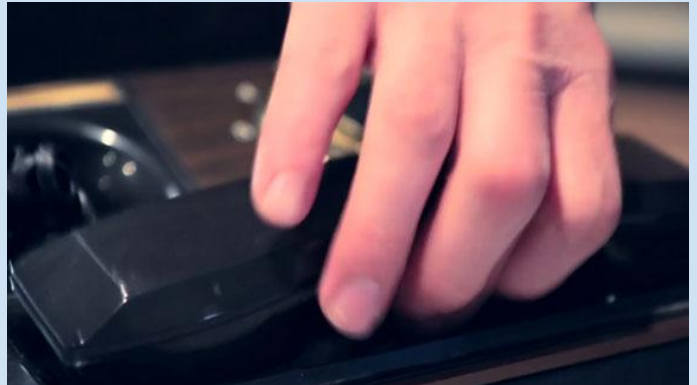




♪ - *"Detective Heart of America, the JumpChain doc!"* - ♪

**"HEART OF AMERICA, THIS IS THE CHIEF OF POLICE."**

"Oh hey Chief, what's goi-"

**"WE'VE GOT AN EMERGENCY, I NEED YOU ON THE CASE IMMEDIATELY."**

“You know, you’re the only one who ever calls me. I think I may be lonely chi-”

**“LISTEN TO ME, SOMEONE IS *BUYING AMERICA!*”**

“Whaaaat? How could someone buy America?”

**“THEY’RE BUYING OUR DEBT FROM THE CHINESE, ALL OF IT.”**

“That’s like, a zillion dollars dude, how is that even possible?”

**“THEY’RE PAYING FOR IT... WITH BITCOIN!”**

“Bitcoin? What the fuck is a Bitcoin?”

**“THERE’S NO TIME TO EXPLAIN”**

**“I NEED YOU TO MEET UP WITH SOMEONE NAMED JUMPER.”**

“I think we’re going off scri-”

**“YOU HAVE TO GIVE HIM THIS!”**



“Isn’t that prop something else in this movie?”

**“WE RAN OUT OF BUDGET YEARS AGO.”**

“So how do I find this guy? What do they even look like?”

**“NO IDEA, BUT I GAVE THEM YOUR ADDRESS.”**

“Whatever. I’ll just leave this on my porch and hope they find it.”



*By Edgehog*

## “Species”

During this jump you will take the form of some random knick-knack that Jason Steele grabbed for his movie. What exactly you are doesn't matter, so long as it could be reasonably found and puppeted by someone with a modest film budget. Here are some examples of possible options:



Statuette



Doll



Puppet



Plushie



Dude in a Mascot Costume



Cheap CGI



Pool Floaties



An OUYA

## Origins

### Heart of Whatever (o)

You've got the soul of a true patriot. You have an unshaking love for your country and do your best to embody the core values of your homeland. Where are you from exactly? That's a good question. You can choose to be the "heart" of any country you've ever lived in, even if that place doesn't currently exist.



### Evil and Shit (o)

+1 person that wants to see the world burn. Perhaps you have legitimate grievances with the way things are, or maybe you're just a stupid fuckin' baby. The reason doesn't really matter. Go forth, do crimes.



### Side Character (o)

You spend most of your time away from major events just doing your own thing. Just because you're not a "main character" doesn't mean you're irrelevant, though. Don't be surprised if you get dragged into other peoples' shenanigans from time to time.



### Cosmic Weirdo (300)

You're a dimension hopper that gets superpowers by randomly warping to pop culture settings every ten years? Not the weirdest thing around these parts, if you can believe it. You'll fit right in with the 5th-dimensional demigod, reality-altering robot, and Jesus.



## Starting Location

### America

You get dropped on the front porch of a pleasant house in Orlando, Florida. Sitting on the doorstep is a black VHS tape containing 1000 CP with your name written on it. That's probably for you.



## Perks General

### **Animate Object (Free)**

Everyday life here is somehow unimpeded by the fact that everyone is a bunch of random trinkets being slapped around. You are capable of anything a regular human could do regardless of what your actual body is. Using this perk physically manifests as really cheap practical effects.

Typing without hands? Slap the keyboard randomly and it'll say what you want. Holding something without arms? A disembodied hand will show up to hold it, or the item will be duct-taped onto your person. Recovering from a knife fight? Band-aids show up to cover the wounds. Trying to jump without legs? Your "puppeteer" will chuck you skywards.



### **Heart of Whatever**

#### **...In Title Totality! (100, Free Heart of Whatever)**

Whenever you speak, you can cause some sort of visual or audio effect to appear for everyone within earshot. It won't be enough to block out their senses to any significant degree, but the VFX can be basically whatever you want at the moment. There's no real limit on how much you can spam this, so go nuts. Example uses include, but are not limited to: Hastily drawn diagrams, *Radical* text punctuated by a thunder clap, and sing-along subtitles.



#### **Cut the Crap, Baby! (200, discounted Heart of Whatever)**

There's freedom to save and you don't have all day! You have a knack for getting people to stop rambling and cut to the chase. This won't change their demeanor towards you or what information they're willing to share, but it'll make tangents go by way faster.

#### **It's Like, an Ancient Power (400, discounted Heart of Whatever)**

To truly embody a country you must embrace its essence, it's goo. Become the goo, Jumper. You are naturally proficient at skills that are stereotypically associated with your nation, and can cook the traditional dishes of your homeland like no other. e.g. Americans are good with guns, Canadians are good at hockey, and Fugs are great at annoying everyone they meet.

#### **Follow the Zebra (600, discounted Heart of Whatever)**

You can't stop freedom! The trail never truly goes cold when you're on the case. If you put enough effort into an investigation, you'll always find some way to make progress. Nonsensical methods will be less effective, but you'll still bumble your way there eventually.

### **Evil and Shit**

#### **Just a Stupid Fuckin' Baby! (100, Free Evil and Shit)**

Just loudly and obviously downplay yourself and people will buy it, at least for a little while. Of course, if you prove to them that you're more than just a stupid fuckin' baby they'll start taking you seriously again.

### **Oh, Is That What This Is About? (200, discounted Evil and Shit)**

You're unusually well-informed about crime, it's like a sixth sense or something. If anyone starts doing any illegal shit in your general area, you'll know. You won't get the exact details but you'll know that something's funky and some vague info about it.

### **Trampled All Over My Soft Baby-Face When I Was Born (400, discounted Evil and Shit)**

The ne'er-do-wells around here don't like staying down. You can take a bullet to the face or get trampled by a zebra and not die. It'll still mess you up good, but you'll get better. This won't be enough to stop the aliens here from finger-blasting you to death. Even OUYA couldn't survive that shit for long.



### **A Brain-Wolf Amongst Bird-Sheep! (600, discounted Evil and Shit)**

Your strategic acumen is truly mind-boggling; some would call it insane. The schemes you craft are exceedingly precise, complex, and go off just as planned. Keyword: JUST as planned. Your Rube Goldberg death trap will work perfectly, but make sure your arch-nemesis is actually there when it does.

## **Side Character**

### **Aw Shit, Goreslax is Here? (100, Free Side Character)**

There wasn't enough budget for you to get your own voice actor... or even your own voice. Instead, you sound exactly like one of the other characters in this movie. Each jump after this one you can choose a character in that setting to sound like, and you can freely switch between any voice you've had previously. (Including your original one.)

### **FOR MILLIONS OF YEARS (200, discounted Side Character)**

A true ambassador of Native Fug-Mercian culture, definitely. The totally-real cultural wisdoms from your people can be used to efficiently impart information on those you wish to teach. What? Of course you didn't just make up these "native" sounding lessons at the drop of a hat. This is the way your people have done things for *millions of years!*



### **Shark Powers (400, discounted Side Character)**

As a member of the illustrious, ~~magical~~ ~~scientific~~ financial Shark Council, you gain the ability to bestow shark powers upon those you deem worthy. Anyone with shark powers can take to the skies and soar like the majestic ~~eagle~~ shark they know they are on the inside.

### **Yesterday My House Just Turned Into This Barn (600, discounted Side Character)**

When OUYA erased your home country, you were one of the lucky few who got to keep existing, and it seems this luck stuck with you. You always seem to get overlooked whenever massive-scale supernatural bullshitery is involved. Just make sure whoever did it doesn't notice you afterwards, this won't stop them from personally blasting you to smithereens.

## Cosmic Weirdo

### Cosmic Jumper of Infinite Knowledge, One of Many (100, Free Cosmic Weirdo)

You may now gift prophetic visions to those who converse with you, even if they can't understand what the hell you're saying. If they willingly close their eyes for a few seconds mid-conversation, they will receive a warning about a significant event in their near future... via a short, abstract skit acted out by some chumps in mascot costumes. Though both of you witness this event, neither of you will automatically know what this means. Make sense of it yourselves.

To make things easier, the subject can gain further visions on the matter by abusing hallucinogens or any other such means of tripping balls.



### 5th-Dimensional Demigod (200, discounted Cosmic Weirdo)

All this really means is that you can drink the blood of the wicked to refill your energy wells. To help find valid meals, you can also sense wickedness within the souls of those you meet. Apparently this sense also works on robots somehow? No idea if you can actually feed on them, though. Maybe you can try uh... huffing their magic smoke or something?

### Everyone Else in This Movie Died (400, discounted Cosmic Weirdo)

When the invaders showed up, how did they show off their military might? Lasers? Swords? Laser-swords? Of course not. They poked people with their fingers, and they just... exploded. You now have the ability to do the same. This'll thoroughly wreck the shit of any regular person you use it on, but it sharply loses effectiveness the more durable the victim is.



### O. U. Y. A. (600, discounted Cosmic Weirdo)

What's that stand for? **O**pen **U**niverse **Y**LEM **A**rranger. The fuck is an YLEM? It's the fundamental building block of the universe itself, and you possess the ability to bend it to your will as OUYA does. By expending a large amount of energy you can alter history, warp space, and travel through time. However, this power is not without limitation.

Much like OUYA, you will be compelled to complete some sort of symbolic ritual before changes can be made. The exact details of the ritual are irrelevant, but its scope must be proportional to how widespread the change is. For example: to delete a country off of the map you would need to somehow "gain ownership" of it by technicality, erasing an invention from history could be done by finding and destroying all evidence of the original patent, and simply warping yourself elsewhere wouldn't need more than a few arm wiggles and some gibberish.

Be aware, deleting something does not mean its role will remain empty. Something else may come to fill the void, for better or for worse.

## Items

### General

#### **Catchy Jingle (Free)**

No detective operation is complete without it. You now have a short theme song that plays whenever you embark on a new adventure or mission. When you complete said task, another rendition of the song will play with altered lyrics based on what just happened. You can temporarily turn this off if it gets annoying.

#### **Nick: The Feature Film (Free, mandatory)**

A signed DVD copy of everyone's favorite movie about America's favorite sweetheart. Hell, here's twenty of them. We've got more copies than we know what to do with!



#### **An OUYA (100)**

Not the country-erasing robot, but one of the consumer game consoles made in its likeness. Comes with some controllers and is pre-loaded with every game ever released for the system. Nothing suspicious here, nope.

#### **YLEM Controller (800)**

The ultimate weapon of the mysterious invaders. A heart-shaped device that commands unprecedented power.

Once per jump (*or every ten years*) this machine can warp reality similar to the "O. U. Y. A." perk, but without the energy or ritual limitations. Furthermore, The YLEM Controller's ability to rend existence is so potent that reality is permanently scarred in the process. The changes it makes are irreversible, even by similar reality warping means. Be careful what you wish for.



### Heart of Whatever

#### **Beverage Extract (100, Free Heart of Whatever)**

A small vial filled with a special syrup. Putting its contents into a glass of water will turn it into a perfect replica of an iconic drink from your homeland. The vial refills itself after a few minutes, and you can change what it fills with by altering the label.

Try not to drink straight from the vial. ODing on liquid cool would be most heinous.

#### **A Gun (200, discounted Heart of Whatever)**

Not all criminals understand "bwip bwip", but they sure do understand getting 2nd-Amendment in the face. This trusty pistol appears at your side out of thin air whenever you

need it to. It only has one mag but it'll reload itself the next day. Other than that it's a regular handgun.

### **Holiday Inn Express (400, discounted Heart of Whatever)**

The best things in America: freedom, love, affordable lamps. No establishment embodies these ideals better than the Holiday Inn Express. Comfort and convenience for a reasonable price! Free local calls, free wifi, a fitness center at most locations, and a complimentary breakfast buffet included with your room price!

Now that we've shilled for them enough, the exquisite mid-priced hotel chain will offer you a free room whenever you visit. In future jumps you'll find that there's Holiday Inn locations scattered about if there weren't any originally.



## **Evil and Shit**

### **Bitcoin (100, Free Evil and Shit)**

Five freshly minted coins of the currency of the future! They're so liquid that you can transform them into their equivalent value of any other currency you have on hand. How much is a Bitcoin worth? Good question! It's so volatile that the value of one Bitcoin just fluctuated five times in the time it took you to read this sentence. Five cents? A hundred bucks? Fourteen million dollars? It could be anything!

If you also bought an OUYA from this document, it'll spit out a new bitcoin at the start of every jump.

### **Another Gun (200, discounted Evil and Shit)**

This revolver doesn't come with any ammo. That's because this gun isn't for shooting bullets, it's for *catching* them. Using it for this purpose is so simple a baby could do it. Just point vaguely in the direction of gunfire and the bullets will come in, no big deal. Just point vaguely in the direction of gunfire and the bullets will come in, no big deal. Just point vaguely in the direction of gunfire and the bullets will come in, no big deal. Just point vaguely in the direction of gunfire and the bullets will come in, no big deal. Just point vaguely in the direction of gunfire and the bullets will come in, no big deal. Just point vaguely in the direction of gunfire...

### **JW Marriott (400, discounted Evil and Shit)**

A hotel that provides all the luxury and amenities an invading force could require. Unlike the other hotel item, this isn't access to a hotel chain, but full ownership of a singular hotel building. It comes with a replenishing stockpile of supplies needed to keep it operational, and a staff of unremarkable jabronis. The hotel also has a hidden portal somewhere that leads to a room-sized extra-dimensional storage space. Have fun figuring out where it is; the portal is invisible and could be anywhere.



After this jump the JW Marriott will either follow you to future settings or become a warehouse attachment, your choice. The staff doesn't change with the setting, though. They'll still be a random assortment of animate dolls and knick-knacks.

## Side Character

### The Address is... 8 (100, Free Side Character)

A tub filled with large plastic numbers, markers, paints, and a bunch of other various tools. Everything you'd ever need to change the address on your house, website, phone, cardboard box, or whatever.

If you use these tools to write an address on something you own, people will be able to use it to locate the thing as if it were a legitimate address. The address can be whatever you want and doesn't even need to make sense as long as it can still be input through normal means. Just tell them to go to "8" and their GPS will sort it out.



### Informative Tapes (200, discounted Side Character)

There's no time to explain! ...except for when there is. You are now the proud owner of this dusty, old box of ten blank VHS tapes! There's nothing on them now, but not for long. If you write a title on a tape it will contain a short, animated PSA concerning the subject matter listed in the title. The resulting video won't go into too much detail and be slightly nonsensical in tone, but the information presented will be generally correct.

### Space Elevator (400, discounted Side Character)

When Sabina was the tiniest little German she had a dream to build the world's first space elevator. Now that she's achieved her lifelong dream the machine itself is irrelevant, so you can have it. As advertised, this gear-covered platform can hoist things up past the Earth's atmosphere. It's surprisingly sturdy, but there's no handrails or any other safety features in place. Try not to fall.

## Cosmic Weirdo

### Beige Family Sedan (100, Free Cosmic Weirdo)

Not winning any awards, but it'll get you from A to B. The car comes with all the paperwork you'd need to legally own it, but that's about all it comes with. The car can be any make and model of sedan you want as long as it's pre-2014.

### The Net (200, discounted Cosmic Weirdo)

This butterfly net is extremely good for fishing people out of bizarre spacetime anomalies. Just reach the net in and start wiggling. Gotta get them out of those time vortices somehow.

### Jump-mericeum (400, discounted Cosmic Weirdo)

The place where all good Jump-mericans go when they die, an afterlife now under your supervision. (*Anyone under your authority is legally a Jump-merican.*) Jump-mericeum comes outfitted with plenty of lodging and various amenities to keep your worthy followers happy, and it also has a supernatural surveillance center that can keep tabs anywhere in the mortal world.

Everything in Jump-mericeum is kept operational by a vast supply of Cube Energy™, which is continually restocked thanks to your continued existence. In times of great need, you can divert power from Jump-mericeum's facilities to send people back to the living world. Resurrecting one of your flock takes a lot of cube energy, respawning them somewhere *safe* takes even more. Alternatively, in

times of lesser need you can expend excess cube energy to renovate or remodel Jump-mericeum to your liking.

## Companions

Everyone here has access to the “*Animate Object*” perk unless otherwise specified, and after this jump they won’t have to worry about death by lack of cube energy, whatever that means.

### Import / OC (50/200)

Get some companions for 50 CP a pop, or buy eight of ‘em in bulk for 200. Bring old friends along or find some new ones in the bargain bin. In either case, they get a species, and 600 CP to spend on an origin, perks, and items.

### Canon (100/200)

Take this Amazon box. Anyone you can convince to hop in at the end of the jump will officially become a companion. Boarding fee is 100 CP, anyone who would fit the “Cosmic Weirdo” origin costs 200 CP instead.

### Fug (100, Free Heart of Whatever)

Fug just... showed up out of nowhere and wouldn’t go away. This rambunctious little catterbox is one of the many identically-named citizens of the Fug Colonies, and she’s your problem now. Fug is chipper, lackadaisical, and somehow unperturbed by the fact that her country doesn’t exist and neither should she.

Fug also has access to the “...*In Title Totality!*” perk and will use it constantly to add jaunty, royalty-free background music whenever she speaks.



### Dennis (100, Free Evil and Shit)

He got in your way at some point and wouldn’t leave you alone until you hired him. This unemployed rectangle used to work as a bouncer before Heart of America shot his boss’ face off. It seems Pinnocchio forgot to tell his goons that he got better, whoops.

Dennis was exceedingly good at his job. His ability to block doors and passageways is downright uncanny. He’s proficient in other means of obstruction as well. Dennis can filibuster like a champ.



### Gary (100, Free Side Character)

You somehow convinced this accountant that joining you on your travels was totally worth quitting his day job. He’s not exactly the adventuring type, but he’s real good at cheesing tax loopholes and other financial stuff. Overall, Gary’s a mild mannered guy, but he has a crippling addiction to eating garden gnomes. Seriously, don’t let him near them, heads will roll. Hopefully only porcelain ones.



### **The Spook (100, Free Cosmic Weirdo)**

Some middle-aged couple finally figured out the right ritual to get rid of this... thing. He managed to avoid getting banished back to hell or whatever by latching onto you just as you were jumping into this world.

The Spook will mysteriously appear at your side from time to time, bringing along forbidden knowledge with him. He exclusively uses this to sing you songs about weird fast food items available nearby. Apparently Denny's has a menu item where they just took everything in a Grand Slam™ and threw it into a sandwich. A Grand Slam-wich, if you will. *(they're very popular.)*



## **Drawbacks**

### **Into the Steeleverse (+0)**

Some familiar Filmcow faces have crashed the party. The menagerie includes some pastel unicorns, a few hat-wearing llamas, a face-borrowing VTuber, and John McCain. Anyone who's ever appeared on the Filmcow channel can and probably will show up now.

Watch out for the ones that sing, they tend to explode.



### **Claireland Refugees (+100)**

America and Slamzone weren't the only countries that got erased from history. Claireland had such a huge, insurmountable scorpion problem that not even OUYA wiping Claireland off the face of the Earth got rid of them all. They're everywhere, and they're all assholes. So many scorpions.

### **Fweithsegrsdfnbgrhftpt (+100)**

Are you so intelligent that people can't even comprehend your words, or are you just speaking gibberish? Either way, no one can understand a damn thing you say. This has no effect on nonverbal communication, so you can still do charades or esoteric nonsense like the "Cosmic Jumper of Infinite Knowledge, One of Many" perk.

### **Who Goes on a Slide at 3:00 AM? (+100)**

Everything seems to take more steps than it reasonably should, with detours and tangents aplenty. It's like the universe itself is trying to filibuster you. This won't make any given task much harder, but you can be sure that any problem you encounter won't have a straightforward solution.

### Fragile (+200)

A significant portion of this movie's budget went to eagle statues. It's almost like porcelain statuettes weren't meant to be thrown around like hacky sacks. You are now only as sturdy as the prop that currently represents you, regardless of any defensive abilities you had previously. Don't you CGI lads think that you're exempt from this just because you don't have a physical form. explosion.gif will spliced over your face so quick it'll make your head spin.



### Heavens to Betsy (+200)

Oh me oh my, looks like Jumper got themselves in quite the pickle. Just like 'ol Goreslax, you just can't stop from stumbling into time vortices and such on the regular. Oh, but don't you go worrying now, Jumper. These vortices never hurt nobody, and if you got yourself in here, you can get yourself out.



### CHECKMATE! (+200)

**“Checkmate, Jump of America! That's right! It is I, Chessmate! Master of minds, jack of all trades, and master of all trades! Our rivalry has gone on far too long, and it's about time I put an end to this little game of ours...**

**My intellectual capacity is too extreme for you to even comprehend, and I will dedicate every nano-acre of my vast brain-fields to dealing you the killing blow. My plans are stupendous, my execution precise, and no power in the universe can take me out of the equation. Death is merely a stall tactic, and not even the recesses of your own mind can hide you from my influence!**

**So brace yourself, Jumper. Soon the bell will toll, chiming the chimes of your ultimate *CHECKMATE!*”**



### Last Son of Slamzone (+300, can't take the YLEM Controller)

OUYA deleted your country soon after you arrived here, leaving you without a place to belong in both a physical and metaphysical sense. You are slowly running out of cube energy, and once it fully depletes you will cease to be.

There are ways to alleviate this somewhat, such as constantly embodying the spirit of your former homeland, or diverting power straight from the afterlife. However, these are merely temporary fixes; the time they buy you is finite. The only permanent solution is to restore your home country back to its former glory. Although OUYA would definitely take umbrage with that.

### **Oh Fug... (+400, must have taken Fug as a companion)**

The aliens weren't supposed to catch onto OUYA's plan until after the Fug colonies appeared, but *someone* had to retcon them into existence early. They're here, they're pissed, and they won't stop until Fug is dead. Needless to say, you cannot allow this to happen. You must protect Fug at all costs.

At the start the invasion force won't be more than what was shown in the film, but as time drags on their numbers will multiply and so will their firepower. Good luck, have fun.

### **The Final Freedom (+600)**

Instead of the normal starting time, you arrive in this setting immediately after the end of the movie. OUYA has failed, and America is back forever. That should be a good thing, right?

Unfortunately no. OUYA was sent here to prevent universal tyranny, and he stumbled at the last hurdle.

Now it's your job to finish OUYA's work. Before your ten years here are up, you need to ensure that YLEM control will never be invented. Failure to do so will count as a chain failure. To make matters worse, OUYA's original methods for fixing this issue have been rendered outright impossible by Heart of America's use of the YLEM controller. You'll need to find a new way to set things right.

Godspeed, Jumper. Show this broken world the meaning of freedom. *True* freedom.

## Ending Options

Your time here is up, leaving you with one final choice. Pick your freedom.

### **Country Roads**

*♪ ...take you home.  
To the place, (you) belong.  
West Virginia, or wherever.  
Just go home, country roads. ♪*

### **America Forever**

A world without America is probably the saddest thing imaginable, which is why you just couldn't bear leaving. Release yourself from the chain that brought you thus far and settle into your new home.

### **Manifest Some Destiny**

You're not one to be tied down. Nothing is more freeing than the ability to go wherever, whenever, however. Continue your chain and move onwards to the next jump.

## Notes

- If you take the “*Aw Shit, Goreslax is here?*” perk and choose either Dennis or Gary, their voices are me doing a terrible impression of The Baby and Reggie respectively. Good luck figuring out what that actually sounds like though.
- The net item does help alleviate the “Heavens to Betsy” drawback, but it does nothing to stop you from falling into time vortices in the first place. Also, it doesn’t do a whole lot if the net is stuck in the time vortex with you.