

Generic Basic Jumper Item Shop By **ALongLostLurker (Inspired by Burkess)**

Hello, welcome to a small shop to aid in your travels, long and short. This shop is meant to help you Jumpers gain a base set of items to use as you continue along your chain, with a few perks to assist. This shop will only be open as you make your choices, then we will be gone, so don't worry about having to stay a full 10 years! Just choose as you like!

1000 Choice Points.

Locations:

1. The Item Shop
2. Free Choice

Origins: Buyer, no additional discounts, but only the best for our customers.

Age and Sex options: Pick whatever you want, anyone can be a customer.

Perks:. You have 5 Shop Tokens, which can be used to purchase anything in this document for free.

Lost Language: Some Jumps and Benefactors are excited about bringing such wonderful worlds for Jumpers to explore, that the fact you Jumpers need CP and discounts to afford those Perks and Items they so meticulously make is accidentally left out. This perk is to assist you so they can focus efforts on allowing for newer creations, rather than having to change older ones. **Any Jump that does not specifically state you gain 1000 CP (or an equivalent) for entering or gain freebies/discounts (or an equivalent) for your choice in origin/background/etc., you now gain these listed advantages. Also, any drawbacks that are taken during a Jump are removed upon completion of the Jump and before a decision is made concerning your chain. This does not work for any Jumps that state what they want to give you. This will not work during Gauntlet Jumps, except to remove drawbacks as you leave. This perk can be added to your body-mod. Any attempts to use this to violate the spirit or writing of a Jump will fail, and your Benefactor withholds the right to throw a perk and item nullifying brick at your head.** (Free)

Many Memories: Jumpers have a variety of lives, some old, some new. For some this leads to a wide variety of "old" memories of those who once existed in your origins and backgrounds. This can and has led to some crisis of identities. Not with this perk. **With this perk, when entering a Jump as an origin/background/etc. other than Drop-In or its equivalent, you can choose to have no memories added. Instead, you will find a book somewhere on your person, that is only noticeable to yourself. This book contains a story that covers your origins/backgrounds/etc. memories, as in things they would know and assume if they had been a part of this world before you entered. You can choose to read through this book to gain an understanding of what situation, life experiences, and any other relevant information concerning who they were. As an added bonus, this perk can also change it so that rather than insert into someone who may have lived a life before you entered the Jump, you enter into a non-sentient vessel, to prevent a certain kind of existential horror. This perk can be added to your body-mod. This book cannot be used in any other way except as reading material, and any attempt to use this book beyond its stated purpose will lead to it vanishing, unable to be retrieved until the next jump. Your Benefactor can choose to negate this perks activation at their leisure.** (Free)

Merging Items: Items are plentiful throughout Jumpchain, and many have unique effects. Some, however, prefer improving one or two items they are familiar with as they go along with their own adventures. **This perk allows you to import items into similar items, even if a Jump document does not mention it is possible to do as such. You can choose if this means that your items gain the traits of a new item, or if that means your item gains a new alt-form, or both. This perk also allows for contradictory effects to be applied to items, such as a sword being both heavy as stone and light as air, so long as the changes occur due to importing. This perk does not work if imports are specifically not allowed. With Gauntlets, you can choose to merge items after the Gauntlet is done but**

before you go into your next Jump, but this will not affect any items during the Gauntlet. (Free)

Gone Forever: When leaving a Jump, the Jumper may sometimes find that certain items that lack a return function do not remain with them. For general items not bought through points, this is to be accepted. For items bought with points, we find this unacceptable. **With this perk, upon the completion of a Jump, any and all point bought items are returned to you in the condition they were in when they entered the Jump. This perk will not bring back any alterations, changes, or improvements those items have gone through, be it desired or not, so if you wish for these changes to be kept, make sure that this perk is not what brings them back to you. If you wish to leave anything in the jump, you can choose to exclude certain things from this perk, but be warned that this perk only works on things lost or given in the last completed jump. As an added bonus, this can also work on perks bought with points, though it doesn't give you the ability to give them away.** (Free)

Repairing the Unbreakable: Sometimes having an indestructible item is not the best option. A perk could require that something be destroyed to activate, and now there is a conundrum. This perk seeks to address this. **With this perk, if an item is unbreakable, you can once per week choose to switch how that item works to instead be self-repairing, with an automatic repair time of at least 24 hours. You can also choose to reverse this decision, changing an item already affected by this perk back to being unbreakable, with the same limit of such a change only being activatable once per week. This will not add additional functions to the weapon. This cannot be used to fiat-back changes or alterations to the base item. The purpose of this perk is to allow for perks/items that rely on destruction of an item to be used on items that such a perk would otherwise not work on.** (Free)

A Ruined World: You have adventured through a world, found what you wanted to find, did what you wanted to do, and either struggled or survived. That is fantastic. But you have regrets. So many regrets. You have done things that have tarnished your standing irreparably, be it by choice, through the influence of drawbacks taken, or knowledge that you could not have known. This world will not recover, cannot recover. Maybe after your chain has finished, you can fix it? Or maybe not. But this perk will help. **With this perk, upon completion of a Jump, as you go further into your journey, you can choose to reset everything in the Jump you are leaving. The world you have been in will rewind back to the day before you entered it, with any influence you may have had on it wiped clean, so that when you eventually gain the ability to revisit your friends and allies, you can do so knowing you have a true second chance to do things right. But this reversal is complete and not entirely beneficial. Anything not purchased with points that you, the Jumper, have found in your possession, will be sent back to its original place. Be it items, unique powerups, or even individuals who you had wished to bring with you. They will have no memories of you, no knowledge of what was done. And nothing can prevent this, no perk, item, or pod. A**

second chance is a rare thing to have, it is only fitting that the cost is heavy to match. (Free)

Items: All Items cost 100 unless otherwise stated. The name of any item you take can be changed to represent more accurately what was purchased. (I.E Daggers to Bowie Knife or Greatswords to Bastard Sword.) This does not change what can be purchased (I.E No Daggers to Secret Base or Greatswords to Helicopter.). All Items can be purchased multiple times. Any similar item can be imported to gain a Cosmetic Alt-form. All Items, if lost or broken, will reappear in a location determined by the purchaser and/or repair themselves within 24 hours.

Daggers: Any mundane object that can be considered a Dagger; Knife, Stilleto, etc.
Straight Swords: Any mundane object that can be considered a Sword; Shortsword, Longsword, etc.
Greatswords: Any mundane object that can be considered a Greatsword; Bastard Sword, Claymore, etc.
Large Greatswords: Any mundane object that can be considered a Large Greatsword; Zweihander, Ultra Greatsword, etc.
Curved Swords: Any mundane object that can be considered a Curved Sword; Shamshir, Scimitar, etc.
Curved Greatswords: Any mundane object that can be considered a Curved Greatsword; Murakumo, Cleaver, etc.
Thrusting Swords: Any mundane object that can be considered a Thrusting Sword; Rapier, Estoc, etc.
Large Thrusting Swords: Any mundane object that can be considered a Large Thrusting Sword; Epee, Stitcher, etc.
Axes: Any mundane object that can be considered an Axe; Hand Axe, Battle Axe, etc.
Greataxes: Any mundane object that can be considered a Greataxe; Great Axe, Anchor, etc.
Flails: Any mundane object that can be considered a Flail; Ball and Chain, Flail, etc.
Hammers: Any mundane object that can be considered a Hammer; Club, Blacksmiths Hammer, etc.
Large Hammers: Any mundane object that can be considered a Large Hammer; Brick Hammer, Sledge Hammer, etc.
Fists: Any mundane object that can be considered a Fist Weapon; Gauntlets, Brass Knuckles, etc.
Claws: Any mundane object that can be considered a Claw Weapon; Claws, Barbed Wire Knucles, etc.
Spears: Any mundane object that can be considered a Spear; Short Spears, Spears, etc.
Lances: Any mundane object that can be considered a Lance; Lances, Pikes, etc.

Halberds: Any mundane object that can be considered a Halberd; Naginata, Halberd, etc.
Scythes: Any mundane object that can be considered a Scythe; Sickle, Reapers Scythe, etc.
Staves: Any mundane object that can be considered a Staff; Wooden Staff, Metal Staff, etc.
Whips: Any mundane object that can be considered a Whip; Lash, Chain, etc.
Twinblades: Any mundane object that can be considered a Twinblade; Twinblades, Jagerstock, etc.
Bows: Any mundane object that can be considered a Bow; Short bow, Longbow, etc.
Greatbows: Any mundane object that can be considered a Greatbow; Greatbow, Massive Bow, etc.
Crossbows: Any mundane object that can be considered a Crossbow; Crossbow, Repeating Crossbow, etc.
Large Crossbows: Any mundane object that can be considered a Large Crossbow; Ballista, Heavy Crossbow, etc.
Small Guns: Any mundane object that can be considered a Small Gun; Pistol, Revolver, etc.
Large Guns: Any mundane object that can be considered a Large Gun; Sniper Rifle, Carbine, etc.
Books: Any mundane object that can be considered a Book; Bundled Parchment, Hardcover, etc.
Wands: Any mundane object that can be considered a Wand; Small Stick, Finger Casings, etc.
Small Shields: Any mundane object that can be considered a Small Shield; Buckler, Round Shield, etc.
Medium Shields: Any mundane object that can be considered a Medium Shield; Heater Shield, Kite Shield, etc.
Large Shields: Any mundane object that can be considered a Large Shield; Tower Shield, Great Shield, etc.
Light Armors: Any mundane object that can be considered Light Armor; Leather, Fatigues, etc.
Medium Armors: Any mundane object that can be considered Medium Armor; Modular, Metal Framed, etc.
Heavy Armors: Any mundane object that can be considered Heavy Armor; Full Plate, Tactical Gear, etc.
Pendants: Any mundane object that can be considered a Pendant; Necklace, Brooch, etc.
Rings: Any mundane object that can be considered a Ring; Band, Ring, etc.
Circlets: Any mundane object that can be considered a Circlet; Headband, Bandana, etc.
Bracers: Any mundane object that can be considered Bracers; Cufflinks, Boxing Tape, etc.
Glasses: Any mundane object that can be considered Glasses; Sunglasses, Prescription Eyeware, etc.
Bags: Any mundane object that can be considered a Bag; Backpack, Purse, etc.

Exotic Weapons: Any mundane object that doesn't fit in another category, must be equivalent in power to other items listed, size limit of not smaller than an earring, and no bigger than a door; Laser Pistol, IKEA Shelf, etc.

Hidden Effect: An Effect that can be added to anything purchased. Allows the item to become capable of blending in to its surroundings, becoming harder to notice.
Unique Effect: An Effect that can be added to anything purchased. Allows for the item to stand out in any environment, becoming easier to notice.
Light Effect: An Effect that can be added to anything purchased. Allows for the item to weigh next to nothing.
Heavy Effect: An Effect that can be added to anything purchased. Allows for the item to weigh as much as you can carry.
Breaking Effect: An Effect that can be added to anything purchased. Allows the item to be good at breaking physical objects.
Magical Effect: An Effect that can be added to anything purchased. Allows the item to interact with all kinds of magic,
Spiritual Effect: An Effect that can be added to anything purchased. Allows the item to interact with all kinds of spirits, souls, and spirit/soul equivalents.
Homing Effect: An Effect that can be added to anything purchased. Allows for the item, when thrown or shot, to home in on the target as long as it has momentum.
Summonable Effect: An Effect that can be added to anything purchased. Allows for the item to be summoned safely back to yourself.
Temporary Effect: An Effect that can be added to anything purchased. Allows for any damage or effect the item has to fade before any harm is done.
Permanent Effect: An Effect that can be added to anything purchased. Allows for any damage or effect the item has to stay until you choose to remove it.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps. (Free)

Import: You can import all your companions, and they'll get 600 points to spend on items, but they cannot take perks or drawbacks. (Free)

Shopkeeper Assistant: Well, this is interesting. I can't come with you; the shop needs to be properly staffed. I can, however, send an assistant with you. This assistant will accept any items you wish to part with and can sell items from Jumps you have been to, and sometimes things from worlds you have yet to see. Of course, as protection for the shop, any attempts to use perks or items to cause my assistant to part with goods in an unfair manner will fail, and they will be leaving your company shortly thereafter, this will lead to a ban from any of our shops and affiliated businesses, and we haven't failed yet at making Jumpers regret that decision. However, if they decide to join you of their own volition, unaffected by your perks, items, and/or esoteric means, then we can talk about a friends and family discount, or a complete separation from the company by them if they don't want to have any affiliation with an outside force. They will, when imported into jumps, be more than happy to assist in any business plans you have, and if you don't, they are very capable at starting and maintaining a small business, of which they have been instructed to share a few percent of the profits with you, as a measure of good faith. Don't worry about our shop, I have long since lost count of how many assistants we have.

Drawbacks: Each of these offers 200 points unless otherwise stated.

A Fair Deal: You can't use powers while interacting with the shop. (Mandatory, +0)

Without Threats: You can't use items while interacting with the shop. (Mandatory, +0)

Stay a while: You'll spend 10 years here. Why would you do this? The shop has no interesting quests or adventures. I guess you can spend the time helping us stock shelves or act as a temporary assistant.

Quality Assurance: We are happy to sell our items to you, but an assurance that you can use them we cannot sell. Unless you take this. Before you leave, you will face off against our quality assurance manager, who is a bit better than you in every physical, mental, and spiritual way, and has a copy of every purchase you have made here. Before you leave this shop, you will have to pass his standards of being able to use each purchase you have. Don't worry though, he cannot kill you and is more than happy to teach you how to use your items. Probably using you as the test dummy.

Safely Relearning: Any skills you may possess on how to safely wield or use items will be removed for the duration of your time in the shop. You won't die, but expect to bleed from stupidly holding a dagger or sword by gripping the blade. We reserve the right to keep any blood or body parts lost by you taking this, though we promise we will not use it in a way that hurts or harms you.

Can We Borrow These?: You know those perks and items we took for safe and fair trading? Well, by taking this drawback we can use them for the duration of the time you are shopping. Don't worry, everything will be returned to you as was given to us, but this lets us

study unique effects and interactions for future R&D, and so we can punish some individuals who thought they got the better of us. We will not use these against you as you shop and buy, as we do want to maintain a fair and honest reputation.

Supermarket: So, we normally limit our shop to one individual buyer at a time, but by taking this you will instead by buying from our new test idea, the community shop! Everything will be the same, but now other people are shopping at the same time. Expect longer waits, less immediate attention, us to have to pull some things out of storage, in general anything you can expect from shopping in a store like it was during Black Friday Sales. Don't worry though, outright violence is prohibited, so while your shopping experience will be less than ideal, you will still be safe.

Lost Memories: Don't worry, you will get them back. But this allows us to borrow your memories to include in our new book series, Jumpers Adventures. While we will write as fast as possible, expect it to take about a day for us to transcribe what we saw down fully, then we can return them. I am also required to tell you that no attempt to hide or erase memories will work, we will have everything, and you cannot change that. Don't worry though, we will work with anyone, regardless of affiliation or affliction, so your private time and cringeworthy events will not affect your ability to buy from us!

Companion Contracts: So, you have some companions, right? We can always use some extra hands in one of our many locations. By taking this drawback, we will borrow your companions for what to you is a second, but to us is about 5 years. They will work at some of our business locations that they can find appealing or acceptable, and then we will return them here, safe and sound, with no memories of what occurred, unless they wish to keep them. On the unique side, any companion that works for us through this can get an extra 400 points to spend when they are shopping. Feel free to discuss among yourselves if this idea appeals to any of your friends! If you have no companions, you can consider this to be free points.

Unique Materials: So, you have been to quite a few worlds, huh? You may have seen some unique things that we can use! By taking this drawback, we will temporarily look back along your chain, stopping and replicating unique things you have seen through your adventures, so that we can sell them in one of our affiliate shops! Don't worry, we are taking the replica, not the originals. If this is your first jump, you can consider this to be free points.

A Bad Deal: I really can't advise you to take this, but some people have quite a bit they want. We have bought a large amount of, how to say, less than nice afflictions and ailments at our more advanced stores that we are looking to be rid of. We can cure them, but they need a host for us to do that. By taking this, right before you leave this jump, we will place these afflictions inside you, and cure them all as fast as we can. This will hurt, quite badly will it hurt, and you will probably want to die, but we will keep you alive and cure you within five minutes. If you do decide to do this, I must thank you for doing us a service, and an apology as we can't give you your perks and items back till after the procedure is finished.

Big Boss: Well, this is bad. My boss, the company owner, is going to visit. This is fine for us, we are in good standing as a location, but there is a bit of a bother. He is a fan of high pitch battles, and he wants to get his fill. By taking this drawback, I will summon you to the time he arrives, along with a variety of other customers, to engage in a battle royale. At that time, you will have access to every perk and item you have. Win or lose doesn't matter, just use everything you can to try to beat and kill everyone else. You will probably die, as some of our customers have been just absurdly powerful. But this won't end your chain or fail this jump. We will revive you, heal you of any and all effects that may linger and let you on your way. But we are not taking you now. We are going to summon you from the end of your chain, when you are at your most powerful. For the you of now though, I guess this is basically free points. See you much, much later!

Ending Options:

Well, we can't stay, as much as we would like to continue selling to you. So, feel free to move on to the next jump. Or feel free to go home with what you have bought. It is your choice.

Notes:

2/26/2024: Started writing Jump. Version 0.1. Mostly QOL Perks. Items are the main focus of Jump, and always will be. Power Level as a First Jump; If someone with a gun is not a threat, I have screwed up and made something way too strong. This Jump's primary purpose is QOL and giving basic items for Jumpers to build on as they go through their chain. Needs feedback to complete, as well as a secondary review to grammar and spellcheck.

2/29/24: Self-done secondary review. Version 0.2. Perks are still the same overall, but fixed the language a bit to be clearer. Will be posting for additional review, as well as suggestions, additional categories for items, etc.