

Generic Generic Jump Jump
Version 1.0
By Ursine The Mad Bear

Jumpchain. A game, a hobby, an obsession. For years, it has excited our curiosity, stimulated our imagination, and inspired our creativity. Now, finally, Jumpers can enjoy Jumpchain just like we do. Oh happy day, oh wondrous happy day.
This Jump will be spent in a normal world, and will last for two years. It can start any time between when Quicksilver created the Pokemon Trainer Jump and the current day, and you have to stay regularly involved with the hobby for the full time.
So, take these +1000 Choice Points (CP) and enjoy yourself.

AGE AND GENDER

Choose for yourself. It is your life, you have to deal with it.

LOCATION

You can start in any location where you can get regular access to the Internet.



ORIGINS

What kind of involvement do you have with Jumpchain? Any of these can be a Drop In, if you want, but they also can be used to insert as your pre-Jumpchain self.

Lurker

You are definitely into Jumpchain. You have a presence in one or more of the Jumpchain communities, you enjoy reading the Jumps, but you are still more of a spectator than a participant.

Builder

You enjoy making builds for Jumps, maybe even full chains, but your Jumpchain adventures are mostly still in your head. Don't feel bad about that, this is the majority of the Jumpchain community.

Creator

Beyond just making builds, you like making whole Jumps. You are a direct contributor to Jumpchain as a whole. This can be a lot of work, but it is also very rewarding.

Author

You are one of those that choose to use Jumpchain as a writing prompt. Maybe you write short snippets or maybe you are trying to write a longer narrative. Either way, you labor as a slave to your Muse.

PERKS

Obviously, your average Jumper can't handle Jumpchain without some extra help.
Perks are discounted for their Origin, with 100cp free for their Origin.

General

Basic Computer Skills (50cp)

You have solid computer skills, not programming but general use and troubleshooting. You are also a perfect, errorless typist that reliably types at 216wpm, equaling the current world record. You will never misspell anything when typing, even if you don't actually know the correct spelling, or enter the incorrect command. You also have perfect grammar and syntax in the language you are using.

Looking For A Perk (100cp)

It is so annoying when you can't remember something that you know you read. Thank goodness that you have a perfect memory now. This comes with unlimited storage of all sensory data and even of your thoughts, perfect indexing and recall, protection from harmful memories, immunity to memory reading and tampering, even the ability to selectively hide memories from yourself. This is even retroactive.

Lurker

Just Discovered This (100cp, Free for Lurker)

You seem to be blessed to find activities, or places, or people or other things that you enjoy or find fulfilling. This also helps you see the better side of things, so that you can always find satisfaction and even joy in life, no matter how long it stretch or what hardships may come.

What Is This About? (200cp, Discounted for Lurker)

When you are trying to find information about something, you will naturally run across this information or someone who can tell you what you want to know. You will always be able to find a teacher for any subject you want to learn. You also learn or improve at a rate five times faster than you otherwise would.

Where Are The Jumps? (400cp, Discounted for Lurker)

When you are searching for something, you will always know the next place to go or the next thing to do to find what you are looking for or achieve your goal. This won't help you actually accomplish your tasks or get where you are going, but you will know what those tasks are and where you need to go.

Builder

Careful Calculations (100cp, Free for Builder)

You have the equivalent knowledge of a Doctorate in mathematics and an ability to instantly mentally calculate even the most difficult, complicated or advanced math, as long as you understand it in the first place. You can also multitask with ease, keeping mental track of multiple factors without difficulty.

Drawback Mitigation (200cp, Discounted for Builder)

You are really good at finding ways to mitigate problems, find weaknesses in enemies, and navigate through difficult situations. Somehow, when things are going wrong for you, you can usually find a way to make them go less wrong.

Fanwank (400cp, Discounted for Builder)

When things are ambiguous, or not quite clear, they tend to bend in your direction. This won't violate the exact wording of anything, but in the areas that have wiggle room, they wiggle in your favor. This good fortune will not abandon you, but it might not be a match for overwhelming power or skill. You are fully protected from misfortune, though.

Creator

Nose To The Grindstone (100cp, Free for Creator)

You no longer have any tendency to procrastinate, and can always maintain your motivation for any task. Your willpower in general is unlimited and infinite, without making you mentally rigid, and you can keep working and functioning at normal levels despite any level of fatigue or disability you would otherwise suffer.

Fluff Or Crunch (200cp, Discounted for Creator)

You are an excellent technical writer, able to make things both easily understood and interesting to read. You are also very good at separating how things seem to be from how they really are, letting you discern when anything is trying to fool you.

RAW Or RAI (400cp, Discounted for Creator)

Your ability to communicate your intent is perfect. You can communicate every nuance and idea without any chance of misunderstanding, even if your audience is atypical, as long as they have the capacity to comprehend the concepts involved. You are equally capable of understanding the communication of others, even unintentional communication.

Author

The Muse (100cp, Free for Author)

Your Muse is unusually loyal and consistent. You have an incredible well of creativity and imagination. More importantly, your inspiration will never run out part way through a project. You can choose to set aside a project and take it up later, without any loss in that inspiration, but you will never find yourself stuck without a direction to work towards.

Imagine The Possibilities (200cp, Discounted for Author)

You have a talent for seeing what is there and imagining different directions that things could have gone. This includes repurposing your own knowledge and ideas. You are also a highly talented and well-trained writer of prose, with a real talent for world-building.

What Plot Holes? (400cp, Discounted for Author)

Your stories don't suffer from plot holes or inconsistencies. This is because you have a flawless sense of logic and a brilliant ability to understand and analyze systems. You also have an incredible ability to understand people and their motivations, allowing you to predict their actions and reactions with ease.

ITEMS

You can import similar items into any of these at no additional cost. Any item can be taken multiple times. If these items are lost, stolen, or destroyed, new ones will be in the Warehouse 24 hours later. You have a +200cp stipend to spend in this section.

Computer (Free for All)

You have a top-of-the-line personal computer, your choice of specific type. It never needs to be plugged in, recharged or maintained, will instantly repair itself, along with possessing unlimited memory and storage. The computer can always connect to an unlimited bandwidth Wi-Fi network which leads to that Jump's internet or equivalent and to any local network you might set up for your Warehouse. It has omni-compatible I/O jacks, and the most intuitive, perfect UI imaginable, as well as an operating system that's compatible with anything you could install. It has perfect antivirus/malware protections and cannot be hacked or even traced without your consent. This computer will upgrade to be equal to the most powerful computer of comparable size in the setting, and it will not downgrade if you go to a less advanced setting.

Your Best Friend (50cp)

JumpChan knows what it is like when you lose a pet or have to leave one behind. (She calls her pets "Jumpers", by the way.) So, she has decided to let you bring yours along.

Your Warehouse now has proper housing, care facilities, and supplies for any pets you have or acquire, which includes a veterinary version of the Medbay. This allows them to be brought into subsequent jumps. Pets will be kept healthy and in the prime of their lives, not aging beyond that point. If a pet dies, it will be restored to life and full health in 24 hours. To be considered a pet, they need to be non-sapient and be registered in the Veterinary Medbay. If you choose, you can have your pets from home already registered and in the housing facilities. This applies even to pets that passed on before your Jumpchain began.

Souvenir Bobbleheads (50cp)

In every Jump, you get Souvenir Bobbleheads of all important or iconic characters. These are indestructible.

Souvenir Pez Dispensers (50cp)

In every Jump, you get Souvenir Pez Dispensers of all important or iconic characters. These are indestructible and come with an infinite supply of all flavors of Pez.



Bare Necessities (Free to All Origins or 100cp)

You have a job that pays enough for you to live on, assuming you live simply. You also have a home of some sort, a cheap but decent vehicle of an appropriate type, and the various basic sundries needed to live. Basically, you have a life, set up and waiting for you. The job will be something you are capable of performing, and that works with your background, and the schedule will be flexible enough that it will leave sufficient time for your hobby.

For 100cp, you have a trust fund that pays in whatever the local currency is equivalent to two hundred thousand dollars ($200,000.00) per year. Your home, vehicle, and other possessions are upgraded to be appropriate for this level of income. This money is legal, with all taxes paid and all documentation needed. No one will question where it comes from, and the economy will adapt without harm unless you are deliberately trying to destabilize it.

Each time you purchase the upgrade, move the decimal point one space to the right. This item follows you to all future jumps, adapting as needed, and can be toggled off for a jump.

Any other form of income you receive, including from other perks or items, can be added to the trust fund, and will also be completely legal with all taxes paid and documentation needed.

Alternate Canon (100cp)

At the beginning of this jump, you receive a biography of your previous life, from birth on, in whatever media and style you want. You can actually choose to get multiple versions, if you want, for example, a novel version and a videogame version. After every Jump, this biography will update to include your time there. You can choose to add new media versions at this time as well.

Canon (400cp)

You have a full collection of all literature, music, art, media, games, toys and associated merchandise that exists in the real world and in each new world you visit. This comes with the equipment needed to enjoy this collection to the fullest, such as a home theater, video game console or music room. This collection updates as more such things are created or released and it is stored in a Warehouse Attachment where you can always find what you want. This explicitly includes all Jumpchain documents of every kind.

COMPANIONS

You can create or import as many Companions as you are willing to pay for. You are free to decide the personality, history and appearance of created Companions and these Companions are as loyal as you want them to be. They can even be loyal enough to forgive you for using Jumpchain fiat to ensure their loyalty. Companions can take Drawbacks that directly affect them, not those that alter the world itself, and you can transfer cp from yourself to a Companion, at a 1:1 ratio.

Create/Import (50cp for 1 or 200cp for 8)

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with +600cp to spend, but cannot acquire Companions. Companions can take Drawbacks for more CP, but only those that affect primarily them rather than altering the setting. You can choose to make new Companions be friends or family from home, and they will be the real thing. If you import as your previous life, so do they.

SUPPLEMENT MODE

You can use this Jump as a Supplement to any Jump set in the modern day, in addition to using it as a normal Jump, even using this Jump as a Supplement multiple times. All CP is kept separate. Each use after the first, you will only have the CP granted by the Drawbacks you take for that iteration.

DRAWBACKS

You can take as many Drawbacks as you want, and gain unlimited CP from them.

Extended Stay (+50cp)

Your time here has been increased by two additional years. This Drawback can be taken multiple times.

No Appearance Perks (+50cp)

You ain't got no alibi, you ugly. Really ugly.

Inconvenient Life (+50cp)

Little things tend to go wrong for you and otherwise make your life just difficult enough to be really annoying. This is not life-threatening, but is very inconvenient.

Damn Numbers (+100cp)

You have a problem with math. No matter how careful you are, you will tend to mess up any math problems at least once or twice, usually just making thoughtless errors. This obviously includes doing Jump builds.

Your Bad (+100cp)

Get used to looking things up, because you are going to consistently make mistakes when you try to remember details about Jump documents or other forms of trivia. This especially applies when offering opinions on the use of a perk or item in an online discussion.

Writer's Block (+100cp)
You suffer from persistent writer's block. No matter how much you want to work on a project, you are likely to find yourself stuck. Even worse, sometimes the block will go away just long enough to let you get really involved with something before your inspiration just evaporates entirely.

Lazy Bear (+100cp)
You are a chronic procrastinator and find it difficult to motivate yourself to do anything.

Anon (+200cp)
You never get credit for your work, with it all being attributed to an anonymous creator.

Plagiarism (+200cp)
Other people are going to steal your work and try to claim it as your own. They may or may not be believed, but plagiarists will keep trying.

Plagiarist (+200cp)
People always think you stole at least part of any work that you try to claim.

Amnesia (+200cp)
You have forgotten all about your time on Jumpchain, and think it is just a hobby. You will rationalize away any unusual abilities or items that you possess.

A Single Player Experience (+200cp)
Your Companions are all going to be held in stasis for the duration of this Jump. You can still import them to buy them perks or items, and they will receive their purchases when the Jump ends.

A Ferret Stole Your Shinies (+200cp)
For the duration of this Jump, you lose access to your Warehouse or equivalent and to all of your items and properties that were not purchased here.

We Don't Have A Perk For That (+200cp or +300cp)
You have to survive this Jump without any of your perks, powers, alt-forms or other abilities, being reduced to your Body Mod and whatever perks you purchased here. For an additional +100cp, you lose even that, going back to what you were before you started jumping.



FINAL CHOICES

Now, you can decide to Stay Here, Go Home, or Move On.
As a final gift, take this:

Everlasting Gobstopper (Free for All)

This hard candy always tastes however would be best for the person tasting it. It will also never dissolve or break, and you can summon or banish as many of the candy as you desire at will. It will always be clean and dry when summoned. Sucking on it for five minutes will provide all forms of nutrition and nourishment that are required to be fully healthy and satisfied for a day, including water. It will also clean your mouth, teeth and breath, and will cause your teeth to straighten, realign, whiten, strengthen, regrow and repair themselves to perfection.

NOTES

Companion Drawbacks

Do not ask me which Drawbacks are allowed. Decide for yourself.

CHANGE LOG

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Created the document.