Sometimes you just need a break. No, you *deserve* a break. That's what this is. The break. Not the deserving, you do that on your own.

Welcome to

Generic Vacation Jump!

v1.1

Here's +1000 Contentment Points to help you unwind.

Vacation Choice

Need a break from yourself? You may freely set your age, gender, and even species. No one will find it weird unless you take one of the boosted Fame options. If your choices here grant you new abilities, your new alt-form will lack those abilities outside of this Jump.

Type

Choose one of the following choices, or come up with your own. All equipment (scuba gear, surf boards, skis, etc) is provided, but will remain behind when the Jump ends.

Tropical Beach Vacation

Whether you just want to sun yourself on the beach, surf the waves, or scuba dive deep below the surface, this is the vacation for you. The water's warm, the sand soft and inviting, and the wind just right for your preferred activities.

Skiing Vacation

Time to hit the slopes! No matter where you decide to go, there's a luxury ski resort waiting to see to your every need. Other cold-weather activities supported include snowboarding, sledding, snowball fights, snowmobile rides, ice-skating, and enjoying a nice hot cup of cocoa while you rest from any of the above.

Cosmopolitan Vacation

Maybe you're interested in exploring a city? Any real or fictional city you can name is ready and waiting for you. Includes a local guide who will show you around to local landmarks, museums, and authentic cultural experiences, while answering any questions you may have.

Ecotourism

This is for those who want to see the beauty of nature instead of the beauty of civilization. Go on safari, hike through a rainforest, or plunge deep into the jungle. There will always be a lovely campsite waiting for you at the end of the day, and the bugs won't bite.

Educational Excursion

Some vacations combine work and play. This option includes activities like fitness courses, educational seminars, cooperation and team-building exercises, guided museum tours, archaeological expeditions, and so forth, for Jumpers who don't consider idleness restful.

Travel Vacation

Journey before destination! Whether it's a road trip, cruise ship, or anything in-between, this option has you covered. Your accommodations remain first class, as always.

Debauchery

For the hardcore hedonists. Gamble, drink, and drug yourself to your heart's content. You'll suffer no negative consequences from anything you do here, because somehow, anything you'd regret simply doesn't *stick*, in the causal sense. Mystifying!

Destination

You may choose any valid in-universe vacation destination you are aware of. Gambling in modern day Los Vegas? A beach vacation on Risa? Touring historic Coruscant? Trekking through the jungles of James Cameron's Pandora? Anywhere you can name, you can be.

Origin

There's only one option here. Why would you need anything else?

Vacationer [0 CP]

You're on vacation.

Vacationer Perks

You're On Vacation [Free, Mandatory for Vacationer]

A vacation means being able to relax in peace. You are guaranteed not to be interrupted by any crises, disasters, world-ending threats, or even bothersome inconveniences for this entire Jump. If necessary, you are inserted into an alternate universe where such things effectively don't exist at all (unless you take the Drawbacks "Busman's Holiday" for an occasional change of pace; or "Super-Powered Robot Meter Maids", in which case you still won't have to lift a finger). You're protected from any accidents that could endanger you, and won't get sick, sunburned, or suffer bug bites or allergies.

On the other hand, this also means that you won't be able to really affect anything beyond the scope of your vacation. This is supposed to be your time off, darn it! Relax!

Leave Your Problems At The Door [Free]

You may suspend any or all ongoing Drawbacks from other documents for the duration of this Jump at no cost.

Options

The following Options are not Perks, and affect only this Jump. One choice per category.

Weather

Great Weather [Free]

The weather you experience will be great, within what is normal for the place you have chosen. It's the kind of weather that would normally require luck to experience on a trip, but is not itself extraordinary.

Ideal Weather [100 CP]

The weather is ideal. This is the sort of weather that would be remarked on as exceptional in the normal world, but here, for you, it's just the way it is. This also effects things like the waves, if you like surfing.

Perfect Weather [300 CP]

The weather you'll experience is absolutely perfect in every way. For you, specifically: if your night would be improved by the sound of raindrops hitting the window, it will rain. If you want a bright, sunny day, you'll have that, too. This won't create weather that could not naturally occur, so no showers of bourbon. Unlocks the "Exterior Environment" scenario reward.

Variety

Single Serving [Free]

You may choose a single vacation destination for the duration of this Jump.

Something Different [100 CP]

Once during the course of your Jump, you may decide to move to another destination of any type. You and all your things will be transported there as if by magic, with no muss or fuss.

The Spice of Life [300 CP]

You may change your destination just as with Something Different, except that you may do so once each week. Unlocks the "Golden Ticket" scenario reward.

Crowds

Off Season [Free]

Nevermind that the season is perfect; you still only have to deal with the off-season crowd. It won't be hard to find reservations for most things, and lines will be short if they're there at all. For more guided vacations, there will only be a handful of other people in the group.

Private Resort [100 CP]

Crowds? What crowds? It's just you and anyone you choose to bring. Cosmopolitan Vacations will still have normal citizens and Debauchery Vacations will provide extras when necessary, but your museum tours and sightseeing trips will always be personal and private.

Good Company [300 CP]

You're adding people back, now? Of course you are! This perk adds other vacationers who you and anyone you bring will get along with swimmingly. There won't be enough of them to ever inconvenience you, but not so few that you'd ever lack for a good conversation or tennis partner. Unlocks the "Visiting Friends" scenario reward.

Events

Just The Travel Tickets [Free]

There are no special events planned for you. You can try to find tickets to shows, concerts, and so on, but you'll have to deal with the normal problems, such as actually buying them. The lack of crowds at your chosen destination won't necessarily apply to ticket sales, so plan ahead and buy in advance.

Active Itinerary [100 CP]

You start with tickets to just about every event of interest in the area you're in. Don't feel bad about skipping those you don't care about; the tickets are more of a possibility waveform than anything else until you actually show up at the door, so you're not even taking a spot away from someone else who would otherwise have gone.

Dream Team [300 CP]

That band you always wanted to see? Playing. The Broadway Show you'd die to have had tickets to? Now showing. It doesn't even matter how ridiculous the situation is; if your vacation needs the Beatles to play in the middle of the Costa Rican rainforest, there will be a soundstage set up for it. Unlocks the "Museum of Jumper" scenario reward.

Budget

Luxury Vacation [Free]

In addition to your all-expense-paid luxury hotel stay, you have enough spending money to sample a few of the fanciest restaurants around, buy tickets to shows and museums, or gamble at the low-roller tables to your heart's content. You may have to budget a little if you really want to get the most out of your stay, but you won't lack for much. Your conveyance of choice is the humble taxi and its unfailingly friendly driver.

Big Spender [100 CP]

At this point, you almost don't have to worry about money at all, provided you have a modicum of restraint. You've also rented a personal limo for your entire stay.

Bottomless Pockets [300 CP]

You literally cannot run out of money during this Jump. Unlocks the "Don't Exit WITH the Gift Shop!" scenario reward.

Company

Ticket for One [Free]

You get to go on vacation. Being the Jumper is hard; it's not like your companions really have to worry much about dying, right? You deserve the break. Your companions won't even know you're gone, since no time will pass in the warehouse while you unwind.

Companions Can Come Too [100 CP]

You may bring any number of companions with you to your chosen destination(s). They do not get their own Contentment Points but share everything you take this Jump, and receive their own copy of any souvenirs. For purchases with options, like Hobbies, they may make their own selections.

Companions Can Go, Too! [300 CP]

Any number of your companions may choose their own vacation destinations. As above, they share everything you bought for yourself. Unlocks the "A Vacation Away From Vacation" scenario reward.

Fame (Drawback Option)

Just Another Face [+0 CP]

You may be supernaturally attractive, magically fascinating, or even literally a god, but no one here knows or cares. You're just another face in the crowd, and while that means you won't be getting special treatment, it also means no one will be bothering you.

Celebrity [+100 CP]

You are vacationing in a universe where you're a celebrity. You may choose what you are famous for, within reason. Regardless of your choice, people will be constantly bothering you for autographs and pictures. If you opted for a Private Resort, the resort Staff will break professionalism to bug you instead. Honestly, some people will probably enjoy this, and if it weren't for the paparazzi that will be hounding your every move, this wouldn't be a drawback at all. Did I mention the paparazzi? The paparazzi will be hounding your every move.

Jumper [+300 CP]

Your Jumper nature is out! Well, not really; as far as anyone cares, it might as well be someone you play on TV. Regardless, everyone is aware of what you've done in past Jumps, and that's all anyone will want to talk to you about, no matter how hard you try to steer the conversation away from your (mis)adventurers. Oh, and the paparazzi from the Celebrity tier are now absolutely remorseless in hassling you, because you're the most interesting person in the world, and they are significantly better at their jobs, as well. Unlocks the "Don't You Know Who I Am!?" scenario reward.

General/Miscellaneous

Skills

Hobby [100 CP Each]

You gain a few weeks' worth of experience in a single vacation-relevant activity of your choice, such as surfing, skiing, scuba-diving, poker playing, or other things of that nature. It's not impressive, but it's enough that you won't need additional instruction before you begin. Alternately, you may gain a large amount of interesting but not particularly useful trivia knowledge about a destination you wish to visit. For a city, this may include facts about its history, landmarks, culture, attractions, and so on, while for an ecotourist destination you would know all sorts of nifty things about the local flora, fauna, climate, geology, and geography.

Skills and knowledge from Hobbies are retained following the end of your vacation, but the nature of those things is such that they shouldn't be meaningfully useful in later Jumps. If they are, it's probably due more to your own practice or ingenuity than the Hobbies themselves.

Duration

One Month [Free]

30 days of paradise.

Additional Month [100 CP Each]

30 more days of paradise.

Souvenirs

Scrapbook [50 CP]

A collection of pictures, pamphlets, and other various mementos from your vacation, delivered at the end of the Jump. Viewing the scrapbook will fill you with contentment as you immerse yourself in happy memories.

...to be clear, this awards normal contentment, not Contentment Points.

Unlocks "Scrapbooking" and "Scrapbooked" for this and all future vacations.

Scrapbooking [50 CP, Requires a Scrapbook]

A blank Scrapbook that may be redeemed after any future Jump for a complete Scrapbook for that Jump.

Scrapbooked [50 CP, Requires a Scrapbook]

Choose any past Jump. At the end of your vacation, you receive a complete Scrapbook for that Jump.

Jumper's Camera [100 CP]

While this camera appears perfectly mundane, any pictures it takes look *exactly* like part of the work you're in at the time, even if the world looks perfectly normal while you're there. This doesn't do much to live-action movies or television shows, but pictures from cartoons and comics will look exactly like they were drawn by the original artist, and pictures from video games will either look like screenshots, UI and all, or stills from cutscenes. Take a picture in a novel, and you'll get a page or two of description written in the author's style.

If you buy or redeem Scrapbooks after buying a Camera, some of the included pictures will be in the work's style, as though taken by the Camera.

Camera Filters [50 CP, Requires a Jumper's Camera]

A set of camera lenses that override the current setting's art style with another. The lenses are not specific to particular works or authors, but run the full gamut of genres and styles for each medium. For example, there are different lenses for comedy, drama, action, and horror manga; noir, thriller, literary fiction, and young adult novels; every age of American comic books; every generation or widely-imitated style of video game graphics; and so on. Despite containing dozens of lenses, the case is compact and the lens you want is always ready to hand. The lenses do not affect other cameras.

You must have a Jumper's Camera to purchase the Camera Filters, but you do not have to buy both on the same Vacation.

Tacky Tourist Trappings [100 CP]

This tacky shirt, appropriate to your chosen vacation destination, is nevertheless a highly desirable bit of wear. While undoubtedly lacking in fashion, it has loads of features, like always being as clean and soft (in shirt form) as if it were fresh out of the laundry, and the ability to fuse itself to any single worn item you own like an item import. The item retains all functions and features in its new, tacky form; yes, you can turn power armor into an "**I ♥ NY**" t-shirt with no loss of functionality, and a Hawaiian shirt could let you breath in space. The exact form this item takes depends on where you go, but the tackiness is NOT optional.

Jumper's Reading List [100 CP]

'Reading List' is a bit of a misnomer, because this also includes the books themselves in the form of a single, alt-form-transforming volume no less convenient than the common airport paperback. The books on offer are pose and poetry volumes chosen precisely for the reader's tastes, and as long as you're on any sort of formally recognized vacation, low-grade probability manipulation inherent to the book will prevent you from being interrupted until you reach a good stopping point.

Please Exit Through The Gift Shop [100 CP]

On your way out of the Jump, you'll have the opportunity to select any number of tacky physical souvenirs (such as bookmarks, postcards, fridge magnets, snow globes, bobbleheads, posters, and plastic paperweights) from a gift shop personalized to your vacation experience. Feel free to blow what's left of your vacation budget here, because you can't take it with you.

Complications (Drawbacks)

You may earn CP from any two Drawbacks in this section. The Fame Drawback Option does not count towards this limit.

Busman's Holiday [+0 CP]

Choose any number of vocations you possess, from Accountant to Zoologist. Once per month, something will occur that will make someone seek you out for help in one of those fields. The activity will not physically endanger you, and will take no more than one week to resolve. As long as you are 'on the case', the "Lay Down Your Burdens" drawback is suspended for all vocationally relevant items, perks, and features.

You may take this drawback up to 4 times to increase the frequency of the cases; the maximum 4 selections would give you a case every week for your entire stay.

Normally, there is nothing forcing you to actually take these cases. For [+200 CP], you will have a mandatory case each month, which you will have to deal with even if you really don't want to bother. You may only receive CP for this Drawback once. If you took multiple copies of the toggle, which of the up-to-four cases is the mandatory one will be random each month; it will be clearly obvious if any given case is mandatory. The boosted version cannot be taken with "Super-Powered Robot Meter Maids".

Lay Down Your Burdens [+200 CP]

A vacation... *gauntlet?* Who thinks of these things? You're stripped down to your Body-Mod and cannot access your Warehouse and its inventory for the duration of your stay. All the protections of the Vacation Mode are still active, so you don't really need those perks or items anyway. If the knowledge that you don't have any great power to bring great responsibility doesn't help you relax, at least the extra CP might.

No Leg Room [+200 CP]

Before you get to your vacation, you must sit through a 12 hour plane ride. For some reason, no matter what you'll look like or how rich you'll be once you get there, you're flying in the cheap seats as a normal, uninteresting-except-for-being-slightly-too-tall-for-your-seat human. Try to sleep through it or get a head start on your book. So as not to ruin your good mood, you will not suffer any such indignities on the way back; the unpleasantness of travel is all front-loaded into one long, uncomfortable plane ride.

Super-Powered Robot Meter Maids [+400 CP]

Along with the normal staff seeing to your care during your stay, you are accompanied by a group of maids who will go out of their way to ensure that you have a nice, peaceful time. This means doing simple things like making sure your laundry is done, tidying your room, chauffeuring you around, booking reservations for you, and **SOLVING THE SHIT OUT OF ANY PROBLEMS THAT THREATEN YOUR RELAXATION WITH EXTREME PREJUDICE**. Which they *will* do, blatantly and without any subtly whatsoever, to the point that it will attract all sorts of attention. (It'll be the cautious, tentatively thankful "We're so glad you stopped the Demon King!" kind, not the bad kind, but it's still attention.) Enjoy the wacky hijinks as people try to figure out what the hell is going on with you and your waitstaff.

If taken with a level of Fame beyond "Just Another Face", the paparazzi are replaced with foreign agents (CIA, MI6, et cetera, or appropriate analogues in more exotic locales). Not the dangerous, competent ones, no: you've got the bumbling slapstick-comedy agents after you, and they will make an absolute mess. At least your staff will clean it up for you after it inevitably interrupts your fine dining experience.

Vacation's Over

You can't actually stay here, sorry. You can come back, though! You may repeat this Jump after completing any other Jump or gauntlet. You also gain up to 1 scenario reward per vacation.

Scenario Rewards

The maximum number of scenario rewards you can take across all vacations is equal to the number of gauntlets you have successfully completed plus 1. You must repeat this Jump to take another reward. Oh, what a burden!

Exterior Environment

Adds a large outdoor space to your Warehouse (or surrounding your Warehouse, if you take the concept of a 'Warehouse' literally), complete with an artificial sky (and weather). This can be a town, park, wilderness, or any combination of the three. The actual size of the space is highly flexible, but the false 'sky' is only fifty meters overhead, and the weather makes it unsuited for storing anything you wouldn't store outside normally. You may edit this space at any time, but changes will take up to a day to 'take hold', and it might look really weird in the meantime.

Visiting Friends

Friends you make and must leave behind in your Jumps will be able to visit your Warehouse. You may extend invitations to visit your Warehouse to people you met during previous Jumps or knew in your home reality, which will be delivered some moderate amount of time (typically on the order of a week or two) after they last saw you. If they accept, they'll be able to spend the day catching up with you and your companions before being whisked back to their proper time and place. They cannot leave the Warehouse except by the same Fiat that brought them there, and if unaware of your Jumper nature before the invitation, will likely be very confused. There are no limits to your invitations beyond the practical concerns of making time for your guests. If you also have the "A Vacation Away..." scenario reward, they can stay a night in the Warehouse hotel, giving you another day to enjoy each other's company.

Note: How does the invitation delivery's time offset square with time not passing without you? Don't worry about it! Jumpchain Travel Agency will take care of the messy details, with no unwanted or exploitable effects, Guaranteed™.

Golden Ticket

Have you ever had the overwhelming urge to interrupt your current ~~slog~~ 'adventure' through a crapsack universe and just escape? Well, now you can. This feature allows you to begin a Generic Vacation Jump from within another Jump. You may only do so once per Jump, and must do so from a safe location, but if you just can't bear another week in your current setting without relief, you don't have to. You cannot revisit this Jump after any Jump in which you use this prerogative. You may bring companions along without regard to their current state. Time won't pass while you're away, and your memories will be refreshed upon reentry, so you won't show any signs of your sudden subjective absence aside from being relaxed and refreshed.

Gauntlets, Drawbacks, and other things that reduce you to your Body-Mod will prevent you from using the Golden Ticket for their duration.

Museum of Jumper

Adds a museum to your Warehouse, dedicated to your adventures, and staffed by your choice of (figuratively) faceless extras, magical constructs, robots, or an unexplained effect that just does the work of a normal museum staff instantly while no one is looking. You may change this selection at any time, although doing so frequently may confuse the staff and lead to a day or two of substandard service. Noteworthy items not currently in use are displayed here, while those that are in use are replaced by replicas. It also contains displays dedicated to your accomplishments or other significant moments. Everything worth mentioning about your adventures has a place here, and guided tours are available upon request.

Don't Exit WITH The Gift Shop!

The Gift Shop is now a permanent feature of your Warehouse, and stocks tacky goods both artisanal and mass-produced from the current Jump (or the previous Jump, if between Jumps). You won't have to pay for any of them, but don't expect them to be useful as anything other than silly knick-knacks with perhaps a single mundane function. Attaches to the "Museum of Jumper" should you acquire both, in which case it offers goods from all past Jumps, not just the most recent one, and will actually sell them to visitors should any manage to find their way into the Warehouse, such as guests from "Visiting Friends".

A Vacation Away From Vacation

Adds a supernaturally wonderful luxury hotel to your Warehouse, including an attached restaurant, pool, and spa. The hotel is created to your specifications and desires, and staffed by your choice of (figuratively) faceless extras, magical constructs, robots, or an unexplained effect that just does the work of a normal hotel staff instantly while no one is looking. You may change this selection at any time, although doing so frequently may confuse the staff and lead to a day or two of substandard service. The rooms are spacious, luxuriously furnished, and have windows and a balcony looking out over a random vacation-themed vista. Closing and opening the curtains will change the vista to another random scene.

If you have (or later acquire) perks or features that grant a sufficient amount of non-specific property wealth, you may attach this reward to those perks or features, in which case those owned properties will include a hotel chain based on your Warehouse hotel in future Jumps. These hotels are mundane, but amazing to the absolute limit of their mundane nature. This reward will not increase the total value of those properties (hence the 'sufficient amount' qualifier), just ensure that a portion of them are the luxury hotels in question.

Don't You Know Who I Am!?

Once per social encounter, you may yell at someone, "Don't You Know Who I Am!?" The target of your yell will immediately remember having been informed of any true facts about you that you wish them to have known. How this is actually achieved depends on what explanation or mechanism you find least concerning.

Notes and Changelog

Written by Tempestuous, with encouragement from Sonic0704, suggestions from DataPacRat and kayne, and critique/error-catching/fridge horror from MacIbach.

The intention with this Jump was that every scenario reward offers some sort of 'nicety', but that nothing in the Jump will have any effects on a chain beyond quality of life (except "Don't You Know Who I Am!?", for the simple reason that it amuses me). Every option's [300 CP] tier unlocks one reward, and those rewards should be spaced out over a chain, assuming the Jumper isn't just spamming gauntlets for some reason.

For any questions about parts of the document, assume the answer that provides the fewest lasting effects beyond the Jump itself. If anything in here is actively useful to the point that it would help going forward, then I have failed to properly limit it. I encourage any necessary house rules to correct such errors; I also support house rules that *create* such errors. It's a single-player experience, do what makes you happy. That's what Vacations are all about!

v1.1 – Added new example to Destination.
Tweaked language in You're On Vacation.
Corrected typo in Active Itinerary.
Corrected grammar in Celebrity.
Reduced Scrapbook price (100→50).
Added Scrapbooking.
Added Scrapbooked.
Added Jumper's Camera.
Added Camera Filters.
Changed a single word in Don't Exit WITH The Gift Shop!.
Tweaked description of Tacky Tourist Trappings.
Removed stray colons from headings.

v1.0 – Release.