

Grime Jump

Version 1.0 (Tri-Sevon/MJC2 Edition)

"*You are an oddity among oddities. Your mere presence here can be seen as fortunate or unfortunate…And the form you have, just how exactly did you get it?"*

"...It doesn't matter. The change you are likely to undergo will begin soon. And you will need these during your time here. These are **1000 Breath Points** *and you are warned to spend them wisely…"*

Starting Location

The world is one you may not expect, but being with the burden of choice…You can have a say in where you end up. Alternatively, a strange entity provided some items to be given to you to help decide if you wish to rely on them. Please use your time wisely…

(The alternative option is for you to roll some dice to determine where you start instead.)

Weeping Cavity

Unformed Desert

Lithic

Servant's Path

Gloomnest

Nerveroot

Feaster's Lair

Carven Palace

Peak of Creation

Levolam Network (Other)
These parts of the world act as a connecting point, and as such, you will be able to use a special one to pick any location of your choice. But also where exactly in it as well…

(In other words, in case any of the above are not what you are looking for as a choice or you wish to go somewhere very specific in general, this is for you.)

Backgrounds

While you are initially given a challenge to achieve if you wish, we can also easily allow you to determine the background of who you are in your final starting choice. This does include age and other personal details, if you wish to influence what exactly they may be.

(You can also use dice to roll up whatever age you end up at as well.)

Species/Origin

Now you can begin what your body will be like in this world…And after this, we will not meet again. And if you still have that entity's items, you can use them here.

(Yet again, the options below can also be picked by rolling dice if you wish to opt for that method of choice.)

The Second Chiseled

It seems there is more than one now…You are open to make yourself as their sibling, or separate such a notion outright if you wish. Though do be aware of the uniqueness of the stone body and the 'vortex' attached to you. It is strangely 'humanoid' despite what others may think…

Stoneborn

Your form is made of stone and is unlikely to be perfect. By that, you are distinctly not humanoid and your body will reflect that. However, there are still ways to achieve perfection, even for one such as you.

Carven

While you are still of Stoneborn origin with this, you are actually fortunate to have a more 'humanoid' form. You are still far away from perfection and the rock that makes up your body will perhaps need to be replaced…

Coda

The few able to be made of actual 'Flesh' and among the closest to perfection. They are also the ones who have the ability to make Stoneborn into Carven, and Carven able to have Flesh instead of stone.

Though, their purpose in the world is one that they wish to keep to themselves.

Outsider

And despite it all, you exist. Either through what could be your original form or the one sculpted over time… …You will stand out, with the benefits and consequences of such.

(Vague text aside, this is the Free Choice option to use whatever you want in case the options above aren't exactly what you want or don't fit any of them somehow.)

Perks

*You gain **5 Mass Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 500 BP to use.*

Otherworldly Adapted [Free]
In case you happen to rely on things like air or other things that normal planets require to survive in terms of 'breathing', this allows you to be able to enter space or be inside places that have no protection from the void of space.

Now, getting lost out there or getting killed by gravity is still a thing…

Energy Meters [Free]
A special set of visuals in the corners of your vision or any other form of 'interface' that you may desire, will now display your 'Health', 'Breath', and 'Force' in this world.

And yes, you can freely edit what is shown and added if you wish.

Environmental Reader [100]
If you ever find yourself in a world where the details as to what its history or events are shrouded in mystery and little accounts from those willing to talk, you will be able to seek what you want to know.

In essence, you are able to read any environment more closely to discover details and inferences that can be collected to get a fairly solid idea on what happened, who was involved, and why the info may be lost…

…This also helps to be extra vigilant in finding traps, hidden enemies, and other possible things that a normal individual may miss at first glance.

Form Mover [100]
It doesn't matter if your form is made of rocky stones, or if you lack correctly proportioned limbs. You'll be able to move around as, even if it seems like you shouldn't in reality.

Now granted, this doesn't make you move fast if your form ain't built for that. But hey, this will apply to other Alt-Forms you currently have and get in the future.

Chiseled Platformer [100]
Being able to move around, especially in this world is important. So as long as you're here…

…This allows you to get the ability to make your body, regardless of its weight and specifics of its form, able to jump rather high into the air, grab ledges and pull yourself up them easily.

…Oh, fine. You can also double jump, perform a sort of dash to cover short distances for travel and evasion, and be able to climb on surfaces that would be seeable as being 'ladder-like'.

Dodgeful Dasher [200]
You can now perform a 'Dash-Like' set of movement that will make you briefly intangible (if made of organic flesh) or fragment and reform you at the end point (if made of inorganic material).

And while this is useful for dodging attacks and other nasty things in combat, this can also be used to cross gaps, reach distant platforms, and travel through tight spaces.

You can also even do this in the air as well, if you wish (but don't forget about gravity unless you have a means to not worry about it).

Do be warned, however, this will drain your stamina (or the energy called 'Force' in this world.)

Value In Form [200]
With all of the varying body parts in the creatures, the environment, and all of the desires out there… …Perhaps there is a way to find comfort in what you have, even with the good and the bad.

This offers an ability to look at your own form (and Alt-Forms) in a deeper introspective manner to make it easier to understand them and counteract any empty feelings you may have while in them. And that allows greater capacity to push past any limits you haven't unlocked or broken in any of your forms.

And as an additional bonus, you can also use this to help shape and tweak your forms to make them more suitable for you in terms of vanity and ego.

Voice For The Voiceless [200]
For those who exist without a voice either by their origin or an event that caused such a state…You can designate someone by sight and have the ability to give them a 'voice' that they can use to communicate with you.

It may be weird for them to vocalize either for the very first time or after so long, but it is made to where they can grow comfortable with it. Of course, this works better if the person is of the mind to talk and if they do wish to engage…

Material Warrior [200]
You find that making weapons out of what would be considered basic materials like stone, gems, and other rocky materials is something you can easily do. But even better than that is being able to use these 'simple materials' with body parts of hostile beasts to make them into stronger weapons.

And even then, the more rare and tough the beastial material being used is, means you also get more out of using it as a weapon. In short, expect a range of small to very large increases in damage depending on what you use.

And yes, you do find that this does translate for making use of other hostile creatures or monsters in other settings and worlds in your future.

Grimy Armor Sculptor [200]
If one has seen the various armors, they are rather specific in their material and their relation to who is using them…And now, you can easily create these armors, but with something a bit more as well.

In short and as said, you can easily create any of the armors seen in this world. But the main addition is that you can make said armor automatically fit the form of the user to not hamper or impede their agility and combat ability at all.

Of course, if it doesn't fit how they wish to be seen or thought, you can still make adjustments as needed to edit the aestical details as you (and the person) see fit.

Void Parry [200-300]
A specialized power to make the pull of a miniature black hole able to disrupt and damage any foes trying to engage you in melee. You can use this as you see fit, but you find that it is especially useful in making any of your parry/counter powers easier to perform…

…And also far stronger as well, if you time it well. And as a bonus, you also find yourself far more resistant to any parry attacks inflicted on you as well.

*(If you also spend an additional **100,** you can also have the Black Hole able to catch projectiles and send them back to the caster/shooter as well.)*

Mass Absorption [300]
While you may not have a Black Hole as part of your body (possibly), this allows you to achieve what the Chiseled One can perform.

In short, you can summon a Black Hole that will appear near you and pull in anything that can be stolen from a foe. But if you also happen to do this when the foe is dead…

…It will instead pull pieces of them into itself and store them elsewhere in a pocket dimension that you can easily access. If you do happen to have **Void Parry**, your specialized parry move can also steal pieces of a dying foe if it was a killing blow.

(And if you do manage to happen to have already have a Black Hole among your body/form, you also summon two more near you to increase the spoils gained via this power.)

Ardor Master [300]
A strange ability that runs on achieving successful slayings of enemies either by attacks or counters. And the longer you keep this successful chain going, the more Mass you will collect while in this world up to a limit of +100% increase from various sources…

…And if there are any resources in other settings (think like in Dark Souls) that can be gathered from enemies, this will carry over but also go past its normal limit to triple or quadruple that…

…As long as you keep this successfully continuing, mind you.

Carven Crafter [300]
While the craft of making statues and art out of stone is hardly an exotic skill and you can easily do that if you wish…This is different.

This is a series of skills to make finely detailed and carved stone bodies in such a manner that all they need is a source of specific energy such as this world's 'Breath' to make them into 'living beings' that will be loyal to you and your companions.

And even better is that the ones made via this method will accept any other alternative energies or sources that can grant life from other settings or ones of your own creation…

Coda Crafter [300]
Unlike making Carven, this specializes in making 'Flesh' into creations of fine work. And given that this makes you an equal among those in the Coda who tirelessly devote themselves to these skills…

…You can do the same, albeit with needing far less life-giving Breath for creations made via this power compared to others. And same for non-Breath sources that can be used to provide life.

*(However, if you do also happen to have **Carven Crafter**, you can actually use your skills to convert those made of stone and other 'lesser' non-fitting humanoid forms into ones made of finely created flesh.)*

Power Pull [300]
A special ability that allows you to manipulate the environment to temporarily displace it towards your direction. And depending on the terrain, it'll either remain in its new place or revert back to its previous position…

…You'll also find that you will have a visible radius that can help you determine what is viable for this ability and if you can reach it. And if you wish with enough practice, you can 'Pull' yourself to an object or item that can be influenced by this ability.

And as a bonus, you find that any similar abilities, powers, and tech will also develop to become capable of doing this feat as well, while being able to merge and contribute with each other.

Old-Painless Soul [400]
One of the many problems faced by the Stoneborn and Carven is the feeling of the 'Old Pain', due to their existence being messy. And as Yen would learn, it doesn't go away even with being given a Carven body.

You, on the other hand, will never be burdened by the ‘Old Pain’ physically, mentally, or even feeling empty in the esoteric sense of the soul. Even if you were modified or transformed via methods seen in this world.

And in future settings, this protection will extend to any future transformations made by any changes to your forms and Alt-Forms no matter if they are external or internal in origin. That said, this doesn’t help against the type of damage that will destroy you regardless of your form…

World Ending Derail [400]
There is an entity known as Shidra, who will at some point meet the Vessel and is perfectly aware of their end goal causing the destruction of the world.

And for whatever reasons Shidra had, they tried to offer a choice that would stop it from happening. And now, you have the special quality to attempt this as well.

In essence, if there is any individual or entity indirectly or directly seeking to destroy the world/setting at large, you will find your words will have more sway to convince them to stop and if needed, you can provide an alternative (via gifted powers, abilities, skills, items, or equipment) that is far less in cost to give personally.

These will not be perfect, but what you end up giving will be almost-perfectly suited for appeasing all of their desires in one go. If in the case this doesn’t work (and if you gave them anything), you can revoke anything given back instantly and also find that all of your efforts in opposing them directly are massively boosted…

As if you became their ‘Final Boss’ and you will see them fall again and again, if need be…

Imperfection Is Fine [500]
Perfection is not achievable, but the desire to achieve is something that many would chase till the end of their lives. You? Well, maybe you don’t need to worry about it.

This is a special power that allows you to find people that are considered by others to be ‘Imperfect’ and be able to help them with developing and improving themselves over time with your presence and support.

This can help even the lowest of individuals or entire groups to achieve what they thought was impossible, as long as they have the means, spirit, and willingness to try. And if they do fail (and don’t die), they can push on and take what silver linings with them as well.

On the other hand, this also helps locate those who consider themselves ‘Perfection’ and instead shows them the folly of such claims. This will make them weaker in all manners of powers, skills, and so on while also damaging their egos if they are especially vulnerable to that.

After all, ‘Perfection’ is perhaps worse than Imperfection…

Vessel Spawner [600]
This allows you to create truly unique forms or beings that contain what would be conflicting materials and phenomena. Such as an entire human-like body that is alive, but made of inhuman stone and a face that is made of a Black Hole.

That, and countless others can be made by you. Though do be warned that creating such works will take lots of resources and talents to truly make them with the amount of capability like the ‘Vessel/Chiseled One’...

(And for note, to explain this in a different way: This gives you the capability and requisite skills to be able to make a single individual on par with the potential seen with this world’s Vessel…

…The catch is that relying solely on this Perk means you will still have a lot of work and effort to put in, on top of needing the resources to pull it off. And trying to make multiples at one time is going to be an extremely difficult hurdle to overcome.)

Pathway Of The Kin [700, Can’t Use Mass Token]

To share something that seems to be the goal intended for the Vessel…The Black Hole that is part of their body/form is to collect the ‘Mass’ of the prey it hunts. And its goal would be to gather enough Mass and of specific kinds to be able to join its Kin in the cosmos…

…This is now something you can achieve as well. However, in order to make the maximum effects of this requires effort with blood, tears, and voidal sweat.

In essence, you have to hunt the most powerful creatures and beings in order to take their power to add onto your own. In this world, it would come from the Mass that makes up everyone and everything.

And as you do this, you will find your own powers, skills, and abilities to improve gradually and then exponentially, to even a point beyond what the limits seen in this world. When you are done after having undergone this difficult path, you can choose to keep yourself as you were…

…Or use all of the power to create a truly large cosmic form that will radiate all of that power. And it may be seen as godly or truly horrific depending on the perspective, especially if your head was a Black Hole as well.

Of course, you don’t have to stay that way forever, if you wish…

(And to share on how this works in settings beyond this one, you can actually keep undergoing this path in each new Jump and gain more and more power. You can also make your Alt-Forms able to undergo this path (albeit one at a time per path) and merge them with any other ‘Path Forms’ you made as you see fit.)

Gear & Equipment

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Grimey Media [Free]
An out of place set of devices and objects that would make little sense in this world. Albeit, because these are actually multiple copies of the game, multiple hardware to play said games, and an official and unofficial collection of the game's OST in any audio format you like.

Body Ammo Bag [100]
A clean and organized bag full of the various usable projectiles used across the world, albeit with unlimited amounts to produce and throw. It can also take in new projectiles as well, though you will have to add quite a large number of them first before they become unlimited later…

Blightful Lanterns [200]
A set of three Lanterns that can be used as weapons, since they will never break being used as blunging weapons. However, the main hidden secret to them is that any foes hit by them will be inflicted with powerful delbertating effects on them.

These effects can also be stacked on top of each other, to increase the lifespan and severity. And if you wish, you can modify them to have new effects that are just as hazardous…

…Or perhaps ones that help you and your allies if you wish to go that route.

Scythe Trio [200]
A trio of scythes with different effects from each other, but they are fully modifiable to the tiniest detail while also being open to vanity changes if you wish.

The **Bloodmetal** one specializes in pushing and launching foes with its attacks, the **Nail** one works best with hooking and stabbing into foes, and the **Face Slasher** carries more power when relying on powerful and reaching swinging attacks.

There are also blueprints of these to make more of them, while also being able to learn how to replicate their special effects/functions as well.

Sealed Breath Container [300]
A special intact and secure object holding an unlimited supply of ‘Breath’. Though it may be unlimited, there is a point where it gradually produces less and less the longer it is used without time to ‘rest’ per say…

…And yes, you could use this to study the properties of ‘Breath’, if you wish to do that.

Levolam Pile [300]
A purple crystal-like material that can be used to teleport around the world, but can also be marked so that only the person (and others allowed) can use them. This batch also comes in a very ancient divided container that will never run out, while also holding a section for dispensing Levolam Dust to share with others…

…And also comes with a massive Levolam structure to begin the work in acting as a teleporting point, alongside also offering a means to heal creatures made of non-organic forms.

Pebble Art Effigy [400]
An odd item made of rocks and Nerveroot, which when broken either by you or someone else, will summon a large creature known as a Rockgiant. And it will

A Rockgiant is rather tough outright, while also holding a lot of power in its strikes while also kicking up visible zones where being on the ground will carry the destructive force. And will remain active till dismissed or it ends up destroyed in battle.

And as for the Effigy, you will get a new intact copy after a day in either one of your pockets or at your Warehouse (if you have a preference) to use again.

Shidra Statue [500]
This is not the real being, but rather a finely crafted likeness of the Breathsmither that can perform their functions. While their main focus is creating, especially with making forms for others to use…

…They can also make weapons and armor stronger with whatever materials you can give them, while letting the many multi-armed and multi-handed likeness handle the work. If in case you do wish to work on your stuff with your own hands (and equivalent), then the likeness will assist however it can.

And while they have to remain rooted to be active, they can be unrooted, moved, and integrated into any terrain, ground, or property. It also will help that if the need to defend you or your companions is needed, this will aid in combat as well.

(Also, for the record…You can have this 'statue' sized akin to the dimensions of the real Shidra or minimize it as needed without impacting its functions and efficiency.)

Golden Void [600]
A very unorthodox object, since it contains a clear see-through material surrounding a miniature Black Hole akin to the one the Vessel has. If broken, the strange phenomena will begin to make the various creatures, environments, and phenomena begin to fill the world over time…

…That said, you can turn it off if you wish, but you will be unable to use it again until your next Jump. And as a reason to not break it in the first place, you can actually use this to study the cosmic phenomena inside…

…And if you are observant enough and willing to risk trying to remove whatever lies inside, you will find all sorts of exotic materials from this strange world and those beyond it in your travels. Just be aware that this void may want something in return…

Companions

Companions can purchase more companions.

Import [200-300]
You can bring along 8 companions for 200 BP. They will each individually get 600 BP to spend for themselves or instead receive 4 Mass Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 BP to bring in as many as you want.

Recruit [100]
If there is anyone you meet on your travels, this allows you to bring them along as long as you can convince them to join you. If they end up saying no at the end, you will be refunded for the BP you spent.

The First Chiseled [300]
Yes, this is ‘The Chiseled One’ as called by Yon…Or perhaps also known as ‘The Vessel’. Whichever it is, you now have them able to join you on your travels.

They will treat you and your other Companions (if you have any) as loyal allies and never as enemies. And after your time here, you will find that they will be able to communicate both ways, despite the various reasons one can imagine they wouldn't normally…

…And yes, they do end up retaining their powers, abilities, and so on (or would gain if things were to change).

Drawbacks

You can take up as many Drawbacks as you want, just don’t make it impossible for yourself…

Additional Quakes [+100]
You can use this to extend the time in this strange place you spend here by 10 years each, but any further time extensions past 3 will not give you any additional BP.

More Prey [+100]
You will find that there are now more hostile beings and creatures around than what would be there. Of course, this does mean that those who hunt them will face greater numbers to overcome.

Deadly Hazards [+200-300]
A world as full of unintended life means there must be something to account for it. Or perhaps that is what some would say when asked. Either way, you will find a lot more of the natural hazards around this world are a bit more damaging if caught in them.

For an additional **100,** you will also see more of them as well. Even in places you may find safe normally. But do know this, that you will still be able to traverse everywhere as long as you are careful.

New Pain [+300-400]
First off, this isn't the real physical pain you may be thinking of. But rather…a feeling that strikes somewhere else inside of you. What this does/impose on you is a tiny, but present, sense of emptiness whenever you destroy anything. It will go away by the end of your time here…

…And for those who are unscrupulous or uncaring, there is a special addition for you if you wish to face it. For an additional **100**, you will also get the same emptiness, but one that will also only go away (save for the end of this Jump) with treating others with genuine empathy that are not your Companions.

(If you still do not care after this experience, so be it. But do understand you choose to take this one…Or perhaps, whoever did it for you has a reason.)

Alone [+500]
You will find yourself separated from any of your Followers and Companions when you arrive. And while you will be able to reunite with them…It will be at the near end of your time here.

That said, your time alone will also weaken any Perks that boost your capabilities when truly relying on yourself as well. To perhaps really make it stick in terms of feeling isolated as well…

Grimey Lock [+600]
You have no access to any outside Perks, Gear/Equipment, or your Warehouse. Anything you get from here will be all you get, outside of any companions you bring in (if applicable). Good Luck!

End Results
So with not much left here, what awaits next for you, Jumper?

Searching Elsewhere (Next Jump)

New Cosmic Home (Stay)

Familiar Origin (Home)
