Jreg's CENTRICIDE



Jumpchain

"Wow. That was excellent. Modern day political satire is in a truly good place." - Jreg

The Centricide YouTube series depicts a world in which all the various political ideologies which exist today are personified and live amongst one another in what can be best described as a constant state of conflict.

Whether it's leftist unity being destroyed by AuthLeft (or Tankie, as he's usually known) sending AnCom to the gulags again, or AnCap fighting for his right to pay workers a penny an hour, there's always some kind of trouble brewing here.

But recently, something has changed. The four extremes of the political compass: AuthLeft, AuthRight, AnCap and AnCom, have actually begun to work together, forming the Anti-Centrist movement. Their goal? Drive the world to the edges of the political compass by destroying the centrist ideologies which reinforce the status quo. In response, the centrists have formed the League of Anti-Anti-Centrists to fight back and preserve the Overton Window. Meanwhile in the shadows, the Council of Wacky Ideologies, including Lil' NazBol, Posadism and more, have their own schemes to try and bring their unfeasible politics to power. Whatever happens next, it will certainly be interesting.

And highly dangerous for the unprepared. You'll be needing this: 1000CP.

Origins

Ideology Embodied

The characters you'll meet here aren't *exactly* human. They may all look like people - and more specifically like a single man in various outfits - but they are actually the living embodiments of various political belief systems. With the following three origins, you will be among these political personifications, representing a single ideology of your choice. The categories of political beliefs you may choose from will come in a moment, but first, a brief explanation of how being a living breathing ideology works. Your personality traits and quirks are influenced by the political system you represent and the attitudes it encourages (such as Anarcho-Capitalism being selfish or Nazism being disgusted by weakness), although your true self is not lost in the process, and you may remove this personality alteration entirely after this jump. This is a two-way system however, and if your beliefs and attitudes change too much from the political system you represent, you may transform into a whole new ideology. For example, AnCom could become Post-Left after losing his motivation, while Nazism could become Zionist-Fascism after dramatically realising his own Jewish heritage. You are strengthened by the popularity of your political system in the wider world, although you will only return to your base level of power if your ideology loses support entirely - you cannot die from a lack of belief. Without further ado, you may pick any one of the following three categories to fit your ideology into (if the same ideology already exists in setting, you may replace them or be a duplicate).

Centrists - This category covers the ideologies and attitudes which serve to reinforce the status quo. This includes beliefs such as apoliticism, anti-radicalism and the like, as well as more active ideologies such as radical centrism. As an agent of the centrist cause, you'll be a crucial part of enforcing the status quo and maintaining order against the extremist menace...

Moderates - This category covers every ideology outside of centrism which is considered within the acceptable range of discourse in civilised society. The most powerful of the moderate ideologies due to its prevalence is Neoliberalism, although the category covers a range of views within the Overton window, such as conservatism, socialism and progressivism. Both the centrists and the extremists will seek to convert you to their side, although it'll be up to you to decide where your allegiances lie.

Extremists - Outside the Overton Window lies the political systems which are instantly disregarded in mainstream discourse. Anything from fascism to communism to left-anarchism and anarcho-capitalism are covered in this wide range of radical ideologies. The Centrists may despise you, and probably so do your fellow Extremists, but perhaps you'll be able to find an opportunity for unity here with these other outcasts. If you can overcome your differences for just a moment-

Wackies - You know what the problem is with both moderate and radical ideologies? They're just too *ordinary*. The wacky ideology category is a catch-all which covers all those political beliefs which are too unfeasible or just too plain weird to fit anywhere else. Homofascism, Posadism (nuking the world into communism), Anarcho-Monarchism, and many more exist under this category already. Feel free to introduce your bizarro jumper beliefs into the mix - Anarcho-Minarchist-Transfeudalism with Chinese Characteristics sounds good to me.

Drop-In

You're… not an ideology? There is only one other here like you. His name is Greg Guevera, or Jreg, and he is the one responsible for bringing together the extremists. You may keep your existing race, and become:

YouTuber - All the media says is RACISM, SHOOTINGS, SOCIALISM, KKK. You just wanna make YouTube videos for god's sake. With this, you have taken on the path of the post-ironic YouTuber, turning the events unfolding around you into entertaining videos for your invisible audience rather than actually having a stake in the conflict. You're in a good position to influence events, or you could simply sit back and see what happens. Just try not to lean on the fourth wall too hard; it might break.

Perks

You receive a 50% discount on perks under your origin, and its 100CP perk is free.

Colour Scheme (free for all)
You have either a single colour or a combination of colours which are deeply associated with you and your ideology. Anytime you go shopping for a new item of clothing, you'll find that they have your colours in stock. Whenever you find that ancient weapon you were looking for, you'll be pleased to know it was forged with purple dye just to match your aesthetic. No matter what you do, circumstances will conspire to ensure you always maintain a cohesive colour scheme no matter how much you change up your look. You also have a universal colour filter that can make even your skin tone match your colour scheme. All aspects of this perk can be toggled on and off at will, and you may update your chosen colour scheme at the start of each jump.

Ape-political (100CP)
Technically not *everyone* here looks like a human. Like Ape-political, this perk allows you to transform at will into a mundane animal of your choice. In animal form you may choose to maintain aspects of your previous appearance to keep yourself recognisable or appear as an entirely ordinary member of that species, but either way you have all the capabilities and benefits of your chosen animal. This perk can be taken for free if you can work your animal's name into a pun on the name of your political ideology.

Southern Charm (100CP)
Some of these guys sound real weird. Like many of the ideologies here, your voice has taken on an unusual tone of your choice. It might be a southern drawl, a regal accent, a primitive grunting, or even a distorted tape effect or robotic monotone, and you may change this choice at will. You may also choose an emotional effect that your voice's new timbre will have on those who hear it, and it will slightly influence them towards this feeling - such as fear, comfort, anger and so on.

Transhumanism (200CP)
You are far superior to the others around here, primarily because your brain has a higher processing speed. The means by which you've come about this do not need to be technological but should be appropriate for your ideology, but you have now become able to process things much quicker and with far greater efficiency, as though you had a miniature computer stuck within your brain.

Posthumanism (200CP, requires Transhumanism)
Transhumanism would be jealous of you. Through some means of your choice fitting to whatever your political ideology is, you've overcome all the remaining weaknesses of the human form. You no longer need to use the bathroom, eat, drink, or even sleep, although you can still do all these things if you so desire.

Polycule (200CP)
Monogamous relationships are so heteronormative. That's why you and your commune have instead embraced the polyamorous lifestyle. With this perk, you may remove all expectations of monogamy from yourself and your partners. You will no longer be expected to confine your love to a single person, but instead are free to invite others to join your polycule of shared love. Nor do the members of this polycule revolve their lives around you as their sole partner, but instead naturally form relationships amongst one another. Take that, tradition! Orgies are by far the best way to stick it to the man.

Two Halves Of One Whole (300CP)
When everything is going wrong and the battle seems lost, you may be forced to summon outside help. With this perk, you gain the ability to perform a kind of fusion-summoning ritual by reaching out to another ideology and focusing your powers. When you do this, a powerful third political ideology formed by merging aspects of both ideologies appears, either brought into existence or teleported over if they already exist. They're predisposed to help you but you may run into conflict due to your differing beliefs, and they will eventually disappear if and when you run out of energy to keep them summoned. After this jump, this perk can be used with any living being that can comprehend and consent to the fusion, and the fusion will be an ideology borne of their political beliefs mixed with your beliefs or those of the ideology you embody.

No Lives Matter (100CP, Free Centrists)
Meh. Who cares about politics. Why not just stick to a simple life of nihilism and total apathy? People find it nearly impossible to make you care about things you don't want to, and they've become strangely accepting of this apathetic nature of yours. They won't expect you to help out and they won't hold it against you, and they'll barely even push the issue when you refuse to get out of the bed despite the impending end of the world. About time, as far as you're concerned.

Radical Centrism (200CP, Discount Centrists)
Centrists are a notoriously difficult group to spur into action, primarily because most of their political beliefs are based solely around not taking any action at all. Luckily, you're an expert when it comes to making people act. You always know what to do and say to convince people to join the fight, and with you leading the charge even the most apathetic of this world will struggle to remain on the sidelines.

Nihilism Beam (400CP, Discount Centrists)
You have a special weapon up your sleeve, a ranged attack that damages your opponent's beliefs rather than their physical health. This may make them more apathetic, or kindhearted, or any other single attitude alteration you choose when you select this power. This also comes with an accompanying visual effect of your choice, like lightning bolts or a beam of light. The effect of this perk is only temporary when used in combat, but if focused on a defeated opponent, can permanently alter their attitudes at the cost of using up large reserves of your energy. Alternatively, you may choose to have a straight healing effect instead for your beam, like that of the Conservative's power of prayer, restoring both their health and motivation.

Well, The Way I See It... (600CP, Discount Centrists)
...There's no difference between you taking this perk and not taking it. You've mastered the art of Horseshoe Centrism, the political theory that sees no difference between any of the extremes. All you have to do to activate this power is to declare that you see no difference between your opponent and someone or something diametrically opposed to them. This will cause substantial damage to them as if you had dealt a direct blow at full power. You may even use this power on wider groups such as whole armies (I support the troops… on both sides), and although the intensity of the power will not decrease, the cooldown required before its next use will go up to compensate.

Voice of Reason (100CP, Free Moderates)
In this world of insane ideologies, it isn't hard to end up being the most reasonable person in the room. You, however, have a certain gift for coming across this way in any room you find yourself in. You're always articulate and have no trouble making reasonable cases on a point-by-point basis, and so long as you know what you're talking about, you'll never come off as wavering in your convictions. With that said, you might find that trying too hard to be reasonable in this world is more of a detriment than a help. Maybe you can talk some sense into the others.

Is This What I Sound Like? (200CP, Discount Moderates)
It's very difficult to make people reflect on their beliefs. Simply explaining to them why they're wrong barely ever works. Instead, you're able to make people reconsider their actions and attitudes by embodying them yourself. Whenever you begin to imitate the more frustrating aspects of someone's character, you're able to annoy them over and over with their own traits until eventually it clicks in a moment of catharsis that *that's exactly what I sound like*. While people won't change overnight, with this perk and a bit of acting on your part, they'll feel compelled to look themselves in the mirror and hopefully make some positive changes.

I Shot You Twice (400CP, Discount Moderates)
Indeed, you did. But a little book blocked that first bullet. The 12 Rules for Life by Jordan Peterson, to be specific. You're exceptionally skilled in getting out of situations in which you really should have been killed. This handy luck doesn't stop you from being knocked unconscious, but finds a way to prevent you having been killed by a lethal blow. Bullets blocked by books, knife wounds that are nowhere as deep as they look, and so on. You're only in real danger if they stop to check the body, but even then you'll appear dead on a cursory inspection. With that said, you'll probably have one hell of a headache when you wake up.

Confirmed My Suspicions (600CP, Discount Moderates)
Everyone has secrets, even if they don't know about them themselves. But when you look at someone with some dark history behind them, whether they know it or not, you always have a strong hunch as to what it is. You'll always know the best next step to test these suspicions, and even if it's an exceptionally well hidden secret you'll find that opportunities soon arise to dig deeper if you're looking. That Nazi over there talked a lot about heritage, but you have a feeling a DNA test might help you both learn something new in that regard. Did AnCom ever say the N word? A dig through his social media might put this hunch to rest. Nothing buried can stay hidden for long when you're snooping.

You All Still Get the Bullet Though (100CP, Free Extremists)
Unlike centrists and moderates, extremists have to be ready to fight for their beliefs. Luckily, you're used to a scrap, and are supernaturally gifted in the use of a single weapon of your choice. This can refer to small-scale weapons like baseball bats, pistols or your fists, or it can instead be used to give you talent in the utilisation of wider scale "weapons", such as gulags, gas chambers, nuclear devices, private police forces and anything else you can think of.

It's Ephebophilia (200CP, Discount Extremists)
Oh, she's only 14? Oh, I guess it is pedophilia. For some reason, people are far too lenient when it comes to letting you get away with your horrific ideas. People will nod along when you go on long rants about degeneracy and they'll barely bat an eye when you start talking about gas chambers and gulags. Putting these things into practice might cause a few people to freak out, but even then the majority will simply shrug and go about their day. To each their own, I suppose.

I Wish I Was Dead Quicker (400CP, Discount Extremists)
Ten minutes into your dying words, and you've barely even started. You have an incredible talent for dying so, so very slowly. When you receive a fatal wound, you have up to an hour before you actually perish, during which time you're unable to fight, but perfectly capable of pretty much anything else - including walking around and talking to others. You can't be injured any further in this state, although additional damage will reduce the time you have left. But since you aren't *actually* dead until the timer expires, if you can fix your injuries before you run out of time, you won't die at all. Maybe see if any of the kinder ideologies around here can help you out.

Every Extreme Is On The Same Team (600CP, Discount Extremists)
How do you convince a Nazi, a Communist, an Anarchist and a Capitalist to work together? With ease, if you're involved. There is no one better than you when it comes to convincing people to work in a team, even when said people are diametrically opposed in every way that matters. Feel free to organise a wonderful tea party between rival dictators, or have a murderer sing in a choir with their victim's loved ones. No team ups are off-limits when you're around, even ones that probably should be.

Dance of Mourning (100CP, Free Wackies)
AYAYAYAYA. NO WAY TO PREVENT THIS. AYAYAYAYA. VERY SAD. VERY SAD. You have a full mastery of the highly specific art of interpretive dance. When you choose to produce a dance to convey a certain feeling or message, any who see it can entirely understand exactly what you're trying to say. You also know a few specific dances to bring about events like rain or storms, or concepts like blessings or curses, and while most of the time these dances will do nothing, they will occasionally shift the balance and make a particular outcome more likely.

Nuclear Proliferation (200CP, Discount Wackies)
What's the best means of achieving communism? A nuclear apocalypse, of course. You are the master of finding creative (and highly bizarre) methods to solve problems, and though the exact line between cause and effect is very hard to explain, things will always work out just as you thought they would if you successfully follow through on an idea from this perk. Also you can talk to dolphins, for some reason.

Praise Moon God (400CP, Discount Wackies)
There's nothing worse than when things change. Don't you wish things could stay the way they are now forever? Well now they can. When it comes to societies and groups you could be reasonably said to own - either because you have purchased them from a jump or are some kind of absolute ruler - you may choose at will to lock in aspects of their culture to prevent them progressing or changing without outside intervention. Prevent your tribe from learning the evils of agriculture, or ensure that your traditions never change even over millennia. This can also be applied on an individual level, and you may similarly 'lock in' aspects of people to prevent them changing (although their consent is required). Lock in a companion's optimism to keep them from ever becoming cynical, or lock in their skill with a weapon to prevent it ever degrading (or improving, for that matter). The sky's the limit. Just as it should be. Moon god put sky there for a reason.

Too Wacky, Will Never Catch On (600CP, Discount Wackies)
People never take wacky ideologies seriously, not until it's far too late to stop them. Your bizarre demeanour ensures that everyone underestimates you. They will disbelieve their own eyes and ears as you prove your power again and again, and your enemies will even feel inclined to take measures to even the odds, such as removing armour or otherwise handicapping themselves. You may toggle this power on and off at will, to ensure they realise just before you win just how big of a mistake they have made.

I Want To Die In A War (100CP, Free YouTuber)
Does- does everything need a song? Apparently so. You're unmatched when it comes to making songs about incredibly niche and strangely specific topics. Not only is every piece of music you produce top-notch, but anyone who listens to them finds themselves understanding your point of view on that particular topic and, to some degree, relating to it. Maybe there *is* an untapped need for a war to give us young folk something to do.

Demonetised (200CP, Discount YouTuber)
It's tough being an artist creating risque content on a highly ban-happy platform. That's why it's lucky that you have a perfect sense for how far you can push the rules before you'll get in trouble. You know precisely how to bend any set of rules or regulations to their absolute limit without crossing the threshold into actually breaking them, and in general people become a lot more lenient when applying any kinds of rules and laws to you. Just remember not to cross that line now that you know where it is.

Post-Truth (400CP, Discount YouTuber)
A fog of post-irony and meta-irony clouds all that you say and do. Whenever you toggle this irony filter on, no one will ever be able to identify when you are and aren't being sincere. Even as you wipe out the enemy forces, your allies will be entirely unclear on whether or not you're on their side, and likewise, the enemy will still be struggling to determine whether this is a bit you're doing or if you genuinely mean it when you slaughter their friends in front of them. When you toggle this effect off again, feel free to declare your true allegiance to any of the sides - they'll all be able to rationalise you having always been on their side. They still might not forgive you for massacring them, but they'll have no doubt that you were doing it with the best of intentions for their team.

Video Editing (600CP, Discount YouTuber)
Editing videos is hard work. That's why it's handy that you have someone else to do it for you. There is a metaphysical force out there that answers to a name of your choice. You may call out to this force to make a number of editing requests, as though your reality was a work-in-progress YouTube video. This includes asking to be fast-forwarded through boring periods of time in which nothing eventful happens while still reaping the benefits, altering or muting the volume of yourself and others, or making minor adjustments to the appearances of the people and places around you. The editor can also make text appear in the air and, if you like, will often do so to make snide comments and witty remarks without your prompting.

Items

You receive a 50% discount on items under your origin, and its 100CP item is free.

Overton Window (100CP, Free Centrists)
A wonderful image of a square made by Saint Overton himself. When you gaze into its wonderful sides and perfect right angle corners, you find it easy to get lost in its lustre. Stare too deep and you'll lose track of time, and you'll find that several hours have passed without even noticing. It's just so beautiful-

Radical Sunglasses (200CP, Discount Centrists)
A new or imported special accessory with a particularly theatrical power. Whenever you put on this accessory at a suitably dramatic time, you'll give off an overwhelming impression that things just got serious. The moment you slide these sunglasses on, everyone around you will understand that you've been holding back until now, but you just slipped off the kiddy gloves.

Anti-Radical Knife (400CP, Discount Centrists)
This bladed weapon of your choice (or imported weapon capable of cutting) has a special ability. Any who are cut by its poisoned edge and lack immense willpower find themselves becoming rapidly deradicalised. Their political beliefs and attitudes shift closer and closer to centrism in a painful process that ends with them well within the Overton window. Only by defeating and disarming you can the process be reversed, but if they cannot stop you in time they will find its effects to be permanent.

Magic Horseshoe (600CP, Discount Centrists)
This handheld symbol of your ideology (which can be imported) forms a powerful weapon in the right hands. When you wield it, you can create a number of shades of yourself, each with a fraction of your power. They can fight alongside you or perform choreographed dances and musical numbers to give you a substantial boost to your power. This weapon also allows you some degree of manipulation over matter, as you can use it to lift and drag people and objects around as if there was a strong magnetic attraction or repulsion between them and this object.

Jumper's 12 Rules For Life (100CP, Free Moderates)
This pocket-sized self-help book perfectly summarises the basic philosophy and life advice that you would give to someone struggling to get by. It's very well written and makes you sound exceptionally intelligent and your ideas highly worthy of consideration, but has no supernatural properties whatsoever. After all, true change comes from within, as the great Lobster himself once said.

Stockpile of Arms (200CP, Discount Moderates)
Several large crates of firearms and ammunition, ideal for selling to a foreign government. These arms are not only highly valuable and replenish a few months after being sold or used up, but when sent off, always make it through troublesome trade restrictions and border security to their intended destination. The joys of Libertarianism!

Money Machine (400CP, Discount Moderates)
No matter what those pesky extremists say, you know the true path to solving any economic issues is just to sit back and let the money machine go brrrr. This large printing press creates perfectly legal tender based on the currency of whatever setting you are currently in, and though it works slowly (producing just under $1000 a day or equivalent), it needs no power and can be left running without any supervision.

Delicious Bagels (100CP, Free Extremists)
Wow. Talk about the conquest of bread. You have a large bag of especially delicious bagels which refills every couple of hours. They taste amazing, but don't forget to share.

Library of Theory (200CP, Discount Extremists)
A warehouse attachment which consists of a huge room containing every book of political theory ever written. Of course, who actually reads theory? I guess these would make some good firewood if you were running low.

McNuke (400CP, Discount Extremists)
Ah, the wonders of the free market. You have a fully functional nuclear warhead, branded with the McDonald's logo and legally purchased for a fair price. Entirely for self defense, of course. You wouldn't dream of violating the NAP.

Conservatopia / AnCapistan (600CP, Discount Moderates/Extremists)
AnCapistan, where every man can be a king. Or maybe the more moderate Conservatopia, or a Commune of Anarchists. You have a place ranging in size from a large commune to a city which exemplifies your ideology. People with similar beliefs to yours are drawn to this place to ensure it always remains a shining beacon of your politics, and after this jump it can either become a warehouse attachment or follow you into future jumps.

Saber-toothed Tiger (100CP, Free Wackies)
Tiger mauling. Second most common cause of death. Very sad. No way to prevent this. While this saber-toothed tiger isn't hostile to you and won't be mauling you to death anytime soon, it's also entirely untrained and slightly confused as to why it is now wandering a giant warehouse. Perhaps you should train it, or simply cook it up as a meal. A new one will come along sooner or later.

Bomb Shelter (200CP, Discount Wackies)
Sure, you want to nuke the world back to the stone age, but that doesn't mean you're suicidal. This high-tech bomb shelter is always located within a few hundreds yards of you when you need it, and inside are all the necessary replenishing supplies to wait out a nuclear armageddon. Then when the dust settles, you can emerge to bring about glorious communism!

Robot Dick (400CP, Discount Wackies)
...or other limbs, of course. For each purchase of this item, you may replace a single limb of your choice with a high-tech robotic body part. It has all the same functions as the original human limb, but through the power of technology it has been made better in every way that matters. You can run faster on a robot leg, hit harder with a robot arm, and be… generally better with that new robo dick of yours.

Monarchist Crown (600CP, Discount Wackies)
This large crown or other piece of headwear you choose or import gives off a highly regal aura. It also causes all who see it to consider you to have a rightful claim on any position of power or authority you make moves towards. While people won't go so far as to just give you the throne, particularly if they have vested interests in their current ruler, no one who sees you wearing this will ever claim that you are making a move illegitimately, and once you are sat on the throne they will have no issue accepting your newfound status of king, president, or the like.

Fanart (100CP, Free YouTuber)
Copious amounts of fanart and handwritten fanfiction of you and everyone you've ever so much as shared a glance with is now available to you at all times in a postbox in your warehouse. Feel free to peruse it whenever you like, or keep it closed and pretend it doesn't exist. The deeper you dig, the weirder the content seems to get...

YouTube Channel (200CP, Discount YouTuber)
You wouldn't be much of a YouTuber without this, right? This moderately successful channel (~100,000 subscribers) will follow you from jump to jump, retaining this baseline number of followers in each new world you visit. It's good to have a platform, but it remains to be seen what you'll use it for.

Fanbase (400CP, Discount YouTuber)
Not just subscribers, but superfans. The kind that will donate copious amounts of money on patreon and will do almost anything you tell them to. Numbering around 10,000, these highly impressionable followers are retroactively inserted into each future setting where they will follow any and all of your social media accounts religiously. They aren't willing to outright die for your cause, but they'll do pretty much anything short of that.

Editing Studio (600CP, Discount YouTuber)
A large studio ideal for creating and editing videos. It contains a wardrobe from which you can pull any items of mundane clothing you like along with a chest containing every non-functional prop you can imagine. The best part is, once the costumes and sets are sorted and you're ready to begin, you can automate as much of the busywork as you like. The cameras move themselves around to find the perfect angle, the footage is automatically spliced and edited together by the computers, and it even goes to the effort of selecting the best takes and creating fun blooper reels for you to look back on later. This will make uploading videos to a schedule a breeze, and you could even build your own blockbuster movies solo with this set-up if you so desired.

Companions

There are plenty of strange characters in this world. You can take them along, or create your own to join their ranks.

New Ideologies (100CP, 400CP for 8)
For each purchase of this option, you may either import a companion or create a new OC companion to take on an identity and history in this world. They receive an origin and 600CP to spend on perks of their choice. There is a bulk discount for a mass import/creation of 8.

Canon Compass (100CP each)
For each purchase of this option, you may pick a single character who exists in the world of Centricide. This character will be favourably inclined towards you and you'll be guaranteed to encounter them over and over during your time here. If they so choose, at the end of the jump they may join you as a companion.

Variant Beliefs (300CP)
No ideology is an island. Your beliefs have plenty of offshoots and questionable variants, a number of which have chosen to tag along with you. You may create up to 12 alternative variants of your political beliefs to follow you around and take up a single companion slot. They will resemble you in terms of their appearance (although they're easily differentiated) and share a limited form of your powers. For example, if you were the embodiment of Feudalism, you might find yourself joined by Anarcho-Feudalism, Feudalist-Fascism, Absolute Feudalism, and so on, each with their own personality based on their differences from you.

Scenarios

Each origin has its own optional scenario which they can take if they like. Failing a scenario works similarly to a gauntlet failure, with you continuing your chain but losing everything you picked up in this world. Succeeding instead has you receiving a special custom reward based on your scenario.

Sanctity of the Status Quo (Exclusive to Centrists or Moderates)
Neoliberalism benefits us, so why would we ever want to change it? As a centrist, your goal is one of preservation. You must maintain the status quo at all costs during your time here and keep it from changing as a result of the intervention of dangerous extremists (or the wackies, but I'm sure they aren't a serious threat). If you can keep this world the same for long enough, you'll be gifted with a glimpse behind the curtain:

> **Illuminati** - You are a card-carrying member of the Illuminati. Now and in all future jumps, you are automatically acknowledged by those 'in the know' as a member of any kind of wide-reaching secret society in that setting comparable to the Illuminati. You'll receive invites to all the underground meetings and will always have a seat at the sinister cabal's table. What you do with this power and influence is, of course, entirely up to you.

Burn The Fence Down (Exclusive to Extremists or Moderates)
The extremists have united with a single goal - tear down the status quo and radicalise the populace. If you can successfully wipe out or otherwise incapacitate the centrists and bring a new radical world order to the forefront, you will receive the following perk:

> **Accelerationism** - You are an expert in radicalisation. After just a few brief conversations with you, you could turn a left-leaning centrist into a revolutionary anarchist, or a slightly authoritarian moderate into a full-blown Nazi. No one can drive people and their beliefs to the extremes like you. You're a walking time bomb and your weapon of choice is the people around you. Have fun.

Wacky No More (Exclusive to Wackies)
Your goal here is simple. Take your insane ideology and find a way of successfully implementing it (successfully meaning that it has been achieved on a wide scale, not that anyone is necessarily happy or fulfilled under it). Having wrought your ideology upon the world should be its own reward, but in addition you will gain the following perk:

> **Wacky Policy Proposal** - From now on, you know how to make any idea sound reasonable to the point that most people will follow along without question, while even more critical thinkers will find themselves unable to dismiss your ideas outright on flimsy grounds like 'feasibility' and 'ethics'. Implementing the leftnostate, nuking the Middle East, forming a reverse ethnostate, giving you all my money, it all sounds good to me.

Million Subscriber Special (Exclusive to YouTuber)
So guys, we did it. We reached a million subscribers. A million subscribers and still growing. Your goal during your time here is simply to grow your brand and influence until you hit that million subscriber milestone. As a reward for your hard work and talent, you'll receive a very special kind of bond with your followers:

> **Parasocial Relationship** - If there's one thing you're good at, it's building bonds with people that you've never met and have only interacted with through a one-way screen. When people follow you and support your works, they'll form a perceived bond with you similar to a friendship or even a romantic relationship, depending on the nature of your content. They'll rapidly grow increasingly committed to you and you alone as you continue to upload, until you have absolute power over the amorphous blob of your fanbase as the single most important relationship for each and every one of them. Now, what to do with this army of loyalists?

Drawbacks

You may take as many drawbacks as you like, but there is a point limit of +800.

Realicide (+0CP)
Realicide is a fanwork based on Jreg's centricide in which the off-compasses (Egoism, Communalism, IngSoc and Social Darwinism) form an Anti-Realist Alliance to fight back against the constraints of realistic politics. With this drawback, you may be taken to this world instead, or that of any Jreg fanwork of your choice, such as JREGSWAP or the copious amounts of bizarre fanfiction and gender-swapped fanart that's out there if you know where to look.

Jumpered (+0CP)
Everyone here looks very different to usual, but also, very familiar. Just as each of the ideologies previously appeared in the guise of Greg Guevara, they now all look like you in various styles and costumes. If you've been through multiple appearances and forms, they may resemble any and all of them at your discretion. This does not give them any of your powers, but if you like they may retain aspects of your verbal tics and mannerisms, though not enough to override their personalities.

Jregged (+100CP, Incompatible with Jumpered)
There's something a little different about your new appearance. For your time in this jump, you no longer look like yourself. Instead you look exactly like the YouTuber Greg Guevara wearing a costume based on you, just like everyone else here. Depending on who you ask, this might not even be a drawback. You may keep this alt. appearance after this jump.

Low Budget (+100CP)
Everything here's a little cheaper than you might be used to. Your outfit has been downgraded to something you could reasonably put together with half an hour in a thrift shop, and your powers and abilities aren't much better. Fire a lightning bolt and expect to watch a stock thunderbolt animation emerging from your fingers and awkwardly stuttering across the air. After this jump, this low budget setting can be kept and toggled on and off at will.

FASCIST! (+100CP)
FASCIST! DEGENERATE! KULAK! COMMIE! You have a single insult that you like to use all the time on absolutely anyone who even mildly irritates you. Unfortunately, while people will still feel antagonised and offended when you use it on them, your chosen word has lost its genuine meaning and no one will take your accusations seriously. No matter how much you call the Nazi a fascist, no one will believe you or care. It's like the boy who cried wolf, except with more dog whistles.

AnFash Time (+100CP)
There's something… contradictory about your very nature, something inherently hypocritical about you and your ideology that you can't quite iron out. These contradictions will come up constantly in any kind of debate, and you'll always be unable to explain them away when they do. Your saving grace is that political systems here don't even need to be coherent to be put into practise, although you should probably turn and run when someone insists that you debate them.

Based and Redpilled (+100CP)
Whenever you like something, you can't stop yourself from referring to it as based. When you dislike something, you have a physical need to call it cringe. That is all. Is the 100CP really worth it?

JReg Gaming (+200CP)
There's someone here with a superficial similarity to you. A similar name, a single shared physical characteristic, or something along those lines. For some reason, everybody constantly gets the two of you confused, and no evidence you can provide for your identity will ever fully erase this confusion. This includes your companions, and your doppelganger could likely cause you a lot of trouble if they were so inclined.

Leftist Disunity (+200CP)
You just got the team back together, and already they're falling apart. Any kind of groups or personal bonds you try to form during your time here inevitably end up splitting, usually causing serious problems in their fallout. While it is possible to reconcile all parties and form coherent groups after the initial split, it'll be an incredibly hard task to keep them going long enough to accomplish your goals. This also applies to your bonds with your companions, so expect to have to work through plenty of fallings out during your time here.

AnPrim_irl (+200CP)
Technology is the great evil, and you will have no part in it. You refuse to engage with any kinds of ‘modern’ technology, up to and including the invention of agriculture. If you see anything particularly high-tech, like a mobile phone, you’ll be sent into a destructive rage and feel obligated to smash the wicked device into pieces before it can corrupt anyone else.

NAP (+200CP)
Many of the people here are remarkably quick to violence, but not you. You’re a firm believer in the Non-Aggression Principle. That means that you refuse to aggress upon anybody around you, and will only ever resort to violence as a means of self defense against those who have already committed violence against you and therefore lost this protection.

> **Anarcho-Pacifist** (+200CP, requires NAP)
> You take it one step further than the NAP. As a pacifist you refuse to engage in any violence whatsoever, even towards those who are already committing violence against you. You better learn to turn the other cheek, since fighting back is no longer ever an option.

Depression Clown (+300CP)
Even when everything seems to be looking up for you, you have a phantasmal companion who will show up at the most inopportune times to remind you that things aren’t going to get better. They look just like you but in a full clown costume, and they will show up to remind you that no matter how much you accomplish, whatever you achieve, you’ll never really be happy. And the worst part? No matter how much you might want to deny it, you know deep down that they’re absolutely right. You’ll never be able to shake that feeling that the Depression Clown is here to stay, forever. After this jump, you may keep the Clown around, in which case it becomes a separate being to you and can be taken as a companion, in case you want to keep a personification of all your worst self-loathing urges around for some reason.

Ending

After ten years, it's time to decide what happens next. You may choose to return to your homeworld to turn your ideas into praxis, remain here, in which case you will be granted a substantial surge of power, or move on to another jump with everything you've picked up from this world - for better or for worse.

- V1.2, made by Greeny.
- Changelog:
    - V1.1 - Added the Moderate origin and associated Perks and Items - moved 12 Rules/Money Machine over and added Overton Window/Anti-Radical Knife in their place.
    - V1.2 - Added the Jumpered drawback and Two Halves Of One Whole perk.
- https://www.youtube.com/user/flavacrava