

Generic Farming Simulator 1.0 By Sweetiebottt

Welcome. This is a jump about farming, both legal and illegal. You'll need these.

1000 Agriculture Points.

Locations:

1. A farm somewhere on Earth.
2. A fictional universe which involves farming somehow.
3. Farming Portal World. This is a nexus of portals to different farming simulator worlds.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want; lord knows there's enough of a range when it come's to these.

Perks: These cost 100 points unless otherwise stated. You get 4 Agriculture Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Time To Reap: Free! You aren't completely clueless when it comes to running a farm, and can get yourself up and running easily. This also comes with a similar level of starting competency when it comes to running a drug cartel, just in case you want to get into that kinda stuff.

A Gift For You: You have a way of telling what kind of gifts a given person might enjoy, as well as what they might not like as much.

Alchemist: You know the secrets of converting lesser materials into a higher tier, such as turning three bars of copper into a bar of iron.

Animal-Lover: You have a bond with the animal kingdom, enough that you can actually talk with them and understand what they're saying.

Become As One: You have a way about you that causes people whose orientations would typically be incompatible with you to consider you an exception, allowing you to romance anyone no matter how they might swing.

Bounty Of The Land: You have better luck when you are gathering resources, being able to find them more easily, and sometimes finding two to three where others would only get one.

Capture That Essence: You age far more gracefully than most, looking young and beautiful even at the age of 43.

Career Options: Choose a career. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Carnivore Animal: You can subside without what others might consider a proper diet. As long as you're eating enough, everything seems to just kind of work out for you with regards to nutrition.

Cross-Cut: Your skill with the blade is enough that you can seemingly project the edge of a blade you wield about fifteen feet in front of you, able to cut at a range others might not expect.

Fairest In The Land: This is an appearance perk, bringing you up to a 9/10.

Feed Me, Seymour: Your blood now contains the kind of nutrients that most plants thrive on, making it a great fertilizer for them.

Fleeting Scent Drifting Away: You are better at running fast, and have more luck getting away if you're feeling a fight or the cops.

Great Bleeding Pig: You are now better at convincing others to give up their lives for you, able to easily set up a death cult centered around the sacrifice of your followers so that they may become food for you to eat.

Gunplay: You know how to handle pistols, assault rifles, RPG's and other firearms.

Hop To It: You know how to ferment barley, grapes and other fruits in order to produce the best alcohol you can make.

Intricate Criminal Syndicate: You have 10 years of experience running a drug cartel, and this comes with its own form of credentials, allowing people you show them to know you've got this kind of experience in the future.

Let Them Bloom: You can easily figure out how best to make your farm or any other place of business look as good as it can possibly be, arranging the crops and flowers to maximize their aesthetic value.

Let Them Burst: Explosives are almost second-nature to you now, and can figure out how best to disrupt the functioning of a rival business or other environment through application of big kabooms.

May Every Bud Be Blessed: Crops and other plantlife you're looking after receive a boost in their luck, making it less likely that they'll suffer from poor circumstance or assault from pests.

May The Power Of Beauty Survive: Those who find you attractive will be less likely to kill you, preferring instead to hold you captive, perhaps planning on relying on Stockholm Syndrome.

Now Make Them Room: You have a form of nature magic, allowing you to accelerate the growth of plant and fungal life, although it isn't fast enough that you'd be able to use it effectively in combat

Palm-Greaser: You have a knack of figuring out how best to convince others to give you what you want, whether it be rare seeds or overlooking your criminal ventures.

Patient Buds At Rest: You have an incredible sense of patience, allowing you to appreciate the world around you better.

Practice Makes Perfect: You have better growth in your skills so long as you are actively practicing your craft.

Rural Charm: You have a friendly attitude and a pleasant face, which helps with making friends with other people in your community.

Shining Bright Till Their Duty's Done: You and anyone working underneath you have a good work ethic, able to knuckle down and get cracking with what needs doing.

Single Moment At The Peak: No matter what you go through, no matter how much misfortune happens to you, you have the drive and determination to keep pushing through.

So Long As There Is Life Alive: You can drain vitality from plants in order to heal yourself.

Song Of The Spirits: You know a tune which resonates well with the spirits of the land, allowing you to more easily seek them out if you wish to bargain, or even to converse. Also, you can communicate with nature spirits now.

Steel Thy Sword: You are now quite skilled with a weapon, able to easily hack and slash apart weak monsters.

That's The Good Stuff: You have an eye for quality, being able to easily figure out the best example of a given item from a pile of them, and can tell which apple in a pile would be the most delicious.

The Brightest First: You have knowledge on a particular subject equivalent to if you spent ten years of your life researching it, as well as updating credentials to show you have this knowledge.

The Eldest Loom: You can make yourself seem more intimidating to those you speak with, giving off an impression that you are not the kind of person they want to mess with. This is most effective on the average citizen, but you should be able to make your average gang-banger at least give it some consideration as to whether it's worth tussling with you.

The Weathervane Turns: The weather always seems to be more fortunate for you, with rain coming down heavier if your plants aren't getting enough water, for instance.

The Wind Comes: When attacking or sabotaging rival businesses, you seem to arrive at the perfect moment for what you want to do.

This Is The Dollar Store: And yet, your products are good regardless. Any plants or animals you look after will grow up both healthier and tastier than they would otherwise be.

This Looks Delicious: Your teeth and digestive system are both strong enough that you can eat rocks and gemstones without a problem.

Tinkerer: You are a skilled machinist, able to build all kinds of gadgets to make life easier for you.

We Gotta Cook, Goofy: People who do manual labor for you end up getting closer to you as a person, and you can more easily convince your friends to help you with any manual labor you might need doing.

Whomever They Surround Themselves With: You can easily integrate yourself with the local community, as long as you aren't being too disruptive to their livelihoods.

Witch Magic: You can erase people's memories and turn children into doves.

The Green: You have a connection to a mystical energy field, allowing you to force plants to grow extremely fast. What's more, you can exert control over fully grown plants as well, allowing you to use them as weapons against your enemies. **300 points. You may not use Agriculture Tokens for this.**

Items:

Farm: Free! Well, you can't very well be a farmer without any land to work! This is a farm with 213 acres of workable land for you to grow your crops or whatever on. It comes with the equipment needed to keep the farm operational, although it's on you to keep the tools maintained.

Tractor: You have a top-of-the-line tractor, fast enough that you could use it for transportation if you really wanted, although it's still rather slow compared to an actual car. Furthermore, it's more resistant to wear-and-tear.

Obelisks: You have a series of ten obelisks you can place at a location in eyesight with a thought, allowing you to teleport yourself to them or back to your house with just a small bit of willpower.

Diamond Hoe: This strange tool, despite seemingly being made of solid diamond, is incredibly efficient, allowing you to easily till the soil of your farm with just a single swipe. Furthermore, it seems incredibly durable, and it sometimes seems to give you more crops than there should logically be.

The Gate Of Great Sacrifice: By placing a willing or helpless animal on the conveyor belt of this machine, it will be processed into as much meat as can be made out of it, with any parts that can't be used being safely destroyed. It is resistant to breaking down.

Farm Animal: You now have a pet, who's skilled at herding animals, either a cat who can deal with the smaller ones, such as chickens, or a dog trained at herding things like sheep. You can import a pet into this.

Gear Up: You have a melee weapon, a ranged weapon, and armor of your choice. These aren't great, but they're a start. You can import pre-existing items of your choice to give them a new alt-form.

Quality Gear: This is a higher tier of equipment, able to deal with moderately powerful beasts. You can import into this as well. 300AP. You may not use an Agriculture Token on this.

Cartel: You are now the capo of a highly efficient drug cartel, and can carry this status into future jumps. It's your choice whether or not you're the capo in a given jump. You can import any pre-existing companies or organizations into this.

Food Trucks: This is a series of food trucks, enough for all of your workers, which can easily be set up in various locations, and seem to be more or less overlooked by anyone looking for suspicious behavior in the community. If you had a product that was less than legal, these could be used to effectively deliver said product to your customer base.

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

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! 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.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Agriculture tokens, same as you got.

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

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Continuity Toggle: If it's possible for you to have previous history in this world, you can take this to make it so.

Be The Main Character: If there's a main character, you can use this to become them.

Been Working Here All My Life: You'll spend 10 more years here.

Tide Of The Seasons: Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Power Lockout: You can't use abilities from outside this jump here.

Warehouse Lockout: You can't access your warehouse.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many template points as you spent. They don't like you and want to defeat you.

Cartel Land: It seems that, whether or not you wanted to get involved in the drug trade, the leader of the local cartel now thinks you're muscling in on his turf. He has a lot of men working for him, and they can easily be replaced. If you kill him, the cartel will get taken over soon enough by his brother, and his family is quite large indeed.

Rise Of The Demon Lord: In around five years, a powerful demon lord will awaken, and spread an age of darkness over the land. Whilst this isn't an insurmountable challenge, he poses a major threat to most people in the lands, and, obviously, his reign of terror will not be very conducive for farming.

Rival Farmer: You have a custom enemy who gets a build here that lets them purchase things from this document using as many template points as you spent. They don't like you and want to defeat you.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?