



Generic Theme Park Jump

v1.0

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Welcome to a... well, breathtakingly ordinary world. In this jump, the world is as normal as it can be, but you don't have to be.

In this jump, theme parks are the focus. However, what you actually experience is up to you. What will you do for the next decade?

You could be a **Theme Park Attendee** and as a result be someone who just likes theme parks. Or you could be a **Theme Park Employee**; someone who works at a theme park. Lastly, you could be quite special, and be a **Theme Park Business Person**, someone who makes vast, sweeping decisions regarding theme parks.

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

Starting Location

Your origin determines your starting location.

Theme Park

Theme Park Attendees start off here. This is a theme park of your choosing, one that will be relatively close to wherever you happen to live.

Break Room

Theme Park Employees begin here. This is the break room of a theme park you work in, which you decide when you select your origin. You are just beginning a break which will last half an hour, after which you'll be finishing out the last quarter of your first shift.

Board Room

Theme Park Business People start off here. This is a swanky board room currently filled with executives of a theme park or chain of theme parks, who are in the middle of a meeting about this quarter's numbers.

Age and Gender

You can freely determine both your age and your gender for the purpose of this jump.

Origins

Theme Park Attendee [Free]

You are a fan of theme parks and you are lucky enough to live near one.

Theme Park Employee [Free]

You are a regular employee of a theme park. What precisely you do can be determined by you, and is influenced by your perks, but this can be anything from a job in an in-park restaurant to a ride operator.

Theme Park Business Person [Free]

Oh so you're on the corporate side? Excellent! With this you are an educated, professional, competent business person, who works for a theme park.

Perks

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

General [Undiscounted]

Amusement [Free]

You can easily derive amusement and joy from the little things in life. You have a spirit that makes you well-suited to enjoying theme parks, and to the simple joys such places bring those who visit them. You can always find something worth enjoying and can reliably derive joy from even small, but pleasant, surprises and occurrences.

Theme Park Attendee

Planning [100 TP]

You are stunningly good at pacing out your day and planning things in advance. This allows you to carefully and accurately plan a day out so you can milk the most out of any trip to a theme park or any other sort of vacation.

Lucky Break [200 TP]

You have a supernatural sort of luck for little things. You are able to consistently arrive at places when lines would be the smallest, and you can consistently find good deals on products you need or want to buy. These lucky breaks will never, individually, be that noticeable but this builds up over time.

Enduring [400 TP]

Visiting a theme park can be quite tiring. Some theme parks are huge! Fortunately, you've got an inner wellspring of energy that is quite impressive, and you can reliably travel impressive distances in remarkably brief bits of time. You have the endurance needed to travel the span of a theme park in minutes, and have the speed to do so as well, which will definitely let you experience as much as you can cram into a day-trip.

Sneaky Sneaky [600 TP]

Oh? This is neat! You have the power to set up secret pockets on things you own. With this you can place other things you own into the pockets which will allow them to bypass stuff like x-ray devices, metal-detectors, and other such scanners. You can use this to secret snacks and other such things into theme parks, which makes these trips a lot less costly and more convenient for you. Things placed in these pockets do not experience the passage of time, but you can't use this to steal stuff, at least not without something like a perk enhancer.

Theme Park Employee

Customer Service [100 TP]

You are remarkably skilled at customer service, with a patient disposition and a gentle smile. You know how to smooth over ruffled feathers and you can easily calm down agitated customers.

Employee Skills [200 TP]

You are a well-rounded employee, with skills in a variety of areas. You can pick one skill to specialize in, but you are decent at the following areas: food preparation, retail, safety and shop-lifting prevention, and vehicle operation.

Gearhead [400 TP]

Are you some sort of technician, or engineer? You have an impressive way with the machinery and equipment used in theme parks. You understand it intuitively and it seems to just love you in ways that such devices tend not to. You are even decently, though less so than with the other things here, skilled at the repair and outright maintenance of theme park machinery.

Acting [600 TP]

You are an incredibly talented actor. With this, you can easily embody new personas and you are, in all likelihood, a mascot or character performer for the park you work at. You are quite good at your job, and you have both high base charisma and an eerie ability to embrace roles and become a character. You can also easily influence others, and have an understanding of how others think which makes you adept at using your skills.

Theme Park Businessperson

Business Brain [100 TP]

You have a head for numbers and for budgets. You can easily read graphs and make sense of the numbers you see, as well as predict how things will go by studying current facts and figures.

Powerpoint [200 TP]

You are quite adept at creating presentations and presenting facts and figures as you understand them. You know how to persuade your peers to accept your understanding of the situation, and how to show them that your line of thinking is a rational one, which will often be enough to persuade them to accept what you propose.

Marketing [400 TP]

You've got a clever marketer's mind. You know how to create a compelling advertising campaign, and can differentiate between different types of marketing with ease. With this you'll be able to effortlessly come up with creative advertising pushes and ads that are ingenious and compelling. You'll also be good at making these campaigns and individual ads be as cheap as possible without sacrificing quality.

Amusement [600 TP]

You are now skilled in a whole new area; actually coming up with ways to have fun. You know how to create rides, attractions, exhibits, and other such things in theme parks that theme-park-goers can enjoy. You also know how to communicate your vision to others clearly, cleanly, and easily, letting them know what exactly you envision, which can help them make it a reality. This greatly enhances your ability to suggest attractions and other such things, and your ability to make such envisionments happen.

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 100TP perks 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.

Theme Park Attendee

Big Bag [100 TP]

This is a simple, but handy item. It's a big, but comfortable, bag that is larger on the inside than the outside and is much lighter than it looks. It comes fully stocked with basic supplies for a theme park outing like sunscreen, a change of clothes, and some snacks, as well as a map of whatever theme park you're in and a set of portable chargers for your electric equipment. This bag will never draw undue attention, and it can pass through scanners and other such devices without its main suite of goods being detected.

Theme Park Outfit [200 TP]

This is a simple set of clean, comfortable clothes well-suited for theme-park-based outings and shenanigans that are auto-repairing and self-cleaning. These clothes will

help mitigate the impact of the environment and will always help you shine when you take pictures to remember the trip.

Park Pass [400 TP]

This is a pass to a theme park that lets you visit one every week for free. This pass counts for as many as five of your friends and family members and even comes with a small stipend for souvenirs and a bigger stipend for meals. In future jumps this item updates to serve as a pass to similar events such as County Fairs, or things like plays, and festivals of all sorts.

Theme Park Employee

Employee App [100 TP]

This app is a streamlined way to do everything related to daily employee stuff, like check your schedule, clock in and clock out, log your breaks, and communicate with your fellow employees. This app works on any device that can handle apps, and you get a smartphone to go with it, which has standard fiat-backing for such devices (permanent connection to wifi, unlimited battery, self-repair, etc.).

Uniform [200 TP]

This is a stylish outfit that changes how it looks for any given job you have, giving you an appropriate outfit for any kind of job. It will always make you look good, and flatter you in ways you like, as well as be comfortable and protect you from the environment.

Golden Tool [400 TP]

This perfect repair device can do repair and maintenance on any sort of machinery and equipment a theme park might have, from computers used in offices to the consoles that control rollercoasters and other attractions. This device can also maintain and repair other bits of technology, but it helps to have some knowledge of the devices in question if you want it to be as effective on those things as it is on theme park stuff. It can also morph into more standard tools like a wrench, hammer, or any other such constructive item, if you need a standard, physical tool.

Theme Park Businessperson

Briefcase [100 TP]

This briefcase is sleek, professional, and impossible to steal. Even if it gets lost or destroyed, you can call it back to you with a thought. It gives you a more professional air, and can safely store important paperwork such that even if it gets destroyed you can respawn it and the contents of the briefcase will be perfectly fine.

Quarterly Report [200 TP]

This is a perfectly accurate set of facts and figures regarding businesses you are a part of and properties you own. With this you have an unbiased look at the finances of any business you are a part of somehow, be it as an employee, an owner, or even a regular-enough customer. With this you know exactly how the business is doing, and can communicate that to other people with unerring precision.

Theme Park [400 TP]

You are now the owner and president of a theme park of your own design. This theme park follows you along your chain and will always provide you an adequate profit for its size, but can be led to become even more profitable with enough time and skillful leadership.

Companions

Companions can purchase more companions.

Companion Import/Creation [50-200]

Standard companion importing or creating. With this, you can import or create a single companion into any origin 50TP each or eight for 200TP. Such individuals get 600 TP to spend on their builds and cannot take drawbacks.

Canon Companion [50]

So you want to take any other existing character from this world. Well, then this option is for you. Anyone you meet here, if you spend the necessary points and convince them to join, can follow you along your chain as a companion.

Drawbacks

Another Universe [+0 TP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to. **This is a supplement toggle. With this you can select another jump and fuse this with it in a way that is conducive to your story and the narrative of your chain. Keep the point totals separate and devise builds for both settings, keeping track of drawbacks to implement and any other such valuable world modifiers.**

Extended Stay [+100 TP]

For each purchase of this your time here is extended 10 years. You can purchase this three times for points, and afterward, you can continue to purchase it purely for its extend-a-jump effects.

Everybody's A Critic [+100]

Plenty of folks here are a bit judgmental about people's hobbies and interests. Expect a lot of annoying remarks. There will also be people who are eager to criticize your job performance and the parks you love.

Loss of Enjoyment [+200]

It is much harder, but not impossible, to enjoy the little things. That said, enough small enjoyment can still overcome this, but this will certainly make your time here a bit more grey.

Loss Of Politeness [+200]

People here are a lot ruder than they should be. This is especially true of theme park employees if you're an attendee, attendees if you're an employee, and your bosses if you're a business person.

Theme Park Wars [+400]

Oh, people are REALLY intense about fandoms. This will regularly result in mild violence, and occasionally result in fairly intense violence. Events will unfold in such a way that you are regularly dragged into these conflicts. This will also make cutthroat rivalries much more common and fierce between different theme parks.

Endless Debates [+400]

Oh no, people are really annoying about this now. The entire time you're here *discourse* about theme parks will be happening that talk about the practices of these sometimes unpleasant businesses and the impact they have on society and mental health. Sometimes these debates will negatively affect a given bottom line, which can lead to temporary closures of parks and loss of employment for theme park employees.

Theme Park Safety [+600]

Theme parks are now a lot less safe. Quality-assurance and safety-assurance seems nonexistent, and lots of places report death and injures monthly. This affects everyone who goes to or works at a theme park (making their lives more dangerous), and makes the lives of theme park business people more inconvenient as they are expected to try and solve this.

Lockdown [+600]

You have no **Out-of-context** items, powers, or warehouse.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.