

Generic GURPS Jump

v1.1 (2022-02-08). By DataPacRat

Standard JumpChain Rules: 1,000 Jumpchain-CP (as opposed to GURPS-CP), 10 years, then choose Continue/Stay/Go Home. Unless the setting includes resurrection as part of the PCs' baseline template (eg, IOU, Riverworld), any death without a CP-backed Extra Life or other 1up fails the jump. This document can be reused to go to different settings, or used as a supplement; for the latter, all CP remain separate.

Roll 3d6, smile at the bell curve. Roll 1d128 for the specific setting, or pay 23 J-CP to choose one or more:

1. Action	44. Egypt	88. Psionics
2. After the End	45. Espionage	89. Reign of Steel
3. Age of Gold	46. Faerie	90. Renaissance Florence & Venice
4. Age of Napoleon	47. Fnord	91. Philip José Farmer's Riverworld
5. Age of Sail	48. Furries	92. Robin Hood
6. Alchemical Baroque	49. Ghost Breaking (ASJ2004)	93. Russia
7. Alexander Athanatos (Biotech)	50. Girl Genius	94. Scarlet Pimpernel
8. Sid Meier's Alpha Centauri	51. Goblins	95. SEALs in Vietnam
9. Arabian Nights	52. Greece	96. Seas of Dread (Horror)
10. Atlantis	53. Hellboy	97. The Silk Road
11. Atomic Horror	54. Hellgate	98. Space / Aliens
12. Autoduel	55. Horror	99. Special Ops
13. Aztecs	56. Horsecrans	100. Steampunk
14. Black Ops	57. Humanx	101. Supers
15. Blood in the Craters (Horror)	58. Ice Age	102. Supertemps
16. Blood Types / Vampires	59. Illuminati	103. Swashbucklers
17. Blue Planet	60. Imperial Rome	104. SWAT
18. The Broken Clockwork World	61. Infinite Worlds / Alternate Earths	105. Tales of the Solar Patrol
19. Bunnies & Burrows	62. In Nomine	106. Technomancer
20. Cabal	63. International Super Teams	107. Terradyne
21. Callahan's Crosstime Saloon	64. IOU	108. The Time Corps (Time Travel)
22. Camelot	65. Japan	109. Transhuman Space / Biotech
23. Car Wars	66. Lensman	110. Traveller
24. Casey & Andy	67. The Madness Dossier	111. Undead
25. Castle Falkenstein	68. Mage: The Ascension	112. David Brin's Uplift
26. Celtic Myth	69. Mars Attacks	113. Vampire: The Masquerade
27. China	70. Mars, Domed	114. Vikings
28. Cliffhangers	71. Mars, Dying	115. Voodoo: The Shadow War
29. Conan	72. Mars, Superscience	116. Vorkosigan Saga
30. Conspiracy X	73. Mars, Terraformed	117. Warehouse 23
31. Constantinople	74. Martial Arts	118. Weird War II
32. Cops	75. Meridian (ASJ2004)	119. Werewolf: The Apocalypse
33. Covert Ops	76. Middle Ages	120. Wild Cards
34. Crusades	77. Monster Hunters	121. Witchworld
35. CthulhuPunk	78. Mysteries	122. World of Banded Night (Lands out of Time)
36. Cybermech Damocles (Mecha)	79. Myth: The Fallen Lords	123. World War II
37. Cyberpunk	80. Gene Wolfe's New Sun	124. Worminghall
38. Cyberworld	81. Ogre	125. Y2K
39. Deadlands	82. Old West	126. Yrth / Fantasy / Banestorm
40. Discworld	83. Operation Endgame	127. Zombies
41. Draconis (Biotech)	84. The Phoenix Project (Psionics)	128. Crossover: Roll twice more and combine
42. Dragons	85. Jack Vance's Planet of Adventure	
43. Dungeon Fantasy	86. Prime Directive	
	87. The Prisoner	

- **Perks & Companions:** For a standard setting, pay 10 J-CP for every 1 G-CP of Advantages, Powers, Templates, Skills, Allies, etc. (Special: If the GURPS setting book insists on more than 100 starting CP, multiply the G-CP you gain by that factor - eg, 400 starting CP gives you 4 G-CP instead of 1 per 10 J-CP.) Setting-specific freebies last just for the jump, unless paid for. Appropriate purchases can be improved via study, at the usual rates.
- **Items:** To give an object standard Jumpchain fiat-backing, buy it as a power with Gadget modifiers, as Signature Gear, or for something like a good-sized spaceship, as a Patron.
- **Drawbacks:** Gain 10 J-CP per 1 G-CP of Disadvantages taken. And for +23 J-CP, your Warehouse is labeled "23" for the jump's duration. Maximum of +623 J-CP.
- **Toggles:** For +0 J-CP, you can add 5 years to your stay; can be taken multiple times.