity, most commonly by opening a new branch near your starting location, even if such an event wouldn't make a huge amount of sense. Regardless, you will always make a tidy profit from this business and can benefit from it in other ways that relate to what kind of business it is.

### **A Loving Family [600 WP]**

Perhaps the most powerful item someone with money can have, you have a family that loves and supports you. They view it as only natural for you to ascend and take the reins, and will support you however they can as they watch you gain more and more of an education. These count as followers in this jump, though they can turn on you if you actively and explicitly betray them, and will count as followers until you import them into a setting as companions, at which point they will become companions.

## Quiet Creative

### **A Profitable Secret [100 WP]**

Early on in your jump you manage to land a snazzy contract. You are asked to take on the mantle of a seemingly ancient author who you now know is actually a non-person whose name exists just to generate buzz. You get to write short stories in a genre of your choice that will always sell well and you find that you have a strange skill for churning out the stories fast, in a few days, and each time you do you earn a tidy little sum for it.

### **Stonewall Prep [200 WP]**

You find yourself in possession of a prestigious private school. This boarding school follows you along your chain and you can be as subtle or as overt as you wish as far as signaling your ownership of it. It will always be staffed by competent teachers who can even teach you and their skills boost your learning speed.

### **Southside Serpents [400 WP]**

This gaggle of do-gooders masquerading as a gang has decided to follow you along your chain. This isn't the older generation of serpents, which had a few true criminals amongst its ranks but their children; all of whom are heroes or at least have society's best interests at heart.

### **The Sweet Hereafter [600 WP]**

This is an unusual item. It... is the afterlife. Kind of. You have a special personalized heaven you will go to once a jump if you die, that is dependent on you. This activates after 1-ups of yours have been activated and depleted, but you can also use it on friends or even strangers, and regardless of who it is used on they will invariably be visited by a friendly, vaguely familiar face who will offer them or you, depending on who is using it, a way out of the afterlife and back to Earth. This only works once per jump, but as a special bonus you can also use this to dream pleasant dreams.

## Wallflower

### Dark Jumper [100 WP]

This is a wig that is a color that is symbolically the opposite of your hair color. If you are a blonde it is jet black, if you have brown hair it is red, etc. When you wear this you are more easily able to stomach doing deeds that are the opposite of how you'd normally act. It also makes you more intense and intimidating.

### A Salacious Outfit [200 WP]

This could be a cheerleader's outfit, or the clothes of a male stripper, or anything that tends to be considered lewd. Being seen in this outfit will raise the interests people of your preferred gender have in you, and will allow them to see a new side to you they'd couldn't see previously.

### The Farm [400 WP]

You are the head or the object of veneration, or both, of a strange cult. This cult is made up of various members of both Riverdale and Greendale, especially the mentally ill, particularly those who escape the cruel clutches of the nearby sisters of Quiet Mercy. The cult's next highest member, after you, is an especially young looking villainous adult who, at your discretion, might be a significant other of yours and if not is deeply infatuated with you. They use their looks and a masterful facade to trick people into joining the cult.

### The Town Paper [600 WP]

The power of the editor is in your hands. Wield it responsibly, dear jumper, town papers have an outsized level of influence compared to their small size. You are now the owner of The Register, Riverdale's local paper. You can decide its direction, but it will never lose a significant amount of its influence unless you begin directing it to post truly conspiratorial nonsense. In future jumps this paper retains much of its potent influence, though it will never stretch its power beyond a region the size of a state unless you are a truly prodigious editor.

## Companions

*Companions can purchase more companions.*

### Companion Import [50-200]

You can import any of your companions for 50 WP, and you can import five of them for a deal at 200 WP instead of 250 WP. Each imported companion gets a stipend of 600 WP to use to finance a build of their own. They can take drawbacks for extra points, and can complete scenarios but each scenario can only be taken by one of you.

### Canon Companion [100]

With this you can take almost any character from the series with you moving forward. The only people you cannot take with you are *Chilling Adventures of Sabrina* characters, though only a very tiny number of them meaningfully appear in the series anyway. That said, the central character from *CAOS* that appears in *Riverdale* is the big one, so sadly, you cannot companion Ms. Morningstar. At least not in this jump.

## Scenarios

### The Canon(?) Plot

Ah, so you arrive at the same time as Veronica. Curious. You have to deal with the wackiness of the events that stretch from the start of season one until the end of season 7, barring the final flash forward. This will automatically extend your stay to keep it in line with the... bizarre timeline of Riverdale, which begins in 2012-ish (despite the show seemingly beginning in the MID 2010s before a season 5 retcon suggests that they graduated from high school in 2014-ish), and then goes to 2021, before going BACK in time to the 1950s, and then finally flashing forward to the 2020s when Betty goes to the Riverdale in the Sky.

### Reward

Riverdale. Yep, this is the obligatory “You get a copy of the town” scenario, completed by enduring this strange, sometimes almost charming mashup of genres and cliched writing. A copy of Riverdale and all of its inhabitants will reside inside of your warehouse or personal reality or curious cosmic motorhome, somehow, and can be imported into any area of the appropriate size at will. Also by completing this scenario, any of the characters from Riverdale who died can be companioned, and if they join you on your chain they will be resurrected and restored to their prime.

### Rivervale

This scenario plops you into Rivervale, Riverdale’s Wario (but with monsters, for some reason), a canon location that has all the monsters and spirits you’d expect Riverdale to have given that it is set in the same universe as the *Chilling Adventures of Sabrina*, a setting where monsters are real and go to high school with you. In this scenario it is up to you to find a way to defeat Percival Pickens, a trickster who has conned the devil himself. Your mission: defeat him before he can unleash the final plague, which would kill both Jughead Jones and Archie Andrews.

### Reward

The devil is pleased with your work and offers you two handy boons. The first is a free copy of the *Devilish Deal* item (If you purchased this item with WP you get a refund of the points you spent), and the second is the ability to leave the jump as soon as this quest is completed. You can accept either, both, or neither of the boons. If you wish, you can also talk to the people of Rivervale and offer them a home in your warehouse or personal reality (or equivalent) and the ability to follow you along your chain. How many accept this depends on how you handled Percival, but no matter what some people, assuming any survived, will follow you. They will be able to rebuild Rivervale, sans monsters, if you help them. They will do so supernaturally quickly, even if just two people accompany you.

## Drawbacks

### Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

### It's All Real [+0 WP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

### Plot is King [+0 WP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete. This is a persistent, and free perk/drawback you can take with you from this point on, even if you do not take it in this jump.

### Fan Theories are Cannon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Goof Troops universe you're about to enter.

### Extended Stay [+100 WP]

For each purchase of this your time here is extended 10 years.

### Victim Parent/Sibling [+100 WP]

By taking this one of your parents or a sibling will be a victim. Like Archie's dad, or Jughead's dad, or Cheryl's brother. Very early on, they will be severely, permanently injured or even killed, at the hands of one of the early villains like the Black Hood Killer. If they survive, people will expect you to take care of them, and if they don't then this will weigh heavily on your conscience. You won't be able to resurrect them until over half of the jump is over, even if you have the power to resurrect them. You also won't remember selecting this as a drawback.

### Genre-Confusion [+200 WP]

This is a confusing show. It has elements of fantasy interspersed throughout its early seasons, only to invariably pull a *Scooby-Doo* and reveal that the villains are always weird capitalists or freaks who happen to be adults and into elaborate, murderous pranks. Until it very solidly STOPS doing that and fully embraces the fantasy elements that have always lurked at the corners of the show's canon. By taking this drawback EVERY genre in the show gets this treatment, from its musical elements, to its drama elements, everything is cranked up to eleven. Expect your time here to be far more intense than it was already going to be.

### **Wayward Spook [+200 WP]**

Greendale is right next door and that is a **problem**. With this drawback the supernatural becomes FAR more prevalent in Riverdale and everything from demons to hobgoblins will visit Riverdale on a weekly basis. I sure hope you have some way of dealing with the supernatural.

### **Grim Ghoulies [+300 WP]**

The Ghoulies, despite the cute sounding name, are actually a fairly vicious street gang. By taking on this drawback they become as grim and edgy as they could be, and the severity of their criminal activities skyrocket. If left to their own devices they may well drive the town out of existence.

### **Villain Parent [+300 WP]**

First, if you take this drawback when the jump starts you won't remember it was on your list. Sorry, if you can remember it, it's too easy for you to game it. This drawback makes your parent one of the antagonists, like Betty's dad or Veronica's dad, or Cheryl's dad. They are likely to be a serial killer, but their villainy doesn't have to be so directly malevolent. If you are a villainous adult, then your parent will find you and settle down in Riverdale before beginning to act as a villain.

### **Serial Killer Gene (Fakeout) [+300 WP]**

It definitely LOOKS like you might be a killer, jumper. Regardless of your guilt, a truly comical amount of evidence will point to you and any reasonable assessment will at least suggest you should be an initial, and prime, suspect. Even your best friends, short of anyone with some short of fiat-backed loyalty, will find it hard not to wonder if you might be guilty. Clever enemies will take advantage of this, but only someone with awareness of jumps could realize how suspicious it is that you keep getting accused of things you didn't do. Unless you actually did it, in which... You're in for a bad time.

### **Epic Highs and Lows Of High School Banter [+300 WP]**

This is a powerful drawback. You will have to deal with the effects of being written like a *Riverdale* character, and for some reason everyone else will be genre-savvy enough to recognize how bizarre you sound. This will have significant effects on how people react to you, and will leave you vulnerable to things like sneak attacks by people who decide to attack while you are talking. Those assholes.

### **Rivervale [+400 WP]**

This is a weird place. It... LOOKS and FEELS like Riverdale but there's something ancient here. For some reason you're in *Rivervale* not *Riverdale*. That may not sound significant, but this place is almost like if someone fused *Riverdale* and a worse version of *Shadowhunters* or *Teen Wolf*. This setting is knee-deep in the supernatural, and without some way to leave or to deal damage to the supernatural independent of native immunities you're gonna be in deep shit in this place.

There's also a fellow I STRONGLY recommend you avoid. His name is Louis. He's the Devil. And no, not the *Chilling Adventures of Sabrina* devil, this multiverse functions like the one in *Supernatural* with alternates of even the strongest beings. Louis is bad news.

### **Hiram's Haunted Hunters/Percival's Poltergeist Plotters [+600 WP]**

The supernatural is very decidedly real in Riverdale. It takes a bit for this realization to hit, but once it becomes established that the world is not just divided between the natural and the artificial but the natural, the artificial, and the supernatural, that is hammered into the plot every season. By taking this drawback you ensure that Hiram, and/or Percival, go out of their way to thoroughly research the supernatural at their earliest convenience. Percival discovers how to get into contact with local monster hunters, and Hiram both discovers the supernatural and intends to profit off of their existence. Either way either antagonist quickly recruits the services of an elite group of monster hunters, potentially even securing the aid of angels or witches themselves, and you discover this the first time you have an encounter with their goons.

The real danger of this drawback, in addition to ensuring that either or both baddies have the aid of immensely powerful supernatural creatures as bodyguards, is that the order will quickly discover a way to weaponize the weaknesses of any supernatural forms you happen to have. Their methods are so powerful that they can somehow fashion kryptonite that affects you as kryptonite would affect Superman if you are a Kryptonian, even though this is not your native universe, or a way to weaponize sunlight to such a degree that it burns you even if you are a type of vampire who has otherwise overcome that weakness! This makes your enemies far more dangerous, and makes any showdown with them far more thrilling. That said, you are only subjected to a particular weakness so long as you are in that alt-form, but your enemies are not fools and once they've noticed you taking advantage of that loophole they'll be sure to try to find a way around it, such as pressuring you into a given alt-form. If you're human they're still a dangerous group of monster hunters used to fighting creatures far more dangerous than even peak humans.

**Lockdown [+600]**

You have no **Out Of Context** items, powers, or warehouse.

## Decisions

*You have three choices ...*

### Go to next Jump

Taking your perks, goods, and friends and skipping town? I get it. You've done enough for us.

### Stay

Staying in Riverdale? Alright.

### Go back

This made you nostalgic? I get it. Take your stuff and get going. The bus out of town is leaving soon.

## Notes

-Special thanks goes to Negative-Tangerine, the creator of the Jump Document Template this jump was created using.

-Percival Pickens is one of the central antagonists of the show's series after Hiram Lodge's demise

-Superpowers are a canon element of Riverdale, and have been since as early as the premiere date of the *Chilling Adventures of Sabrina* which is another jump I plan to create, eventually.

-I unironically enjoyed Riverdale's first season, and I was an active viewer of the show through the beginning of season 5. I plan to watch the final two seasons, but there will be elements of all seven seasons in this jump.

-For a recap of Riverdale's plot for the scenario, [have this](#). It's on the house. And yes, that's the shortest one I could find that covered the ending. Sorry gang.

-I always prefer to design things like I'm building a potential first jump. This has elements of that, but this is a brutal setting for a first jump if you actually take into account the potential Greendale elements. Even with the capstones I wouldn't want to take on some of the baddies featured in *CAOS* if this were my first jump. Still, some of the perks here are awesome for first jumps, particularly (to me) the super durability and resurrection powers.

-The Conditional Protagonist Toggle is a perk I really like. I ended up buffing it at someone on Reddit's request, because it made sense to do so, but I ultimately want to use it to make it easier for jumpers to become the main characters in my series of jumps. I want to, eventually, do jumps for a lot of series that have perfectly mundane protagonists, including a number of Disney and Nickelodeon shows I'm surprised don't have jumps of their own.

## Change Log

v0.1 (09/22/2023)

Initial Jump creation

Hiram Lodge/Percival Pickens origin detailed, perks, and items outlined

General perks created

Basic details outlined

v1.0 (10/05/2023)

Completed the following sections

Perk & item trees for Golden Child, Heir/Heiress, Quiet Creative, Wallflower

Companion section

Scenario section

Drawbacks