

Internet Aesthetics Jump Volume 1
v1.0
by LJGV/Sin-God

Throughout the 2000s (with the increasing ease of access to the internet and the booming popularity of blogs and such) and beyond, there have been a variety of aesthetics: visual styles, subcultures, and artistic trends that have gained popularity among digital communities that have at times taken the internet by storm or at least gained prominence on specific websites like Tumblr, Reddit, or Pinterest. A small smattering of these aesthetics, to get one's imagination going, are Vaporwave, Liminal Spaces, Cottagecore, and Dark Academia.

If you opt to use this jump document, you will spend a decade in a modern world that is about to be gripped by internet aesthetics fever, a world wherein mainstream art is touched by the popularity of things like liminal spaces, and goblincore. As for how mundane this world is… That's really up to you, though without taking drawbacks or factoring in any out-of-context things you provide, it's safe to assume that this will be a mundane world with regular problems, rather than a mundane-on-the-surface planet with secret societies engaging in country-shaping mischief. For the next decade you'll have a chance to enjoy peculiar internet trends and to gain abilities and items keyed to such oddities.

Take **1000 Internet Points** to fund your adventures.

Author's Note: *Internet Aesthetics… This is gonna be a weird one. I struggled with finding a picture that wasn't AI-generated, so that sucks. I picked the three aesthetics I picked for this jump because they are some of the ones I haven't touched on in the past, as I've*

actually done two full Vaporwave jumps due to my fondness for a CYOA by LicksMackenzie, and I've done multiple Liminal Space jumps, including a dedicated Liminal Space jump that wasn't Backrooms and more than one Backrooms jump. So because I had already done some material related to Vaporwave and Liminal Spaces, I picked the other aesthetics that I knew well in the form of Frutiger Aero, Weirdcore, and Dreamcore.

Starting Location

Select anywhere on a generic, mundane Earth in the late 2010s as your starting location. Do you want to start in your hometown? Go for it! Would you like to start on the streets of the big city you wanted to live in growing up? Be my guest! Would you like to start on vacation in a whole other country? That sounds great!

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

Frutiger Aero [Free]
Frutiger Aero is an internet aesthetic with a rather fascinating history. It originates from user interface designs (specifically the Frutiger typeface), which was present in a range of media from the mid 2000s to the early 2010s at the height of its popularity. Some examples of this include advertisements, video game consoles, and interior design. While it eventually lost popularity as a form of design in user interface contexts, it reemerged as an internet aesthetic in the mid 2020s. Many admirers of this aesthetic associate it with nostalgia, nature (particularly nature associated with blue and green things), and visions of a future. Some associate it with visions of a utopian tomorrow!

Weirdcore [Free]
Weirdcore is an internet aesthetic with a much less internet/technology focused history that gained popularity in the early 2020s. It is associated with low-quality pictures, cryptic text, and the use of shapes or features that are aimed to unsettle viewers, such as putting eyes or other organic body parts where they don't belong, and using black boxes to censor or change what an image seems to convey. Weirdcore is associated with the unnatural, supernatural, and other such things, usually in a way that is scary or uncomfortable.

Dreamcore [Free]
Dreamcore is an internet aesthetic with a significant link to weirdcore. This surreal aesthetic is an effort to create imagery that people suspect they may see in dreams, and while Dreamcore is often characterized as a friendlier, less eerie weirdcore, nightmares are a part of dreams as well, so there's definitely some eeriness to be found among the dreams.

Perks

Origins get their 100IP perks for free, and the rest are discounted to 50%.

General [Undiscounted]

Content Creation Skills [50 IP]
You are remarkably adept at creating art related to your chosen origin. So if you grabbed the dream core origin, then by default this is keyed to allowing you to make poems, images, videos, and music for the dream core aesthetic. You can purchase this perk multiple times, each time selecting a new origin or even general aesthetic whenever you buy it.

Frutiger Aero

Techno-Utopian [100 IP | Free for Frutiger Aero]
Technology works just a little bit better in your hands. There may be something about the optimistic vision you have for the role of technology in society that inspires everything from a cellphone to a computer, all the way to advanced imaging technologies, but in your hands, technology is just better. It's not an incredible boost, but it is a notable one. This affects everything about a piece of technology, from how long its charge lasts to how good it is at its job, to its durability. This boost is a very wide boost but not a very deep one. This boost does have a very curious quality… It becomes a little bit stronger with every person you convince that a brighter tomorrow is possible. This boost is incredibly small, but a utopia is for everyone, and it gets a little bit easier to attain with every pair of hands that work together.

Design Interface [200 IP | Discounted for Frutiger Aero]
You are very good at reaching into the core of Frutiger Aero and designing things for people who are going to use technology. What's more, when you design interfaces that are actually incorporated into a piece of technology or some other system, the technology or system your work is incorporated into is made more effective. Your understanding of aesthetics is, of course, top-notch, making it easier for people in charge of such designs to see your designs and want to use them.

Environmentally Minded [400 IP | Discounted for Frutiger Aero]
The core premise of Frutiger Aero aesthetically is a fascinating marriage of technology and nature. Technology interacts with nature in a way that harms neither and brings both together to help life. In the real world, technology often exists at the expense of nature, either using it outright or at least competing with it in terms of land usage. That's why this perk's effects are so interesting.

You have the ability to design technology that does not negatively affect nature. Your technology can use nature in mutually beneficial ways and can exist alongside it harmlessly, but unless you want to harm nature, the technology you create ignores the pressures it should put on the world around it, whether it's cars that don't pollute the environment or energy sources that don't require the death or destruction of nature. This doesn't do anything to make such technologies widespread, but even just having this ability is game-changing for those who want to marry technology and nature in productive ways.

The Future We Were Promised [600 IP | Discounted for Frutiger Aero]
A common sentiment associated with or inspired by Frutiger Aero is that Frutiger Aero embodies a future that people were told about and said would be theirs (link for anyone who wants to see examples of this). A hopeful future wherein a smart, ethical blend of technology and nature would help everyone live happier, more fulfilling lives. This perk draws on that promise, on the hope this typeface and aesthetic instills in those who like it.

By purchasing this perk, you make things a little brighter. This perk subtly makes your life and the lives of others around you who you wish to brighten happier and more fulfilling. This effect is subtle by itself, but if you lean into it, you can make it stronger.

This perk scales with your influence, becoming stronger as you become more influential, and especially amplifying any efforts you make to make the world a happier, brighter place, be it just for yourself or for your community, or beyond. Where this becomes the strongest, however, is if you have it and attempt to use technology and/or nature to make life better. When your efforts to help others incorporate science, they get tremendously boosted in every respect. Maybe you can build a better world, and be the one who delivers the future that the people were promised…

Weirdcore

Low Quality [100 IP | Free for Weirdcore]
You can, at will, phase yourself out of sync with the rest of reality. Doing this will make you look like a low-quality version of yourself. This passively unsettles the majority of people and other such things that come across you (though this can have the opposite effect on some, be it ordinary people who just dig the look or other creatures that are out of sync with reality or otherwise like you). This pretty significantly boosts how scary you can be, at least if you pair your low-quality mode with attempts on your part to be frightening.

Discomforting Design [200 IP | Discounted for Weirdcore]
This is a very curious, explicitly supernatural power. You have the ability to mentally write text in reality and allow others to see it. These messages are not solid things and cannot influence reality in any way beyond existing, but at the same time they are immune to any efforts to erase them. This ability is a muscle, or something to that effect, and writing longer messages will be more tiring until you've gained more experience with this power. The closer you are to wherever the message you're writing is the easier it is for you to do it. These messages do not obscure whatever is behind them, and they cannot do so.

Once a message has been written in reality, you can erase it at any time. Additionally, you can use messages as sensory organs, allowing you to perceive what's going on around them. This is especially difficult to do for extended periods of time (or through multiple messages at once), but you can also train this and become better at it.

Shadowy Shapes [400 IP | Discounted for Weirdcore]
You have the ability to create black shapes and use them to obscure things. For example, you can create a small black box and put objects inside it, which will prevent others from telling what's in the box. You can also affix this to objects to shroud them from view, such as putting a shadow in the shape of a license plate over the license plate of your car to protect it from being scanned. These shapes block all senses aside from the ones you want to permit through. At first you can only maintain one of these shapes at a time and only for limited periods of time (with this scaling inversely: the more complicated something is the less time you can maintain it. So simpler shapes last longer.) but this is trainable and in time you'll be able to obscure dozens of large objects for hours at a time with no real upper limit.

Weird Life [600 IP | Discounted for Weirdcore]
Perhaps the most unnerving, when done well, weirdcore images feature some sort of life in them. This is most universally represented by giving something eyes. You have an incredible ability in the form of the power to bring things to life by reaching inward and imposing your will on something, before visualizing an eye appearing on it.

This strenuous process fills the object you've brought to life with a will, an intellect, and a level of power that are all proportional to how many eyes it has, how powerful it could be (so putting eyes on an ancient, colossal tree naturally creates something more powerful than putting eyes on a normal pencil), and your own overall power. Objects with fewer eyes are less willful and intelligent but more innately loyal, while having

more eyes makes something stronger, smarter, and more independent. Objects that are brought to life and given a sufficient number of eyes (or that survive increasingly long times) may naturally develop powers related to their forms and functions, so a living bar of sap can cleanse someone while an animated eraser might become able to erase objects or people (though that would be a far more impressive power).

A way to make it easier to use this power is that this perk gives you a refillable wellspring of power keyed to this specific ability that can be used to make this power incredibly easy to use, but when it is dried up, you need to replenish it by scaring living beings. It also regenerates very slowly, but behaving in ways that are considered weird can speed this up a touch even without scaring living beings.

Dreamcore

Lucid Dreamer [100 IP | Free for Dreamcore]
You are a talented lucid dreamer. In this reality, that means you are perfectly in control of your ability to go to sleep and your dreams. You can go to sleep, sleepwalk, and wake up whenever you wish and are immune to efforts to forcibly wake you up or put you to sleep. If you wish, you can also go to sleep and truly black out, but only after an amount of time of your choosing has passed. You'll never need a cellphone again!

Yes, if you were to dream normally, you'd be able to be in control of your dream, which is in line with what many people understand lucid dreaming to be.

The Dreaming Door [200 IP | Discounted for Dreamcore]
This perk lets you enter the dreams of other people. If you have this perk but not Lucid Dreamer, then you need to be able to touch a sleeping person to enter their dreams but if you have Lucid Dreamer then you can willingly enter the dreams of anyone within a city's range of you who is sleeping at the same time as you.

Deeper Dreams [400 IP | Discounted for Dreamcore]
There is a world on the other side of the waking world, a surreal vision of the waking world, and this perk allows you to access that reality. When you go to sleep, you can willingly enter the Deeper Dreams and encounter the creatures that people sometimes see in dreamcore and weirdcore imagery. These esoteric creatures will take to you quite quickly, viewing your alien nature as a jumper as something they mesh quite well with. These creatures know many sorts of secrets and knowledge forgotten to the waking world, but more often than not their words are cryptic, and it will take wisdom on your part to parse out what they are telling you. Nightmares dwell in the darkest corners of the Deeper Dreams, but they are not your nightmares given form and sentience so they'll regularly be even friendlier to you than the regular inhabitants of the Deeper Dreams are. You are quite skilled at putting people to sleep, with this giving you the ability to exhaust people with a touch, though this alone won't send someone to the Deeper Dreams.

Dual Duke [600 IP | Discounted for Dreamcore]
This perk makes you a dream lord: a creature of great power in the Deeper Dreams. You rule over a part of the Deeper Dreaming and possess great power over creatures of dreams, sleep, and dimensions related to dreams and sleep. Your slice of the Deeper Dreams follows you wherever you go and though you close it off at will by default, it'll always attract friendly nightmares and denizens of the Deeper Dreams. You can also open portals to the Deeper Dreams in the waking world and you can grant others the ability to lucidly dream to allow them to enter your realm. Your sleeping subjects are incredibly loyal to you and quite likely to do whatever you wish so long as such actions do not involve them being in danger or rock their moral code. You can pull your sleeping subjects into the waking world, though they will quickly tire in the lands of those who are awake and will need to return to the Deeper Dreams sooner or later.

The other benefit here, however, is that you always count as both awake and sleeping at the same time in any and every way that benefits you. This also means you don't need to go to sleep anymore!

Items

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.

All origins get their 100 IP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

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.

General

Art Supply [50 IP]
You always have exactly what you need to create exquisite art, however you define such a thing. This could be a guitar to play songs, sheet music to compose songs, cameras to take pictures, or even computers that lack anything but basic internet and the software people used to create art. As your artistic skills grow, this supply becomes more expansive. You won't have to worry about paying money to make art ever again. With this you'll surely never have to think about using your money to buy paint or easels or camcorders from now until you spark or you chain fail.

Frutiger Aero

Bubbles [100 IP | Free for Frutiger Aero]
A recurring image type in Frutiger Aero designs are bubbles. These bubbles often host some sort of life, be it fishes, people, trees, sometimes even more complex things like cities or technology of some sort. This is a machine that generates these super bubbles, with it able to design bubbles that life can survive in and that can withstand the impossible weights of whatever you shove inside of them, though the bigger the thing you want the bubbles to contain the longer it takes for the bubble to be produced.

Frutiger Catalogue [200 IP | Discounted for Frutiger Aero]
This is a complete stockpile of all technologies that used Frutiger as their typeface. This is a shockingly varied collection of products, from the products of Amtrak to video-game consoles. All of this technology has been modified to be perfectly clean, even and especially when that doesn't make sense, with this effect being strong enough to allow them to repair the environment when you use them.

Frutiger City [400 IP | Discounted for Frutiger Aero]
Many Frutiger Aero images prominently feature a cityscape. This is *the* Frutiger-Aero city. It is a composite of any and all Frutiger Aero images that involve a city and it is your city. You have a backstory of any reasonable choice (as in incorporating your perks, items, and such, both past and present) that gives you a role in the city, and the city is a techno-utopia that is yours to do with as you see fit. It retains changes in future jumps and can be a warehouse attachment or imported as you'd prefer.

Weirdcore

Textboxes [100 IP | Free for Weirdcore]
This item is a series of text boxes that fit into your hand and can be widened or shrunk using perspective motions (like squeezing something to change its shape or tossing something into the air and letting the distance between you and the object change how big it appears to be to your eye). These textboxes fill with cryptic text that tells you something useful about wherever you are or what it is next to, such as telling you a man's secret if you place it next to his head. You get five of these a week and when one has been used it'll disappear after you read its message.

Weirdcore Wallpaper [200 IP | Discounted for Weirdcore]
This is a set of images of stairs that you can enter to fast travel to different staircases in your area. At first this process will be random (though it won't put you in immediate danger), but each time you use the wallpaper the stairs will be memorized and you be able to visit that same stairwell in the future. If by using this to visit a specific stairwell, then you'd be alerted to that and could change your mind or your destination.

Weirdcore Wings [400 IP | Discounted for Weirdcore]
Another commonality of weirdcore is the presence of wings (usually angel wings) on things, or even just by themselves. This is a pair of wings that can lift anybody into the air and allow them the gift of flight. Your wings give you the ability to fly at up to three times your top running speed and come with an inner wellspring of energy. This energy gradually gets used up the more you use them to fly, though the wings can also be taken off and asked to defend you or someone you ask then to defend, which they will do by picking up their foes and dropping them off high places. People who see you with them are curiously comforted by your presence, unless you'd rather they be afraid.

Dreamcore

Dreamer's Guide [100 IP | Free for Dreamcore]
This book can record dreams. If you give it to someone and they try to remember a dream, the dream will appear in perfect detail in the book, fully illustrated in dreamcore style. You can visit dreams in this book, but it's not stepping into an active, living place; it's more like stepping into a paused video game. This book has unlimited pages and it'll never feel heavier than a light notebook does.

Dream Defense [200 IP | Discounted for Dreamcore]
This is a small charm that banishes all bad dreams With it on, someone will only experience positive, restful sleep, and nightmares will fail to touch them.

Gotta (Dream) Catch Them All [400 IP | Discounted for Dreamcore]
This set of dreamcatcher-looking objects take the term "Dreamcatcher" extremely literally. When someone sleeps under these devices, their dreams will begin to form a Deep Dream denizen keyed to that person and restrain the created dreamer in the device.

After that, you can keep the dreamer, and they'll be loyal to you and do your bidding. Someone's deep dreamer is influenced by them unconsciously and has powers related to whatever powers the person the deep dreamer happens to have. This is enough dreamcatchers to capture and contain six deep dreamers. At the start of each jump, or each decade, you are given a new stockpile, allowing you to create more deep dreamers without discarding old ones.

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend IP to import companions into this jump, giving them 600 IP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 IP per person you do this for, or you can spend 200 IP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 IP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 IP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Leave When The Plot Ends [0 IP]
This toggle allows a jumper to end their time in a setting when the events of the setting's plot are resolved. This can be via the jumper playing a part and achieving a canon ending, or in some other way, significantly resolving the plot and conflicts of the series.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 IP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Misunderstandings Abound [100 IP]
Yeah people don't really get your chosen aesthetic. They'll be excited to tell you what they "know" about it and you'll have to politely listen or else risk alienating them and making them think you're elitist.

Fandom Wars [100 IP]
Arguments and the like between fans of the different aesthetics break out all the time. People feel very strongly about these aesthetics. These arguments are intense.

Creeping In [200 IP]
People slowly start to report seeing instances of the various aesthetics in the real world. This is not bad for Frutiger Aero, but is important when the other origins are concerned with it including things like flying objects, dreamcore landscapes, and more. This worsens, somewhat, over time.

Darker Aesthetics [200 IP]
None of these three aesthetics are dark, with weirdcore often being funnier than it is grim or unsettling. Now more frustrating aesthetics begin to come in, like cyberpunk, nightmare core, and more. These aesthetics inspire art movements related to the darker versions of familiar aesthetics. This drawback does build though, as other drawbacks can feed on this and make these aesthetics start to creep into the real world, or spawn monsters derived from these aesthetic styles.

Aesthetic Anomalies [400 IP]
Creatures inspired by the aesthetics that this jump is tied to begin to become commonplace. They are friendly towards those who like the aesthetic they are tied to and much, much less friendly to those who don't. Living Frutiger Aero computers, Weirdcore eye monsters, and surreal dreamers are all likely to become common sights.

Awe-Invoking Art [400 IP]
Aesthetic artworks become potent cognitohazards, with them evoking feelings related to their origins if you look at one unless it's one you created or own. These feelings will be incredibly powerful and can be positive, negative, or neutral depending on the intention of the artist and the aesthetic itself.

Aesthetic Ascendant [600 IP]
When you select this drawback, pick an origin other than the one you chose. Someone embodying the aesthetic will come into being who has all of the perks and items keyed to that aesthetic. This person will want to spread the influence of their aesthetic far and wide. For another 400 points, you can get a second person with these traits who wants the final remaining origin's aesthetic to become the most talked about, and they'll use their powers and abilities to pursue those goals.

Aesthetic Achievement [600 IP]
This jump is now host to a tournament that takes place every year. In this tournament you need to create a work of art that most inspires or otherwise changes someone's heart related to your aesthetic (so inspire hope with Frutiger Aero, unease with Weirdcore, and surrealness with Dreamcore). You need to win this tournament at the end of each year for the year to go towards ending your time in this jump. If you fail the world moves on but your last year basically didn't happen relative to the countdown timer that is ticking towards when you can leave. You can fail three times before this ends your jump or else needs something like a 1-up to not fail your chain.

Decisions
You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

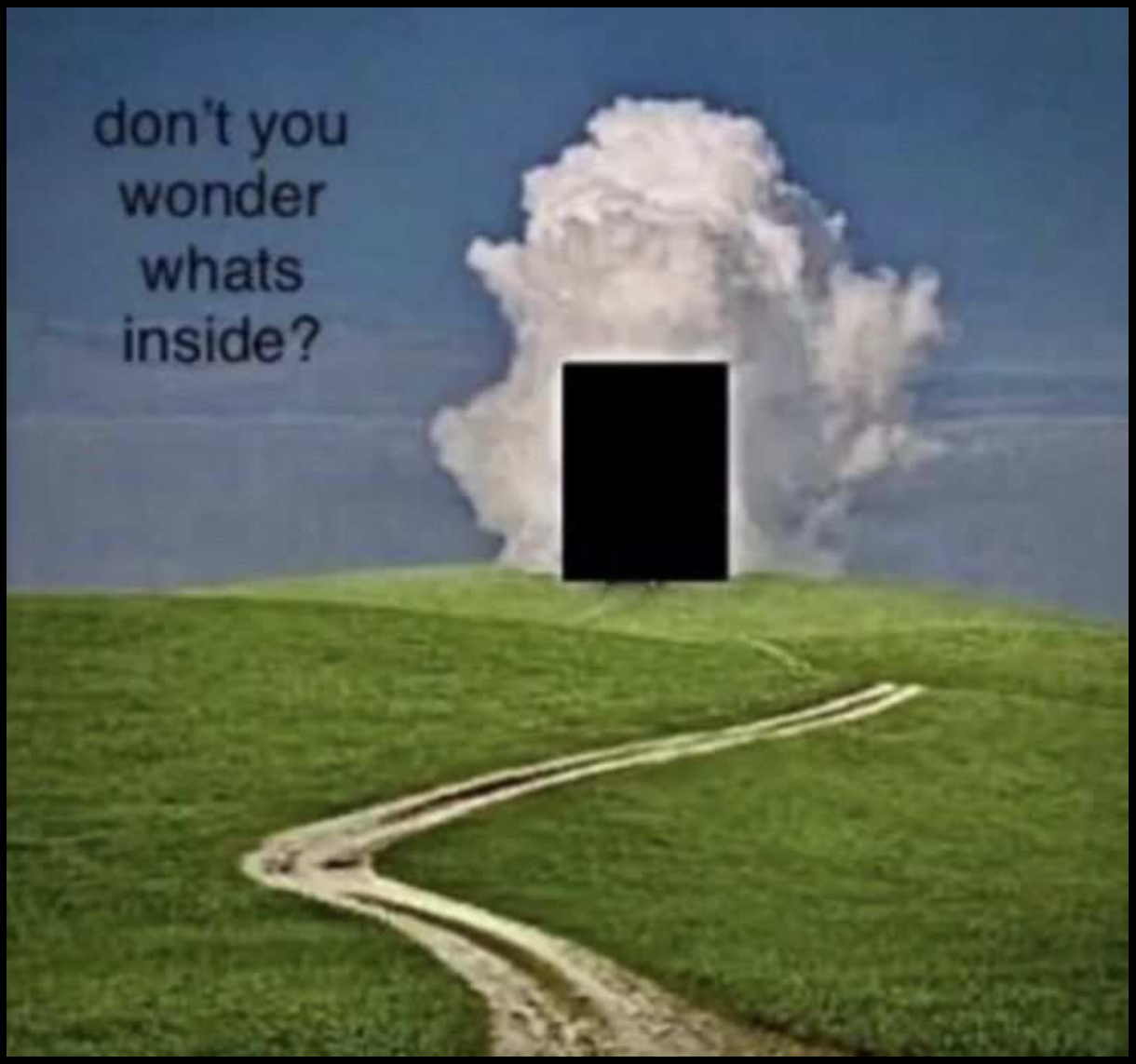
Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes
-Changelog time: I started this jump document on September 16th, 2026. I completed and published this jump on September 16th as well!
-This was a wild experiment. I'm thinking a second jump in this series could be Vaporwave, Cottagecore, and Dark Academia.
-Let me see if I can find fun examples of all three aesthetics.
-Frutiger Aero; thumbnail from this article.



-Weirdcore: this Pinterest post.



-Dreamcore: this Reddit post.

