



*Jump by Aehriman*

## HUMAN WANTED FOR JOB!

*Hello, fellow humans!*

*I am in need of a living employee.*

*If you meet the above criteria, please come to Dead End in Phoenix Park at 7 PM.*

*Regards,*

**COURTNEY**

- And if you see anything that seems just a little outta sorts, you know, anything suspicious or supernatural at all, well, just keep it to yourself, darling.*

“Come all ye lost souls, the living and the dead.” So it says above the front door of Dead End, the haunted house attraction at Phoenix Park. Nobody really knows when this house was first built, but throughout history there have always been people living here... and dying here too. It is said the house was founded on evil and built with murder, and if you listen close you can still hear the screams.

Of course, they kind of have to say that, it's a haunted house attraction. One of several iconic sets from Pauline Phoenix's fabulous film career. But people really are disappearing and there's all kinds of supernatural and horrific strangeness going on in the background. So grab a mop and get ready for a weird time. Have 1,000 choice points (cp) to get you through.

## ORIGINS

**Security Guard/Custodian** - You're a new worker at Dead End, hope you're prepared for the weird and the scary.

**Good Boy** - You were an ordinary dog before encountering the supernatural. Now you're something more, or possibly less.

**Demon** - You came from down below, a horrific place to some, home to others.

## PERKS

**You're My Frankenstein** (-100 cp, free Custodian) You know everything there is to know about Pauline's movies and shows. Which in most places would be useless trivia, but in a haunted theme park where absolutely everything ties back to her in some way, you'll be grateful for knowing about the maintenance tunnels that haven't been a part of the tour in decades and so on. In each future Jump you can choose a location, person or obscure subject to become a similar expert in.

**Fearless** (-200 cp, discount Custodian) You can be reasonably cautious around dangerous things, but fear will never stop you from diving into danger when needed, whether to save others or because it's the best chance for escape. You won't even hesitate.

**The Living Human** (-400 cp, discount Custodian) Since you were little you had a dream - to make it big in wrestling! You can grapple with gorgons, grab minotaurs by the horns and generally have the strength, fitness and will to fight any monster on a fairly level playing field. You've also unlocked the bro-code.

**Over There!** (-600 cp, discount Custodian) How do some kids keep saving the world, overcoming the odds over and over again despite their frail bodies, lack of magic and limited minds? Through sheer pluck and luck of course! No enemy is invincible or all powerful, a way will always present itself to stop them. Whether you can seize it, that's up to you.

**Cute** (-100 cp, free Good Boy) You're easily overlooked or seen as harmless. You're just a small dog, after all. They tell you to sit. They tell you to stay.

**Emotional Support** (-200 cp, discount Good Boy) You can help people through a tough time, being who and what they need, whether a friendly ear or some tough truths. You also draw helpful people to you when you yourself are in crisis, your good deeds repaid to you with people who are there for you.

**Rubbing Off** (-400 cp, discount Good Boy) You have a way of showing people the best in life. Even a terrible demon might, after a couple of months with you, become not so bad. Why should evil be the only side that corrupts others?

**Darkest Sorceries** (-600 cp, discount Good Boy) The eldritch powers of darkness course through you, or perhaps you prefer the delicate and complicated angelic powers, granting the power to use magic! It's an incredibly potent and versatile power that can swap bodies, produce a musical number, divide worlds, raise the dead, the limits are pretty much your imagination and skills. And you, small pup, have the potential to be the greatest sorcerer in the history of the multiplane.

**Down There** (-100 cp, free Demon) You're quite acclimated to Hell, and the broader multiplane. From fiery bits to frozen wastelands, acid rain or officious angels. You can survive and thrive anywhere.

**Possession** (-200 cp, discount Demon) You can leave your body and possess people! It's easy when you know how, and provides countless hours of entertainment!

**Bye!** (-400 cp, discount Demon) When in trouble, when in doubt, teleport to safety, let the rubes work it out. You have this power, incredibly useful for peacing out.

**Prince of Hell** (-600 cp, discount Demon) To be honest, the whole royal family was made up so demons could thumb their noses at the angels with self-rule, but it's also true that only the strongest of demons made the cut. You are a powerhouse like Temeluchus or Azrael.

# FRIENDS

**Gord** (free) It's hard to describe exactly what Gord is and what it can do. Think of it as a really weird sausage thingie.

**Barney Guttman** (-50 cp) A blue-haired trans kid, personal life a shambles but a sweetheart with pluck and a killer flying elbow.

**Norma Khan** (-50 cp) A young neurodivergent woman, more than a little obsessed with Pauline Phoenix, her films and music.

**Pugsley** (-50 cp) A very good boy, this spirited pug was possessed by the great Demon Lord Temeluchus in the pilot, gaining the power of speech and vast magical gifts. Later, he studied angel magic under Fingers.

**Courtney** (-100 cp) An amnesiac demon exile squatting in Dead End. Kind of violent, wants to go home.

**Temeluchus** (-100 cp) A terrible demon prince who possesses Pugsley and gets booted in the pilot.

**Pauline Phoenix** (-100 cp) Narcissistic actress, singer, and founder of the park. Been expired for some time, but lives on as a ghost.

**Other** (-100 cp) Want to recruit Badyah or Logs? Asmodeus? Barbara? Somebody stranger? Go right ahead!

# ITEMS

**Park Uniform** (free) A polo shirt with a diamond logo. People won't question you here or in other public and employee only areas.

**Dining Etiquette** (-50 cp) A book of social protocols, recipes, ice-breakers and games for any occasion! If your guests are accepting, this can include a supernatural twist. This version is neither a trick nor a trap.

**Dinosaur Suit** (-50 cp) Be the dinosaur you always wanted to be. At least in your dreams and in the eyes of children.

**Car** (-100 cp) Handy for getting around. Never runs out of gas, self-repairs in a week tops. Has a cool cd collection and plenty of leg-room.

**Seance Kit** (-100 cp) A kit with EVP recorder, ouija board and sundry other tools for identifying and speaking with the dead.

**Camera** (-200 cp) An instant camera that really can trap souls - mostly. It reveals hidden things and can remove possessing entities. But they persist, albeit greatly weakened.

**Elevator** (-400 cp) A fully operable, licensed elevator capable of traveling the multiplane! All six higher and six lower dimensions are available, as well as the neutral plane. In future jumps, this can be used to access linked realms or dimensions, planes, whatever the local terminology is.

**Samsara Life Insurance Policy** (-600 cp) Death need not be the end. Now you can live on as a phantom when your body expires, though to taste mortal pleasures again will require you to possess somebody. Fortunately, you will be restored to normal by the Jump's end.

**Phoenix Park** (-600 cp) Your own copy of Phoenix Park, a huge money-maker, with cool rides, fantastic eateries, regular events to keep people engaged... and tons of supernatural antics to keep even experienced Jumpers on their toes.

## DRAWBACKS

**Roll Credits** (+0 cp) You can bail once the main plot is done, or you've caught up with the show, no need to wait ten years.

**And Starring...** (+0 cp) You can replace a character with the same origin, if you want.

**Original Animation** (+100 cp) The series is based on an animated short that was... yeesh. You now get the original animation quality, have fun with all the bendy lines and people going wildly off-model.

**Happiest Apocalypse on Earth** (+100 cp) The setup here does remind of a significantly darker RPG. Welcome to Mouseland, a mouse-themed park that is totally original and any resemblance to any existing mouse-centered theme park is purely coincidental! Only... sometimes guests vanish to feed the Great Mouse Who Lies Beneath. Have fun.

**Ring of Doom** (+100 cp) Your nightmares are haunted by a circular shape, a ring of fire. Sometimes you think you see it and freak out, only for it to be something else that just happens to be round, like a donut or a Ferris wheel.

**Tea Party** (+100 cp) You have a hobby you're terribly embarrassed over. At some point somebody will find out about it.

**Can't Go Home** (+200 cp) There's some family drama and it can all get just... too much. Much safer and healthier to set up camp in your workplace and live there. Or perhaps, like Courtney, you are physically incapable of going back. Either way, get used to homesickness.

**Evil Duplicates Are People Too!** (+200 cp) You have a clone or other duplicate. They're maybe not "evil" as such, but they are way more impulsive, judgemental and self-loathing than you. They think you're a complete dork and killjoy, and you won't enjoy hanging out with them either. Still, circumstances will force you together again and again.

**Bag Check** (+300 cp) No Items from outside the multiplane, thank you very much. No access to extradimensional storage spaces allowed either.

**Best Friend!** (+300 cp) Have no fear, Fingers is here to be your new best friend! That means he'll be checking up on the regular to see if you've been good or if he has to drag you to unspeakable torments.

**Fact of Life** (+400 cp) You can't keep rats out of New York, cockroaches out of London, or demons out of Phoenix Park. Your life will be very interesting and full of supernatural encounters and comedic antics.

**Put Me In The Driver's Seat** (+600 cp) Your powers are not your own, they belong to a demon within you, and they get stronger over time the more you use them. Be terribly careful, Jumper, lest you not be the one driving when your time is up.

**END**

**We're Going to Dead End** - And by sundown, you'd better leave to your happy home.

**Happiest Place** - With so many friends and fond memories, why leave? What harm could possibly come of being part of the park forever?

**Life is an Adventure** - who knows where it will take you next?