

Welcome traveller, to Minecraft. Everything native here is made of cubes. The trees, animals and even the moon. It is a barren place, with few villages often separated by vast distances, but also a place which is open to being sculpted, and not only by mundane means. You will stay here for 10 years, so here is **1000 Cube Points(CP)** for the nights ahead.

As a quick aside, this is a fairly dangerous place with monsters crawling up from the woodwork at night, and only most perish under the light of day. While you may be a match for them, in consideration of the dangers and what usually happens on death for people like you here, unless you take a certain drawback, you may respawn once each day after a full night's rest for the duration of this Jump and it would not count against your Chain.

Pick an **Origin** of your choosing, all of which can be taken as Drop-In:

Are you a **Traveller**? One who explores the abandoned mine shafts and dungeons of this place. Who seeks to fill in the blank spaces in your map, and who lives off the land and the generosity of the villagers whom you meet. Perhaps as a reward for fending off some raiders?

Perhaps you are instead a **Crafter**, who wishes to learn how to build complex structures and items. A natural optimiser, or perhaps just somebody who wishes to create beauty in the world, regardless of the cubical nature of this world or how intricate the task might be.

You could also be a **Dilettante**. Now don't get me wrong, this doesn't mean you're less good at your general areas of competence, just that your interests are more broad than deep and your skills reflect that. Just do remember to get to the level where doing weird stuff is safe.

General Perks

Perks are discounted for their origin and free if they cost 100 Choice Points before discount.

(100) Keep Minecraft Physics: Now, most of the objects you encounter or make here require an...exotic set of physics that can be found in this setting, like a infinite water source, eternally lit torches and other such strange physics, not to mention the stuff involving alternate dimensions or the fact everything here is cuboid. With this perk, after this Jump you will gain the ability to individually control how and when each of these rules apply to you and the things you make or control. This includes access to the alternate dimensions you encounter here.

(100)Minecraftian Inventory: You gain a nifty inventory that allows you to take an absurd amount of material, measurable in hundreds of cubic volumes, with you. You will need to have some time to get used to how exactly it works. But I'm sure you will be able to work it out eventually.

(200)Minecraftian: It seems that you've been blessed by the nature of this world. Purchasing this Perk grants you the ability to Mine and Craft much, much better. As in, you can gather resources at twice the speed, quantity and quality of resource gathered and craft with twice the

item's quality and speed. This part of the perk can be shared to organisations you oversee. Personally, you also no longer need water or sleep in order to live and can recover your health and stamina just by eating enough food. As a result of a deeper attunement to this world, this Perk may serve as your capstone booster.

(400)Beyond The End: You've gone to The End dimension and returned without dying. What you've seen in the infinitesimal moment of your return trip has struck a deep chord within you. When you are deep in the throes of creation, you may selectively waive some of the fundamental laws of the world you're in to create something wondrous and awesome, for the universe is kind. But that is not the fullest extent of this ability. Working together with others whom you've shared this truth with with a sincere recitation, you may eventually make impossible things. Even new worlds if millions can be brought together. This Perk may also serve as the Capstone Booster for this Jump.

Traveller perks:

(100)Adventurer Hero: Now, these lands are quite dangerous normally with the undead popping out of thin air during the night or in dark places and that's not counting whatever alterations to this World might happen. As such, any experienced traveller, such as you, have gained the requisite competence with various weapons as well as techniques to deal with any natural hazards of the biomes you will experience here. In future Jumps, you will also gain an uncanny sense of what natural dangers exist in the environment you are in as well as the ability to at least attempt to work around them.

(200)Ready for Action: As a traveller, you are always aware of any hazards and dangers that might surround you, as such you gain an instinctive sense for the kind and location of immediate threats you face with the former being more precise than the latter. As a bonus, you no longer require sleep, and can remain as energised as if you just woke up.

(400)Alchemy Mastery: Sometimes, mundane skill and ability would fail against the endless hordes of enemies that might appear. Or perhaps you might simply wish for the ability to more quickly harvest ore and explore sunken ships without a scuba tank. With this ability you have been granted a master's ability to make potions to enhance your ability or grant new ones. This includes the ability to triple your potion output from a single recipe and knowledge on how to formulate new potions.

(600)Treasure Finder: It's not simply the destination and journey that you concern yourself with. Are you simply driven to explore this world to find its secrets, or perhaps you appreciate the vistas that it can offer? Either way, you have managed to become a true explorer. Not only does this confer great luck in finding dungeons, caves, mysterious signposts or other such calls to adventure, you also have great luck in surviving them, being rewarded for your experience and subsequently charting it all down to maps and words. Simply put, you stumble into trouble and

stumble out of it much better off instead, and these diversions tend to give you the ability to claim and exploit the locations you find yourself in. For example, finding a cave would lead to it being full of mineshafts with chests of valuable loot scattered throughout dangerous (but never too dangerous) enemies guarding them. Afterwards, you may come back and realise that actually, these mine shafts were never quite exhausted and still contain quite valuable ores ripe for extraction.

-Boosted: Way Finder. Having felt the world on a deeper level one way or another, you have gained a deeper understanding of the very fabric of it. While you can transverse familiar biomes at breakneck speeds, effortlessly bypassing obstacles that lesser explorers would have to face with your attunement to the world around you, it is your ability to step into any adjacent dimensions that you have similarly scouted without the need for portals or any infrastructure that sets you apart. Though, you may choose to build some anyway, to share a weaker echo of this ability to others who use it.

Crafter Perks:

(100)Prospecting: Not only just for finding ore to mine to build your creations, this perk also grants you the ability to sense the various forces and energies that might affect the goal of anything you build in a location. This allows you to hence search for optimal locations to construct machines or magical sites, pinpointing areas rich in ores, exotic materials, or mystical energies and more.

(200)Pinpoint Crafting: You now have experience in every single Crafting related skill that you know of. Not just mundane crafting, you also have adequate ability to perform stranger forms of crafting from scratch as well and the ability to mix that into regular crafting such that the results would still likely have mild beneficial enchantments. In addition, you have the perfect bodily control necessary for some of the more precise crafting techniques as well.

(400)Animation Mastery: The villages of this world are not quite defenceless against the many troubles they face. Although the villagers themselves are quite pacifistic, their living iron statue guardians protect them from monsters throughout the night and the stray helmeted undead and creeper in the day. You also possess a similar ability in bringing things to life, and not just the snow and iron golems this world possesses as well as more...dangerous creations. What abilities a creature made of moss or glowstone is for you to find out.

(600)Technical Minecraft: From gleaning into the inner workings of this world and much research, you've gained the ability to build large, complex devices that can automate and farm any resource that you know of, build elevators through unique interactions with bubbling water, create flying machines, autocrafting factories and much more. In short, the only real limit is that it takes time to build your machines and that it is based on existing laws of reality rather than breaking existing ones or creating new ones. Mods however, can greatly increase your repertoire.

(Capstone Boosted)Inspecting: Deepening your connection with this world has allowed you to see what others cannot and know the true underpinnings of the environment. With a thought,

you can see not just the objective state of health anyone is in, but the strength of a redstone signal, how much light they are receiving and whether it is enough to prevent monsters from spawning and so on and so forth. Whatever you wish to know about an object you can see, you probably can do so with some time Looking.

Dilettante Perks:

(100)Jack of Trades: You might not specialise in anything but this Perk will make sure you will be able to do everything competently. As long as you're making an honest effort to try to do something, it cannot fail catastrophically. Oh, you would probably fail trying to put out a raging electric fire that has spread without any other perks or training, but at the very least you would not cause it to explode, or spread even more violently to other places. And as mentioned, you would probably be able to put out a smaller fire than that.

(200)Wonder at Mysteries: The world is a large place, Jumper, and you're likely to see much more of it, during your chain or after it. With this Perk you'll never experience the ennui that makes such events become dull to you. You will also be granted the ability to comprehend the workings of how things work when you see them, allowing you to more easily reverse-engineer them so you might bring a piece of that wonder with you.

(400)Enchantment Mastery: Normally, enchanting is an...abstract practice at the best of times and completely up to the whims of fate at the worst here. However with this knowledge you have been granted and this Perk, you're able to streamline the process, removing ambiguity and chance from the equation so you're able to choose exactly what you wish to enchant. Also you're unlimited on how much you can enhance a given object with enchanting...as long as you can pay the price in magic or lifeforce, or whatever you're using to enchant the item.

(600)Harmonious Soul: Sometimes, when dabbling in the arcane or in esoteric knowledge, there will be clashes, discord between them. For you however, you are protected against such incoherence and can utilise everything you have studied and learnt freely and safely. This applies not just to personal capabilities but to items in your possession. Furthermore, certain abilities or knowledge can only be accessed through a sacrifice in sanity, permanent health and so on. For you though, you can avoid paying such hefty prices to gain these sorts of knowledge. For example, you may choose to harmlessly gain some sort of mystical corruption of the mind to research certain forbidden magics without the necessary sacrifice in sanity or alteration in thought processes. It is almost as if the knowledge spontaneously came into existence. Thus, you can be assured that no matter what happens in your quest for knowledge and power, you'll remain whole and sane.

(Capstone Boosted) With deepening knowledge, it becomes possible for you to harmoniously merge various facets of reality together into a whole. You don't merely wield disparate magics and technologies together, but remove anti-synergies and birth new synergies between them. You can wield energy of any kind for any output you can put out and perhaps, after some training and reaching close to mastery of the systems at play, you can even combine and create

new systems based on what you have to truly suit your purposes.

Modding:

Now, here comes the section about altering the various aspects of the world you're about to be dropped into via "mods". You gain a stipend of **400 CP** for purchases here and the first 3 mods you choose are Discounted.

(+100)Tier -1 Mods: These mods make life here more challenging. Are you really sure you want to do that? Well, if so, you may get these mods here and be compensated slightly for your self-imposed challenge.

(0)Tier 0 Mods: For no cost at all, you may choose to change the aesthetics of this place. Maybe you dislike the cuboid look, or perhaps you want the clouds to look like rainbows or with your face plastered onto them. Here's the place for that.

(100)Tier 1 Mods:For a minor cost, you may get a mod that makes your life a bit easier, one of those useful bit mods like NEI and Rei's Minimap. Here's the place to buy mods like them and also Pam's Harvestcraft if you wish. Mods that change the world are also placed here.

(200)Tier 2 Mods:For a moderate cost, you may purchase a mod that significantly adds onto your experience, whether that be lower-tier tech mods, or some of the more obscure magic mods. Things like the Iron Chest mods, or other mods that make your life significantly easier are also priced here

(400)Tier 3 Mods:For a major cost, this is where most of the iconic mods are priced at, from Thaumcraft to AE to Botania, Witchery and Industrialcraft. These all reside here and are celebrated. As a note, the tech mod that creates universes is priced here while Mystcraft is priced above due to the need for extreme amounts of power for the former.

(600)Tier 4 Mods:For this extreme cost, you can get Ars Magica 2, Mystcraft, EE and all the high-tier mods that are extremely powerful. Please be careful with the power granted by these mods.

Items:

General:

(Free for this Jump/100 to keep)Beginner's Chest: For the sake of not dropping you into this world with nothing but your Perks and whatever you've already prepared, here is a chest with some leather armour, a stack of torches, some iron tools and a book detailing the basics of Minecraft. to help you stay alive for the first few days here. If you purchase this though, whenever you enter a new setting, you'll get rough equivalents in equipment, armour and daily

necessities for it as well as a guide to the place in a new chest, placed in a convenient manner at the same place of your insertion.

(200)(Free if you take the Hardcore Questing Drawback)A Questbook: This Questbook contains various achievements and goals that can be accomplished. If done they will give you a reward, whether that be extra health, powerful items, or if you took the Hardcore Questing Drawback, access to a higher tier mod when you made much progress in the lower tier.

In future worlds, this Questbook will update with new achievements and goals that you can pursue for rewards commensurate with the magnitude of your achievement. But the specifics are up to the mysterious authors of the Questbook, one writing in blue, one writing in green, and one writing in black who seem to be invested in your story. Maybe you'll find out who they are one day.

Traveller:

(100)Compass: This golden compass has many more needles than just one to point North. It has needles that point towards your destination and your departure and the most beautiful place in a 100m radius around you. It has needles that point towards the closest source of safe food, water and shelter and more. With a clever mechanism, these needles can be hidden or shown as needed. With this at hand, you almost surely are not going to get lost without recourse.

(200)Alchemy Workshop: This small room-really, more of a pocket dimension-has only a single alchemical worktable and a chest that holds a miscellany of reagents and alchemy supplies. But the chest will provide a small but steady supply of the vital basics of alchemy: glass bottles, pure water, blaze powder and nether wart, which is the basis of all useful potions are made from. Moreover, from time to time, you'll also gain a stack of redstone, gunpowder and glowstone dust which are secondary ingredients which can improve the potency of a potion. Post-Jump this room will be stocked with the basic ingredients for every alchemy that you've learned, will grow further in size and productivity and can be either attached to your Warehouse or connected to your lodgings through a secret door.

(400)Haven Tent: The Haven Tent is quite possibly the ultimate refuge for travellers and adventurers. Although externally it looks to be made from simple materials, this tent is immune to the elements and simple ageing, capable of withstanding any kind of environment without ever showing signs of wear or tear. It is equipped with enchanted poles and nails that dig easily into the ground along other neat tricks to make it easier for you to set it up before night falls and pack it up once the monsters outside stop burning. Inside, the tent is bigger than the outside and features luxurious furnishings like plush bedding, climate control enchantments, and other neat things that allow any traveller to rest in comfort.

Crafter:

(100)Tool Box: This unassuming wooden toolbox has a remarkable property: If you were to

reach inside with the intent of finding a tool for the job, you will find exactly the tool you need for the task at hand after just a second of groping around without fail. And I do mean any tool. Yes, this means that if you absolutely must, you can drag a small sword out of it if you must to kill a zombie. With this, you or anyone you allow to use this tool box can tackle any project with confidence, with the knowledge that you will always have the right tool for the job.

(200)Crafting Bench: This crafting bench, although seemingly blank and lacking tools, will instantly assemble anything up to one cubic metre in size, provided you supply all the materials and know how to make the object in question. Strangely enough, it seems that items made this way are as though you've made it yourself the hard way and has the benefits of every perk you have related to crafting, though you can selectively toggle some off if you wish of course.

(400)Portable Portal Space: Wait, how did you get this? Well, regardless, you've somehow managed to get a portal...without a portal frame. This portaless portal takes the form of a square panel of purple magic that can transport things to a set dimension where you've scouted the location for the other side. You can produce as many of these as you wish.

Dilettante:

(100)Name tags: At will, you may conjure a name tag attached to a collar, bracelet, or any other anchor. Anything non-sapient that wears the tag will respond to the name you write on the tag. They also seem slightly smarter than before, not a whole lot, but enough that training them would be easier for you.

(200)Bottle of Enchanting: This strange bottle seems to be full of a green-yellow fluid-gas. This bottle is actually full of XP orbs which are used for enchanting and for powering certain enchantments on objects. This bottle can be used to convert various mystical energies into XP Orbs and vice versa without any loss and can store an infinite amount of the Orbs though the bottleneck of course is the bottleneck itself.

(400)A Block of Bedrock. Now what thing allowed you to get this? This grey and black piece of seemingly stone is actually an indestructible and immovable(relative to the original frame of reference) cubic metre of material. You can summon and place it with a thought and remove it with the same within anywhere you can sense in whatever configuration you want.

Companions

(200/400) For 200 CP, you can bring up to 8 Companions with you, they gain 600 CP and an Origin. For 400 CP, you may import as many people as you wish, after all, this place is quite empty save for isolated villages unless you change that with mods, so you might as well liven up your 10 year stay here.

Drawbacks:

(+100) Amplified: The terrain of this world has veered straight away from anything approaching

realism. Expect floating blocks, sheer cliffs and ravines. Fun to explore, but make sure you don't plunge straight to your doom

(+100) Creepy Ambience: Normally, there would not be much sound or music in this place beyond the expected, but with this Drawback, there will be grinding in caves, moaning in abandoned mineshafts, growling in forests, howling in the desert, creepy chanting on the edge of your hearing as you step into ruins. Not exactly harmful, but it could distract you at a critical moment. Also kind of bad for your nerves.

(+100, repeatable) One...More...Block: I suppose if you really want to adventure here longer and endure the pixelated (but sometimes beautiful) view, you can choose this option. In fact, how about a little gift of Points for your willingness to stay here for longer. Each time this choice is taken, add 10 more years to your stay in this blocky world. While repeatable, you will no longer gain additional points after staying more than an extra 50 years.

(+200) Harsher Environments: Normally this world, despite its problems with Mobs, is relatively safe. Even in the desert, while you might sweat a bit, an average person won't get heat stroke and a person can dive into the deepest depths of the ocean (if they had the air supply) without suffering from cold or the pressure that normally would crush them. With this Drawback however, these environments become harsher, replicating those in real life.

(+200) Skyblock: You now spawn on a floating 9x9x9 chunk of dirt, stone and other blocks hanging in the middle of sky with only the void below you. There do seem to be some villages still scattered around this island, but without the ability to mine materials directly, trade might be difficult considering they still use emeralds as currency. Suffice to say; don't fall.

(+200) Limitless hordes: Ordinarily, mobs will only spawn within a certain radius of the player and will vanish when the player leaves the area. Not anymore. Mobs now spawn everywhere and will not despawn, causing those places to eventually be overrun with creepers and spiders. Villages are safe places but in the wilderness... I hope you are ready to be blown up.

(+200/400) Longer Nights: For 200 CP, the Nights here would be extended up to 30 minutes long, compared with the scant 10 minutes of daylight. I do hope you're ready for the undead to be constantly knocking on your Door. For 400 CP, the Nights here are 12 hours long, but with the upside that daytime lasts for 12 hours as well. Though having a 24 hour day/night cycle will probably help with your sleep habits, it does mean that there are 12 hours of Darkness that you will have to suffer through and then during the 12 hours of light, you might run out of materials that can only be gathered by mob slaying.

(+200/+400) Strange Progression: It seems your time here mirrors that of Minecraft's progress. You start from the Alpha version of Minecraft and as time passes, updates will be put into the world. When you end this Jump, it would be at the 1.17 Update. In addition, all mods you purchase follow the same scheme of being endlessly updated. If you take this Drawback for 400 CP, expect your world to be restarted every single time an Update for the world or a mod you

chose is created.

(+200/400/600)(Only available if you've bought Mods)Hardcore Questing: Normally, when you buy a Mod, you can immediately access it, even if you don't have the materials to actually build it, you would at least know what you're lacking in your blueprints. However with this Drawback, you cannot access it until you've done something else. Choose a Mod that's Tier 2 or higher and lock it away behind progress in a mod that's one tier lower or equal to the mod. Tier 2 grants 200 CP, Tier 3 grants 400 CP and Tier 4 grants back 600 CP. Effectively refunding the points spent for these mods. In return for allowing you to build the mod pack of your dreams, you also lose the free respawns you get from sleeping, but not from other sources.

(+400) Elite Mobs: Now, normally, once you've gotten iron weaponry and armour or above, the hostile mobs are at worst, a nuisance. This Drawback changes that as now regular mobs hit harder and are tougher and there becomes a chance of an elite mob spawning which can very much threaten even a Player in full diamond gear. Well, at least you can't say this Jump wouldn't be exciting with this.

(+400)What is a "circle"?: With this drawback, all your perks, powers and "items" that don't fit into this world that you find yourself in are suppressed until the end of the Jump.

(+600)Glitchy World: Now you've done it. It seems that the world has been infested with a wide variety of bugs and glitches, whether that be your movements and that of other entities rubberbanding due to lag. Mods conflicting with each other which can cause the entire biome to spasm out and reset itself, or the fact that heading to alternate dimensions now leaves you in an empty void for a few minutes while elevator music plays. Your experience here will be punctuated by terror amidst a sea of frustration(or perhaps a touch of inexplicable cosmic irony).

Choices:

Go Home: Did this place remind you of your home? Well, you can choose to go home now and keep all you have gained. Sadly, If you have failed your Chain via dying, this is the only option for you.

Stay: This is a place of endless creativity and wonder, perhaps you chose this option to stay on forever more here due to that? Either way, I hope you'll enjoy the rest of your time here.

Continue: As expected, you'll choose to continue on your journey elsewhere. Feel free to share the sandbox experience with other people out there! Choose another Jump Document to continue your Chain.

Notes:

Update 1.1

Changelog:

Changed Name of JumpDoc to Generic Modded Minecraft Jump for clarity(while this JumpDoc technically supports vanilla...in all honesty you're here for the mods)

Changed the Capstone Perks of each Perk Tree and replaced Redstone Mastery with Animation Mastery

Added a Note to clarify Keep Minecraft Physics and will update the text for clarity

Added a new Traveler (100 CP) item to replace Beginner's Chest which is shifted to General and is now given a 0CP cost for this Jump only. Clarified that the setting details book will update for future Settings you visit.

Adjusted the Hardcore Questing Book's flavour and expanded possible rewards.

Shuffled the items in general

The amount of information the setting guide that the Beginner's Chest gives is more or less the same as a dedicated wiki would give, stripped of any meta information as well as strict details. It would also try to avoid giving spoilers about the "plot" as it were unless it would be Chain-ending to not know about it.

As Longer Nights Drawback implies, the day and night cycle is much faster here than what you might be used to, around 10 minutes each. Luckily, one of the many, many quirks about beds here is that they can lull you into a restorative slumber that also only takes 10 minutes. The other major quirk being they explode in the Nether or The End.

Regardless of what Mods you implement, they will all work neatly with each other and wouldn't cause conflict, crashing the world in the process. Unless, of course, you take the Glitchy World Drawback.

For the Hardcore Questing drawback, fanwank exactly how much progress is needed in a given mod before another mod is unlocked. If multiple mods are locked behind one, please try to give them different progression levels to unlock them.

For the Questing Book, the rewards that can be hypothetically produced range from "a bundle of sticks for cutting down a tree" to the Creative Items and even 1-UPs for some of the greatest achievements. Fanwank responsibly, after all. You are writing this Questbook, in a way.