



Welcome now, this jump will be a little different than what you're used to.

You won't really be fighting your way through an alien-infested spacestation, won't be taking over for Santa, won't fight your way through your enemies with a katana, won't even be in a haunted house with a bunch of stupid teens.

No. You'll be cleaning up after those.

Welcome to the Viscera Cleanup Detail, here's your mop.

You probably won't die here, since you are always going to come in late for the action. But there are still plenty of ways to screw up, ofcourse. More importantly through, if you get fired for doing a bad job, you count as having died too.

So, here's your **1000cp**, now get a move on and clean this place.

ORIGINS:

"Due to the recent death of a fellow sanitation worker, there is now an opening in this section of the facility for storage of your personal effects.

Do not be alarmed by any residual remnants of the aforementioned employee.

Keep your area clean, and avoid eye contact with your colleagues. Work safe, work smart, your future depends on it."

Roll 10+6d8 to decide your age fro the jump and keep the gender you had before. Alternatively, you could pay 50cp to freely choose both gender and age, anywhere within the rollable range.

Aerospace Sanitation Inc. Janitor (AKA Drop-In)

You wake up, sitting in a chair in a strange office, with a letter explaining your new employment in your hands. Even in space, things need to be cleaned. Especially when aliens invade. This you will come to know very well as the janitor of a space station. For the next ten years, you get to mop up after the heroic efforts of one man clears areas of the space station of alien infestation. If you work fast enough, you might even get promoted... to another, larger space station, where you will be a janitor too, and will get to clean even more alien messes.

...Now if only you could remember signing up for this.

Polar Sanitation Co. Janitor

Normally, your job isn't too hard. Not much happens around here at the north Pole, and when something does, the elves usually handle it. But now it seems Santa couldn't quite take the stress anymore, seeing as he snapped and went on a rampage through his workshop. There's a few bits of elves and reindeer scattered around now. Too bad Santa himself escaped into the night, as he's going to leave a trail of destruction and gore all across the North Pole now. You'll mostly have to work with murdered elf bits, and destroyed workshops, and ransacked elf villages. Maybe a research station or eskimo village too.

Zilla Enterprize Janitor

As far as sanitation jobs go, you've pretty much the jackpot. Your job consists of cleaning the various high-end holdings of Zilla Enterprize, which has control over every major industry in Japan. This is usually not a hard deal, it pays well and is quite a prestigious job in the Janitor community... except there's a man named Lo Wang who is currently fighting his way through seemingly every single holding of the company. You'll have your work cut out for you, mopping up after the Shadow Warrior.

Dark Pact Estate Agency Janitor

Sometimes things go wrong. A hapless group of partying teenagers might find themselves in a horror movie scenario as they are stalked and murdered by a crazed psychopath, ghosts might start possessing people and things, or perhaps a hidden shrine to the Old Gods spreads insanity and murder amongst them... Long story short, everyone's dead, and the house needs to get decontaminated and put up for sale. That's your job, you need to make sure the houses are clean, devoid of cheerleader corpses, and that all possessed items are removed from the premises.

PERKS:

Cleanup Detail 101 [100cp, free Aerospace Sanitation Inc.]

You have actual experience and skill at the janitorial business. You're able to clean and keep clean even the most grizzly places you will see, have experience with using the standard issue (and not-so standard) equipment, and an almost supernatural sense of knowing what would work best to clean any particular stains.

Hacking? [300cp, discounted Aerospace Sanitation Inc.]

Many of the doors in the station you work in are locked by electrical locks. You don't have the codes, but ofcourse you don't really need them. Any technological device with a lock you're trying to get through will now give minute clues for you to figure out what the correct password or code is. Perhaps the screen flashes whenever you punch in a correct number on the keypad.

Dr. Janitor, If You Would [600cp, discounted Aerospace Sanitation Inc.]

You'd think being a college graduate with a degree in a scientific field would get you a nice job. After all, it should pay for itself after a while, right? Apparently not, because you're still stuck as a janitor. On the plus side, you get a science degree of your choice, an understanding of the janitorial science of this world, and an aptitude for figuring out how new technology works whether human or alien. Also skill with a crowbar, for some reason.

Sanitized Earth [100cp, free Polar Sanitation Co.]

The North Pole doesn't quite seem like the kind of place a sanitation corporation would be able to employ dozens upon dozens of employees for the sole purpose of cleaning up after... disasters like the ones you are supposed to handle. Somehow through, they manage. And now, you have gained the same talent by watching them work. Wherever you end up, it will be trivially easy for you to find constant employment in the line of work of your choosing. Even if it really seems your services would be required only very rarely.

Christmas Crisis Averted [300cp, discounted Polar Sanitation Co.]

You're somewhat of a psychologist. In particular, you are extremely adept at noticing when someone is bottling up emotions such as frustration and stress, able to estimate exactly how long until they break under pressure, and most importantly, you have a talent in finding ways to relax people, relieving their pressure peacefully with but a little effort on your part.

Santa Claus Is Coming To Town [600cp, discounted Polar Sanitation Co.]

You gain a terrible patience. Able to work under stress that would break a normal man many times over, year after year. Yet it has a price. For when you finally do snap, you will snap HARD, and your rampage will lay waste to all. On the plus side, this is an extremely cathartic experience, and not many of your enemies will have a chance to survive your berserk state.

What Kinda Party Was This? [100cp, free Zilla Enterprize]

You've gained a rather excessive proficiency in thinking of amusing one-liners about virtually anything you encounter on the job. This peculiar sense of humor also helps you keep sane through it all, even if you have to dispose of the severed head of someone you knew and considered a nice guy.

Ka-Ching [300cp, dicounted Zilla Enterprize]

You'd think your employers would notice if you walked out of the building you were supposed to clean with two million dollars in cash, some priceless artifacts, and quite a lot of weapons. But no, they don't. Which means earning some money on the side just became a whole lot easier.

Mop-Fu [600cp, discounted Zilla Enterprize]

Remember how I said you wouldn't be fighting? That's still true. But if you would for some reason had to, you now can. You have studied the ancient arts of Janitorial Combat practised long ago in the Colosseum in Rome, travelled to apprentice under great masters of Martial Sanitation in the mountains of Tibet, and braved the terrors of a highschool to speak to old masters of the Arts in your quest to master the self and the mop. Now, you are considered a master in your own right, as deadly with a mop as a master swordsman would be with a katana, able to fight and defeat many warriors at once merely through your skill and your trained body. With great effort, you may be able to apply this to objects that aren't cleaning supplies eventually... This also helps you clean much faster and efficiently.

Nerves of Steel [100cp, free Dark Pact Estate Agency]

Haunted houses, murderous ghosts, severed limbs, and having to throw dead teens into woodchippers? Just another tuesday for you. You've been inured to horrific and disgusting sights, able to keep an unflappable attitude in the face of even the most gruesome messes you'll encounter.

House of Honor [300cp, discounted Dark Pact Estate Agency]

A curious ability, this is. As long as you make sure to clean up all the physical evidence of something you're trying to hide, it will be as if it never happened. Memories, recordings, and rumors will quickly be lost where they concern the subject of whatever you're covering up. A gruesome multiple murder will quickly be forgotten and not even lower the value of the house it happened in. People personally connected to the dead would still remember them, and mourn their passing, but the actual circumstances of their deaths will elude them.

The Cask of Amontillado [600cp, discounted Dark Pact Estate Agency]

Yeah, haunted houses? Strange things that go bump in the night? A house full of teens who die under mysterious circumstances? Yeah, that... might be your doing, some of the time. You now have the ability to cause these things, summoning banshees and other vengeful ghosts through blood rituals, creating cracks in space-time, and sending these to your enemies. You'll also have much better luck in dealing with things like this, making sure that if you're messing with dark forces you have a far better chance of surviving the exchange. So, go forth and teach them not to build a house on your ancient indian burial grounds.

ITEMS:

While many of these items are standard equipment, or provided when necessary, purchasing them here gives some additional benefits in the form of upgrades and a Jumpchain Warranty, respawning in your Warehouse after 24 hours if lost or destroyed:

A-Series Space-Mop [Free]

This mop is the mop of The Future. Its highly advanced construction means that blood and other stains are attracted to it like a magnet, leaving the surface you swabbed clean and sparkly, while your mop retains any blood and other fluids until you clean it with some water. This particular one seems to get dirtier much slower, and more impressively, it cleans itself slowly over time. A water bucket would still be handy through, unless you have time to spare.

MuckGyver Sniffer [50cp, Free Aerospace Sanitation Inc]

One of the greatest advancements in janitorial sciences, this device allows you to find whatever mess you overlooked in your cleanup spree. It has two modes, organic waste and inorganic waste. This particular one has another special mode, with the curious ability to classify whatever substances you want as 'waste' with but a thought.

R2 High Energy Plasma Laser Welder [100cp, Discounted Aerospace Sanitation Inc]

Troublesome bullet holes? Stubborn welding jobs? You need the new R2 High Energy Plasma Laser Welder! Melts surface damage back into shape in mere moments! Strong enough to turn anything into sludge within seconds, the R2 is no play thing, but it sure is fun to use! This particular model even has an unlimited energy supply and won't ever overheat.

Rooks Keep Figurines/Ballistic Weapon Toys [50cp, Free Polar Sanitation Co.]

You get an entire Christmas' supply of toys, mostly consisting of figurines or plastic guns, but with other kinds scattered throughout. You also gain the ability to call more of these to your hand at will. Handy if you need to supply Santa, or would like to save Christmas yourself.

St. Nick's Boomstick [100cp, Discounted Polar Sanitation Co.]

On inspection, this looks to be an ordinary shotgun. however, it is fueled by the rage, frustration, and madness of the wielder. It will quickly gain infinite ammo without having to reload, and grows stronger and more damaging proportionally to your emotional state, as well as proportional to the damage your rampage.

Mr. Two Million Dollars [50cp, Free Zilla Enterprise]

Exactly what it sounds like. You have come into the possession of a stack of paper money worth exactly two million american dollars. Or its equivalent. Better not let your superiors know through, it's a bit more than your expected salary.

Keep It Secret, Keep It Safe [100cp, Discounted Zilla Enterprise]

You have a sizeable collection of unique and interesting artifacts, collected from hidden places in your previous jobs. These range from a minecraft pickaxe, a facehugger, to a lightsaber. None of these are functional, but they _are_ very realistic and interesting conversation pieces.

A taxidermied Deer Head [50cp, Free Dark Pact Estate Agency]

This could make for a nice decoration on a wall somewhere... the only problem being that it's just slightly possessed. It won't do much more than watch you and laugh at first, but maybe you could communicate and strike a deal with the ghost? Or exorcise it. Your call.

Evil Book [100cp, Discounted Dark Pact Estate Agency]

This is a limited edition, genuine copy of the famous Necronomicron Full of useful information for any aspiring necromancer or cultist. Guaranteed to help you on your way, and with only around a thirty percent chance to turn on you if you misuse the contents. Get yours today, and you'll receive an accompanying free set of necromancer/cultist supplies.

Big Banger Radio [50cp]

When 11 just won't do! The new Big Banger: Supernova takes it to the next level with its space-time shattering bass! Set yourself apart and bounce like a true playa. When they hear you coming, they'll know. There's a man who knows what matters! Limited Edition, get it NOW! Say NO to mediocrity, say YES to Phat Bassics!

This radio will be able to play around two dozen songs on it's own, featuring all the songs normally playable by any version of these radios... But it's true worth lies in the way it can also play the various theme music and other songs you have picked up during your jumping. As well as the ability to synchronize with and copy songs from any music player you possess.

Comes in five different flavors, the Big Banger Radio available to everyone, as well as the specific versions that depends on your background, Aerospace Sanitation Inc. gets the Big Banger Supernova, Zilla Enterprizes gets the Funk Ninja, Polar Sanitation Co. gets the Ice-Cold Banger, and Dark Pact Estate Agency gets the Bad-Banger. One of these will always be present at all your jobs, in your Warehouse, and your office.

Slosh-O-Matic Bucket Dispenser/What-A-Load Disposal Bins Bin Dispenser [200cp]

Need a bucket of water to clean your mop? Maybe a biohazard bin to deliver a pile of body parts to your incinerator? Look no further than these two devices. These state-of-the-art Dispensers will supply with more buckets and bins than you will ever need. All in a package that really shouldn't be able to contain so many of them. As a plus, these two even have a dial on them... To set the ratios in which it dispences bodyparts or live explosives, instead of whatever it should. Might want to turn that off. Or not. It's your job on the line after all. After the jump, one each of these will appear in your Warehouse.

X-Butanateor Incinerator/Fireplace/Woodchipper [300cp]

It may not look like much, but this is a top-of-the-line waste disposal unit. Anything you throw in here will be completely destroyed, leaving no trace or smell. No matter it's flammability or durability (Through it may take a few minutes for particularly tough materials). The only condition on this is that living beings don't have their durability revoked in here. Don't expect to kill gods with your woodchipper.

Which one you get depends on your background, Aerospace and Zilla get the Incinerator, Polar gets the Fireplace, and Dark Pact gets the Woodchipper. One of these will always be present at all your jobs. As an aside, the fire in the Incinerator and Fireplace doesn't need fuel to keep burning, continueing to maintain a roaring flame without assistance.

After this jump, you may choose any of these three, or a trap door into nothingness, to be added to your Warehouse.

Janitor's Trunk [300cp]

This trunk consists of a large blue box with a lid, its every surface dotted with various stickers. You will have one copy of these in your warehouse, one at every job site, and one in your office for this jump. After this jump, one remains in your warehouse, and you are able to summon a copy to you at any time. Any items placed into the Janitor's Trunk will appear superimposed in every copy of the trunk, and can then be taken out of any them, disappearing from all of the others at the same time.

The Office [300cp]

During your time here, you will have your own office, complete with supplies for the jump. It also has a few hidden things behind doors with locked keypads, as well a BitterMan 500 Computer. You... might want to clear out Bob's collection through. Anyway, if you purchase it here through, your office can be attached to the Warehouse, allowing you to use all its facilities in whatever you land in after this.

If you got the dispensers, the ones in the office will be upgraded to those standards in addition to the two you will have in your warehouse.

The trap door into nothingness won't open outside of this jump, unles you buy the X-Butanateor Incinerator/Fireplace/Woodchipper, in which case you now have two ways to dispose of unwanted trash.

COMPANIONS:

Import: 50cp per companion, 300 for the full set of 8.

Any imported companions get 300cp and a free Origin, as well as a mop and a job as junior assistant janitors. Companions imported into backgrounds that aren't the same as your own are newly hired after leaving their previous workplace.

DRAWBACKS:

In need of more points? You can take on a few... *extra* challenges, to gain more.

There's a limit of +600 cp on these through, after that any excess would only allow you to suffer more, with no extra points gained.

Bloody Mops [+100cp]

You mop collects blood like crazy. Shame it doesn't seem to help you clean the stains faster through. The only thing this seems to do is make your mop (and any other tools you use) get much dirtier, much faster. This might take a while.

Bloody Incompetent [+100cp]

You can't seem to keep yourself clean. If there even a tiny chance of you getting dirty, you will. Since you're working in sanitation... Well, let's just say you're going to need to swab up your own footprints *a lot* during your time here. Not to mention you're going to need a ton of showers. In general, you're probably going to need to work for almost twice as much time as you'd expect, just because you create extra stains and splatters of blood everywhere as you go.

Damned Dispensers [+200cp]

You seem to have terrible luck with any and all dispensers. Whenever you want to get a new bucket or disposal bin, you're more likely to get a bloody body part or a live explosive than whatever the dispenser is actually supposed to give you. You might also want to take a few steps back whenever you try that, because there's a chance the thing will try to suck you in and add *your* limbs to it's inventory. This applies to things other than the janitorial dispensers too, so you might want to steer clear of vending machines while here. If you brought the Dispensers item, the dials won't start working until you finish the jump.

Employee of the Month [+200cp]

You are now obsessed with making sure every last inch of the site is polished to a sparkling finish. No longer can you make do with 'clean enough'. You're never going to be satisfied with anything less than a perfect job... And your employers are just as bad. If you don't want to get fired, better pull out that sniffer and find that last piece of waste.

Just The Janitor [+300cp]

Yeah... All the fancy powers and trinkets you have from other worlds? You still got 'em. They just don't help you clean anything up (not even yourself, for the people who like to keep looking nice). Telekinesis won't manage to pick up waste or litter, fire won't burn anything except what was already clean and will leave soot everywhere, water control won't do anything about all the blood, and especially cleaning magic won't do a damned thing. Anything you try will do nothing at best, or at worst just makes the mess even worse. You could still do indirect things, like flying to get to the hard-to-reach spots. But no matter what, you're gonna have to clean up the old-fashioned way. With your hands, a mop, a bucket, and the incinerator.

Multiversal Sanitation Detail [+300cp]

Remember all those jumps you did before this? Remember all the fights you got in, or even those that just kinda happened around you? Yeah. You're gonna have to clean up after yourself. Even the bits you assumed someone else would do. Especially those. You'll be spending your time in this jump cleaning up other jumps. For the record, time is still stopped in those, the place you're cleaning is just unhinged from the normal flow of time. In addition, instead of being done after a mere ten years, you're here for either ten years, or whenever you finish up cleaning up every single mess you made... Whichever takes longer.

On the plus side, when you finally get your Spark, you'll have shiny, clean worlds to visit again.

ENDINGS:

You've made it. You've cleaned house throughout the entire jump, and you are *finally* done. As always, all Drawbacks are revoked and you now have a choice to make.

Go Home: Perhaps having to do this dirty job finally broke your spirit in a way that war, madness, and gods could not before. Perhaps you just got tired of it. Either way, you go home with everything you've gained. Time to polish up Earth, maybe?

Stay Here: You... want to stay here? Live your life as a janitor in this world? Well, who am I to judge... You get to live out the rest of your days here, and all your affairs at home will be cleaned up. Have fun, I guess?

Move On: Time to hang your mop on the rack and move on to your next job. You'll now be able to introduce the wonders of being a Janitor to the multiverse, as you move further along on your journey.