



Welcome to

HATCHETFIELD

est. 1824

by mythSSK; v2.0

Welcome to Hatchetfield, Jumper. This small, isolated town sits perched on an island in Lake Erie, Michigan. The Nantucket Bridge is the only connection to the mainland, though a seasonal ferry runs between the town and its closest neighbour, Clivesdale.

On the surface, not a lot seems to happen in Hatchetfield. As far as most people are concerned, it's a stock-standard, boring Midwestern community where the most pressing news story is the current status of the GoFundMe for Peanuts, the Hatchetfield Pocket Squirrel (they've almost raised enough to build him his own squirrel house!). It isn't exactly the sort of place you'd expect the fate of the world to be decided.

Peel back this façade, and the land churns with death and darkness. Nearly two hundred years ago, the Hatchetmen—the first settlers who paid in blood to tame this land—were nearly destroyed by the machinations of the Muck-Witch, first disciple of the Lords in Black.

The Muck-Witch was defeated, but her soul was restless and desired to return. To stop her, the Hatchetmen planted the Witchwood Forest, ritually sacrificing those with psychic gifts and binding their spirits in trees to create a psychic web to entrap the witch, so she could never return. Their descendants maintain this tradition of blood sacrifice to this day, to keep the web strong enough to contain her.

The Muck-Witch's patrons, the five Lords in Black, are eldritch beings that dwell in the Black and White, an extradimensional realm connected to the dreams of those with psychic gifts. The witch was only one of many agents that have served them over the years, but their efforts to corrupt this world have been kept in check by the efforts of their sister, a benevolent entity sometimes called the Lady in White. Other players, such as the US military taskforce PIEP, are also aware of the supernatural underbelly of this world and try to understand or control it to achieve their own ends.

Thirteen years ago, however, the most powerful psychic in the history of the universe was born in Hatchetfield. The world fractured, reality itself shattered into a myriad of parallel timelines. In each of these iterations, events play out radically differently due to the influences of the entities in the Black and White, which touches all of the differing timelines.

By default, the iteration you find yourself in is a fairly quiet one—the Lords in Black are quiescent, enacting no serious schemes during your stay here. You are unlikely to run into anything too dangerous unless you deliberately go looking or go out of your way to provoke a response.

However, by selecting drawbacks, you can change the parameters of the iteration. Take care, as this will generally make things more difficult for yourself. Scenarios are available if you wish to visit the specific iteration depicted in an existing story.

You will be staying here for the next 10 years.

You have **1000** cp to spend.



BACKGROUND

You may freely choose your gender and starting age.

However, you may instead choose to roll to determine your age and/or gender to gain an additional +50 cp each.

For age, roll 6d6+9. For gender, roll 1d6 (1-2 male, 3-4 female, 5-6 nonbinary/agender).

You arrive in the town of Hatchetfield sometime in 2018 with valid identification appropriate to your origin (if any), and have access to a basic home or other place to stay as appropriate for your origin.

ORIGIN

Choose one origin for free.

Drop In

You have no prior history in this world, simply appearing from nowhere in your chosen starting location. You are free of all connections or encumbrances and all that that entails. It may be advisable to keep a low profile—there are forces in this world (both good and bad) that may take a special interest in you should they discover that you effectively didn't exist until today.

Worker

You're a fairly average citizen of Hatchetfield, working a regular job at a local business. The exact nature of your job is up to you—you may be an office drone, your days consisting of meeting deadlines, dealing with asshole colleagues, and dodging signups for the company softball league. You could be a teacher at Hatchetfield High, or a barista at Beanie's or Starbucks. Or maybe you work in retail, at a store at the Lakeside Mall?

Elitist

You've become accustomed to a certain level of power and privilege and delight in taking advantage of it. As far as you're concerned, there is no one in this podunk little town more important than you. You may be a well-connected socialite or influencer who's cultivated a dedicated following, or perhaps your family is old money, with all the associated power and prestige that comes with it. Rules? Rules are for the little people, to keep them in line, and don't apply to someone as special and important as you.

Agent

You work for an organisation that is directly involved in the larger designs of the eldritch entities of the Black and White, though your understanding is woefully limited and incomplete. The US military's Paranormal, Extraterrestrial, Interdimensional Phenomena taskforce, led by General John McNamara, is just one of these agencies—there are many others, including Coven Communications Research and Power, a suspiciously well-resourced corporation based in Hatchetfield.

Disciple

There are entities in this world beyond the comprehension of most of its ordinary inhabitants. You, on the other hand, are far from ordinary. You may be independent, aware of the greater pattern but not directly allied to a major player, or perhaps you have pledged to a nonhuman entity, bargaining service in exchange for power.

Musical Fiend

People like you come from all walks of life, with just one overarching thing in common: A burning passion for musical theatre. To you, musicals explore the true depths of the human soul and express it through the wondrous mediums of song and dance. Your deepest wish may well be for your life to become a musical. I mean, this is the entire reason you came here, right?

Entity

You aren't human. You may have been, once, but if you were you are something more now. Entities come in a wide variety of different shapes and forms, from the Hatchetfield Ape-Man, to timelost androids, to disembodied/possessing spirits, to alien fungus, right up to the formidable monstrosities known as the Lords in Black. You decide the specifics of what you are, but by default with no special perks this does not give you any more power than an ordinary human.



PERKS

100 cp origin/alignment perks are free for their matching origin/alignment.
Other perks that match your chosen origin/alignment receive a 50% discount.

Latte Hottay [50 cp]

You have a natural, girl/guy-next-door style of appeal that sets you apart from others. This is a mix of some solid good looks with an approachable, friendly demeanour that makes it easier to attract friends and connect with people in general.

Get a Hobby, Dude [200 cp]

If you indicate that you would like someone to stop pursuing, focusing on or otherwise involving themselves with you, they are significantly more likely to agree that their time is better spent elsewhere and simply leave you alone. The stronger their degree of focus on you personally, the stronger this effect is—if a police officer is pursuing you because you broke the law, this might get them to re-evaluate the resources they're investing but that's about it, whereas if someone is obsessively stalking you for revenge, it will be a much more severe wake-up call for them.

Tick Fucking Tock [800 cp]

You are in possession of eldritch powers that allow you to travel backwards and forwards in time, up to 20 years in a single jump. The further you travel, however, the more taxing it is on your abilities—jumping back several minutes might just require you to catch your breath for a moment, while a full 20-year jump is likely to exhaust you to the point where you cannot time travel again (or use much other power, for that matter) for several weeks of relative time.

In addition, you have an exact sense of your position in the timestream at all times and can sense the presence of temporal distortions and other time travellers.

DROP IN

Ok. Ok. Ok. Ok. [100 cp; free Drop In]

People will tend to casually accept unusual behaviour from you and anyone affected by your perks, so long as you don't actively interfere with them. For example, you suddenly bursting into song, walking down the street nude or similar won't elicit surprise or confusion, but if you just start slapping random people they will react as normal.

Kick Your Head [200 cp; discount Drop In]

You are an extremely competent martial artist, able to easily defeat even several opponents attacking you simultaneously in melee combat. Your training has mostly been based around maximising the effectiveness of high kicks and other strikes to the head and neck. It's the most vulnerable part of the body, after all. That's what Sensei Bill taught you.

You Guys Are Embarrassing Me [400 cp; discount Drop In]

Your reactions, sense of timing, multitasking skill and ability to perform synchronised actions are all superhuman. It's a cinch to replicate a heavily choreographed routine after seeing it just once or even just picturing it in your head—even if you're somehow controlling multiple bodies at once, all of their actions will be perfectly timed and synced as desired.

Let It Out (Let It In) [400 cp; discount Drop In]

There are many things that can possess or otherwise control others. If you are ever affected by such a thing, you instead retain complete autonomy (as if you were unaffected). While affected in this way, you still gain any and all benefits that are associated with the condition. For example, if being possessed by a demon would make your body superhumanly strong, you would still get the strength boost even though you remain in control of your body. If you were assimilated by the Borg, you could make use all of your implants/nanites and communicate with the Borg hivemind, but it wouldn't be able to control you.

I Don't Like Musicals [600 cp; discount Drop In]

You can selectively ignore nonstandard physics, narrative tropes or other similar elements in this and all future Jumps. This can affect potentially anything so long as it deviates from a "normal, real-world" baseline. For example, in a Jump that normally runs on Toon physics you can cause things to happen near you as they would under real physics instead (with potentially horrific results!); in a science fiction Jump you could stop tech that shouldn't actually work from working; in a musical Jump, you can make it so that people do not just randomly burst into song and dance; and so on. Killjoy.

Time Bastard [600 cp; discount Drop In]

You are completely immune to temporal paradox, and cannot be retroactively un-existed or otherwise killed via paradox. If your personal timeline is altered (either by you or someone else), you will retain memories of both timelines.

You can choose to unshackle your perception of time, but only within the limits of the current Jump. While this is active, you simultaneously experience your entire personal timeline within the Jump. This can be extremely disorienting without some other way of processing the volume of sensory input, as every choice you make is now impacted by every other choice you have or will make that Jump, making your personal timeline extremely volatile. However, as long as you can remain focused it does give you a perfect ability to foresee and react to events. After completing your chain and obtaining a Spark, this ability is no longer limited to your current Jump and applies to your entire existence.

WORKER

Mr Business [100 cp; free Worker]

You are highly skilled in a single mundane profession of your choice, with a drive to succeed and a level of creative and strategic acumen that sets you above most others in your field.

I Want You to Want [200 cp; discount Worker]

Expressing an honest, earnest desire will cause people who hear it to sympathise with you. They will generally attempt to assist you achieve your desire so long as it doesn't endanger them and isn't directly contrary to their own interests (though they'll feel bad about it and will be easier to convince otherwise). If you express this via song, it will have an even more potent effect.

Isolation is Conducive to My Work [400 cp; discount Worker]

You work better alone. When performing lengthy tasks such as crafting, research or writing, your skill, speed and level of quality rises proportionate to how long you have been left completely alone. Tucking yourself away for a day to work on something will see only a small increase in output quality, but a week's worth of work might see a level of polish or progress that would normally be attributable to a small team, and a month will have you making breakthroughs equivalent to what you might expect from a small company. A year of complete social isolation will have you producing things as though you had a multinational organisation backing your tasks.

Think About the Implications [400 cp; discount Worker]

By taking a moment to think, you can instantly predict almost all of the implications of any given action or hypothetical scenario so long as you either already have or could reasonably gain access to the information that would enable you to make that inference (e.g. if you could work it out after a few hours of research or poking around on your own, or spending a week speaking with all of your contacts, etc, etc).

Made in America [600 cp; discount Worker]

You are a marketing genius with an almost supernatural level of skill at manipulating trends and large populations—regular people all just puppets, dancing on your strings. You're able to reliably create viral sensations, come up with unique, memorable ad campaigns that will be remembered fondly for years, lure in engagements using expertly meme-ing social media accounts, and solidly translate all of that into sales and clients for whatever company you are representing. If desired, given a platform and some time you could easily induce mass shopper mania, panic and rioting, and similar phenomena.

Build It and They Will... [600 cp; discount Worker]

You are a highly-skilled multidisciplinary scientist, especially good at leveraging the strengths of different disciplines and combining them to create masterful inventions. In particular, you have an incredible amount of knowledge and experience with both biological science and electrical engineering.

You are a robotics expert, able to create and program highly complex robots that can easily meet or exceed the abilities and parameters of humans, while your mastery of the biological sciences is such that it allows you to create perfect genetic clones using only a small amount of material as a base, as well as artificially induce aging in them to create replicas of people, complete with their memories.

In combination, these skills allow you to do things like create highly advanced synthetic androids, with internal cybernetics that make them significantly stronger, faster and more durable than an ordinary person while their cloned flesh renders them virtually indistinguishable from a baseline human.



ELITIST

Adore Me [100 cp; free Elitist]

People tend to be more positively-inclined toward you in general, with those who would normally be neutral to you easily finding reasons to like you and making those who already like you more ready to do you favours, or be recruited or seduced. Even people who would normally find you distasteful for whatever reason will be more inclined to ignore your more objectionable traits.

Can't Fake an Accent Like That [200 cp; discount Elitist]

No matter where you go, you can effortlessly blend in with the upper crust of society. In social encounters with the upper class, nobility, royalty, and similar, you'll effortlessly pick up on even highly intricate or specific local etiquettes and seamlessly make use of them, whether it's the correct usage of titles and forms of address, knowing the precise angle to bow to convey the correct amount of respect, or even just knowing which eating utensil is used for what dish and how.

Man in a Hurry [400 cp; discount Elitist]

Don't these people know that you're in a hurry? Simply by letting people know that you are, you're able to easily bypass most time-wasting social niceties or artificially imposed waiting periods. No more waiting in queues, you'll be ushered to the front of the line instead. You'd normally need a reservation, booked five weeks in advance? They'll shuffle things so you can be seated immediately.

Right in the Subpoena [400 cp; discount Elitist]

With only a moment's observation, you can easily pick out a target's weak points, whether they're physical soft spots or emotional/mental ones. Not only that, but any of your attacks or other attempts to exploit weak points you've identified are more accurate and hit harder—shots will veer to hit the exact target, cutting words will take a heavier psychological toll, and so on.

I Need Four [600 cp; discount Elitist]

Every ten years, or once per Jump, you may take any one item or object and create three completely identical copies of it. The copied object can be anything non-living up to the size of a large car. Created copies share all of the original's traits (including fiat-backing, if applicable) and count as the original for all intents and purposes. What, they expected you to just share one, like some junkie children with a needle?

Whatever You Do, Don't... [600 cp; discount Elitist]

You are a master manipulator, especially when it comes to using reverse psychology and suggestion to get someone to do what you want them to while making it seem like it was their own idea all along. You are especially disarming when doing this, coaxing people into following your hidden instructions without drawing any unnecessary attention to you or your manipulations. People convinced by you in this way are much more likely to completely disregard or omit you in the recounting of their decision, insulating you from any consequences or fallout you might otherwise incur for these actions.

AGENT

Show Me Your Hands [100 cp; free Agent]

If you raise your hands and earnestly offer to surrender, even enemies who might not normally be inclined to will show you mercy. They may disarm, rob, capture or imprison you, but unless you put up a fight they won't deliberately do anything to hurt or kill you.

Spare Change for the Homeless? [200 cp; discount Agent]

Unless you want them to or you do something especially overt, people are unlikely to notice you and even deliberately go out of their way to ignore you so long as you aren't posing any direct inconvenience to them. Attention just seems to slide off you, so it's fairly simple for you to do things in the background without anyone noticing.

Theoretical Physicist [400 cp; discount Agent]

That's like a scientist. You have a PhD in theoretical physics and some understanding of how alternate realities, timelines and dimensions work. With a bit of hard work, access to high-level electrical engineering know-how (either your own or by working with someone else) and the right equipment, you are capable of creating large technological devices that can act as gateways. These gateways can lead anywhere in your current Jump's multiverse, so long as you are able to research and identify them.

This also allows you to build a time machine, though the machine itself cannot travel through time—if you travel to before you built it, you'll need to build a new one in order to get back to your original time.

In this Jump, you can use these gateways to travel to the Black and White or to alternate iterations. After completing your chain and obtaining a Spark, the gateways you create are no longer restricted to your current Jump's multiverse.

Field Agent [400 cp; discount Agent]

That's like a soldier. You have all the skill of a top-ranked Special Forces veteran, a highly trained and conditioned soldier a cut above the average. You've received extensive training and direct experience in military close quarters combat and small unit tactics, making you an incredible dangerous individual. Your skill in marksmanship is off the charts, equal in skill to some of the best in history.



Hatchetman [600 cp; discount Agent]

You are deeply knowledgeable about the ancient rites of the Hatchetmen, the founders of Hatchetfield, and can use this knowledge to capture and bind eldritch entities. Setting up one of these psychic webs takes time and requires appropriate physical anchors—the more potent and numerous the anchors, the more powerful the binding. The sacrifice of a living creature provides the strongest binding, using their spirit to fuel it, and the more powerful the creature, the more powerful the anchor. Unlike the Hatchetmen, however, your bindings never deteriorate over time or require upkeep—the only way for them to break is for them to be deliberately broken.

A minor ghost could be bound and trapped with a fairly simple binding, using some objects with a strong sympathetic connection to their former life. A powerful spirit, such as that of a former spellcaster or one that can switch bodies using the ritual of transference, will be difficult (but not impossible) to bind without the equivalent of a few sacrifices. An entity on the level of one of the Lords in Black would be difficult (but not impossible) without a multitude of strong sacrifices. Given enough power, even more powerful entities may be bound.

Monsters and Men [600 cp; discount Agent]

Your natural, raw leadership ability is off the charts, allowing you to cultivate unshakeable loyalty in those who follow you. With a stirring speech or song you can greatly inspire those around you, granting them heightened confidence or willpower, or even letting them push their abilities significantly beyond their normal limits for a time.

In addition, whenever you salute someone, you may choose for an eagle (actually a red-tailed hawk, but close enough) to punctuate the action with a dramatic cry from above.

DISCIPLE

Did You Hear the Word? [100 cp; free Disciple]

Just by being in an area, you automatically learn any gossip, rumours, or other minor but interesting bits of information known by the locals. Further, you can immediately discern which of them are untrue or exaggerated and what the truth of the matter is.

Do You See Him? [200 cp; discount Disciple]

If someone is touching you, you may choose to share some or all of your senses with them, allowing them to experience what you are experiencing. This can include any supernatural senses you may possess. Sharing your senses in this manner does not overwrite or impinge on the use of their own senses in any way.

Cult Following [400 cp; discount Disciple]

Sheep are meant to be led, and you have a talent for convincing people to believe in you and your ideals. Indoctrinating weak-minded people is a cinch for you, allowing you to quickly build a small cult of borderline fanatics with only a bit of time and effort. These followers are invariably weak and disposable, but they will follow your every word and treat you like a god(dess) if you so wish it. It wouldn't even be particularly hard to convince them to die in your name, either as a sacrifice or by throwing themselves away in a suicidal action on your behalf.

Power in that Noggin [400 cp; discount Disciple]

Your mind is reinforced with psychic power—with some concentration and focus, you are able to reach dream realms and similar mental/psychic dimensions by mentally projecting yourself there. Once your mind is present in one of these realms, you are able to exert your power to mould it and affect your surroundings, or use the power of thought to defend yourself or attack others.

In cases where there is one of these realms close to the physical world you can, with significant effort, draw something from that realm into the physical. Manifesting something small and handheld is easy enough (for example, a gun), though as the manifestation's scale increases the difficulty increases exponentially. Living things, however, are the most difficult of all and will be almost impossible to manifest without some sort of catalyst to significantly amplify your power.

Blade of Truth [600 cp; discount Disciple]

Whenever you deliberately and directly speak the truth, anyone who hears you knows for a fact that that is exactly what you are doing. No one will ever think that you are being dishonest, exaggerating, or presenting anything less than the actual facts (so long as that's what you're actually doing). Your supernal ability to communicate the truth also allows you to cut through the deceptions of others, revealing all falsehoods and deceptions to those present with a simple flick of your hand. This includes things like disguises, invisibility, illusions, and similar attempts to conceal or hide something.

We Will Build a Portal [600 cp; discount Disciple]

You are able to build gateways between realities. Creating such a gateway does not take long but requires a physical shell for the portal, an expenditure of power, and a catalyst.

The precise appearance of the portal is up to you, but will always be thematically resonant with the dimension you are trying to reach. The expenditure of power can be fulfilled through a personal expenditure of effort using magical/psychic energy or similar (or via a blood sacrifice in a pinch) and the required amount of power increases exponentially based on the size of the portal you are trying to create. The catalyst needs to either be an object originating from the dimension in question or some other item with a strong resonance with the destination.

In future jumps, this perk can not only be used to reach any alternate reality or dimension in the local multiverse, but also to form a link back to the Black and White, allowing the eldritch entities that dwell there ingress to other worlds. Are you sure you wish to do this, Jumper?

MUSICAL FIEND

La Dee Dah Dah Day [100 cp; free Musical Fiend]

You gain a modest talent as a singer, but the real prize here is your ability to spin a song out of nothing. The speed at which you can cobble together and sing lyrics on the fly is nothing short of astonishing, never missing a beat on split-second decisions in song-writing. Not only that, but you can also conjure music from out of nowhere as if you were in a musical. The quality of this music scales relative to your general musical talent—at a baseline, it's just largely forgettable backing, but if you're a skilled musician then this conjured music will benefit from every bit of your own personal expertise.

Vocal Rest [200 cp; discount Musical Fiend]

You can communicate perfectly using nonverbal means, even getting across detailed concepts without needing to speak a word or share a language with those you are communicating with. Further, going without speaking for a while noticeably improves the quality of your voice—the longer you go without speaking, the more pleasing the sound of your voice will be when you do speak (or sing).

You Tied Up My Heart [400 cp; discount Musical Fiend]

When you hear someone sing you can read them as easily as a book. You get a perfect sense for their current mental and emotional state, a general idea of their current surface thoughts and things that have happened to them recently, and even some sense of what the near future will hold for them. This ability allows you to automatically see through any attempt at deception (so long as you hear them sing).

A Kickline is Inevitable [400 cp; discount Musical Fiend]

When you sing, people can't help but join in when the song calls for it. Bystanders may join you in an impromptu dance routine, provide backing vocals, or even be inspired to join you in a duet. Their talent as a singer gets boosted to match your own for the duration of the song, and appropriate lyrics will spontaneously appear in their mind, ready to be sung. However, this isn't mind control and doesn't give you any specific control over their actions—it won't stop someone from choosing to punch you in the face mid song (though they're more likely to choose to incorporate the action into the song).

Many Roles [600 cp; discount Musical Fiend]

You are a flawless actor and master of disguise, assuming and casting off roles at will. You can convincingly play any role you choose or invent, with even those who would normally be skeptical of your performance being drawn in (unless you break character). You can easily assume someone's identity and mannerisms even if you haven't observed them for yourself—you simply immerse yourself in the role and the universe fills in the details, inspiring you to mimic your subject perfectly and even letting you somehow draw forth specific details that you had no way of knowing about.

Show-Stopping Number [600 cp; discount Musical Fiend]

When you break into song or similar (e.g. a monologue or lengthy transformation sequence), no one wants to interrupt you... not even your enemies. Instead of attacking, they'll pause what they're doing to enjoy your performance and wait for you to finish. This effect has limits—if you take offensive actions, they will respond and/or defend themselves, they won't stop doing something if it's especially time-sensitive, and you can't keep someone locked down like this for more than a dozen minutes at most.

ENTITY

Hidden in Plain Sight [100 cp; free Entity]

So long as you act casual and don't draw attention to yourself, people will generally not question or remark upon your physical appearance or form, nor will what you look like ever be a cause for panic or alarm unless you want it to be.

Wooly Foot [200 cp; discount Entity]

You are supernaturally tough and strong, fully capable of ripping limbs off ordinary humans with a little effort. You can run up to 40 mph, and have minor regenerative abilities that allow you to recover from most non-crippling injuries in a day or two.

Join Us (And Die) [400 cp; discount Entity]

Choose one of your perks. Every person within a certain radius of you gains the benefits of this perk. They do not subsequently lose the perk after moving outside of the area of effect—the only way they will lose access to it is if you turn this ability off.

The radius of the effect is based on the undiscounted, original cost of the chosen perk: a 100 cp perk will affect anyone within 200 feet of you, with more expensive perks having a commensurately lower radius (e.g. a 200 cp perk is twice as much, so the radius is half the size, i.e. 100 feet; a 400 cp perk is four times as much, so the radius is reduced to one quarter, i.e. 50 feet; and so on).

You can turn this ability on or off at will. When you do, everyone affected loses the perk you were spreading. When you turn it back on you may change which perk it applies to.

Replacement Parts [400 cp; discount Entity]

You have the ability to replace removed or destroyed parts of your body by taking an existing similar part and attaching it in the original's place. Replacement parts need to be at least vaguely similar in form/function to the original (e.g. you could replace your arm with a tentacle, but not a second head). The replacement retains all of the innate functionality it would normally have—a replacement arm will be just as strong as it was on its original body, an eye from a creature that can see perfectly in the dark will still be able to, and so on. You will never need to worry about a donor part being rejected by your body, and you can even easily incorporate cybernetic versions of organs or other parts without any risk of surgical issues or rejection.

The Apotheosis is Upon Us [600 cp; discount Entity]

You have complete awareness of and control over every part of yourself, including representations of you and things that otherwise 'count' as you. You are all of them, and they are you. For example, if you were reflected in a mirror you could control and move that reflection independently, if someone drew a picture of you you'd be able to see through the drawing's eyes, and if somehow a person counted as you for the purposes of any effect you would be able to control that person and even use their senses.

Soul Transference [600 cp; discount Entity]

By reciting a short incantation, you can perform the ritual of soul transference, allowing your spirit to detach from your body to inhabit a different one. There are two ways to use this ritual. Firstly, in order to take over the body of another person, you must kill them while performing the ritual. They die as normal, their spirit leaving their physical body an empty vessel, and your spirit enters in their place, reviving the body and automatically healing whatever injury killed them just enough for you to survive.

Alternatively, if you would die while performing the ritual, your spirit can instead flee your dying body and enter an inanimate object that you are in contact with. While possessing an object in this way, you can move any articulated or otherwise mobile parts of your new form (e.g. if you possess a car you can drive around, but a chair will essentially be completely immobilised). However, you do retain the ability to speak regardless of what object you are possessing.

COMPANIONS

Peanuts [free or 50 cp]

Aw, ain't he a cutie? It's Peanuts, the Hatchetfield pocket squirrel. Peanuts counts as a pet/follower rather than a companion. In all respects, he is an ordinary squirrel except that he is always in perfect health unless attacked, respawns in your pocket (or your hand, if you don't have any pockets) within six hours if killed, always escapes from any sort of prison or hostage situation, has a basic understanding of anything you say to him, and is completely loyal to you.

For 50 cp, Peanuts becomes a full companion. In this case, he is as intelligent as a regular human and is capable of speaking any language you can also speak.

Also Starring... [50 cp each; or up to eight for 200 cp]

You may import up to eight companions to accompany you. They each gain an origin and 600 cp to spend on perks.

Canon Character [50 cp each]

Provided you can convince them to join you, you can take one of the ordinary human locals with you when you leave as a companion.

Chumby [100 cp]

You may take the Hatchetfield Ape-Man himself as a companion. Chumby is a nine-foot-tall sasquatch covered in thick black fur. He's incredibly strong, fully capable of ripping limbs off ordinary humans with a little effort, and can speak some rudimentary English.

Working Boys [100 cp]

Greg, Steve, Stu, Mark, Leighton and Chad. A group of successful businessmen that long for the simpler times of their college days. The Working Boys are companions that share a single slot when importing into future jumps and divide the effects of all perks between themselves equally (i.e. each get $1/6^{\text{th}}$ of the perks' effects).

The Jumbles [100 cp]

Don't be scared. This group of seven followers dress in low-budget outfits designed to be reminiscent of your most iconic alt-form/outfit and essentially worship the ground you walk on. At your option, they can possess any cosmetic, non-human traits that would be appropriate for the alt-form they're mimicking (e.g. horns, tails, feathers, fur, etc). Anytime you want them to, they can appear seemingly from nowhere to sing your praises alongside a choreographed dance routine, and disappear just as easily.

StarKid Expanded Universe [100 cp]

Choose any (human) character from any StarKid production or any actor/actress that has appeared in at least one StarKid production. Take this perk and that person will appear with you in this Jump, joining you as a companion from here on out. (They may, however, be very confused as to how they got here.)

ITEMS

100 cp items are free for their matching origin.

300 cp items are discounted by 50% for their matching origin.

Items/properties can be freely imported into similar items/properties.

StarKid Merch [50 cp]

A complete collection of StarKid merchandise, including copies of all of their show DVDs, soundtracks, posters, enamel pins and shirts. Basically, if it's ever been for sale on their website, you have one.

Cup of Roasted Coffee [50 cp]

With a gesture, you can summon a recyclable cup of kinda eh but still drinkable coffee (may or may not come with spit in it, your choice). Once per day, you can summon a pretty decent iced caramel frappe instead.

Watch [50 cp]

A wristwatch of superb quality and make. If it is broken or lost you can summon it, fully intact, back to your wrist. Time is a precious thread in the fabric of the universe; it deserves its own tool of measurement.

Two Tickets to Anything [100 cp; free Drop In]

Two tickets that will get you VIP access to anywhere that has a ticketing or reservation system. Eat at whatever restaurant you like without making reservations in advance, go to any concert or theme park, and so on. The tickets respawn/refresh weekly.

Lucky Baseball Cap [300 cp; discount Drop In]

This Hatchetfield Nighthawks baseball cap once belonged to a great warrior. When worn, it conveys an absolute, inviolable protection from any harmful supernatural or otherwise extranormal dangers on its wearer. However, outwardly it's just a simple cap and can still be taken or destroyed through mundane means.

Peace on Earth and Lots of Money [100 cp; free Worker]

An easily-accessible bank account that receives a monthly, fiat-backed deposit of \$44,999 USD. In other Jumps, you receive the equivalent in the most commonly accepted currency of whatever setting you're in. Unspent currency does not get converted when you enter a new Jump.

Jumper Inc. [300 cp; discount Worker]

A company that pushes the boundaries of what one might call a "small town business" that specialises in an area of your choice. The tidy assortment of Pauls and other office drones that work here are guaranteed to be skilled enough at their jobs to keep your stocks high. Without your intervention the company basically runs itself, netting you a tidy profit. If you take the helm, however, you'll find that the company's processes and procedures are set up to perfectly take advantage of your own acumen and skills, greatly magnifying the benefits of any of your business-related perks.

Gerald's Number [100 cp; free Elitist]

You gain a top-of-the-line smartphone that can connect to any mobile network with unlimited minutes and data. In the address book, you'll find an entry labelled 'Gerald'. Every Jump advanced enough to have a mobile network has a Gerald, who will perform basic tasks for you whenever you need him to, often quicker than humanly possible. This has a few limitations: (1) Gerald can only accomplish individual tasks that an ordinary, unpowered human with about \$200 US (or the local equivalent) could accomplish, (2) Gerald cannot get within 1000 feet of a Cinnabon, and (3) you will never be able to physically interact with or see Gerald—if you ask him to pick up something from the store he can leave it outside your door, but he won't bring it in to you, etc.

Blank Cheque [300 cp; discount Elitist]

Once per Jump, you receive a blank cheque that can be used to pay for any one thing, from a corporation to a place in line. People can still refuse to sell to you for other reasons, of course, however, they will always consider the check to be a more than fair price for whatever it is you're trying to buy from them.

Firearm [100 cp; free Agent]

A Beretta M9 that never runs out of ammo. You have been authorised to use this firearm—no one will ever question you taking it anywhere or using it, even places you normally wouldn't be allowed to have or use a gun. This does not shield you from the consequences of using it, of course.

Environmental Suit [300 cp; discount Agent]

This heavy-duty sealed environmental suit protects against any and all environmental hazards, including temperature extremes, vacuum, pressure, and so on. Stab and slash resistant, but not bulletproof. Has a large, transparent bubble helmet and an unlimited supply of fresh, breathable air. If damaged, it repairs itself fully within one hour.

The Black Book [300 cp; discount Disciple]

This abominable tome was penned by Willabella Muckwab the Muck-Witch, first disciple of the Lords in Black. Written in the blood of sacrificed children, it contains secret knowledge of the true nature of the Black and White and its inhabitants, as well as a number of potent but subtle magical spells (including hypnosis/dreamwalking spells and a lesser version of the ritual of soul transference).

Alexa [100 cp; free Musical Fiend]

This is an Amazon Echo with their proprietary virtual assistant, Alexa, on it. It responds to voice commands and is capable of performing any action that Alexa could reasonably be set up to do, even if it isn't actually synced with something (e.g. it can dim any nearby electronic lights even if they're not connected to it, hijack speaker systems, etc). It also has a self-destruct feature—when activated, it will cause a small, nearly harmless explosion. A destroyed Alexa will respawn in your possession or in your warehouse after 24 hours.

Survivalist Compound [300 cp; discount Musical Fiend]

This walled compound is centred around a decent-sized house and a cellar filled with all of the essentials to maintain human life (you bet your ass we got booze!). It comes with a large rainwater collector and water purifier system, solar panels and a backup fuel generator (with plenty of fuel), and is surrounded by 15-foot-high walls topped with barbed wire and an automatic heavy metal gate. It's pretty much the perfect place to ride out an apocalypse. In future Jumps, it can either be inserted into a suitable place in the Jump or attached to your warehouse.

Blue Shit [300 cp; discount Entity]

What the fuck is this shit? You can vomit up a practically infinite amount of gelatinous blue slime. This blue shit can act as a vector for any perks or powers that depend on your presence, counting as "you" for the purposes of things like spells or powers that can only target yourself, emanating auras, or similar abilities.

For example, a spell that causes "an explosion of flame, centred on you" would allow you to centre the effect on the Blue Shit, but a general perk that makes you "immune to fire" would not be shared with it. By puking it into someone's mouth, you can make that person count as "you" as well.

SCENARIOS

Many different iterations of Hatchetfield exist in this universe, all tied together through the Black and White. By default, the iteration you find yourself in is a new one, and the specifics of characters and events are based on your choices. However, if you'd like to visit the iteration depicted in a specific story instead, such as *The Guy Who Didn't Like Musicals* or *Black Friday*, you can select a scenario below.

You may take as many scenarios as you wish, though some are mutually exclusive and some have drawback requirements—see individual descriptions for details. If you select multiple scenarios, they occur in descending order (spaced out over your time in this jump, not concurrently).

Failing a scenario is not a chain failure unless specifically noted—by default, the only consequence of failing a scenario is missing out on the reward.

The Guy Who Didn't Like Musicals

Requires: *Black Apocalypse* ([Pokey](#))

Mutually exclusive: *Black Friday*

*In the tiny town of Hatchetfield
Lived an awful grinch named Paul
He spends his day surfing the web
And not singing and dancing with us all
Should we kill him? Should we kill him? Should we kill him?
Oh, he pines after a cute lil' barista
Isn't that worth a show-stopping fiesta?
But for some damn reason
He won't join our singing season
What an ass! What a bitch! What a cuck!
...
The guy just doesn't like musicals!*

When you arrive in Hatchfield, it seems like a day like any other—people going for their morning jog, getting coffee, or heading in for an early start at work. However, last night, a mysterious storm obscured the arrival of a malevolent alien intellect and it is already had time to spread tendrils throughout the town.

Guided by [Pokey](#), a meteor crashed into Hatchetfield's Starlight Theatre and began to infect the populace with fungal spores that allows its parasitic influence to spread. PIEP will arrive in town to try to contain the infection, but without your help they are doomed to fall to the Lord in Black just like everyone else.

The glowing meteor at the heart of the partially-demolished theatre certainly seems important, and it is where the spores cluster thickest, but not even its destruction can stop the spread of the musical infection. If nothing changes, [Pokey](#)'s malign influence will run rampant through the town. Eventually it will spread to the mainland and, from there, to the rest of the planet.

Your victory condition is to thwart **Pokey**'s plan to infect the world, either by successfully limiting the spread of the fungal spores—ensuring that the Hatchetfield outbreak is contained—or by stamping out every last trace of the fungus. Once you wipe out the fungus, or reach the end of the jump without infection escaping containment at Hatchetfield, you will receive:

- A t-shirt that says "I averted the apocalypse and all I got was this lousy t-shirt."
- A **Pokey** doll of your very own. This creepy, vaguely ugly doll contains a tiny, essentially powerless replica of **Pokey**'s mind. The doll has a mask-like face that looks made of stone, cracked and leaking blue goo. It is capable of communicating telepathically with anyone within 5 feet of it, and shares **Pokey**'s cold and unforgiving nature, as well as his hatred for any voice that isn't his own.

Black Friday

Requires: *Black Apocalypse* (**Wiggly**)

Mutually exclusive: *The Guy Who Didn't Like Musicals*

You arrive in Hatchetfield early in the morning on Black Friday, just in time to hear a catchy jingle on the radio advertising a new children's toy that will be on sale today. The dolls, however, have a strange effect on people, filling them with a compulsion to obtain one or more at any cost.

If nothing is done, the first part of **Wiggly**'s plan will be thwarted in Hatchetfield by a small group of locals, who will prevent his birth into this world by killing his chosen prophet. However, while this is occurring, **Wiggly** will trick PIEP into sending a nuclear bomb through the Black and White, where he will send it through another portal into Moscow, triggering World War III.

—

Your victory condition is to thwart **Wiggly**'s plan to trigger WW3. Once his birth into the world has been averted, Uncle Wiley has been stopped permanently, and **Wiggly** is either prevented from e tricking the US into nuking Moscow or WW3 is otherwise stopped, you will receive:

- A **Wiggly** doll of your very own. This creepy, vaguely ugly doll contains a tiny, essentially powerless replica of **Wiggly**'s mind. It is capable of wiggling its face-tentacles and communicating telepathically with anyone within 5 feet of it, and shares **Wiggly**'s childlike personality and way of speaking, as well as his extremely sociopathy and sadism.

Watcher World

Requires: *Black Incursion* (**Blinky**), importing or recruiting at least one companion

Are you ready to **watch** all your dreams come true?

You and your companions will start this jump in the entrance arcade of **Watcher** World, an aging amusement park at the edge of Hatchetfield, surrounded by the thousands of unblinking **eyeballs** that cover the gift shops and food stands.

Well, now that you're here, might as well go experience some of the attractions, right? There's the log flume, the **Eyedrop**, or you could catch a musical **watch** party at Drowsytown Station. Praise the **watcher**!

I hear the Tearjerker is the tallest rollercoaster in the whole Midwest! Stop in at the fortune teller, Madam **Iris**, and hear the truths you've been avoiding about your companions. Try your luck at the sideshows! Pick up a mallet and try out the strength tester, where you'll be forced to face all of your past failures as you fail to make the puck rise again and again, no matter how hard you hit the target. **See** the ugly side of those you care about in the funhouse Hall of Mirrors!

The nature of this place is to **observe**. To **watch** and find all of your weak points—every emotional lever and button—and do everything it can to break you. It will turn you against each other, exacerbating and exploiting tensions between you and your companions.

You won't be able to leave, of course. No matter how hard you try, you just seem to get turned around and end up in a different part of the park. This isn't an amusement park for you, of course... everything that happens here is for *his* amusement. The **watcher** with a thousand **eyes**. **Blinky**. He's always **watching**. And he won't be letting you leave until he's **seen everything**.

Despite any efforts to the contrary, you'll remain in the park until the fireworks at tonight's parade. You and your companions will each arrive, drained and feverish from enduring emotional attack after emotional attack, and only once you've confronted each other and finally resolved your differences... one way or another... will you be able to escape the park. Then, and only then, will you be able to enter Hatchetfield proper and face whatever dangers await you there.

Now, go on. Go and have a day worth **watching**!

And remember... Blinky's got his **eye** on you.

—

Your victory condition is simply to survive the day and escape Watcher World after the night parade. Once successful, you will receive:

- A set of Watcher World merchandise, including a lifetime supply of **eye** candy, a Blinky eyeball hat, and a purple shirt with "I survived Watcher World and all I got was this lousy t-shirt!" written on it.
- A **Blinky** doll of your very own. This creepy, vaguely ugly doll contains a tiny, essentially powerless replica of **Blinky's** mind. Instead of a face, the doll simply has a giant, singular eye. It is capable of communicating telepathically with anyone within 5 feet of it, and shares **Blinky's** childlike and bratty nature. His intentions are not always malevolent—he merely does what he finds most enjoyable and wants to watch the most, though this does often involve violence.

DRAWBACKS

You may take up to 1000 CP worth of drawbacks, though some are mutually exclusive and some have requirements—see individual descriptions for details.

Understudy [+0 cp]

You may choose to self-insert as any character that would be appropriate for your chosen origin, though you do not gain any extra knowledge, power or abilities beyond whatever perks and items you select.

Lights Down [+0 cp]

Ten years is a long time to mess around in a world. If at any point at least two weeks have passed and you have already successfully dealt with all of your chosen drawbacks and scenarios, along with any major complications that arise, you may choose to end this Jump early.

If You Leave, You're Fired [+100 cp]

You and your companions, followers, etc., cannot leave Hatchetfield for the duration of the Jump. Hey, it could be worse... you could be stuck in Clivesdale.

Hamilton Move Over [+200 cp]

Before your time in this Jump ends, you must compose and star in a new musical of your own devising, which must go on to win a moderate degree of critical acclaim and international recognition. Failing to accomplish this goal before your time here is done is an automatic chain failure. Could be tricky if you fail to avert an apocalypse.

Black Incursion [+200 CP]

Choose one of the Lords in Black. At some stage during your time here, you will either be directly targeted by or incidentally caught up in one of their more minor schemes. A minor scheme is one that would put you at a significant personal risk of death (or worse) if you were an ordinary human and, at its most destructive, might result in the deaths (or worse) of the entire town of Hatchetfield.

This drawback may be taken multiple times, selecting a different Lord in Black each time up to a maximum of five. However, it is mutually exclusive with *Black Apocalypse* for each of the selected Lords in Black (i.e. you may take either an Incursion or an Apocalypse for each of the Lords, but not both). Take care, for the Lords in Black will often work together, their threat level increasing exponentially as more of these drawbacks are taken.

See the Notes for more information on Incursions and Apocalypses. If you are aligned or allied with a Lord in Black, selecting them using this drawback is worth no points.

Black Apocalypse [+400 CP]

Choose one of the Lords in Black. At some stage during your time here, you will be caught up in one of their major schemes. A major scheme is one that poses an existential threat for humanity.

This drawback may be taken multiple times, selecting a different Lord in Black each time up to a maximum of five. However, it is mutually exclusive with *Black Incursion* for each

of the selected Lords in Black (i.e. you may take either an incursion or an apocalypse for each of the Lords, but not both). Take care, for the Lords in Black will often work together, their threat level increasing exponentially as more of these drawbacks are taken.

See the Notes for more information on Incursions and Apocalypses. If you are aligned or allied with a Lord in Black, selecting them using this drawback is worth no points.

What if Tomorrow Comes? [+600 CP]

Oh, taking this was a bad idea, Jumper. Every single month of your time here, a new massive threat of some kind (supernatural, alien, extra-dimensional, etc) will emerge with Hatchetfield at the epicentre. The first month will be the alien meteorite, next month will be the events of Black Friday, and so on. Every. Single. Month.

Every single one of these threats is a potential extinction-level event for the planet, so you're going to have to stay on your toes. You may even see some familiar threats from previous Jumps making a resurgence here, and they'll have learned from their previous encounters with you.

THE END

Your ten years in this world are now complete. Choose:

Stay

You've built a life here, modest though it may be. This is your new home.

Return

You've had quite enough. Time to retire and go back to your original world.

Move On

It's been fun, but new worlds beckon.

Nightmare Time

What's that? You want to explore a different iteration? Had your fun in *The Guy Who Didn't Like Musicals* and now you want to experience *Black Friday*? Keen to see what else the Lords in Black can cook up? Very well.

You may use this jump document as many times as you wish, so long as you choose a different combination of *Black Incursion* and/or *Black Apocalypse* drawbacks each time you visit (placing you in a different iteration each time). However, you only receive the starting 1000 CP your first time through—for each subsequent visit, you only gain CP from drawbacks.



NOTES

***The Guy Who Didn't Like Musicals* jump v1.x**

Though it has a different name, this document is v2.0 of the *TGWDLM* jump. I wrote the previous version before the larger composition of the Hatchetfield universe had really begun to be revealed, adding in *Black Friday* elements because it didn't seem like a separate jump was warranted. Once the first three episodes of *Nightmare Time* aired, however, two things became clear:

- 1) Continually adding elements from other iterations to the existing *TGWDLM* jump was not the best approach.
- 2) A complete restructure/redesign was necessary to completely capture what was known and provide room to integrate future material into updates.

Everything that was in the *TGWDLM* jump has been included in this new document, though many things have been rearranged and reworked to fit into the new overarching design. Accordingly, I consider the *TGWDLM* jump to be completely depreciated and superseded by this one, and would recommend that only this document be used going forward (however, Jumpchain is a single-player experience so you are of course free to do as you wish, as always).

A growing setting

As with any other jump that deals with an ongoing story that has not yet reached a conclusion, some of the information presented in this document is based on interpretations, assumptions and extrapolations of information present in the existing Hatchetfield stories rather than direct, obvious facts.

Each new story that comes out recontextualises some things from previous stories, so I imagine that some of what I have written here will be rendered inaccurate as more material is released for the setting. I will endeavour to make updates as more Hatchetfield stories come out.

Black incursions and apocalypses

Unless you're doing a scenario, you'll need to come up with the details of these events yourself. The events of *Nightmare Time* *E01.1 Watcher World* and *E02.2 Time Bastard* are good examples of minor schemes that count as incursions. The events of *TGWDLM* and *Black Friday* are good examples of major schemes that count as apocalypses.

The five Lords in Black are:

- **Wiggly** (Wiggog Y'wrath)
- **Blinky** (Bliklotep)
- **Tinky** (T'noy Karaxis)
- **Pokey** (Pokotho)
- **Nibbly** (Nibblenephim).

Generally it seems that, without physically exiting the Black and White, the Lords in Black are unable to directly affect the world without a conduit or catalyst of some sort for their power (e.g. the dolls in *Black Friday* or the fungal goo in *TGWDLM*), so this should be taken into account.

Without such a catalyst, they appear to be mostly limited to mental/telepathic communication and working through their disciples or other third parties. However, in *Nightmare Time E01.1 Watcher World*, **Blinky** does create a human-sized manifestation or avatar of some kind, though it is physically weak enough to be killed with a single shot from a rifle (or it may just be a possessed human in a suit—it's unclear).

Travelling between iterations

If you possess a way to travel between iterations, any other iterations you end up accessing will be generally be roughly comparable, danger/difficulty-wise, to the one you started in. If you deliberately try to circumvent this by choosing a dangerous iteration and then trying to hide out in a less-dangerous one, the danger will follow you. The Black and White touches all iterations, and those that have mastered travelling through it can interact with multiple different versions of the world.

Time travel

While it is possible to use time travel to travel to a point before reality was split into different iterations, all forms of time travel used in this universe have an extremely high probability of attracting the direct attention of **Tinky** and are therefore not recommended (and due to his nonlinear view of time, his attention may be attracted before the time travel even takes place...).

CHANGELOG

- 2.0 27/07/23 Renamed jump. Complete overhaul of document, way, way too many changes and additions to fully list. Almost everything from the previous version of the document was retained, though many perks/items were moved to different origins.
- New Scenarios section added. Location section removed as unnecessary.
- Origins: The Guy/Gal folded into Drop In; Office Worker and Military renamed, two new origins (Disciple and Entity).
- Perks: Many reshuffled, even more added/new.
- Drawbacks: Section completely rewritten.

The Guy Who Didn't Like Musicals

- 1.1 22/09/20 Overhauled visual design of entire document (major reformatting, colours and images added, made own version of title image, section headings, etc).
- Origins: Minor changes to the wording of all origins, Supporting Cast changed to Officer Worker, two new origins added (Military Man/Woman; Elitist), moved self-insert options to a Drawback toggle (Understudy).
- Background: Options to roll starting age and gender added.
- Location: Rolling for location is now optional, new location added (Lakeside Mall).
- Perks: Many new perks (Latte Hottay, Do You See Him?, Blade of Truth, Made in America plus the entire Military and Elitist lines), Mr Business and Did You Hear the Word? swapped spots, Think About the Implications and Kick Your Head swapped spots, You Tied Up My Heart moved to general perks and cost adjusted, very minor amended descriptions for some other perks.
- Companions: Made Peanuts immortal, added Webby, added the Jumpsles, renamed The Boys to Working Boys.
- Items: Firearm amended to allow importing a gun, reworded/clarified Blue Shit and changed its price, origin discounts added to Alexa, Firearm, Blue Shit, Survivalist Compound, added new items: StarKid Merch, Tickle-Me Wiggly Doll, Two Tickets to Anything, Lucky Baseball Cap, Peace on Earth and Lots of Money, Jumper Inc., Environmental Suit, Gerald's Number, Blank Cheque.
- Drawbacks: Lights Down amended to a minimum of two weeks, Black Friday amended to be a replacement rather than an addition with points adjusted accordingly, added new drawbacks (Understudy, Uncle Wiley).
- 1.0 25/08/20 Original jumpable release.