Generic Better Ending



Jump Doc by u/ChooChooMcgoobs

Don’t you just hate a sad ending?
Tragedy might make for a good story; but not so much when it’s real.

Here, you will be given the tools to avert, revert, or otherwise alter for the better the sad endings of various characters and peoples.

[+1500=1500]

Body Insert

You can freely take on any form for this jump and it may treated as normal. If you create a new form or alter an existing one, you may split it off into a new alt-form, use it to augment the look of another alt-form, or apply it to your body mod.

Starting Time & Place(s):

As a generic jump, you may use this doc freely as a base to jump in anywhere and any-when.

The intent is for this doc to allow you to improve a tragic fate for the better though, so keep that in mind.

However, there is also a special scenario you may choose to have as the basis of this jump instead:

Background:

These backgrounds are drop-in by default, but you may craft a personage to insert into instead.

Mundane:

This is for your street level or more down to earth settings. Things along the lines of a depressing crime show plotline, Shakespearian tragedy, standard disease, natural disaster, or something like 17703.
This can also be considered the more involved or emotional background. Here to not just deal with the initial problem, but also help someone get their life together longer term.

Supernatural:

This background is for the more esoteric or heightened bad endings. Everything from a battle Shonen characters death, a mystical curse or nightmare scenario, or more sci-fi fates like high-tech body horror.
This can also be considered the more powerful and utilitarian background. Here to fix the immediate problem more so than any lasting effects.
(This background is slightly more expensive to account for this)

Optional Scenario: Quantum Jumper:

If you choose to take the ***Quantum Jumper*** scenario then instead of a single setting, you will spend this decade (or more) appearing just in time to affect many different setting's situations for the better.

Each of these situations will fall within these qualifiers:

- The difficulty curve is linear, starting you with relatively trivial and barely tragic scenarios at first while ending with some that will be relatively challenging for you to completely overturn while being revolting to wade into.
- They will only take place in settings (currently) without a dedicated jump-doc *(this does not prevent you from using the "supplement mode" toggle)*
- The settings/scenarios will largely conform to the background you choose with few exceptions

Even if you fail to fully improve a situation, once your involvement is moot or no longer required the situation will be considered resolved.

The time it will take you to resolve each situation will vary. You may take between a week and a month break after a situation has been resolved.

Rewards:

For you selfless and tireless work you will gain 3 boons

1. You may return back to any setting you successfully improved during this scenario at any time via a hallway added to your warehouse
2. You may go return to one previous jump that had a tragic situation(s) and attempt to resolve it for the better.
3. You may add one perk and one item from this doc to your body mod

Toggles:

Supplement Mode: With this toggle you may use this doc and combine it with another document or setting in some fashion. This may mean just using this as a supplement, or it could be something more along the lines of full-on mashing settings together, or otherwise having them connected, up to you how to use this.

Stay Length: By default you'll be staying here for the standard decade. This toggle instead lets you decide how long you'll stay. You may either choose the exact length now, pick a condition(s) to end on, or allow yourself to choose when you want to leave during the jump. Any choice you make here will still be subject to if you use the **Length of Stay** drawback.

Perks:

(100 Point perks are free for your background with the others being 50% discounted.)

General:

Meta Sense [-50]

This perk gives you a preternatural sense for "plot". This means you can get a general idea for where key characters are (both physically and in relation to the overall plot), as well as how far from canon your actions may have affected things.

This still has limits, as it's reliant on your own knowledge of the story/setting, will become less reliable/useful the more you change things, and the location sensor is less a GPS and more a compass, giving you a basic direction and general distance from you rather than exact accuracy.

Toggleable on/off.

Soundtrack Collections [free/-50/-100]

This perk has two parts, the first free and the second at a cost. For any cost, this perk can be integrated with other soundtrack style perks, can be freely turned on or off at will, and is up to you whether only you can hear it or if others can as well.

For free it is a classic Soundtrack style perk, giving you the entire selection of songs from any media you visit using this doc.

At a cost of –50 is that it will generate an additional soundtrack for each/any setting visited using this doc, except it'll be rescored taking your interference into account. At minimum expect your own theme song, at most expect the entire tone or emotion of the album.

For another –50, this additional altered soundtrack will be produced for every jump you've been to in the past and also will be generated at the end of every jump you take in the future.

Hobby/Career Baseline [-50/-X00]

Pick a specific hobby or career, you get a high initial aptitude, affinity, potential ability, and level of enjoyment from it; but no immediate skill, knowledge, or experience. Practice makes perfect after all.

Mundane:

Comforting and Trustworthy Presence [-100]

The first step in helping others can often just be getting them to accept your help. You now give a great first impression, with strangers being more inclined to give you a chance or believe in you due to your general vibe. A scared child or a jaded teen would open up or trust you like they would few others.

Communicable Personage [-100]

You don't want to further confuse or complicate an already delicate situation. This perk grants you a very wide array of skills, knowledge, and experience in communication. You'll be far more personable, convincing, imposing, approachable, respectable, and many more relevant adjectives depending on how you leverage this all.

Crisis Mindset [-200]

To properly respond to an emergency, you first need the presence of mind and grounding to hold yourself together while calmly taking the situation in. This perk gives you strong natural reflexes and instincts in the face of a crisis, or any dangerous/time sensitive scenarios. This allows you to not freak out, better get a handle on the situation, and then employ what knowledge or skills you have to deal with it.

First-Responder Full Package [-200]

EMT, Police Officer, Fireman, Disaster Relief, Park Ranger, Athletic Trainer, counsellor, engineer, etc. Whenever you witness a situation in need of a first responder, you will manifest the knowledge, experience, and skills needed to be the best first responder available. This will all slowly start to fade away as soon as you are no longer needed or especially critical to helping the situation.

If you already have any of these skills, this perk instead facilitates ease of implementation and execution upon what you know as well as still supplementing wherever you may be lacking in knowledge.

Prognosis Osmosis (Hypnosis) [-400]

To fully help someone or a situation, you need to understand what caused the problem in the first place. This perk gives you strong ability with accurately pinpointing the source(s) of an issue and laying out the beginning steps towards rectifying it. This advice could take a wide array of forms, but generally if the person you give this recommendation to follows it, they'll find their life going much better in the wider scope of their life.

Luckily, this perk also lightly influences those you use this perk on to seriously consider and implement your advice.

"Think, Think!" [-400]

You can't do all the work, sometimes a person needs to want to get better, or at least believe that they can. You are a master at giving a speech tailored to getting a person to fully commit to turning their life around, believing that a better future is possible, and that if they put the work in they can get better.

Even someone who has nothing, absolutely has never had a good moment in their life, could be started on the path towards becoming a happy, healthy, and fulfilled individual after you speak to them.

This may also be used to turn the unrepentant or somewhat lacking in empathy to tearfully feel the weight of what they've done and try to reform themselves. Although this will be magnitudes harder to accomplish.

Finally, this may also be used to soothe the temper of anyone who you save, who may not have wanted to be saved or helped.

Supernatural:

Adrenal Rush [-100]

Quick thinking and quick action, that's a winning combo for saving some folks. This perk boosts your ability to take in and perceive around yourself, think about your situation, and then quickly act to intervene.

This can manifest itself as a temporary boost to your entire physicals if an instant or a few more seconds of carrying something heavy is what separates you from saving a life.

Big Enough So You Can't Hit Me [-100]

You can hardly help someone if you'd just be putting yourself at risk too. This perk allows you to get involved in a situation, and as long as you don't start fighting you are guaranteed not to be fought or hindered by anyone, as well as not being hit by any stray shots or other incidental hazards. Also, when you are speaking to one or both of the instigators, fighting will temporarily halt. Conflict may resume though if you are unable to quickly resolve things or if you initiate violence.

Quick Pick-Up [-300]

You don't need to master the local flavor of power, just enough to be useful. Whether it be some form of magic, superpower, tech base, or whatever else defines the supernatural nature of the setting; you may gain

it for yourself and quickly become above average in execution and understanding of it.

“Lucky” Break [-300]

Sometimes a situation is just considered impossible to rectify. A magic curse is unbreakable, a prison is inescapable, a trap to dangerous to attempt a rescue from. Well, this perk builds off of **Quick Pick-Up** in conjunction with any other skills or abilities you have to make the impossible, possible. Regardless of however the tech, magic, magi-tech, etc. system works, you’ll be able to break the rules over your knee should it be in the service of saving others. That unbreakable curse will have a weakness you’ll be able to exploit, that prison a way out you can manufacture, that trap will be putty in your hands.

This also allows you to more or less ignore prophecy or the concept of a “chosen one”, should you work against it for a better result.

One More Time [-500]

No-win scenarios may not always be prevented. You might lack the foreknowledge or the full grasp of consequences to avert every single tragedy.

With this perk though, you’ll always get a second chance. Any time you fail to prevent or avert a tragic fate/event, you may go back in time right back to a bit before the soonest moment where you would’ve been able to change things for the better. You will go back mentally/spiritually, merging seamlessly with your body at said time.

Diamond is Breakable! [-600]

Some fates will be magnitudes beyond awful, some situations so dreadful that anyone would consider them lost causes, beyond saving, unrecoverable.

Here, I give you the power of ***Requiem*** to circumvent these horrors.

You gain a stand, the same type of stand as Josuke's own *Crazy Diamond*. Even more than that, I have amped it up to ***Requiem***.

You may perfectly reset anyone (or anything) back into the physical shape they'd be in if they had entirely avoided whatever caused them to be in this sorry state. Depending on how long they were in this situation, it may even give them some years back. While it will not heal them mentally, it will at least get them functional.

What truly raises this to the level of ***Requiem*** though, is that this even works on the dead. As long as you have even just a single bit of their ashes, then you may resurrect the dead. The only limit is that if someone healthy died of natural causes, this isn't likely going to extend their life that much beyond this initial re-birth without your further interference.

Items:

(100 Point items are free for your background with the others being 50% discounted.)

(You may freely import or combine any of these items into others you've bought of a similar type)

General:

Fast Travel Device [-50]

Who has time for travel when you have business to do and lives to save! This item is a handheld device or phone app that allows you to travel between the 8 key locations of a setting as well as your warehouse. Think of the type places you'd expect to be chosen for the "locations" section of a jump doc.

It will only teleport you and anyone you are holding hands with between these points; you cannot take more than 2 people at a time and you may not add or change the list of destinations.

Media Collections [free/-50/-100]

This perk has two parts, the first free and the second at a cost. For any cost, this item can be manifested in any format, physical or digital, and with as many copies as you desire. This also provides any canonical spin-off or supplemental material.

For free it is a classic piece of media item, giving you a copy of any media, you visit using this doc.

At a cost of –50 is that it will generate an additional version of the media for each/any setting visited using this doc, except it'll be remade taking your interference into account. This could drastically change the work in countless ways, or only minorly change things around, depending on what you do and how you go about doing it.

For another –50, this additional altered piece of media will be produced for every jump you've been to in the past and also will be generated at the end of every jump you take in the future.

Mundane:

F-U Money [-100]

Sadly money, or more accurately lack thereof, is the root cause of many a tragedy.

This item takes the form of a big old burlap sack full of hundred-dollar bills. You and your companions may not use cent of this for yourselves. However, if you reach in to help or give to another, you'll pull out the exact amount they need to transform their life radically for the

better. Maybe that'll be a single note, maybe multiple millions; no matter what you'll never grab out too much or too little.

Setting the Record Straight [-100]

How often would things be streamlined if there was just a recording of events? Something to unquestionably provide proof of the reality that may be in dispute.

This item takes the form of whatever legitimate proof is needed to resolve a conflict over a fact. This could be a missing will, a video of a murder to show who committed it, a recording of a conversation to provide full context for an errant passerby who only misheard a bit of it. Whatever the situation, this will clear things up quickly.

Damn Good Lawyer [-300]

Sometimes you don't need to move heaven and earth, you just need a damn good lawyer.

In each jump from now on a lawyer will be pre-inserted as a native of the setting. This lawyer will always be one of the best of the best, successful, with a perfect record and a wonderous reputation. You will be at the top of their priorities, whenever you call with a case for them, they'll be happy to drop any and everything to take it and do their absolute best work to ensure a happy resolution.

Damn Good Therapist [-300]

Sometimes you don't need to move heaven and earth, you just need a damn good therapist.

In each jump from now on a therapist will be pre-inserted as a native of the setting. This therapist will always be one of the best of the best, successful, with a perfect record and a wonderous reputation. You will be at

the top of their priorities, whenever you call with a case for them, they'll be happy to drop any and everything to take it and do their absolute best work to ensure a happy resolution.

Recovery Wing [-500]

There are few things more tragic than a medical situation. This hospital may exist as a warehouse attachment or be freely imported into a setting.

Anyone who is a patient in this hospital will not die or get worse, and will eventually be cured fully. Someone is considered a patient the second that 911 is called and they would eventually reach here, if you or one of your companions decides to bring them here, or if someone intends to eventually go here for a non-emergency.

If someone has something that is considered incurable unrecoverable, then it will be discovered that they either were misdiagnosed and have something milder; or will have one of those rare unexplainable medical miracles.

Anyone who works here will be superb at their job and well recompensed, and any patient will have their bill freely handled and payed for.

Supernatural:

Tools of the Trade [-100]

You might have the power, but that's not always enough for some settings. This item provides you with the standard load out of any power you gained using the **Quick Pick-Up** perk. These items will not be of especially high or low quality, just the baseline tools or pieces of clothing

you'd need to properly practice your new power. Wand, robes, wrench, welder, lightsaber, robes, staff, robes. Etc.

Preternatural Parchment [-100]

Yeah, it's a knock-off, but it'll still be dead useful in many a situation. This pocket sized flip out pad of parchment can look like most anything in the mind of another with your prompting. While this is mostly useful for fabricating identification, it can also be used for other purposes.

While this is still limited by some of the drawbacks of the original this item is based on, the one major advantage this has is that it's entirely undetectable and cannot be overcome by anyone by any means. Geniuses and psychics will be as susceptible to this item as anyone else.

Damn Good Magician [-400]

Sometimes you need to move heaven and earth, so to help you here's a damn good magician.

In each jump from now on a magician will be pre-inserted as a native of the setting. This magician will always be one of the best of the best, successful, with a perfect record and a wonderous reputation. You will be at the top of their priorities, whenever you call with a case for them, they'll be happy to drop any and everything to take it and do their absolute best work to ensure a happy resolution.

Damn Good Technician [-400]

Sometimes you need to move heaven and earth, so to help you here's a damn good technician.

In each jump from now on a technician will be pre-inserted as a native of the setting. This technician will always be one of the best of the best, successful, with a perfect record and a wonderous reputation. You will

be at the top of their priorities, whenever you call with a case for them, they'll be happy to drop any and everything to take it and do their absolute best work to ensure a happy resolution.

Key McGuffin [-500]

This item is actually an effect instead of a static thing. A key item to the main storyline of the setting will be teleported into your warehouse at the beginning of each jump. It could be an ancient artifact, a deed, a key etc. Whatever the exact details, having this right away in your possession rather than wherever it originated from should hopefully speed up your ability to affect the plot.

Companions:

(Any companion of yours may freely import and gain points as if they were a jumper)
(The following options will either spawn a completely new individual, or you may bestow the qualities described below upon someone who agrees to become a companion. May be bought multiple times.)

Mundane [-100]

This individual gains: all the perks from the Mundane background and the "**F-U Money**" Item.

Supernatural [-100]

This individual gains: all the perks from the Supernatural background and the "**Tools of the Trade**" Item.

Drawbacks:

(Note: Because of the boosted starting points and the vibe of this jump, there are less drawbacks available)

Year X [+50/+X00]

The extended stay drawback, for every 5 years you add onto your stay here you'll gain +50 points.

Alternatively, you may use this as a toggle and leave this jump whenever you want or after a certain point in the plot. But if you take this drawback for points, you at least have to stay that long.

Complicated Backstory/Story [+100/+X00]
For every 100 words of backstory or story written about the personage or events that happened to the jumper in this jump, you'll receive +100.
This needn't be purely narrative; it could also include other aspects like your descriptions of powers, how they interact, side narratives about other characters who you interacted with, etc. Have fun, hell, if you write at least 1,000 words, then that's worth at least an extra +500! (Credit to Agitated_Butterfly75 for the original idea for this Drawback)

Warehouse Lock-Out [+200]
You will lose access to your warehouse for the duration of this jump.

Item Lock-Out [+200]
For however long you stay here, you will lose access to your items not from this Jump.

Perk/Power Lock-Out [+200]
For however long you stay here, you will lose access to any perk or power not from this jump.

Ending:

Departure

Stay:

As a bonus receive an extra +10,000 points that may be spent here or on any previous doc you've jumped on this chain up until this point.

Return Home:

No matter how far you've come or how long it's been, I hope you enjoyed the ride. As another option, you may instead choose any previous jump you've been to be this "home" you're retuning to instead.

Move On:

This is just one more jump, nought but a link in a chain that as of now has no end. See you, safe travels.



Notes:

• **Version 1.0:** 3/x/2023
-First Release