

Generic LitRPG Jump

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Welcome to a World of adventure. A World of countless wonders and ever escalating threats. A World where even the weakest can, with hard work and a bit of luck, become as gods. Welcome to a rather generic LitRPG World.

There are many Worlds in which something like a System exists, which allows the inhabitants of said World to gain insight into their Status and Level Up to grow in power. This is one such World.

Here, take these +1000CP and equip yourself well for the coming adventure.

Age and Gender

You can freely choose both, aside from Drawbacks somehow influencing that.

Setting

(First let's determine what kind of World you are going to.)

Fantasy: A World filled with Magic and Wonder, with Monsters and Adventurers who face them in combat to grow in strength and keep the normal citizens safe. Maybe also a World of political intrigue and religious zealots. This is basically the generic Fantasy World you might think of. Great feats of Magic, many different Races and so on.

SciFi: A World of advanced sciences and possibly space exploration. Alien species or AI, maybe even both. Be it a modern World with advanced VR, to a CyberPunk like setting, to a full on Space Opera. They all fall into this category.

Apocalypse: A World not so different to your World of Origin, just that this one is sadly about to see its end. Or at least Human civilization as it is will come to an end. Be it a sudden appearance of Monsters or something else, with the Awakening of the System of this World civilization as it was, is set on a path of ruin. How it all ends is up to the people of this World, and maybe you, is you choose this Setting.

+Lewd: If you are filled with more carnal desires and have lewder pursuits in mind, this is the Toggle for you. All this does is add a lewd flair to whatever Setting you choose. In a High Fantasy World this might manifest through lewd Elves and Monsters who would much rather do other things to you instead of killing you. In a SciFI this could mean tentacle Aliens from space or something similar. And in an Apocalypse... Well I am sure whatever horrors this scenario spawns can get you going in some way. Basically, this just makes the World you end up in lewd.

+Grim-Dark(+400CP): Ooof. Well, if you are into a challenge this might be for you. Everything bad you might find in the Setting you have chosen will be at its greatest here. The "good" guys aren't as good as they might appear, or they are losing to whatever dark forces await them. Basically, the World you end up in is much worse off and is currently in a downwards spiral. But hey, you get these shiny +400CP for going to such a hellhole, so that's something at least.

Origins

(Let's determine your place in the World)

Drop-in: Rather clear cut. You are an anomaly, with no original identity in this World. You simply appear in a decently safe area with the Clothes on your back and any Perks and Items you have acquired. Depending on what Setting you are in you might want to look into getting an ID.

Civilian: You are a Civilian, someone who uses their system given gifts to make a good living for themselves outside of deadly combat and other such nonsense. Maybe you are a Craftsman of some skill, or depending on the Setting you could also be a simple accountant. No matter your occupation, you are in truth simply someone trying to live their best life.

Combattant: You are someone who seeks out danger and excitement. The reason why is up to you, but you are someone who seeks out growth through conflict. An Adventurer doing Quests, or a Hunter working for your Corporate Overlords. One way or another you are a fighter.

Perks

(Perks for your Setting and Origin are discounted by 50% with 100CP Perks being free for their respective Setting/Origin)

General

The System(Free/600CP): A huge part of this World and probably a big part of the reason why you came here. There are many different Worlds with many different Systems, but this one belongs to this World, no matter how much it might resemble that of those other Worlds. Now to be perfectly honest, you get a lot of freedom in how you want the System to be. Has it a Job system? A Race Evolution system? Both? All those details are up to you. You could even copy one from a specific World. Just keep in mind that the System you design is available to ALL inhabitants of this World. So please be responsible when designing it. For the duration of this Jump the System is free, seeing as it is literally part of this World. If you want to keep it though you have to pay 600CP. In return for paying that price though all your abilities will from that point on be governed by the System, even your Perks and abilities from other Jumps, and as the System usually has no given limit on how far you can grow the same is true for you and all your abilities. Also, paying the 600CP will guarantee that the System isn't somehow negatively influencing you, as seen in some stories.

Beautiful Character(100CP): You have probably noticed how most people in this kind of World are good looking to a certain degree, or at least people of importance are never bad looking. Well now you can count yourself among those ranks. You are good looking, a solid 10/10 and even when you come back from a long battle and are covered in gore and grime you would still at worst end up as a 8/10.

Advantageous Birthright(200/600CP): You are not Human, or at the very least not the standard kind. Whatever it is you are though, it comes with advantages you would not otherwise possess. Maybe you were born an Elf? In which case you no doubt have an incredible affinity for Magic and grace flowing through you. Or you could be something as mighty as a Dragon? What you are is up to you, though it should fit into the Setting you chose. The only limiting factor is this, if you buy the 200CP version of this you can be something on the level of an Elf, which basically grants you a few minor boons, like an affinity for certain stuff or something like that. The 600CP version is much more powerful. With it you could maybe be born as something like a Dragon, which would grant you a bunch of Minor boons with maybe one big one. As always with freeform stuff, wank this responsibly.

Protagonist(600CP): Well, you are certainly something special, and not just because you are a World traveling Jumper. No, you are now a Protagonist and that comes with its Perks. You now possess luck appropriate for a narrative position like Protagonist. This means it is very unlikely that you will die in a way that is not "appropriate" for one such as you, like by accident or something similar. You will also find that in general Luck seems to be on your side. This doesn't by itself guarantee you success or victory, but it gives you a chance to beat, or at least survive against, even the worst of odds.

Setting Perks

Fantasy

Magic Affinity(100CP): Magic is a wonderous thing that encompasses all. But how could anyone bear the whole broad mysterious force that is Magic in its entirety? No easy feat. And as such beings usually are born with one or multiple Affinities for certain types of Magics. From normal elemental affinities like Fire and Water, to more esoteric or specific types, like Metal, Blood or even something like Time. You will find it much easier to use and train Magic related to your Affinities then Magic related to Affinities you do not possess. Mind you, the later is not impossible, you could have a Fire Affinity and still learn Water Magic, it will just be much harder in comparison. You can buy this Perk as many times as you want, though only the First time will be free of charge if you chose this Setting.

Clean Fantasy(200CP): Maybe you have noticed it, but people in Fantasy settings are more often than not incredibly hygienic, despite living in Worlds that seemingly operate on levels of technology equivalent to medieval times. Well now you too possess this incredible ability to stay clean and healthy. Even if you have been crawling through swamps and woods for weeks, you will smell at most a little strongly. That's it. Your clothes might be ruined, but your body and health will be right as rain.

Noble Lineage(400CP): Well, looks like you are someone who was born into advantageous circumstances. Maybe you are the child of a relatively rich Noble Family, or something similar. One way or another you will have a decent powerbase and support system backing you up due to your birth. In other Jumps you will also have this boon, though depending on the Setting the why will change. In a more modern setting your family might own a successful Company or the like.

SciFi

Technical Know How(100CP): When compared to your World of Origin this Worlds technology might seem alien or out of this World, or maybe just so incredibly advanced that you couldnt tell how one might have created it. While you might not be able to create technology on this level with this Perk, you will certainly find yourself able to use it. When you enter a new Jump from now on you will start with a basic understanding of the local technology on the level equal to the average citizen. Not groundbreaking, but certainly a useful ability to have.

Omnilingual(200CP): In a World were Aliens may or may not be running around you would probably find yourself faced with a challenge as far as communication is concerned. Well now you do not have to fear this. You now possess the ability to instantly understand any language you hear, as long as there isn't too much mystical BS tied to said language. Aside from that you also possess an incredible ability to learn the more formal aspects of any and all languages. With this you could go from now speaking french to speaking and writing it fluidly in a matter of days.

Trust me, I am an Engineer!(400CP): Well you certainly have the know how of one at this point. You now possess a level of knowledge of the technology native to this World equivalent to someone who spent at least one or two decades studying it. Aside from this knowledge you also have an incredible affinity for technology, to the point where you will find it easy to reverse engineer and learn about new technology, or Skills related to such, at a pace at least two to three times as fast as the average techwiz.

Apocalypse

Survivor(100CP): Now let's be honest, no matter what kind of apocalypse you might face, they all probably won't promote the best living conditions. Luckily you are now a born survivor. Finding edible food or other such resources is easy for you, as is living in relative safety in conditions and terrains that usually would make such a task difficult. You might not enjoy your time during it, but you will certainly find it easier to survive than most others.

Protection from undue Grief(200CP): With this being an apocalyptic World you no doubt find yourself worrying for some people here. After all not everyone will have the personality or will needed to survive. Or the Luck. Well people you care about will have an easier time of it, as they are protected from most "random" level death threats. That means they will due to some reason not end up killed by a zombie horde that attacked their caravan, and if an apocalyptic event kills around half of the entire human population, well then you will find that all the people you care for were in those lucky 50% that survived. Basically, as long as you care about them they will enjoy a weak form of Plot Armor. That won't protect them if they genuinely seek out danger that should definitely get them killed, but it will give them a much better chance to get out of it and anything less than that will be nearly guaranteed to have them survive it.

Stress is the Mother of Invention(400CP): That isn't how the saying goes, but it fits you now like a finely made glove. You just have this something, this knack, that allows you to get out of even the worst of situations. The more dangerous and stressful a situation you find yourself in, the easier you will find it to come up with plans to counter the source of said stress. This doesn't guarantee your success of course, but it raises your chances by a very fair margin. By extension you also gain an incredible ability to handle high stress situations with grace and a calm mind. You might get stressed, but it will take something truly impactful to make you lose your cool.

Lewd

Funny Physics(Free/400CP): So yeah, you might be wondering how you, or anyone in this kind of setting, does the stuff that happens here. After all, no matter how you look at it, people's insides are not stretchy enough to take the lengths some people here are paking. And speaking of those, people also aren't meant to have organs that long, biologically speaking that would have some consequences. Well in this World physics don't seem to care about stuff like that as long sexy times are involved, and now you also do not have to think about it.

Want to have a dick that's long enough to reach your feet without having to deal with what that size would imply for pants or any partners you might have? Sure, go for it. What? People should be smelly and sweaty and kind of gross after hours of sex? Pff, nah, they just smell slightly musky and look all the hotter for it. That's you now. Reality tends to bend a lot for you now, as long as sexytimes are involved. And if you dont think thats worth 400CP? Well you better believe it when you get to have hardcore sex with a mindbending eldritch abomenation and all you suffer is a short term mindbreak(Ahegao) and thats it. For the duration of this Jump the Perk is free for those that chose the +Lewd option, to keep it you have to pay the 400CP though.

Grim-Dark

Spark of Hope(400CP): The Worlds can be a dark and unforgiving place sometimes. Some more than others. But no matter how dark, how hopeless a situation might appear to be, the worst thing you could do is to give up hope. Most people might be right to do so, after all the World has shown itself to be unfair and some people simply can't win. But not you. No matter how bad a situation gets, there will always be this little spark, this so very small chance for everything to turn out ok in the end, no matter how hard the World tries to extinguish your flame. As I said, this only gives you a chance and in some cases only one so infinitesimally small that some might say it doesn't exist at all, but no matter what you will have that chance and that is more than a lot of beings can say.

Origin Perks

Drop-in

New around here?(100CP): As a Jumper you travel. A lot. And I am sure that can become a little overwhelming even when you have some form of Meta-knowledge on the Worlds you travel too. Well with this Perk you won't have to worry about getting caught off guard by customs you had no idea about. Every time you enter a Jump you gain a basic understanding of the civilizations present in said Jump and how to behave yourself when interacting with people who are part of them.

Good Civ(200CP): Have you ever noticed how common it is for people who end up in another World to use their knowledge from their old World and apply it to the new one they find themselves in? More often than not to spectacular, or at least interesting, results? Well now you too have that ability. You have the wonderful ability to think outside of the box and to apply concepts that are foreign to something to develop your abilities. Magic might not follow the rules of Science, Physics, pretty much any clear rules. But when you try to apply said rules to Magic you might find the results interesting. At the very least it will take you a lot of time to run out of ways to apply your abilities.

Bringer of Change(400CP): People like you are often bringers of change in Worlds like this. This might be because you are used to entirely different social structures or even laws of nature, but anyway, you now find yourself with the same ability to bring about change. You have this air to you, this charisma, which makes it easier for people to accept your weird and new ideas. This doesn't mean they will do something obviously foolish, but if your ideas have a point to them and make sense? Well they will be much more open then they would have otherwise been and with a little help from you they will even come to understand what you are trying to do much easier than you might expect.

Keep on Growing(600CP): The System grants incredible, if not outright unlimited, potential for growth, but all the potential in the Worlds will do you no good if you can't make that potential a reality. Well now you won't have to worry about that. Special Quests that grant special Classes, finding new Dungeons filled with EXP fodder, finding a new way to train a Skill. You will always find a way to grow and advance your abilities and Power. How you reach that growth can vary wildly, but you will never lack opportunities that is for certain.

Civilian

A Trade of your own(100CP): You might not be a fighter, but you have your own talents. Choose a trade, from blacksmithing, to tailoring, to even cooking. You now have a mastery of the Skills related to that trade on the level of someone who has spent at least a few years honing their craft. You can buy this Perk multiple times, though only the first time will be for free for those who chose this Origin.

A Happy Life(200CP): Worlds like this one are more often filled with vast amounts of danger and it is not uncommon for Civilians like yourself to end up as just another number in a statistic of death after the most recent calamity. Well you now have the blessing of not having to worry about some random calamity coming by to ruin your day. When you are just living life and not seeking out any adventure or danger, you will find that neither of those will seek you out in turn. The moment you seek out either of them though you become free game again, so think carefully before you act.

Fulfillment in the Simple Things(400CP): Living like you do, jumping from World to World never staying in one place, can be taxing. And as time passes maybe you will change, will lose that feeling of wonder at seeing new Worlds, after all many Worlds are so very similar to each other no? Well never fear, for with this Perk you now find within yourself the ability to go through Eternity and never lose that spark. You could have spent millions of years training your craft, and you would still be able to find enjoyment in it. You might have met hundreds of thousands of people, but you will always find it within yourself to reach out to others no matter how far beneath you they might be. This does not mean you can not change, or feel grief. It simply means that now, no matter what, you will find it in yourself to look at the World and see that there is still beauty and worth to be found there.

Bonds that reach past eternity(600CP): You might be a simple person, or at least might enjoy playing the part, you might not enjoy playing the hero, the villain, or anything like that, or maybe you do and just sometimes want a break. Anyways, while in some aspects you might seek out the ordinary, with this Perk you will find one thing about you to be very much unordinary. As a Jumper you will no doubt meet many people and beings over your journeys and most of those people you might never see again, or even think about. But now, with this Perk, you will be guaranteed one thing. No matter where you go on your journeys, you will always be blessed to meet people who you can forge genuine and deep bonds with. This does not guarantee that you will forge said bonds, but the chance will be always there. No matter where you go, you will never find yourself truly alone, as long as you do not choose to be so by your own free will.

Combatant

Specialty(100CP): You are a fighter, a seeker of adventure and danger both. The reason why you do so does not truly matter, but what matters is that you have the capabilities to survive such a dangerous lifestyle. Choose one field of combat you are talented in. Be it mastery of a certain type of Weapon, Martial arts or the ability to sling spells in combat, you now possess the capabilities of a decently experienced wielder of said field of expertise. You can buy this Perk multiple times, with only the first time being discounted.

Interesting Times(200CP): You are a bit of an adrenaline junky aren't you? At least I would think so, considering you go out there to fight bigger and bigger Monsters or go to explore Dungeons that become more and more dangerous. But sadly no matter how large a World is there is always a limit right? At some point there wont be a bigger Monster anymore, no Dungeon more dangerous than the one you explored. At least that is what common sense would tell you. Luckily you don't have to follow something as weak as Common sense! Now you will always find something to challenge you. A bigger and better Dragon, a deeper and more dangerous Dungeon. You will never reach the point where there is nothing left to challenge you.

The Will to march on(400CP): The life of a warrior is a harsh one, filled with danger, bloodshed and its own fair share of drama and trauma. Not everyone is cut to live such a life, even with something like The System helping things along. You are not among those people though, no, you are without a doubt ready for this life you have chosen. Your Will is a thing of wonder, being the next best thing to unbreakable. You might bend, you might curse your luck or even the World, but you will never ever break. That doesnt mean you cant be moved, or that a friend cant change your mind when you are being bullheaded or stupid, but even that is only possible because your Will is to powerful as to be effected negatively by even itself.

To surpass oneself(600CP): It is quite common is it not? The trope of a hero being faced with seemingly insurmountable odds, to be beaten down until they should only be able to crawl and then for said beaten and outmatched heroes to stand up, to stare the insurmountable into the face and then smile and edge out a win they should for all intents and purposes not have been able to earn. Well now you share in this quality. When you are on your last leg, when you have played all your cards and have arrived at the point where there should be nothing more you should be able to do, you ignore that silly notion and *Stand. Back. Up!* and it is then, in this state, that you will be at your most dangerous, for now, that you have played all your cards and have been found wanting, there is only one way to edge out victory. And that is to surpass yourself. And any enemy that brings you this far down the rabbit hole will see just how good you are at that when backed into a corner.

Items

General

Basic Gear(Free/200CP): It would be strange for you to be an Adventurer only to start out with nothing. Which is what this here is for. Look at your Origin, you will receive basic quality gear fitting for your current role. The quality will be nothing special, at least with the free version. Should you decide to pay 200CP on the other hand the gear you start out with will be a cut above the rest. The finest quality among basic equipment.

A Dungeon of your own(600CP): Quite the nifty thing to have i'd wager. This here is your very own Dungeon. A neat pit filled with ever increasing and growing challenges. While the first two Floors might not be all that large, or dangerous for that matter, the deeper you go the larger and more dangerous they become. And the neat part? There is no end to it. As opposed to most Dungeons you will find on your travels, this one has no end, growing to always be able to challenge you. The perfect place to train yourself wouldn't you agree? Especially since in the case of your "death" inside the Dungeon you will simply be ejected out of it, though you will have to deal with a cool down time until you can enter it again after you "die" like that. Around a month or so. The Dungeon will take the form of a Warehouse add-on.

Drop-in

Memento from another World(100CP): Being a Jumper you might have left behind some things at home you now miss. Maybe you had a piece of clothing you really liked, or maybe a friend or family member once gifted you something? Anyway, if you find yourself missing something from your former life, this is the moment to spend some of those CP. gain any one item from a former Jump, or even your World of Origin as a Fiat backed version of itself. The only limiting factor to this is that the Items can not be powerful artifacts. Little Enchantments are ok, but you couldn't insert something like a Noble Phantasm or something on that level. This is mostly to guarantee safety for stuff that has sentimental value to you. You can buy this option more than once, though only the first purchase is free for Drop-ins.

An Identity(200CP): You are a foreigner to this World, simply dropped in with nothing connecting you to anything in it. But that comes with its own problems, like sorely lacking documents and identification. You now no longer have to worry about this conundrum, as you now possess this handy little universal ID. No matter where you end up, as long as a system is in place that documents the citizens of the land you are in, this ID will be official and in working order. You might not get anything else, but having an official identity can be rather useful.

A Smartphone(400CP): An item that depending on the Setting you have chosen might seem entirely ordinary, or like a mystical Item of just as mysterious origins. This, my dear Jumper, is a Smartphone. Designed to be specifically what you would want from a smartphone, this little thing is equipped with a few features that even in a world where phones are common would make it something truly unique. First among these is infinite data storage. Make all the photos you want, download entire planets worth of music or just as many E-Books, no matter what you put on this thing, it never runs out of storage space. Next is the fact that it is pretty much indestructible, and even if it should somehow meet its end, it will reappear fixed and with everything on it still intact a few days after it was destroyed. In the same vein it does not need to be recharged and it is just as resistant against hacking or interference of all kinds as it is against physical harm. Just dont expect to be able to call someone from a few Jumps away. It can do a lot, but that would be to much for even this thing.

The Library(600CP): If you want to bring change to someplace you need the knowledge to make that change feasible. After all, just because your world of Origin has trains doesn't mean you know how they work. Well this wonderous extension to your warehouse will keep you from worrying about lacking knowledge. In this Library you will be able to find a collection of all the known knowledge of any and all Worlds you Jump to or already jumped to for that matter. Stuff that has been forgotten will not find its way here, but everything that is known, if even only by a small hand of people? YOu will find it here. If you bought the Smartphone above you also get an E-Book library with all the same contents as your actual library for free on the Smartphone, with a good search function, because boy do you not want to navigate through even one World's entire knowledge.

Civilian

Money!(100CP): Well this is a rather boring option, but it is a necessary one. After all, money makes the World go around or so the saying goes. By taking this you gain a starting budget of equivalent value to a sum of 1000 Dollars, with a weekly stipend of equal to 100 Dollars which you gain, well obviously, every week. You can also buy this option more than once, increasing the starting budget by +1000 Dollars and the weekly stipend by +100 with each extra purchase you make. Only the first purchase of this will be free for Civilians though, all the following are merely discounted.

Tools of the Trade(200CP): If you want to work your craft then you need the tools needed for said craft, thus this option. You gain incredibly high quality tools which you would need for whichever profession you practice. For a blacksmith that would be a good set of hammers, a nearly indestructible anvil, and a few more tools for little detail work for example. The quality of these tools will be the highest possible quality in this World, though they don't possess any esoteric or magical abilities. Doesn't mean that has to stay that way though, and they are very compatible with beneficial enchantments and the like.

A Business(400CP): If you want to stay out of trouble and live a good life you will probably need a good source of constant income. Well now you have that. This will give you a small business, which kind depending on your preferences and abilities. All the facilities you would need to practice and make money through your craft will be present in this establishment. Most importantly though, all the things you might need to make a living of this business, like ingredients for a cook or ores and stuff for a smith will automatically appear and restock on a weekly basis. While the quality of these "ingredients" will start out average, if you find more high quality stuff on your journeys and add them to the storage, these will begin to restock automatically too.

A Home(600CP): A home, a true home, is a lot more than just a space you live in. And while the property you acquire with this purchase is very much a place you can live in, it is also so much more. It will start out simple, with a livingroom, a kitchen, a bathroom, a cellar, an attic and a bedroom for yourself. Sounds rather tame as of now no? Well now comes the part that makes this Home very special. As opposed to just staying as it is, when you need something, this home will change itself and grow to fit your needs. So say you take up smithing or Alchemy. The moment you do so seriously you will find a new room in this home, furnished with all you would need to practice your craft. Space also isn't a limit in this case, as you could theoretically end up with a whole set of grassy plains and stables on those plains if you take up riding. Aside from growing to fit your needs the house also seems to be at least somewhat sentient, and it loves you, as you will find that if you need something you left somewhere in the house it will pop up near you somehow. The house also always stays clean so there is that.

Combatant

Bag of Holding(100CP): Unlike for “Gamers” the System rarely comes with an Inventory function, and as such if you want to make a living from going exploring and hunting beasts you will find yourself in need of someplace to put all your stuff. Well never fear, for now you possess a Bag of Holding. A nifty little thing, about the size of an average backpack, which can hold around 100kg of mass, with no limit on how big the stuff you can put in it, as long as the weight limit is kept in mind. If you find 100kg to be too little for all the stuff you want to carry you can also buy this option multiple times, with each purchase increasing the weight limit of your Bag by another +100kg. As always, only the first purchase is free for Combatants, with all the following ones simply being discounted.

Adventurers Kit(200CP): Healing Potions? Check. Mana Potions? Check. Basic Anti-Poisons? Check. Going adventuring is a dangerous profession, and so it is best to always be prepared. With this kit you will be. For most stuff that is. From a set of 5 Healing Potions as well as Mana Potions and some Anti-Venoms, to a sturdy and decent length of rope, all your basic adventuring needs will be taken care of with this kit. As a nice side benefit, all consumables in this kit, including the rope, will refill once used up by the next day.

Bound Weapon(400CP): Living in a World like this, where hard work and adventure quickly increase one's power, it can be a little hard to find equipment that can keep up with you. Well at least as far as a Weapon is concerned you will not have to worry about that any longer, for now you possess a very rare and wondrous thing indeed. A Weapon, the type being up to your discretion, which is bound to your very Soul and as such also bound to the growth you experience. As you grow in strength so does it, becoming sharper and more durable, or any other amount of traits that the type of weapon you choose as your own needs to be potent. Also note that ranged weapons, like bows or guns, will refuel their ammunition slowly but surely.

Training Grounds(600CP): While adventure and live combat are certainly the best way to grow your power in a World such as this, hard training in general should not be underestimated. This place you will find will be ideal for training of any kind you might wish to do. Starting out as a simple room, you will find tools and other things that might help you train, appearing here as you need them, as well as the room warping to take a form that would better help you progress in whatever you are focusing on at the time. That is a great thing in itself, but there is one more aspect to this place that might make it invaluable. Anyone who trains in these training halls will grow at a rate around 5x faster than outside of it. Neat huh?

Companions

Import(100): You already possess friends and companions you wish to go on this adventure with? Well there is no reason to deny such. By paying 100CP per Companion you wish to import you can take Companions who are already accompanying you on your chain into this Jump. They will also be given a CP stipend of 600CP to spend freely and will be able to take Drawbacks to gain more CP to spend.

Party Members(Free/200CP): On your journey in this World you will no doubt meet many different people, and if you so wish, and they agree to come, you may take those you like enough with you free of charge. If you have a certain idea on what kind of people you want as companions though then you could also pay 200CP per Companion, to guarantee that you meet someone that follows your specifications in a positive manner. All Companions bought with this option gain a 600CP stipend to spend freely.

True Love(400CP): Living in a World like this can be difficult at times, and I am sure Jumping in general can also be quite exhausting. So why not share some of that burden with someone. Someone who you can trust no matter what? By buying this option you are guaranteed to meet a person who you will simply click with. You will simply be so compatible with each other on all imaginable levels that you will be hard pressed to not end up in some kind of relationship. That doesn't need to be romantic, you could instead be the closest of friends or closer than any blood family. In the end that is up to you. What is guaranteed though is someone that no matter what will have your back, even if you disagree on something. They will also gain 800CP to spend on this Jump, though in their case this will be more to flesh out their place in this World. You can buy this option multiple times, and if you choose them to be romantic partners you will find them getting along so well that jealousy will not be a problem between them. The first purchase of this option is discounted for those that possess the **Protagonist** Perk from this Jump.

Beastly Companion(200CP): Not all companions will be humans or part of the usual "Sentient" races. Depending on the Setting Monsters or the like might be just as common, and no one ever said you couldn't get along with one. And so you have this one, a Monster, appropriate to the Setting you have chosen, which is loyal enough and affectionate enough with you to make some Dogs bow down in shame. The Beast will get a stipend of 600CP to spend freely in this Jump and will get the first Tier version of the Perk **Advantageous Birthright** for free. Best pet get?

Drawbacks

Supplement Mode(+0CP): Do you already have a World in mind you wish to experience, just with the added spice of a System on top? Well go right ahead. By taking this “Drawback” you can use this Jump Doc as a Supplement to another Jump. Simple as that.

Danger Level(+100/200/400/800CP): There are innumerable Worlds in which a System exists, but not all are equal in the Power being thrown around in them. By taking the 100CP version of this Drawback the World you end up in will be a little more dangerous than your average World. Monsters might be a little stronger than People on average, and there might be some hidden threats that could lay waste to a Town or two easily enough that pop up from time to time. By taking the 200CP version things get even more dangerous, Monsters might start out a good 10 to 20 Levels above most people in power, and City destroying beings can and will turn up from time to time. The 400CP version is much more dangerous than even that. Most Monsters are threats that only well trained and talented groups of Combatants can take on without taking too many losses, and Monsters with City destroying capabilities turn up quite regularly. Expect civilization to be in shambles at this point. And well, the 800CP version is even worse. Forget small groups, you might need a group of up to 20 to 30 average Combatants to deal even with the most average of Monsters, and that's not even getting into the City or Continent destroying Monsters that rampage through this World. Even if you didn't take the Apocalypse Setting that's pretty much what you will be walking into.

Time well spent?(+100CP): A measly decade isn't really enough time to truly experience a World such as this in its entirety isn't it? Well if you are so inclined you can take this Drawback to extend your stay a little, and earn a few CP from it while you are at it. You can take this Drawback up to ten times, with each time you take it increasing the time you have to stay in this Jump by another Decade. Easy money?

It's always something!(+200/400CP): In Worlds like this there is rarely a period of time where true peace is found, and now you will get acquainted with that fact of life much more intimately than most others. Should you take the 200CP version your little “adventures” will be rather small stuff. A bunch of thugs trying to rob you, a small group of monsters ambushing you. Always when you are having a too long period of peace something small will happen to shake things up a little. With the 400CP version, well you are not going to have a boring time here that's for certain. Old Dungeons appearing near you, secret conspiracies somehow pulling you in. No matter what you do or experience, there will always be something new to take your attention. It's kind of like you are a Protagonist... well just that you lack the Plot Armor of one. That is if you haven't bought a Perk to give you that Plot Armor.

System Error!(+400CP): What is this? All of those neat little abilities you have from other Jumps seem to somehow cause the System to fail. Which sadly means we will have to turn those off until the System is done adapting to them. That should take around... 10 years! Or well a little longer if you have taken a certain other Drawback. Fact is, all your out of Jump abilities and Perks will not be available for the duration of this Jump. Excluding your

Warehouse access, Body-Mod abilities and what you bought in this Jump of course. I know this sucks, but hey, if you haven't done that many Jumps yet this is basically free points. That's something at least, no?

Main Character Inbound(+600CP): Worlds like this one were often the place where stories in your original World took place in no? At least they were a genre. Anyway, seeing as they were stories it shouldn't surprise you that this World too has someone in it that would qualify as a Protagonist. A person that will be a lynchpin of a great many events that might come to effect this World for years to come, with enough Luck, read Plot Armor, and Talent to face the adversity one such as them is destined to face. Well as it turns out you are now one such adversity. The "Protagonist" of this World will be someone that you will clash with. Your personalities will be simply incompatible in every way, and one of their goals will lead them to you and you can be sure that you will not want to see their goal complete. Maybe you are a good person, and as such the "Protagonist" of this World is a particularly bad piece of work that wants to enslave or kill you and all you love. Maybe you are the piece of work and they are a hero that simply can not stand by and watch as you tear the World asunder. Fact is, a Protagonist is common for your ass at some point in your Jump, and they will be just as formidable as their station implies. Good luck.

End of Jump

Well, that's it with this Jump, I hope you enjoyed your time here! Now, as always, you have three choices on how to proceed.

Return Home: Your journey has been long, you long to see your original family and friends again. Understandable. Take everything you gained upon your chain and may you live a happy life in your world of origin.

Remain: Not what I expected. Did you come to care about this World so much? Well whatever the reason, you may remain here if you so wish. I of course wish you the best of fortune. Farewell.

Continue your journey: And so life moves on. New Worlds and adventure await you beyond this World. Let us see where your chain shall take you next.

Notes

Example for Advantageous Birthright: Taking the 200CP version of this Perk you will gain three minor boons which are connected to your race. These will not be total gamechangers, but they will give you, and all of your new kinsmen, a notable advantage over your bum standard humans. an example would be this specific version of generic Elves:

Child of Mana: Beloved by the Mana, your race has a high affinity with the mystical arts. +10% to the growth rate for Magic related Stats and Skills. Gain the Skill [Mana Control] as a racial skill.

A Minor Boon would be something like this. A nice but small advantage in regards to a certain area, and maybe even a Skill you simply have access to due to your race as opposed to having to earn it with actions on your part.

Now taking the 600CP version of this Perk will net you 4 of said Minor boons as opposed to only 3, as well as one Major Boon. An example for a Major Boon would be as followed:

Dragon Core: You are a creature of perpetuity, a creature of Magic which shall see eternity end. If you survive that long. Increase Mana regeneration by +500%. Gain the [Regeneration] and [Draconic Essence] Skills.

Basically, a Major Boon will give you a huge boost simply by the virtue of you having it, see the monstrous increase to your Mana regeneration above, as well as maybe one of two rather powerful Skills which while not game breaking will give you an incredible edge over others on your level who do not possess similarly powerful boons.

Aside from those rough guidelines it is as with much in this Jump. Powerwank responsibly. And keep in mind that there will be an entire species of beings with exactly those same Boons you make for yourself running around as part of the World you end up in.