Dark Simpsons

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Dark Simpsons a YouTube Channel dedicated to exploring infinitely dark scenarios using spliced together clips from the Simpsons a popular and relatively wholesome television show… but that's not all it is, within a festering bubble of reality exists the 'Dark Simpsons Multiverse' a endless continuum of realities that come into existence to enact cruelties upon their inhabitants… before fading from reality and allowing the process to begin anew- you will begin your Jump in one of these short lived 'bubbles' that will most likely cease to exist within a week at most- and yet you still must spend 10 years here, that will be explained below.

Take these 1000 Choice Points and hope they'll be enough to prepare you,

(1000 CP)

Origin:

Springfielder
You're a Resident of Springfield within the Dark Simpsons Multiverse… this means you're probably screwed in a multitude of unpleasant ways

Perks:

There will be no discounts on Perks this time, you'll be paying full price for all available Perks.

Traveler Of The Dark Multiverse (Free/600)

This is how you'll survive in the turbulent reality you'll find yourself in for the next 10 years, now whenever a reality bubble 'pops' for lack of a better word you'll be shunted into another unharmed and this cycle will continue for the duration of your time in this Jump.

If you pay the 600 CP Surcharge you may keep this effect in future jumps, surviving the end of any reality you dwell in by being shunted into another timeline.

Made Of Stronger Stuff (100)

This is going to be a hard experience for you, but you're strong- maybe strong enough to get through this. You have a great deal of tolerance for trauma, not enough to completely shrug it off… but enough to let you live your life in a happy and healthy way despite the pain of everything that happens to you

World's Greatest Sex Machine (100)

Not a title Bart would have liked to have, but it's a role he falls into often within these shorts- you have a slightly more controllable version of the same phenomenon, now you may select a 'role' for yourself, victim, victimizer, or even the hand of karma that (rarely) punishes wrongdoing at the end of the day, events will receive a slight 'nudge' shall we say to keep you in the role you select here, at the end of the day you still make your own choices and stupid ones will still lead to things going wrong for you… but at least the world is a little more on your side now.

Embrace The Darkness (100)

At the end of the day there's no consequences in the Dark Simpsons Multiverse right? Anything you do will just disappear in a few days anyhow so why not just do whatever you want damn the consequences? Now you are capable of 'toggling' your basic human empathy allowing you to avoid any feelings of guilt or shame for your actions.

Effective Policing (200)

Interestingly Chief Wiggum is very often portrayed as an exceptionally competent cop here, very frequently capturing perps within days or even hours of their crimes. This perk grants two boons, the first is the skill to be an extremely effective officer of the law, and the second is a sort of karmic effectiveness boost that makes it easier for you to find damning evidence and track down criminals depending on the severity of the crimes involved.

Survival (200)

Why stick your neck out when you don't have to? You may choose to 'opt-out' of terrible events surrounding you, avoiding the action as long as you refrain from making things better or worse for any of the involved participants… at best you can be an idle bystander to the horrors.
Of course anyone with a reason to target you specifically will be able to.

Consequence Free (200)

Of course for all the times Wiggum proves himself surprisingly effective there are also countless scenarios where the monster responsible for the grim events goes free at the end, you have a similar ability- now as long as no one but your victim catches you in 'in the act' so to speak there will be no way to hold you legally responsible, and any attempts to exact extra legal justice will have luck acting against them subtly to give you the edge.

Cleanse The Rot (300)

Maybe an act of kindness now and again will lead to kinder souls down the road? In your case at least this is the definite truth, now whenever you perform an act of kindness you will slightly increase the probability of the people around you choosing to be kind as well… even if they weren't directly affected by your generosity. Those caught up in this… well… un-shittening aura of yours who choose to indulge in their newly grafted better nature will not only find their own inclination towards compassion growing but also spread the effect to the people around THEM there's no real limit to how far this can go except how far you're willing to push yourself to do the hard but right thing and if you can inspire others to do the same.

Ascendence (300)

You can consider this a version of **World's Greatest Sex Machine** on crack, you now have the ability to create a narrative archetype for yourself (which can be changed at your leisure) the more you act to fulfill that archetype the greater your narrative advantage will become- you can call it luck, plot armor, or even ascending to become some kind of meta textual being… it all works the same in the end, the longer you play your defined part the better things will go for you overall

Seamless Cut (300)

You may cultivate Dark Multiverses like this one in universes you visit in the future, causing grim what-ifs to play out in an endless loop within alternate timelines separate from the main one… what makes this worth the points? The fact you can travel between these timelines at your own leisure and even design specific What Ifs that you want to see (Provided of course they're sufficiently Dark)

Once every 10 years you may draw some element from a What If out into normal reality and take it with you, this could be a person or an item- but most people would undoubtedly be grateful for your help.

Items:

The Bundle Is Tiny (100)

You make minimum wage, what's so great about that? The fact you don't have to work for it, you receive your monthly pittance from the corporate overlords without needing to spend a minute of your time working for it… you make enough money to live in squalor paycheck to paycheck with just this.

Overinflated Sense Of Self-Esteem (100)

You have a handgun, it's a make and model of your choice and comes with a unlimited supply of ammunition you can stash in your Warehouse- honestly it's worth the price

Hospital Bills (100)

All prepaid of course, you may consider this item a really good health insurance plan that will ensure that you'll receive prompt and competent medical attention whenever you are injured but not killed instantly.

Humble Home (200)

You have a comfortable suburban house that's fully paid for and somehow fully tax exempt- you may live here in relative luxury with all expenses paid… as long as you don't need things like food, water, or any other utilities.. but still it's not bad.

Position Of Power (200)

You have some position of institutional power similar to a police chief or the owner of the local power plant- this gives you a good deal of authority to abuse if you're so inclined. In future Jumps you will gain a similar position as appropriate.

Get Out Of Jail Free Card (200)

I wouldn't be surprised if some versions of Wiggum actually print these… this card is valid once every year to get you legally off the hook for any crimes you committed prior to your arrest, it doesn't matter how much you did or what you did, simply flash this card and in the eyes of the law you'll be completely in the clear.

Nuclear Power Plant (300)

You have obtained ownership of the Springfield Power Plant, this is a… relatively well maintained power plant capable of providing energy to a decently sized urban area at a tidy profit for you, it will run itself more or less without your input acting through faceless 'managers' that handle staffing and the important tasks that need to be done.

Companions

Welcome To Hell (Free)

You may import any of your companions into this Jump for free, they will gain 600 CP to spend how they please for their own builds.

Rescue Mission (Free)

You may take anyone you want from any of these worlds with you as a companion for free as long as they agree to it.

Drawbacks

Simpson (100)
You are a Simpson, this means you are a focal point for much of the suffering occurring in this setting and very likely a victim of much of it- whether it be a visit to Mr. Plow to a more ‘conventional’ murder it would be best to stay on your toes.

Total Lockout (200)
You are bereft of your perks, powers, items, and companions for the duration of this Jump forcing you to rely solely on what has been provided here.

Bad End (300)
Once every year at least you will experience something absolutely horrific in line with the worst this setting has to offer, no matter what perks you may have this WILL traumatize you and you will only be able to begin properly healing once you leave this Jump behind you.

Stay

Go Home

Move On