Generic Endjump

by wilder_fast

There are hundreds of worlds out there for you, Jumper. This is not one of those. This is your final challenge, your final quest, the last obstacle on your path to gaining your Spark.
You see, at some point, you are simply too powerful for your Spark to be ignited by the usual final Jumps. Therefore, your Benefactor has created a series of challenges to push you to that limit, so that you may transcend your limits and become something greater.
These challenges aren't merely a series of enemies you have to beat or puzzles to solve with casual ease with a million different intellect boosting perks. Oh no, these tests serve to challenge you, Jumper, the person hidden somewhere beneath all those perks, powers and alt-forms.
There will be no cp budget or items for sale, this serves only as a challenge for you as you are now. Should you decide that you are not ready for this challenge yet, that you wish to return to travelling between universes, there is no shame in that. Just beware, some of these challenges might end up getting more dangerous instead of less.
Now then, on to the first challenge.

The First Challenge: The Guardian

The Omniverse is a dangerous place, even the most pacifist of Jumper will need to defend themselves, even if they have somehow managed to avoid doing so until now. Therefore, to even attempt the later challenges, you will have to prove you are capable of defending yourself.
You stand upon a large marble platform, almost a kilometer across, floating within a star filled void. Above you, reality tears as part of an Eldritch Being emerges.
It is a being that exists in many dimensions simultaneously, projecting only a small fragment of itself into the same reality as you. Each of its countless limbs can create different effects, from tele-, pyro- and a whatever else -kinesis, to magic or lesser reality warping. It can hit with enough force to shatter continents, though the platform is immune to its attacks.
Its multidimensional nature means that even your strongest blows or instant-death attacks can only destroy around a city sized chunk of its body, which in turn is about the size of Antarctica. It cannot be charmed or controlled, only destroyed, one chunk at a time.
Should it kill you and you have a 1-Up or other method of personal resurrection, you may choose to leave and attempt this challenge at a later date.

The Second Challenge: The Rites

Upon defeating the Eldritch Being, a large gateway flanked by marble columns manifest in the middle of the platform. Behind it is a long hallway with a series of doors, behind each of which lies a separate Rite. Each of these Rites is different and its difficulty will vary wildly depending on your past Jumps, choices and behavior. You do not have to complete all rites and you may freely choose which ones to complete, though you must complete more than half.

As with the above challenge, dying while having a means of self-resurrection will allow you to instead respawn outside the rite instead of continuing, though you may no longer abandon the challenge entirely if you've made it this far. Instant win powers such as Path to Victory will not function here.
A challenge cannot be repeated unless all other remaining Rites have also been failed. Furthermore, additional lives do not regenerate here.

The Rite of the Brawl

Who's a power-hungry Jumper who took every opportunity to get stronger? You, probably, if you picked this rite. This is the most straightforward and, knowing how Jumpers usually are, likely the easiest of the Rites. You need to beat one single enemy.
Your opponent's level of power will be adjusted based on how many Jumps you have completed. For every five Jumps you have completed, your opponent may choose one of your Jumps to make purchases from. He gains 1000 cp for each doc to spend only on that doc, may not take drawbacks and may not purchase anything you yourself purchased in the past. The sole exception to this are items required to pierce any true immortality perks you have, he may purchase anti immortal weaponry from your Jumps even if you bought them as well.
In this fight, anything goes, save instant win powers like Path to Victory or Instant Death weapons or perks.

The Rite of the Duel

This is a Rite for those among you who train their craft, for those who do not merely depend on their perks and purchased skills but advance through hard work and perseverance.
For this, you will be required to choose any past Jump whose powers can advance through training, be it a martial art, highly adaptable magic system or cultivation.
Both you and your opponent will only have your Body Mod and your purchases from your chosen Jump. Your level of skill will be what you trained it up to while your opponent will have advanced his craft half as quickly as your average practitioner in the original world, adjusted for any learning speed/intelligence perks you have.
This should be a piece of cake for those who are diligent in their studies in even a single area or an insurmountable challenge for those who do not.

The Rite of the Hero

So, you're the heroic type, then? The kind who fights bad guys, saves the world, all because it's the right thing to do?
Well, during your chain you will have visited many worlds. Are those worlds fictional or did the authors somehow get visions of existing worlds and wrote those down? You don't know for certain and I sure as hell ain't gonna tell you. Regardless, most of those worlds have an enemy, a big bad, the final boss. During this challenge, you will face every single one of these people whom you failed to defeat, at the same time, be it Lucifer, Zion, Kronos or Tai Lung. Of course, it is entirely possible that you are already too powerful for them, in which case they will begin to combine, fusing into a single entity with all their powers combined and each individual involved giving this being an additional life, allowing it to keep fighting.

Note that opponents only count as defeated if you beat them during your first visit to a world. Dragging out the main conflict beyond ten years, then coming back fifty Jumps later and splattering your enemy with a single punch does not count towards removing them for the purposes of this challenge.

The Rite of the Overlord

So, you're a Dark Lord then, are you? A Sauron wannabe who conquered every world he came across? Let's put your rule to the test, then. Attempting this challenge requires you to have at least five conquered worlds.
On each and every world you have conquered, the various resistance movements will gain the ability to talk to each other, share information, magic, technology and transfer small (baseball sized) items between universes. They one year of preparation with two extra weeks for every Jump you have done. You will not be able to reinforce your governments, so hopefully you haven't left behind to many differentThen, they will rise up and try to overthrow the government you left in place. Should you lose more than 50% of your holdings, this challenge is failed and cannot be attempted again unless you fail every other available challenge.
Should fewer than 50% succeed, they gain the ability to travel freely between worlds and get one year of preparation for each free world, then they come after you in this chamber.
For this purpose, they also gain access to your build details as well as the means to visit the worlds of your other Jumps if this is necessary to kill you. After all, they'd have a hard time killing a Kryptonian if Kryptonite exists in none of their universes, for example.
The waiting period can be sped up for you, if you wish so.

The Rite of the Bleeding Heart

Are you a good person, Jumper? Did you help those in need, protected the innocent? Or perhaps you are a monster, who's has hundreds of innocents on his conscience? … assuming you have one, that is. Regardless, this is probably going to suck for you and you really shouldn't choose this if you have any choice in the matter.
Many times, before a Jump, Jumpers make a list of things they want to fix, people to save, catastrophes to prevent. Inevitably, this doesn't always work.
Other times, you are confronted with impossible choices of who to save, who to let die or even putting the good of the many above the good of the few.
For the duration of this challenge, any and all perks for dealing with mental anguish and trauma are revoked, while any conditions such as sociopathy, which might make this challenge easier, are cured.
You will now face the people you wanted to save, but couldn't. They will tell you their stories, and you will feel their pain. And if they died due to your failures, you will be required to kill them. Again. With your bare hands.
After that grisly task, you will be confronted with each and every innocent whose death is on your hands. You will see events through their eyes, feel their terror, the anguish of their families afterwards …
If you break down even once during all of this, you fail this Rite. An exceptionally good person might manage this, but most of you will likely fail.

The Rite of the Mastermind

Through this world lies an entire world much like the one you left so long ago. Another being much like yourself has entered this world, with powers of its own.
It is your job to kill them, and vice versa. Neither of you can hurt each other directly, you will need underlings for that. The further they are removed from your direct command, the more effective they are. Should you win this shadow war, you will have completed this challenge.

The Rite of the General

Are you alone, Jumper, or did you bring along Companions? Pick as many of your companions as you want, then have them, as a group, fight a group of enemies created as your opponent was in The Rite of the Brawl. There will be one opponent for each for your companions, though not necessarily adapted to combat them specifically
You may give tips and dictate strategy during the fight, which will take place in a large arena, but you will be on the outside, unable to intervene directly.

The Rite of Survival

How much of a hoarder are you, Jumper? Will it get you killed?
This Rite is simple, disgustingly so, really. A group of the smartest people in your past Jumps will be plucked from their worlds, gain access to your Warehouse in its entirety, and try to kill you for an hour. They will be given your build and a list of your warehouse's inventory, though reading them will cut into the time available.
You will be required to stay within your warehouse, not be able to attack your opponents directly, indirectly, or interfere with their attacks in any way except blocking or deflecting them.
Have fun?

The Rite of the Wild

This Rite is what you probably expected the last one to be. You will be dumped on a tropical island filled with monsters and other dangers. This island starts out at five square kilometers and will grow by one square kilometer for every jump you have completed.
For every five Jumps, a powerful beast will be selected. Kaiju's will be preferred, but it will always be powerful and strong enough to be dangerous to you. If there are none that fit those criteria can be found, a suitable beast will be strengthened. These beasts will be roaming the island and highly aggressive towards you.
You will only have the clothes on your back (nothing that would provide a major advantage) and a mundane survival kit and you may not access your warehouse for the duration of this Rite.
All technological, survival or other perks that would trivialize this setting will be disabled. This means perks that would help you survive outside such as infinite food, resistance to the elements, etc. Any powers that would allow you to easily explore such as flight will only work during combat. The Kaiju cannot be controlled or tamed in any way.

You may also choose to disable all of your perks and powers save 1-Ups in exchange for removing the Kaiju.
This Rite will be completed once you have survived on the island for one year or you have killed all the megabeasts.

The Rite of the Race

We all know it. That rush that comes from putting pedal to the metal, acceleration pressing you back into your seat, movement unachievable through normal means. Now, let's put your talent behind the Wheel to the test.
Expert drivers will be plucked from your past Jumps and given their choice of vehicle from your garage. You will be competing in a series of racetracks, each built to match the defining theme of a past Jump, or at least an important area from one with hazards to match. There will be one racetrack for every five Jumps and one additional driver to compete with for every ten Jumps.
If one of your vehicles provides a unique advantage that cannot be overcome by the other vehicles, you may choose to either make it unavailable to everyone or have it replicated so everyone may use one. Therefore I would recommend you only use this rite if you have a large variety of vehicles available.
You will be required to win at least half of the races and cannot use your powers to disable the other vehicles, only the tech available in your vehicle.

The Rite of Creation

What exactly are you, Jumper? Are you a cruel warlord, a brave hero, a selfless healer? None of that matters here, however. This is not about. This about finding you inner creative spirit, about expressing yourself and your feelings without words.
You will be required to create a piece of art for each of your past Jumps that represents the spirit of that world or your experience there. You may not write out any clues in the process. This rite begins in an empty room, from which you can access your warehouse's store of material (but not food). While you can use materials unique to a specific Jump, you may not use it exclusively in the art piece for that specific Jump.
Any survival/infinite food perks will stop working after three hours multiplied by the number of pieces you have to make (and no, you can't just create a pile of food before the perks stop working, any food created must be eaten immediately or it disappears).
Once you are done, impartial observers from each of your Jumps will be called here. These people will have been close enough to you and events you participated in to get subtle references. These people will need to identify which. piece of art was created for their specific world. At least ¾ will need to correctly identify their piece of art. And no, you can't just write down the name of the Jump in fancy lettering or use a pilfered street sign that's unique to that Jump. This is about art, not creatively working around the rules. If you feel like you're getting away with something, you're likely cheating.

The Rite of the Hunt

This stands to be either an incredibly fun or incredibly frustrating Rite. Participation in this rite requires you to have some kind of time travel available, be it the TARDIS, a DeLorean or a Time Courier.
You and an opponent with comparable skills will be dropped at different points in time and space on a generic Earth. You will then travel to five different new locations and then dropped off at each other's starting locations.
There will be clues at each location to your opponent's next destination. You need to catch up to your opponent faster than they catch up to you. If you both return back to your own start points without catching the other person, you may either restart the challenge or end it and retry it at a later date. If you quit after a draw like this, you may retry this Rite without having to try every other remaining one first.

The Rite of Domination

War, Jumper. Fighting to the last. This isn't just a fight between two combatants, but a vast conflict between each and every single companion, organization and army you brought along. Your warehouse's contents will be spread out among these factions, distributed in such a way that minimizes the power difference between them.
You will now need to pick a faction to join and together, you must beat all others. Your companions will be doing their best to beat you, any alliances will be temporary and they won't just roll over so you can get your Spark. If one of your companions or organizations is considerably stronger than the others, you will not be able to join them.
You may choose to have this take place in a location you have visited in the past or on a random battlefield.

The Rite of the Jabberwock

So, what exactly is a Jabberwock? Is it another word for the Entities from Worm? Is it a nonsense word from a nonsense poem? Is it a metaphor for all the monsters of this world? Technically, it's all of those, but here? Here it is a bizzare amalgam of your altforms, a Frankenstein's monster that is both all of them and none of them. For each and every altform you possess, the Jabberwock gains an additional life. Furthermore, the Jabberwock gains the powers associated with each form. Your body from Harry Potter will imbued it with magic, a dragon will imbue the beasts magic resistance and ability to breath fire, and so on and so forth. To top things of, this thing has a form of self-biokinesis allowing for immense regeneration and adaptation. Can you beat the sum of your past selves, or did you stay true to yourself and were primarily a Drop-In?
Each and every Jump that you are not a Drop-In will create a new altform, FYI.

Rite of the Temporary Benefactor

At this point, you are likely immensely powerful and may eventually reach a level of power where you can create Jumpers of your own.
Now, you can find out how well you would do. You must choose a person to empower and they must complete at least five non-trivial Jumps. They must be entertaining for the duration of these Jumps. There will obviously be temporary periods where nothing

interesting happens, but if you or your Benefactor ever truly wish that you had picked someone else or that they would just die already, you fail this Rite.
You'll empower them using the standard Jumpchain format, using Jumpdocs provided by your Benefactor or drawn from your home Earth's internet (to which you have access from here). You may choose to add/remove perks, powers and drawbacks to spice things up.

The Third Challenge: The Chase

Tom and Jerry, Wylie E. Coyote and Roadrunner, Jumper and his Spark. You have now joined a long line of others who frustratedly chase an elusive target.
You see, an almost universally known and often forgotten tidbit of information about the Chain is that this whole thing is there for the amusement of Jump-Chan (most of the time at least).
When you gain your Spark, you will become independent at last, leaving their control and any chance at a providing further entertainment. So here is your Benefactor, getting in one last laugh.
Your Spark is in a vast, Mobius-Loop like maze of utter confusion, and its ability to dodge you scales with your powers. You will not be able to catch it, but you still have to chase it.
After all, this is meant to be entertaining.
When, and only when you are so completely done with this whole affair, tired, exhausted, broken, then, and only then will your Benefactor relent and give you your just reward.
Any kind of infinite stamina or willpower powers are disabled, you may disable all of your stamina and willpower related perks and powers by choice.

Final choices?

What will you do now? Freely explore the Omniverse? Return home to your family? Go on an extended honeymoon with your Harem?
It doesn't really matter, does it? Reality itself is your oyster.

Notes

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