Generic GURPS Jump

v1.2 (2024-05-08). By DataPacRat

Standard JumpChain Rules: 1,000 Jumpchain-CP (as opposed to GURPS-CP), 10 years, then choose Continue/Stay/Go Home. Unless the setting includes resurrection as part of the PCs' baseline template (eg, IOU, Riverworld), any death without a CP-backed Extra Life or other 1up fails the jump. This document can be reused to go to different settings, or used as a supplement; for the latter, all CP remain separate.

Roll 3d6, consider the bell curve. Roll 1d128 for the specific setting, or pay 23 J-CP to choose one or more:

1. Action
2. After the End
3. Age of Gold
4. Age of Napoleon
5. Age of Sail
6. Alchemical Baroque
7. Alexander Athanatos (Biotech)
8. Sid Meier's Alpha Centauri
9. Arabian Nights
10. Atlantis
11. Atomic Horror
12. Autoduel
13. Aztecs
14. Black Ops
15. Blood in the Craters (Horror)
16. Blood Types / Vampires
17. Blue Planet
18. The Broken Clockwork World
19. Bunnies & Burrows
20. Cabal
21. Callahan's Crosstime Saloon
22. Camelot
23. Car Wars
24. Casey & Andy
25. Castle Falkenstein
26. Celtic Myth
27. China
28. Cliffhangers
29. Conan
30. Conspiracy X
31. Constantinople
32. Cops
33. Covert Ops
34. Crusades
35. CthulhuPunk
36. Cybermech Damocles (Mecha)
37. Cyberpunk
38. Cyberworld
39. Deadlands
40. Discworld
41. Draconis (Biotech)
42. Dragons
43. Dungeon Fantasy
44. Egypt
45. Espionage
46. Faerie
47. Fnord
48. Furries
49. Ghost Breaking (ASJ2004)
50. Girl Genius
51. Goblins
52. Greece
53. Hellboy
54. Hellsgate
55. Horror
56. Horseclans
57. Humanx
58. Ice Age
59. Illuminati
60. Imperial Rome
61. Infinite Worlds / Alternate Earths
62. In Nomine
63. International Super Teams
64. IOU
65. Japan
66. Lensman
67. The Madness Dossier
68. Mage: The Ascension
69. Mars Attacks
70. Mars, Domed
71. Mars, Dying
72. Mars, Superscience
73. Mars, Terraformed
74. Martial Arts
75. Meridian (ASJ2004)
76. Middle Ages
77. Monster Hunters
78. Mysteries
79. Myth: The Fallen Lords
80. Gene Wolfe's New Sun
81. Ogre
82. Old West
83. Operation Endgame
84. The Phoenix Project (Psionics)
85. Jack Vance's Planet of Adventure
86. Prime Directive
87. The Prisoner
88. Psionics
89. Reign of Steel
90. Renaissance Florence & Venice
91. Philip José Farmer's Riverworld
92. Robin Hood
93. Russia
94. Scarlet Pimpernel
95. SEALs in Vietnam
96. Seas of Dread (Horror)
97. The Silk Road
98. Space / Aliens
99. Special Ops
100. Steampunk
101. Supers
102. Supertemps
103. Swashbucklers
104. SWAT
105. Tales of the Solar Patrol
106. Technomancer
107. Terradyne
108. The Time Corps (Time Travel)
109. Transhuman Space / Biotech
110. Traveller
111. Undead
112. David Brin's Uplift
113. Vampire: The Masquerade
114. Vikings
115. Voodoo: The Shadow War
116. Vorkosigan Saga
117. Warehouse 23
118. Weird War II
119. Werewolf: The Apocalypse
120. Wild Cards
121. Witchworld
122. World of Banded Night (Lands out of Time)
123. World War II
124. Worminghall
125. Y2K
126. Yrth / Fantasy / Banestorm
127. Zombies
128. Crossover: Roll twice more and combine

- **Discounts:** Purchases which last for just one jump, and then go away, are 80% off: one-fifth cost. Could be handy for Status, Rank, Reputation, Patrons, and other in-setting social stuff...
- **Perks & Companions**: For a standard setting, pay 10 J-CP for every 1 G-CP of Advantages, Powers, Templates, Skills, Allies, etc. (Special: If the GURPS setting book insists on more than 100 starting CP, multiply the G-CP you gain by that factor - eg, 400 starting CP gives you 4 G-CP instead of 1 per 10 J-CP.) Setting-specific freebies last just for the jump, unless paid for. Appropriate purchases can be improved via study, at the usual rates.
- **Items**: To give an object standard Jumpchain fiat-backing, buy it as a power with Gadget modifiers, as Signature Gear, or for something like a good-sized spaceship, as a Patron.
- **Drawbacks**: Gain 10 J-CP per 1 G-CP of Disadvantages taken. And for +23 J-CP, your Warehouse is labeled "23" for the jump's duration. Maximum of +623 J-CP.
- **Toggles**: For +0 J-CP, you can add 5 years to your stay; can be taken multiple times.