

OTB

Version 1.1
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What is with all these choices and options in Jumpchain today? Balancing cost versus utility versus drawbacks. That is just way too complicated.

So, take these 1000 No Choice Points (NCP), and enjoy a simpler, better form of Jumpchain.

SETTING

You have a choice, you can either attach this to another Jump as a Supplement, or you can set it in a completely normal modern day Earth.

AGE AND GENDER

You are as old as you want to be, and your gender is entirely your own business. I don't know, don't want to know, and will be very annoyed if forced to find out.

ORIGINS

In keeping with our Jumpchain philosophy of simplicity, there is only one option.

Jumper

You are a jumper. You jump. If this is a generic Earth, you can choose to simply continue your pre-Jump life.

PERKS

These are the special skills and abilities being a Jumper gets you. Perks are discounted for your Origin, with 100ncp perks being free. Perks cannot be purchased more than once.

Sorry. Well, no, I'm not actually sorry.

Body (100ncp, Free for Jumper)

Any physical ailments you might have are fully healed if you want them to be. You are at least at peak human in all physical attributes, including appearance, and your physical abilities will never deteriorate with time or disuse. You can survive on anything non-toxic, as long as you eat enough to fill your stomach. You will never become dirty in any way unless you choose to allow it and can instantly will yourself to be clean again.

Mind (100ncp, Free for Jumper)

You are fully aware of any mental ailments you might have, and they are fully healed if you want them to be. You are at least at peak human in all mental attributes, and your mental abilities will never deteriorate with time or disuse. You have a perfect memory, with infinite storage, perfect indexing, protection from harmful memories and the ability to move memories into hidden storage, replacing them with a mental note that you have done so and can restore them at will.

Expertise (200ncp, Discounted for Jumper)

You are a world class expert in a skillset or profession, one of the top ten anywhere. This skillset and all your other knowledge and skills will update to fit each new world you visit.

Social Skills (200ncp, Discounted for Jumper)

You are a true master of all aspects of social skills, manipulation and leadership. You can read people like an open book and can portray any role or identity with ease.

Willpower (400ncp, Discounted for Jumper)

You have infinite and unlimited willpower, yet are still mentally flexible and capable of changing your mind. Your mind is completely immune to any negative effects you don't want to affect you. Any mental effect you allow can be reversed at will if an unaffected version of you would want it reversed. You will instantly process any form of mental harm or trauma in the best possible way for you.

Proper Preparation (400ncp, Discounted for Jumper)

You have to put in the work to really get anywhere in life. Thankfully, you now learn, train and otherwise improve in every way possible at a rate ten times faster than you otherwise would. If a particular skill or knowledge set is publically or widely available, you will be able to learn it without needing a teacher.

Fortune's Favors (600ncp, Discounted for Jumper)

Your luck is truly insanely good. Any random chance will swing solidly in your favor, lucky coincidences will be a way of life for you, and you are utterly immune to bad luck or misfortune, no matter what the cause. This luck will never fail or leave you, though some opponents may be too skilled or powerful for luck to defeat on its own.

Second Chance? Why Not A Third? (600ncp, Discounted for Jumper)

Good news, death is not such a big deal anymore. Neither is any other form of chain failure. You have to die or chain fail three times in a single Jump for it to actually end your chain.

Items

You can import similar items into any of these for free. If lost, damaged or destroyed, these items will be fully restored in 24 seconds. They will retain any modifications or improvements you make to them. And, just because I like you, here are **+200ncp** to spend on items.

A Really Nice Hat (100ncp, Free for Jumper)

You have a very nice hat. It can change into any type of hat you want it to be, including integrating into armor or similar outfits as a helmet. This hat is indestructible, fits perfectly, and can never be lost or stolen. It can take on the special abilities of any headgear you purchase or have previously purchased from a Jump document, if so choose.

A Full Menu (200ncp, Discounted for Jumper)

You have an unlimited supply of any type of food or drink that you have ever consumed that can be summoned/conjured at will. It will always be at the perfect level of freshness and temperature, and is the highest quality possible. It will always provide the perfect level of nutrition you require, no more and no less. Supernatural foods or drinks will have full flavor but not any supernatural powers. A Warehouse kiosk provides access to this food and drink as well.

All The Stuff (400ncp, Discounted for Jumper)

You have a full collection of all literature, music, art, media, games, toys and associated merchandise that exists in the real world and in each new world you visit. This comes with the equipment needed to enjoy this collection to the fullest, such as a home theater, video game console or music room. This collection updates as more such things are created or released and it is stored in a Warehouse Attachment where you can always find what you want or you can request a random selection that will be the best suited to amuse you at that point in time..

Infinite Wealth (600ncp, Discounted for Jumper)

You have access to unlimited wealth of any currency that you have ever encountered. The source of this wealth will never be questioned by anyone, and using it will not wreck the economy unless you wish to do so. You also have a home, vehicles, and all various sundries and personal items appropriate to whatever level of wealth you decide to display to the public. This does have to be a form of currency, not just a tradegood.

Companions

Nah, too complicated. Guess this is a pure solo run, but here, take this instead.

Companion Stuff (100ncp, Free to Jumper)

While your Companions do not get to join you in this Jump, taking this will allow you to grant them their own copies of perks or items that you purchased here in this Jump. This applies to current Companions as well as any future Companions. You can choose for a Companion to receive copies of some, all or none of your purchases, at your discretion, but once granted to a Companion, you cannot take them away.

Drawbacks

I am told that we have to have these, so here you go, take as many as you want.

This Is A Drawback (+100ncp)

Someone, somewhere doesn't like you. They don't dislike you, really. In fact, they are completely unaware of your existence.

This Is Another Drawback (+200ncp)

Someone, somewhere doesn't like you. They don't dislike you, really. In fact, they are completely unaware of your existence. You will meet this person, at some point.

So Is This (+300ncp)

Someone, somewhere doesn't like you. They don't dislike you, really. In fact, they are completely unaware of your existence. There are more than one of these people. You will meet at least two of them, at some point.

FINAL CHOICES

I think we all know how this part goes. Do you want to **Stay Here, Move On, or Go Home?**
Oh, and here, take this as well.

Giant Novelty Foam Finger (Free For All)

You have a giant novelty foam finger, just like those sold at sports stadiums. Your choice of color. Also, everything from this jump, both perks and items, are now part of your Body Mod, and cannot be taken away from you via Power Loss drawbacks or Gauntlets.

NOTES

Not a Joke Jump

Of course, this isn't a joke, I am trying to advance the state of the art of Jumpchain here.
Remember the Robinson family motto: Keep moving forward.

CHANGE LOG

Version 1.0 - 12/22/2019

Created the document.

Version 1.1 - 04/08/2021

Grammar corrections to **'Body'** and **'Mind'**.

Clarified **'Second Chance? Why Not A Third?'** to require three failures in a single Jump.

Changed **'A Really Nice Hat'**, **'A Full Menu'**, **'All The Stuff'**, and **'Infinite Wealth'**.

Added **'Companion Stuff'**.