Communication Quest Series

By zellat451
Version 1.2

The Setting

“Communication” is the name of a series of quests other there in Spacebattles, written by the user **TheCompiler**.

During this quest, participants are gathered as **Consensus**, the collective of all minds participating in the quest, and linked to the main character of a story. The Consensus may communicate with the character, guide their actions during combat, offer suggestions, and allow them to interface with the special power system they are granted for the occasion, all based on a “voting system” with participants offering suggestions and voting on which ones Consensus will report.

The first opus of the series takes place in the world of *Worm*, with the Consensus linked to Taylor Hebert, Queen of Escalation. Due to the novelty of it all, her power system was rather broken and easily exploited as a path to effective godhood.

The second opus takes place in the world of *Puella Magi Madoka Magica*, with the Consensus linked to Homura Akemi during her earlier time loops. Her personal system was adapted for the setting, but still quite powerful given the freedom of creating new Wishes that was eventually leveraged to great effect (read: Conceptual death on touch, and forcing the Doppel System into existence).

The third, and currently being written opus, takes place in the world of *Zero no Tsukaima* (or *Familiar of Zero*, for heathens), with the Consensus being summoned as a Familiar by Louise Françoise Le Blanc de la Vallière, and summarily linked to her. Her system did not center around the creation of new powers, but rather the summoning, enhancement, and movements of military units. Essentially, a real-life RTS system.

You will become part of this series, Jumper. Be it as a known hero, the main character of an entirely new and unwritten opus, or as yet another voice in someone’s head.

Whatever your decision may be, beware that you are being watched. This is for the sake of entertainment, after all. Take **1000CP** for your troubles.

Background

Origins

Your role in this story. Pick one.

A Voice in Someone's Head

Be the spacebattler, Jumper!

You have chosen to become part of the Consensus, a voice in someone's head. You will remain as an immaterial, untouchable being for the duration of this Jump, which may end as soon as the Quest itself ends (barring drawbacks).

Beware that your choices during this time will matter, as a vote is still a vote, however many of you are in there. Should your Hero die during this quest, you will die along with them.

As a voice, you have no means of interacting with this world but your words, Jumper. I hope for your sake that they are worth speaking.

As a Voice, you will be part of the Consensus for this Jump, whether you purchase the related Perk or not.

Hero of the Story

You are the hero of this story, Jumper. You have been blessed, or cursed, to hear a singular voice in your head. They are the Consensus, and they speak for the tree- *cough* for the morons. They speak for the morons. Also known as spacebattlers, but we all know what happens to large groups of people gathering together on the internet.

Regardless, they can be quite helpful, *most of the time*, as they know quite a lot that you do not. Perhaps they would be worth hearing out, if you could weed out the sheer stupidity that comes through sometimes?

As a Hero, you will be connected to the Consensus for this Jump, whether you purchase the related Perk or not.

Age and Sex

Being a voice in someone's head means that your sex and age are probably not anyone's concern. Being the hero of the story means that you are probably a teenage girl, if we go by the established pattern.
*But really, **choose whatever you wish**, Jumper. Just keep in mind that you will soon be at the center of a story, which implies "interesting times".*

Locations

You may choose any kind of setting and media as your location, Jumper. Just be warned that it will be adjusted to challenge the hero constantly and give them some grand task to accomplish. Feel free to choose among the known settings, as described below.

A Symphony of Escalation - Worm (Parahuman Series)

It is currently January 2011. Taylor Hebert is in the hospital, resting after being treated from toxic shock and what should really qualify as a bioterrorism attack, due to the actions of her three school bullies.

This world is a *wonderful* one, Jumper.

To start with, people gain powers and become “parahumans” after intense trauma. “Powers” are really alien beings coming from outer space and alternate realities to gather data about their own abilities, before blowing up the planet, leaving for another, and starting the process all over again.

Simultaneously, a shadow organization makes everything worse while trying and failing to make everything better, based on information given to them *by the enemy*. On top of that, a set of incredibly powerful rage monsters destroy cities periodically under the unconscious lead of a man-child with both a superiority and an inferiority complex (who happens to be the world’s second greatest hero). And don’t think of destroying them: more of their siblings are waiting to be released in that exact scenario.

Finally, the apocalypse will be kickstarted in two years of time, when a murderous psychopath with parental issues called Jacob tells an omnipotent man-child (*that’s* the world’s greatest hero) to let loose in order to fix his depression.

And that’s not going into the human experiments to create parahuman armies, the slow death of society which has been simulated to end within 50 or so years, followed closely by the end of humanity as a whole, and the thought that there are more of these world-killing aliens all over the universe.

So yeah, nice place all around. All sparkles and rainbows, as I am sure you can tell.

You will either replace Taylor in her role as a hero, or become one more voice in her head hidden behind the Consensus, in accordance with your choice.

Grief, Aliens, Goddesses and Oh My! - Puella Magi Madoka Magica

It is currently March 16th, 2011. Homura Akemi wakes up in the hospital, *again*, as she has every few months for the past 42 loops.

To put things into context, here's the deal. This world has been invaded by a race of very cute and emotionless aliens called "Incubators", who are working to fight off Entropy and the heat-death of the universe. They do so by granting to little girls a single Wish, which alters reality to make it happen, moves the girl's soul into a Soul Gem, and allows her to transform into a Magical Girl.

As the Magical Girl goes through emotional distress, her Soul Gem fills with "Grief". When it is full of Grief, the Magical Girl essentially *dies*, and from her corpse is born a **Witch**, a monster. This transformation of the Magical Girl into a Witch somehow produces more energy than what was used to create the magical girl and grant her Wish, thus countering Entropy. This is the true aim of Incubators with this system.

Most magical girls are ignorant of the "Witchbomb", as it is called, and are only told that they will lose their magic should they completely fill their Soul Gem, and that they must hunt Witches and kill them to use their Grief Seeds (a transformed Soul Gem) in order to clean their Soul Gem.

So, to summarize. A little girl goes through emotional trauma and meets an Incubator, who makes them a Magical Girl. The magical girl goes to hunt Witches to "protect the population" and clean up their Soul Gem, not knowing that incubators are the ones creating Witches in the first place. The magical girl eventually turns into a Witch, generally causing trauma to someone in the process or soon after, and leading to the creation of more magical girls.

So yeah, nice stuff.

As for Homura, she really just wants to save her best friend Madoka, who gave her life to protect her from the City-Killing Witch **Walpurgisnacht**, who arrives in the city about three months after the start of the time loop. Homura made the Wish to go back and protect Madoka right after she died, becoming a Magical Girl and being thrown back in time as a result. This also gave her time stopping powers and trapped her in a time loop until she succeeds in saving Madoka. She gives herself the side objective of preventing Madoka from becoming a magical girl as well, to prevent her from eventually becoming a Witch.

She repeatedly fails at both objectives, one way or the other, not knowing that her constant turning back time for Madoka's sake makes Madoka weigh more and more *heavily* in the Fate of the world, causing her to become *far* more magically powerful and an attractive contractor for incubators. And also far more dangerous as a potential Witch.

She has failed far too many times by now, and has been trapped into this time loop alone for *over a decade*. She is lonely, has PTSD, and is probably very depressed.

And then, you come along, Jumper. Will you become her emotional-support-voice in the Consensus, will you exchange a time master for a world hopper and replace her entirely? Whatever your choice may be, this is your story now.

A Song of Magic and Void - Zero no Tsukaima

What the day is, or the year, we have no idea. What we *do* know is that Louise Vallière has just summoned her familiar, as did all other students in the courtyard of this magical school.

This is a world of magic, Jumper. A long time ago, a bunch of mages from Earth decided to move away from Earth into this new world using the Void magic of a guy named Brimir, booting away the natives (Elves) from their lands some time later as a consequence.

Over the years, magic became a sign of nobility, humans and elves came to *really* hate each other, and Brimir is now revered as the God of Magic by humans.

There really isn't much more to say, other than that today there are four Void mages alive, Louise being one of them and ignorant of this fact, and a rebellion is brewing up in the human kingdoms to overthrow nobility everywhere (it's actually not as nice as it sounds).

Louise is currently friendless and mocked for being unable to cast a single spell, thus her "Zero" nickname, due to her unique elemental affinity. And this is the moment you come along, Jumper.

Whether you will help her among the Consensus, or replace her entirely as the protagonist of this world, your choice is already made.

Perks

All Perks in your Origin line are discounted. A discount is 50% off. Discounted Perks at 100CP are free.

General

…And That's What Happens In The Future (100)

For some reason, people just believe you *really* easily whenever you tell them what you believe to be the truth.

A Voice in Someone's Head

TimeSkip (100)

To prevent you from becoming too bored with your new existence, Jumper, you have been given the ability to "skip" time.

This isn't actually a form of time travel. Rather, it allows you to "shut off" your consciousness until something interesting, or an event of your specification, happens. Should you have a body or simple tasks to take care of, your undirected body will do so even without your input, as if you were doing the work yourself.

Worry not, you have no chance of staying stuck in the state of mind, nor of missing important events because of it.

Additionally, you are also capable of stretching each second of your thinking process, to the point that you could have an effective week of time to gather your thoughts for every second that passes. And yes, this can be used in combat.

The Only Voice That Matters (200)

Sometimes, you have many voices besides yours trying to reach a collective decision, and dragging everyone down while doing so.

But you know the truth, Jump. You know that *you* are the smartest in the room, that only your vote, and voice, matter. Which is why you have been granted this power.

From now on, whenever you are forced to share your head with multiple voices, not only will you be able to shut them up at any time, you may also completely prevent them from affecting your actions, thoughts, and self. Only your own will can direct yourself, Jumper.

Additionally, in the case of voices *outside* of your head, you become very charismatic. You are *heard* when you speak, and you know how to make others eager to follow your lead.

Finally, you are capable of speaking in **[Conceptual Speech]**, allowing you to transmit an enormous amount of information in very little time. Beware, this may cause *violent* headaches to those without the hardware required to parse it.

We Are Consensus (400)

You are now capable of linking yourself to a single host at a time, Jumper. No one may do anything about that connection but yourself, and this allows you and your host to communicate telepathically. Be warned that the connection can be felt by some beings, and even tapped into. In addition to this, you may hijack all communication networks within your range and communicate through them as well. Through mental communication, you may send pictures and music, for some reason.

You can hear your host's thoughts easily, utilize their senses, and gather information about a small area around them. You may also grant them access to as many of your powers as you wish, and restrict their ability to interface with them in any way you desire.

In case your host enters combat, you may initiate a form of "Combat Communication" which allows you to instantly gather a lot of information about the thought process of your host, instantly send out your own plans and suggestions, and permit your host to instantly review and adapt to your feedback.

Additionally, in mental realms of all kinds that you have access to, you may project dozens of bodies and replicate anything you wish according to your imagination.

On top of that, you are a being of many voices. This allows you to have dozens of simultaneous trains of thoughts, each with a personality of your desire, all working together for a common goal, *yours*. Essentially, a hive-mind with you at the core.

Finally, should you have a body, you may choose to become an immaterial voice when linked to a host. But in that case, you will share your host's fate, whatever it may be.

For this Jump only, a Voice in Someone's Head may work as a part of the Consensus, offering suggestions and voting, for free. *Buying* this Perk makes *you* the *whole* Consensus, the *only voice*.

Keyboard Warrior (600)

There is no other way to describe this power, Jumper. You simply have constant, full access to your old world's internet in its entirety. And on top of that, you gain similar access to all new forms of networks you ever gain access to. You will still need to *navigate* all of that.

This is only the "read" permission, but still. What will you do with so much knowledge?

For this Jump only, a Voice in Someone's Head gains full access to all of your old Earth's internet, for free.

Hero of the Story

Clear Mind (100)

Whenever your emotional state becomes too wild, Jumper, it's like someone is hitting the shutdown button on your emotions, as you instantly become worryingly calm and focused. This is toggleable at will.

In addition, you are capable of keeping track of a lot of information at once during a conversation, as well as of multiple trains of thoughts for a long period of time. Very useful, when having multiple conversations at once.

The Center of the World (200)

It really feels like that, sometimes. You just constantly run into new and wonderful people who could easily become your friends, allies, or love interests.

On top of that, those precious people that you make are *always* there when you need them, be it for a hug, a fight, or anything else. You will never be alone again, Jumper.

Path to Happiness (400)

It's really incredible, the kind of luck you have, Jumper. It's like there is someone out there, looking after you, making sure that everything goes *just* right. When everything is wrong, something will happen to fix it. When you are too weak, you will gain power. When you feel lonely, it won't be for long.

There's something in the very *Fate* of this world, Jumper, in its flow of *luck*, that tries its best to ensure that you remain sane, that you grow in power, that your goals and desires are achieved, and that you reach **True Happiness**. And it won't rest until it succeeds.

The Quest Life - Consensus Edition (600)

You are the main character of a Quest, Jumper. How do you know that? Well, it might be the voice in your head, apparently speaking for hundreds of voices, that you can hear periodically.

You can ask the Consensus questions and they will answer to the best of their abilities. They will offer you suggestions on just about everything in your life, they will help you out to plan during fights, and they are generally helpful. You can even give them control of your power systems and have them play interface for you. You can also shut them up at will, should they become too much.

Just keep in mind, the voices behind the Consensus rotate all the time, and though none of them are malicious, much the opposite really, they can be *really* dumb sometimes.

Additionally, you permanently gain access to a single system from the **Systems** section. You may pick one more for every time you purchase this Perk, but the discount only applies once.

Systems

Pick a single one of the following Systems for every time you have purchased the [Hero of the Story] Origin Capstone Perk.
As a Hero, you gain one Free for this Jump only.

The Parahuman System

The Parahuman System is the System used by Taylor Hebert, and the first to appear in the series.

This System uses a currency called **Charges**. Charges can be gained in the following ways:

- Set yourself some quests, an appropriate amount of Charges will be granted on completion.
    - Bonus quests may be given automatically.
    - Only quests that matter in some way may be used, such as “going home before 20:00 after school”, “infiltrating a place without being seen”, or “healing someone”. Something like “getting off the bus” will not work.
- Sometimes, when doing something *really* funny or impressive, charges will be given as a reward, but not as much as if you had set a quest for doing it on your own terms.

Charges may be spent within the System to:

- Create new inactive powers.
    - A power needs to be given a PRT rating (Thinker, Stranger, Brute, …), as well as a general description of the effect.
    - Powers have a limited amount of categories they can grow into, and are created with a rating of 3 at max.
- Activate a power.
- Give an additional category to a power.
- Improve a power within a category.
- Add a power slot, permitting the simultaneous use of multiple powers.

The more powerful the powers become, and the more slots are activated, the more the costs in Charges grow.

This System retains the “healing exploit”, which allowed Taylor to gain hundreds, thousands of Charges very quickly in a very short period of time by healing people one by one during a disaster, and setting a quest for each of them.

The Wish System

The Wish System is the System used by Homura Akemi, and the second to appear in the series.

This System uses a currency called **Essence**. Essence can be gained in the following ways: sacrificing Soul Gems and Grief Seeds, destroying them permanently. On top of that, you will gain the ability to sacrifice any kind of filled soul container for Essence. The purer the soul in the container, the more Essence gained. Additionally, because some may never find more kinds of soul containers in the future, you also gain Essence for sacrificing living, sapient beings (which technically count as “Soul Containers”), but may only do so if they do not have the ability to resist you.

Finally, should a power be present in the soul sacrificed to your system, you will be able to claim it in an inactive state.

Essence may be spent within the System to:

- Create new inactive Aspects within a Wish, granting it more active powers.
    - The aspect must be related to the Wish and worded in a similar manner.
    - Each aspect provides a new and appropriate Magical Girl weapon.
- Activate a Wish’s Aspects.
- Create new inactive Wishes with new potential Aspects.
    - The new Wish must be worded in a manner befitting a Wish in the setting of Puella Magi Madoka Magica.
    - The circumstances of the Wish must be described.
    - Each new Wish provides a new and appropriate Magical Girl outfit.
- Activate a Wish.
- Create Aspect slots, allowing the use of more Aspects of a Wish at once.
- Create Wish slots, allowing the use of Aspects from multiple different Wishes at once.
- Enhance an Aspect’s power, cost effectiveness, or versatility.
    - Each increase in a specific field will increase the costs in that field for that specific Aspect.
- A large amount of Essence, as well as a Wish, may be sacrificed to grant anyone a Wish, fulfilled literally and in the easiest (and dumbest) way possible.
- A large amount of Essence may be sacrificed to grant anyone a Wish that will result in the creation of a Soul Gem, as Incubators do.
- An enormous amount of Essence may be sacrificed to grant a single True Wish, almost unlimited in scope.

The more powerful the Wishes and Aspects become, and the more slots are activated, the more the costs in Essence grow.

This System has no obvious exploit in its workings themselves, but still allowed Homura to create a Wish in order to apply Conceptual Death to something on touch, a Wish to give Witches back their humanity temporarily, as well as a Wish to *burn* Grief directly, making Grief Seeds irrelevant.

The Multiverse Command System

The Multiverse Command System is the System used by Louise Vallière, and the third to appear in the series.

This System uses a currency called **Requisition**. Requisition will be gained automatically each day according to the user's Rank within the System, as a reward for missions, and as a reward for military victories.

Requisition can be spent within the system to:

- Summon perfectly loyal units according to patterns (generic metaphysical models of things).
    - Hero units are more powerful and cost more. They are also limited in number according to Rank.
    - New unit type patterns are added to the list by meeting them in reality. Meet robots, summon robots. Meet aliens, summon aliens.
- Keep units summoned, as each requires an upkeep in Requisition.
    - Units have no physical needs, but tending to them anyway reduces upkeep.
- Upgrade summoned units.
- Scan things throughout the world to gain new patterns to research.
    - A limited number of researches can be set, gaining a single Research Credit every day until they are complete, giving access to new unit patterns.
        - This may include weapons and buildings, among others, beyond military units.
        - This may include special abilities to enhance specific patterns and units with.

By completing missions, the user will grow in Rank, gaining more Requisition and Hero units. They also gain a single Advancement per Rank, to choose from a list. Advancements are passive powers. Hero units may also gain Advancements.

Items

A Voice in Someone's Head

The Instruction Manual (100)

This, Jumper, is the instruction manual for all powers you have access to, updating as you gain new ones.

It doesn't actually say *how* everything works, but it gives very straightforward instructions on how to make them work, and vague information on their potential for growth.

Memes and Music (200)

Sometimes, you just need to lighten the atmosphere, and this is where this comes in. What you have here, Jumper, is a digital cache of memes and music, always appropriate for the occasion whenever you look into it.

Core System AI (400)

This is an AI, Jumper. An AI without an actual physical body. It exists within your soul and serves as a secretary and help desk when it comes to your powers.

Be assured that it knows more about their inner workings than you do. You just need to ask the right questions.

Greetings, Winged_One (600)

Every Jump, you gain a direct, anonymous, and secure means of communication with someone very powerful, who is also aligned with the evil side of the setting, or at least the neutral side.

They are guaranteed to be willing to communicate with you through this, and will never be aggressive or try to use this connection against you. They may even accept deals.

Hero of the Story

The Pipe Bombs (100)

Unlike Homura, you will not spend days forgetting to make yourself good old homemade explosives when you need them. What you have here is a cache of napalm and pipe bombs, enough to use for a couple fights and replenishing daily.

Magic Wand (200)

This is a magic wand from the world of Zero no Tsukaima. It allows you to focus magical abilities, making them cost less, but also to use and learn the elemental magic of the setting, even without the talent for it.

Walking Armory (400)

Like Homura, you once saw a JSDF military base and decided that it was your birthday today. What you have here is a cache in your Warehouse containing the full content of all armories in a small military base, replenishing every 3 months.

There are 10 assault rifles with 60,000 ammunitions, 10 pistols with 14,400 ammunitions, 10 light machine guns with 60,000 ammunitions, 10 sniper rifles with 1,000 ammunitions, 700 grenades, 500 smoke grenades, 3 heavy machine guns with 15,000 ammunitions, 3 grenade launchers with 750 ammunitions, 1 light mortar with 25 ammunitions, 3 rocket launchers with 25 rockets, 30 single-use rockets, 50 packs of C4 explosive, and 30 Claymore mines.

What could you possibly need all of this firepower for?

The Book of Omakes and Side Stories (600)

This, Jumper, is a book detailing what happens to other people while you go around doing your thing.

Once a week, you may write down a single name within the book, the name of someone you know of, and watch as their actions, thoughts, and feelings during that past week (especially the important ones) are described as a story.

Companions

Import (Free)

If you are the Hero of the Story, you may import up to 8 Companions for free. Should they be old friends of yours, they will be forced to take the [**A Voice in Someone's Head**] Origin.

Otherwise, you may use your slots to create new Companions of the [**Hero of the Story**] origin, which you are guaranteed to meet during the course of your Quest.

If you are A Voice in Someone's Head, you may bring up to 8 of your old friends as additional voices by your side.

Among these 8 slots, you may choose to set a single previous Companion, or an entirely new one, to replace the Hero of the Story (only *one*). Be warned that this will have consequences on the past, present, *and* future of the setting, depending on the world you go to.

Regardless of which option applies for you, you may share your CPs with your Companions (but not the other way around), and you may all take Drawbacks, though beware that they will be enhanced *exponentially* in the case of drawbacks altering the world and the events taking place within it.

Canon (Free)

You may bring with you as Companions anyone you can convince of such. *Anyone at all*. Make of that what you will.

Drawbacks

Extended Quest (+100)

You must stay in the world for 10 more years. What a long quest it will be, Jumper. You will gain no additional CPs after the first 5 times.

Do keep in mind that this Drawback only applies to the one who takes it. If you say that Companion A must stay only for 10 years while Jumper must stay for 30 years, Jumper will have to make do for 20 years without Companion A.

No worries, though. If Companion A in this example is essential to Jumper's survival in some way (such as being the Hero to your Consensus), then a temporary replacement will be provided. There's no telling *how* it will happen, however.

We're Getting Bored (+100) (Exclusive Hero of the Story)

And so they are. Somehow, Jumper. The voices behind Consensus are constantly shipping you with everyone you meet, talking about harems and such, *especially* when it is not wanted or appropriate. And no, you can't make them shut up on that subject.

Be certain that you will spend a good part of your life burning in embarrassment.

The Normal Reaction (+100) (Exclusive A Voice in Someone's Head)

It turns out, Jumper, that your host has a very normal reaction to suddenly having a brand new voice in their head. Notably, screaming a lot, thinking they've gone crazy, going to the doctor, the works.

Oh, you'll be able to work past that eventually, I'm sure. But by that point, you will have lost a precious amount of time, and secrecy, and probably ended up in a madhouse somewhere.

Roll Us A Die (+200)

Every time you go outside, Jumper, a die is rolled. The result of the roll cannot be affected by any means, is completely random, and will land you into various situations depending on the result of the roll.

Nothing could happen, or you might suddenly attract the attention of the big bad for some reason, or you may find a new love interest. Let's hope you get lucky, Jumper.

A Small Push To The Left (+200)

You thought you knew this world you are going into, Jumper? Not anymore. From the moment you enter this Jump, things start shifting slightly. Some events will happen sooner than expected, others later. Some people will have different likes, slightly different personalities, and additional or missing quirks of character.

All in all, this is a story different enough to be called brand new, Jumper. *Your* story. Hope you didn't plant on relying too much on that meta-knowledge of yours.

Anti-Plagiarism Measures (+400)

From this moment on, you are completely incapable of giving any sort of information straight from the source by any means. You are forced to reformulate *everything* in your own words.

No Exploits (+400)

Every time you find a way to exploit your powers and abilities to quickly gain power without much of a challenge, it will be patched until you leave the Jump shortly after. This could become very annoying very quickly, for a power munchkin like you.

Balancing Act (+600)

All of your Perks and powers from previous Jump are locked for the duration of this Jump. It wouldn't do to break the balance of the Quest, would it, Jumper?

Home Sweet None (+600)

Similarly, you can kiss your Warehouse and all items you found in previous Jumps goodbye, Jumper. You will have to make do without them during your stay here.

Quests, Plural (+800)

This is either great or terrible, Jumper.

Scratch that, it *is* terrible after all. You see, multiple Quests are happening in your general area. All with different systems, all with their own objectives, all with an *apocalyptic level event to stop*.

So, you won't have to deal with a single main quest, Jumper, but also dozens of others and their fallout. I hope your world can survive this.

Oh, and before I forget. **You're not leaving until all objectives for all Quests are achieved**, Jumper. Which means that, though your survival does not rely on the survival of all other questers around, you will still have to see their quests achieved. It wouldn't do for you to just avoid trouble, would it?

Pissed Off The Quest Master (+800)

Well, Jumper, it seems that you pissed off the Quest Master, somehow. Due to this, they have sent multiple powerful Out Of Context enemies your way that you will need to defeat, and *fast*, before they destroy this world.

You have 3 months to prepare for the first arrivals, and they will arrive once every 3 months for an entire year after that. And **you *will* have to deal with *all* of them**, or you won't be going anywhere.

Good luck. And try not to curse the ROB some more, lest they send worse your way.

The Ending

Computer Off

It is time to turn off your computer, Jumper. Get away from these fantastical worlds and inspiring stories for a while.
Or, maybe, forever.

An Actual Ending

You seek an actual ending to this Quest, Jumper. A respite to truly enjoy this world and the power you have gathered, without a Quest pushing you along.
You choose to stay here, in the end.

A New Story

The Quest continues on forevermore, Jumper. New worlds to see, new people to help, new events to witness, new Good Endings to bring about.
So make your goodbyes, look forward, take a leap, and…
Show us yet another story, Jumper.

Notes

- I originally wanted to make a custom system section from all the parts of the different ones, like for the Generic Gamer Jump, but the different currencies put me off. So, have premade templates instead.
- Each quest finishes upon reaching and fulfilling an objective adapted to your potential power level, as expected from the system. If such a challenge does not exist in the setting, it will be *made*.

Changelog

Version 1.2

Small review of the doc, grammar fixes and some more specifications.

Version 1.1

Grammar fix.
Renamed the **Panic Button** Perk into **Clear Mind**.
Specified that the discount on the Hero Capstone is applied only once.
Added “living, sapient beings unable to resist” as possible sacrifices for Essence within the Wish System.

Version 1.0

Jumpable.