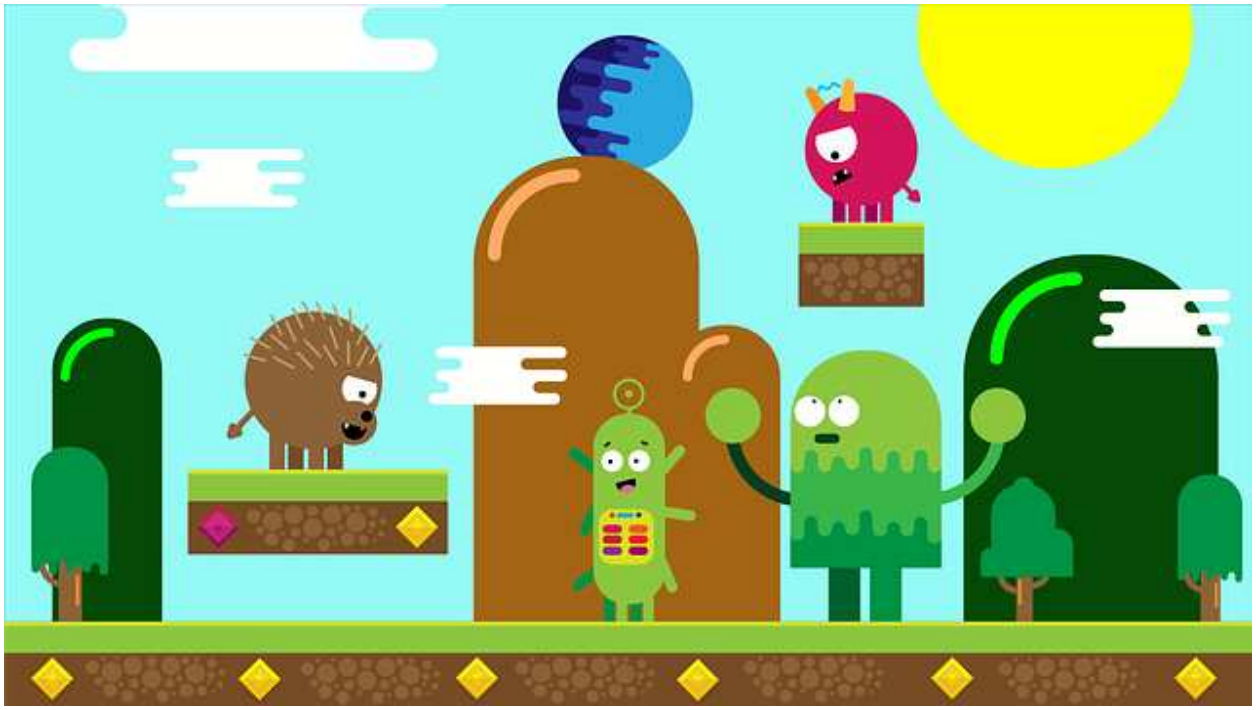


Generic Platformer 1.1 By **LJGV**

Welcome to Generic Platformer. This is a world filled with stuff that looks like it'd be fun to jump on, enemies to run past, and odd power ups that'll modify you in a variety of ways. To help you excel here, take these.

1000 Platformer Points (PP).

Locations:

1. Generic Platformer World: This is a strange planet made up of several oddly thematically consistent locations. It is filled with curious enemies and helpful locals. You could face anything from a general who is a fusion of a mundane creature (such as a turtle) and a mythical creature (like a dragon), to very weak foes that are basically slightly anthropomorphized animals. If you venture off the beaten path you can find areas filled with canons that launch you to other continents, or in some cases even to other worlds!
2. There is also this option, which lets you pick the world you want to go to, so long as it is a platformer. In that case, you can use this as a supplement to an existing jump, or you can have fun with it and use it as the primary jump doc for settings that lack existing jumps.

Age, Origin & Sex Options:

Pick whatever you want, with this defaulting to your base body mod's default form, and age, and sex, for age & sex options. This is a Burkess-style supermarket take on platforming, and as such has no specific origins.

Perks:

These cost 100 points unless otherwise stated. You get 4 Platforming Tokens. These can be redeemed to get almost anything you want here for free.

- **Colorful (Free)** The most iconic platformers are well known for their very distinctive artwork. With this perk, you can, at any time, swap your perception of reality for one that is seemingly hand-drawn by the artists of any platformer you want. This doesn't actually affect the true visuals of whatever world you're in, but allows you to perceive any world in ways that make it appear akin to your favorite platformer. This also doesn't harm your perception in any way, it just gives things palette swaps necessary to make things appear how they would in Super Mario, Celeste, or any other platformer you want.
- **Soundtrack (Free)** This perk gives you an inner soundtrack you can opt to listen to at any time. This soundtrack consists of songs from a number of platformers, which start out including any platformer you played prior to your first jump, any platformers you have played since your first jump, and the soundtracks of platforming worlds you've listened to on your chain. It will grow to include songs from soundtracks of platforming jumps you visit after this jump. You can share this soundtrack with people close to you, either emotionally or physically, though they can opt to "turn off" the music whenever they want.
- **Parkourist's Creativity** With this you have a curious talent at studying environments and figuring out ways to traverse them speedily. You have a sort of "Sherlock Scan" style ability that allows you to quickly figure out which spaces or surfaces can be used to expedite travel.
- **Health Bar** This perk grants you a signifier of your health in a form you can readily observe at all times. It could be a circle with some sort of special stylization, or it could be a bar in the upper right corner of your vision. Regardless of the exact form it takes, you'll know your overall health at any time.
- **Parkourist's Luck** In some cases you'll need luck to speedily travel from place to place. With this perk, you have that luck. This grants you a noticeable boost when it comes to luck as far as traveling, particularly if you're on foot and traveling to a place that is reasonably close by. Elevators will almost always be where you need them to be, buses will either always stop for you or you'll be close enough to them that you can grab onto them or slide into them and get a free ride. You'll also have an unnatural ability to get out of trouble that arises from doing things like hitching rides on buses, so long as those were your only crimes or mischievous acts.
- **Hero Of The Parkour** Look in the sky! It's a bird! It's a… plane? It's… is that a twink clad in green?! You have unusual parkour skills, but ones that are deceptively handy. You are capable of climbing nearly any surface, and you have tremendous grip strength as well as endurance. You could grip onto something for hours, provided your stamina didn't

give out. You also have curious luck when it comes to finding gadgets that can be used to help you navigate your surroundings, such as finding a magic iPad or an old-tech parachute that can help you survive falls from huge heights and be easily reusable.

- **Killer Parkourist** Despite the name this isn't a perk that allows you to offensively utilize parkour. For that, check out "**Offensive Parkour**". No, what this does is allow you to gain new abilities that will help you navigate your surroundings by defeating enemies that possess those abilities. If you find an enemy with a jetpack, defeating them will give you a jetpack of your own. If you find and defeat an enemy that can make itself incorporeal you gain a variation of that ability. This can be as simple as defeating a human enemy who has intense endurance and getting a minor boost to your stamina, or as complex as defeating a shapeshifter and gaining the power to shapeshift in ways that enable new movement options such as turning into a puddle of slime to slink past iron bars.
- **Plumbing Physiology** Some platformers are more famous than others. One particularly famous plumber has a physique that is both exceptional and unique. Or at least it was unique before you came along. You gain the benefits of various iterations of this hero, across both 2D and 3D games. Now, like a certain cake-loving hero, you can do things like fall from any distance without harm, easily jump several times your own height, absorb certain items and gain power ups from them, and can opt to shrink or diminish in power whenever damaged instead of getting blown back or experiencing pain. In your base-form, you still take damage as normal.
- **Gotta Go Fast** You are a blur. There is a certain hedgehog who could certainly want to race you, given how fast you can go. Like the hero of Mobius, you are capable of dashing so quickly that you run over water, appear to almost teleport places if onlookers are not paying attention, and gain enhanced endurance comparable to Sonic's. Scattered throughout the world or worlds you visit you'll be able to find fashionable accessories that offer you curious powerups. Perhaps you'll find a ring that gives your punches or kicks a fiery buff sufficient to smash the weirdly common steel containers you come across or a pair of shoes that let you hurl yourself across certain kinds of paths at truly absurd speeds?
- **Robot Jumper** Now you have the physiology of a robot made by a certain doctor, giving you the ability to run and gun! You have incredible endurance, can turn your hand into a decently powerful blaster, and upon defeating powerful foes you can absorb something from them, some sort of neutral energy, that when processed inside of you lets you use one of their abilities or takes an aspect of their abilities and infuses it with your attacks! You can also climb walls with a tricky sort of wall jump where you throw yourself at walls over and over and jump off of them repeatedly which lets you climb higher and higher.
- **Household Power Ups** If you want to gain the odd benefits of the powerups both of the prior perks give you, without the physiologies of a hedgehog or a plumber, this is the perk for you. This perk is also an enhanced version of the powerup parts of both of those perks, turning everything from delicious meals to various household cleaning products into things that can enhance you in some way. It greatly increases both the potency of such powerups and the frequency with which you'll encounter them. As per "**Plumber's Physiology**" with this if you are a powered up state and take damage the damage simply removes the power up rather than dealing you traditional damage. This can,

reasonably, be overcome. If you get decapitated somehow, or fall into a pit of spikes, this is overcome but if an enemy tackles you you'll be pushed back and you'll lose the power up, but you won't suffer any other true harm.

- **Mythic Power Ups (200 PP)** (Requires Household Power Ups, Plumbers Physiology, or Robot Jumper) With this direct upgrade to a few other perks from this document you can now gain truly mythic items that grant you everything from conditional one-ups (fanwank responsibly, as far as determining how the conditions work) and things that grant you true invulnerability for a limited amount of time. This perk doesn't make these powerups common, it just makes them exist. If you purchase Rainy Day Slot these mythic power ups cannot be stored in there until post-jump. People tend to have heard legends and folklore regarding these items and will tell you what they know if asked.
- **Curiosity Collector** You are an odd sort. But to be fair, there is a logical origin to your particular sort of weirdness. You have a curious luck when it comes to breaking certain kinds of containers, as people in this world and other worlds also have the strange tendency to fill said containers with stuff. Everything from coins (or currency of some kind) to powerups can be found inside the containers you enjoy smashing.
- **Friendly Sort** People, especially powerful or unique people tend to befriend you quite easily. Perhaps more importantly though, is their tendency to ask you to perform favors. These favors, when possible, start out quite small and gradually grow into more important things over time. That said, if a princess is in trouble they'll want to ask you to save her. And don't worry about being rewarded, when you complete a quest you'll always be appropriately rewarded for your labor.
- **Gadget-Assisted Travel** Navigating the world on foot can be a challenge. Thankfully you are an expert at the underrated art of incorporating devices into your traversal abilities. This can be as simple as using a cape to benefit from air resistance, or as complex as safely leaping into a cannon and being shot out of it so that you cross hundreds of meters in seconds and, in defiance of physics, land safely.
- **Romantic Montage** Only rarely do players in platformers actually play through romance. In case you're doubting me, when was the last time you remember playing Mario as he took Peach on a date unless it is at the very end of a game or the jumping-off point into a whole new game? And would such gameplay EXCITE you? Probably not. Now, like some platforming heroes, you can have the option to just kind of watch romance occur, passively. This benefits you by allowing you to more easily woo people of your preferred gender and get to reap the benefits of romantic relationships, without having to put in the work needed to maintain them. Yes this montage still allows your romance perks to work, so if you have perks that make someone fall for you instantly the "Montage" might just be a video-like experience where someone falls for you effortlessly.
- **Map Screen** This perk expedites travel in a very particular way. If you opt to activate this perk you can greatly alter how long travel takes, and how safe it is, by entering a vast map screen depicting your current location and your intended destination. Depending on how far you are from your destination a certain number of waypoints will appear between you and your destination. If you wish you can ensure that your travel happens up to ten times faster than it would otherwise by visiting each waypoint in sequential order and exploring "Zones" that appear in those areas. Your travel will be perfectly safe, at least

between each zone, and the only possible threats to you will occur in each zone. The final zone will feature a number of unique, fun challenges, and may even involve fighting a boss! In each zone these maps can manifest as 3D screens that show you the layout of the zones, but not where enemies or obstacles are.

- **Parkour Prodigy** You gain a lifetime's worth of experience and preternatural skill with parkour. This turns you into an expert of efficient, personal-scale travel. If you live five minutes away from a train station and your train leaves in four minutes, you can probably make it from your front door to the train station with enough time to spare even if you aren't a peak human. This also grants you passive immunity to certain kinds of damage such as blunt damage so long as it is sustained traveling from place to place (think, fall damage, damage from running headfirst into a wall, that kind of thing). Oh, and you can double-jump (the kind where when you jump immediately after landing your second jump has a boosted maximum height), wall jump, and even supernaturally end any kind of momentum you gained during a long fall by double jumping.
- **Aquatic Acrobatics** Water just… doesn't bother you. You can breathe in it, you are unaffected by water resistance, and you even get along well with water-breathing creatures. You can also decide which part of water physics affects you at any given point in time, such as water lowering the speed of your projectiles if you want it to, and it NOT doing that if you don't want it to.
- **Offensive Parkour** You are capable of utilizing your parkour in an unusually offensive way. You are an expert at finding ways to deal often devastating damage with your parkour, such as instantly killing your foes with a well-aimed jump or dealing remarkable damage with a well-timed tackle.
- **Non-Verbal Communication** This handy perk allows you to communicate with people without speaking. You are still able to use your charisma perks as usual with this form of communication and your intentions will never be misconstrued unless you intended for them to be.
- **Dr. Jumper (200 PP)** Or perhaps "Engineer Jumper" would be more appropriate? You are an impressive mechanist, capable of building all sorts of robots. At least at the beginning of your time with this perk most of these robots are simple constructs that have relatively little durability and usually only behave in simple manners but you grow in skill extremely quickly and in time you can begin to build more advanced, complicated machines that can perform impressive feats. Over time your skill with machines will also expand and eventually include talent with building technology in general.
- **Aerial Maneuvers (200 PP)** With this perk you can double jump, in the sense that you can jump in mid-air, a move which will cancel any momentum you have and thus allow you to safely fall from massive heights. You can also do an air-dash where you dart forward in a direction of your choice while not losing height. With training the number of jumps and air dashes you can do during one jump will increase.
- **Curious Healing Factor (200 PP)** You have a strange regenerative ability. How this manifests exactly is up to you, and it's not unconditional healing so long as you avoid taking a hit, but it's something decently common. It could be as simple as capitalism healing where the acquisition of currency restores your body and mind, or it could be that eating special meals grants you unheard of regenerative abilities. Regardless, this is

something unusual and potent. The healing is complete, assuming you can activate the healing enough times, allowing you to go from your dying breaths to the peak of human health in moments if someone gives you some of their savings or enough portions of a special meal, or something similar to that.

Items:

- **Cake (Free)** This item is a simple little reward you get a new instance of whenever you achieve a momentous goal. It is something that allows you to fondly recall the steps it took to achieve the goal in question. Each time you achieve a significant goal you can get a new trophy reminiscent of it in some way.
- **Very Mobile Item** And by that, I mean an item that grants you extra mobility. This item grants you an ability of some sort that helps you get around. It could be something like FLUDD that gives you a limited sort of hovering ability, the Luma that Mario uses for his spin move in Super Mario Galaxy, a pair of aerodynamic boomerangs, or the needle, or even shovel, of a strange knight that lets you bounce on enemies as part of an aerial attack. If you wish to purchase this more than once, each purchase grants you a new fiat-backed mobility/utility item that is helpful for traversal and invariably offers some other reasonable boon as well, which is decided by you when you purchase it.
- **Rainy Day Slot** This is a sort of hidden pouch you have where you can store collectible powerups. It is a hammerspace slot, so even if you are fully naked it is still active and can be used even if you are caught off guard to instantly activate any powerup item you happen to have stored away. This can even store different items in one space so if you happen to need your equivalent of a fire flower you can pull it out and activate it without having to rummage through a dozen super-hammers.
- **Robotic Transport** You have built a handy device, a very particular and stylish machine you can safely rely on to transport you and anything you carry on you all over. This device is capable of moving faster than you can at your max speed, scaling to your speed no matter how fast you go, and is minorly armed with small, personal-scale defenses such as anti-personnel rockets and things like grenades. This can also interface very well with other technology you create, allowing it to control other things you've made from a distance.
- **Goalpost** This goalpost takes the form of a very visible marker that marks your goal. If you have to reach a certain location or an item, you have an innate sense of its approximate location (you may have to look for it, if said location or item is hidden, though). You can use this to figure out the most direct path to your goal, so long as your goal is something physical and tangible.
- **Mystery Blocks & Item Generators** Finding power ups can be challenging. This is especially true once you leave a jump that naturally houses said power ups. With this you can find a number of floating blocks and floor-mounted machines that contain strange energies in your warehouse. These things will generate a power up when interacted with, and will naturally recharge over the course of a few hours, or faster if money is pumped into them, allowing for more casual use.

- **Network** This unusual item is a high speed network that facilitates travel between even distant regions of the world or setting you're in (if such a setting is bigger or smaller than Earth). How this manifests is up to you, but it will generally tend to be thematic to the setting you're in. The travel is instantaneous once the destination is selected, but you cannot use this to travel to other jumps until after you spark. You can decide if this network is usable by other people without you being beside them.
- **Useful Stage Completion Item** This is a rather peculiar object. It is a series of objects that find themselves trapped in the hands of nefarious collectors, or at the end of stages, and it serves some sort of utilitarian purpose. Perhaps they power a kingdom? Perhaps they are useful for generating protective force fields? Maybe they are sacred relics needed to defeat a great evil? Regardless of their form in this jump, they will adapt in future jumps to serve some other utilitarian purpose and ownership of them will always be yours but you can loan them out to agents and allies and they will be recognized as symbols of your authority.
- **A Hub Zone** No matter where you travel in the future, so long as you are not stuck in a gauntlet or taking an item lockout drawback, there will always be a safe location for you. Where this location is situated depends on the jump, but one of the central purposes of this is that it grants you a safe place to respawn in case you use up one of your 1-ups, or something almost as catastrophic happens. The exact specifics of this area will be refitted every jump to make it thematically appropriate but you also have influence and can even decide how you connect to this area, such as deciding if it's your home, if you work here, or even if it's mobile and has some sort of transportation function.
- **A Test Zone (200 PP)** This area is a place you can customize to your liking. It is a few miles long and wide, and is a perfect playground for a young platformer to test their stuff. Every time you enter it intending to change it you can do so, and you will enter a menu wherein you can control various facets of the zone. You can also place this zone in an area you control and are the undisputed master of, be it an area in which you are the mayor, a building you own, or a system of caves you lurk inside of and have conquered. It will mesh with the area and to reach you enemies will have to go through it.
- **A Boss's Castle (200 PP)** This castle is a true fortress. It is your property and is filled with converted foes, generic examples of the kinds of creatures you snuck past, defeated, outran, or bargained with during your time here, or will do all of those things with during your time here. These versions of the creatures serve you, and the castle is designed to your liking, with a luxurious living area in a private corner of the building that only determined foes who've overcome or avoided your guardians, including a particularly powerful generic version of a boss enemy you've faced, will be able to find. This is a safe home, jumper, your servants will make sure of that.
- **Mobile Command Base (200 PP)** This is a massive mobile fortress that is armed to the teeth and filled with handy weapons and servants. It can take the form of an archaic, but still flying, castle, or a more technologically advanced form if that's something of interest to you.
- **The Ultimate Power Source (200 PP)** These objects are a handful of some sort of super gemstones that are capable of powering all sorts of devices and even empowering

living beings that touch them, filling you and anyone else you designate with energy for days.

Companions:

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 4 platforming tokens, the same as you got.

Drawbacks:

Each of these offers 200 points unless otherwise stated.

-**Constantly Questing** This drawback forces people to constantly need help. There will never go a day during your time in this jump when someone doesn't ask you for help. You can say no, but if you say no enough people will begin to believe you are very rude. And the dangers are real, and can build on each other, eventually becoming strong enough to completely change the landscape of the world.

-Speedruns This drawback forces you to complete any stage within a certain amount of time. If you fail, you will be forced to repeat the same stage again and again until you make it. You have to complete any given course in a time which you can only achieve while you are at your max speed (but you get a buffer of 3-5 minutes for each stage depending on its length) Suffice to say that you won't have a lot of time to enjoy the sights… unless you visit the stages after you are done.

-Shifting Goalposts Well, it looks like you finally reached your goal… psych! Too bad, whenever you think you have reached a goal, you find an unexpected obstacle such as a falling bridge or a huge rock forcing you to go around or in some hilarious cases the goalpost literally flies away. This doesn't make any levels harder (well, in most cases) but it almost doubles the usual length. But in the end… don't they say 'the journey is the reward'?

-Boss Enemies This drawback makes you face boss enemies a lot more frequently. In addition to that, as you quest and become more well-known you'll find generic versions of boss enemies waiting for you and each of them will be much tougher than the version of them that was once a standard boss. This drawback buffs your foes, and can even grant them resistances to your abilities. They aren't quite scaling, but you'll be impressed at how often an enemy endures an attack that should have obliterated it, even if you're an elder jumper visiting this world.

-Indecipherable Natives This drawback prevents you from understanding what the locals are saying. At most you can communicate via writing, which you understand just fine (unless you want to gain another 100 PP in addition to the usual 200 you'd gain from taking this and make the drawback cover writing as well).

-Water Physics This drawback forces you to contend with something almost every platformer dreads: water physics. In water you are significantly slower than usual, and have to contend with a timer that lasts, at most, two minutes. During that time you have to get out of the water, or at least get your head above it, or else you begin to suffocate. Alternatively, if you want to be

serious when dealing with this drawback (and in exchange for it granting you an additional 100 PP) when the timer ticks down and reaches zero you instantly drown, forcibly consuming a 1-up or else forcing you to fail this jump. This obviously supersedes water breathing perks, but only weakens speed and other mobility perks, so this is still something that can be overcome.
-Looming Disaster (+400 PP) This drawback motivates the villains of this setting and right as you enter the setting they launch a powerful, wide scale invasion. The villains of various platformers have set aside their differences and are coordinating to divide up and conquer the world. The enemies will range from anthropomorphic crocodiles and reptiles to strange machines. If left to their own devices there is a very real chance they will succeed in dividing up the world amongst themselves.
-**Final Rush (+200/400 PP)** One final challenge at the end of a jump. With this, you have to deal with a final surge of every type of enemy you defeated over the course of the jump sequentially and in the order you first fought them, but still only one at a time. Alternatively, if you take the more expensive version of this then you have a worse challenge; you have to deal with copies of every single foe you faced over the course of the jump. It doesn't matter how many copies of a single generic enemy type you dealt with, you have to dispatch the exact same number now, but they are all coming at you at once, which means if you redid levels or kept clearing out the same places over and over this drawback gets worse than if you efficiently explored and dealt with as few distractions as possible while exploring the jump.

Notes:

This jump is inspired both by a need for there to be a generic platformer jump, and also by Burkess's supermarket-style jumps over on the Jumpchain Subreddit.
The plan for this jump is for it to eventually grow to be able to fairly and equitably be useful for anything from Vexx to Ty the Tasmanian Tiger.
"Killer Parkourist" is inspired by the ways that new upgrades that allow travel are most commonly acquired in Metroidvania games; you beat the heck out of a boss and then something about it gives you a new method of exploring a region.
Some aspects of this jump were created by friends who dropped in and recommended them, and in some cases even created them. This part of the notes is a living section and as more friends recommend more things, it will be updated. Here is that list: "Speedruns" (which was entirely created by an anonymous pal), "Goalpost" (Also created by an anonymous friend), "Shifting Goalposts" (You guessed it, a buddy made that!)

Changelog:

Version 1.1:
-Added new perks related to robotics
-Added new robotic & energy items
-Added a new drawback
-Corrected a handful of typos