Alternative Living Jump

V2.2 - Supermarket Edition

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Welcome, for the next five years you'll be staying in a mundane world similar to earth. Although there is one main difference is that living in a city or subaru and working an average 9 to 5 job is dull and boring, fortunately living an alternative lifestyle will counteract this.

Take these 1000 Choice Points and enjoy your time here.

Origins:

There are no backgrounds here. You may choose to have a generic background, replace someone or drop-in with no history and possess only a legal identity and a bank account. Of course this jump is about living a non-standard lifestyle, so picking a history of being something like a homesteader, nomad or just living the boat life would thematically fit in and allow for easier transition.

Age, Gender and Location:

You may pick any age. Pick what gender you want including being trans if you desire. You may pick any starting location, the country you possess citizenship with and your ethnicity.

Perks:

You get 4 Alt-Live Tokens. These can be redeemed to get anything you want here for free, except for 300 cp purchase which costs either 2 Alt-Live Tokens or 1 Alt-Live Token and 100 cp.

Enjoy Life (Free)
Life is beautiful and now you can enjoy the small things like the changing of seasons, the blossoms of spring, the starry night sky, the dawn on a glass blue sea or just a simple cup of tea made from tea leaves you grow with your own two hands. Because you can enjoy life blessings you don't sweat the small things as there is always a silver lining. Additionally you can live your life one step at a time, easily dealing with the uncertainty and stress a non-standard and constantly changing lifestyle may bring.

Travelling Vaccinations (Free)
It would suck if while travelling you get struck down with malaria or worse. Now you are automatically vaccinated with all available in-jump vaccines and booster shots, this automatically updates every time a new one gets developed and there are no side effects, complications or negative interactions whatsoever (Even if it's intentionally designed to include said side effects).

Driving Skill (100 cp)

You're an experienced Driver. Capable of driving road vehicles like cars, motorcycles and even trucks, this extends to being able to drive stick, double clutching, towing heavy loads, driving on ice and sand and other similar things with ease. This also comes with the ability to read road maps and some basic mechanical knowledge that will enable you to do some roadside repairs and diagnose problems while keeping it well maintained in the long run.

Farming Skill (100 cp)
You're an experienced farmer. Capable of growing crops, raising animals and operating farm equipment, this even gives some experience with non-standard forms of agriculture like permaculture, aquaponics and restorative agriculture. Of course you can't work the land if your equipment is not in shape, so you also have knowledge and skill on farming equipment maintenance and some basic fabricating and metalworking skills, so you can cobble together your own solutions to your problems.

Isolationist (100 cp)
'There are people in this world who prefer solitude. But there is no one who can withstand it.' well apart from you, you're capable of spending decades alone and suffer no problems like loneliness or loss of social skills. You can easily live in a remote place only venturing into civilization once a year for supplies or you can completely forgo human interaction and live a complete life as a hunter-gatherer without ever meeting another soul. This also lessens the effects of things like cabin fever and solitary confinement making them much easier to bear. Note that this doesn't help with boredom, so make sure to grab a pile of books with your next trip into town.

Primitive Survival (100 cp)
As our far distant ancestors did, you too have the knowledge and skill to create and use primitive technologies and methods. You can shape a rock and use it to cut down a small tree with it, make fires with flint or fire drills, mine clay and fire it into pots, weaving basket of of reeds, hunt animal with spears and traps then cook them, simple agriculture, break down a animal and turn their hides into clothing, construct kilns or smelters to create primitive iron, construct huts from sticks, mud and straw or from bricks you fired your self. With this perk you can kick the tech level from a pre-palaeolithic era into a neolithic revolution, just remember it takes a lot of effort and time to get anything done without modern tools.

Sailing Skill (100 cp)
You're an experienced Sailor. Capable of sailing any sort of private water vessels, this extends to manipulating sails, ropework and splicing, navigating, celestial navigation, plotting and charting maps, operating the radio, docking and even boat repairs and maintenance for all the time you will spend hauled out or quickly patch a sail. As a bonus you never get sea sick and you instantly gain your sea legs. Do note that you're still just one person and large vessels will require multiple people to properly operate it.

Youtuber (100 cp)
You're a skilled youtuber and content creator. Capable of recording good videos, clearly speaking to the camera and doing voice overs, making interesting content, managing sponsors, ensuring that your videos are monetized, setting up alternative revenue streams

and editing all of your footage and audio together quickly into a quality video. Additionally you can easily spot any out of context and unexplainable things in any footage that you work on and the viewers are more likely to overlook or dismiss such things.

A Day's Work (200 cp)
‘It's not much but it's honest work’, although it's a lot of hard work. Luckily you have the mental and physical endurance to perform hard labour for 18 hours a day, day in and out for months at a time. Additionally you are also good at managing your time and can plan out your day's work, meaning you don't waste time running up and down your farm because you forgot something and can work on multiple tasks at the same time, saving time instead of running all over the place.

Flexible Laws (200 cp)
Living a different lifestyle in a world with lots of laws and regulations can be a bit difficult. Luckily for you if you follow the spirit of the rules, being safe and not doing anything definitely illegal, the authorities will not give you trouble about it it and merely class it as the closest acceptable alternative, this also works for more than just lifestyles for example launching spaceships into space as long as you have the FAA permission.

Friend Maker (200 cp)
A friend in every port is what they used to say, lucky you’re a nice guy. You can easily make friends, have polite conversation with anyone, join social groups and clubs and additionally even the most murderous isolation groups will hesitate to harm you on first contact, Although you may be warned to leave never to return before you out stay your welcome.

Healthy Lifestyle (200 cp)
All that fresh air and exercises is really doing you some good, now you can slowly regenerate and undo any negative conditions. Lost limbs, bad eyesight, malunions, embedded material, genetic deformities, mental illnesses, godly curses, soul parasites are just a small sample of the things that will all heal or be removed over time, note that the more exotic the condition, complexity and body mass needed to be altered increases the time it takes to heal. This healing is quite smart as it is able to triage the most lethal conditions first then seek to improve your quality of life and even amputate parts that threaten your life so it can regenerate them at a later date plus it can trick your body’s systems into working for its benefit and its integrates with other sources of healing and regeneration to spread the workload and optimise healing impossible as much as possible. Unfortunately the main drawback to this is how slow it works, for example if it dedicates all of its power to tissue regeneration it can only generate 125th of your body mass per year assuming if the condition is not deteriorating and healing soul damage could take millennia. This means while you're not immune to ageing as damage will build up over time, but this will extend a mundane human with a healthy lifestyle lifespan to more than 150 years and have a great quality of life even in their Twilight years.

Survival Expertise (200 cp)
Without the trappings of civilization and support structures it can be hard to survive, lucky you're quite good at it. From sun scorched desert to Lush Jungles and urban wastes, there is

no biome where you can't find edible plants, drinkable water sources and other resources if there exist. Additionally you are good at identifying which plants are safe to eat and adapting to different environments, as long as you have the right gear you'll be comfortable in the coldest reaches of the arctic or burning heat of the hottest deserts.

Weather Man (200 cp)
The weather is a harsh and unpredictable mistress, Luckily you can read her whims. You can read the local air and sea temperature, humidity, light and UV level, air pressure, rainfall, wave height, water and wind direction and speed all with machine-like precision. With this data you can predict the weather and ocean currents with great accuracy for up to 8 hours in advance, with anything further becoming less and less accurate additionally by spending enough time studying the weather patterns you can predict seasonal forecasts and have a general idea of the next season's weather and even use celestial navigation. You can gather incorporates data from external non-local sources to extend the prediction window even further into the future.

New Life (300 cp)
Sometimes the end is a new beginning; this holds true for you. Once a jump or every 50 years, whichever comes first, should you die, be permanently imprisoned, erased from existence or be rendered incapable you'll awake in a new body with a new life a week later. This new life will be created at the moment of your awakening and is retroactively inserted into the setting while also giving you generic memories for your new history.

Polyglot (300 cp)
Your brain retains the elasticity and rapid neural formation of when you were a small child. Normally people associate this with learning languages, But you can learn any mental skill in a third of the time need, In addition to this you can understand the bare bone basics of any language and culture with about a day's worth of constant exposure and never get confused when you have multiple sets of similar but different information, like when you need to remember the history of a similar but slightly different setting or if you are speaking to someone with a language with multiple versions of different dialects.

Seas Born (300 cp)
You are born of the ocean, fear it not because you can breathe any oxygenated medium without issue and slowly adapt to any pressure, meaning you can hold some rocks to dive to the bottom of the Mariana Trench and back in about 6 hours without worrying about drowning, pressure, the bends or oxygen toxicity. Note that you are still required to have a sufficient amount of oxygen In the medium you breathe and will still be affected by the medium itself, additionally you have an instinct that tells you If you're descending too fast or if there's not enough infused oxygen.

Taming The Land (300 cp)
The untamed wilderness while beautiful is a harsh place to survive in and taming it takes a lot of time and effort. Fortunately every action you take to modify the land tends to be

effective and long lasting, a pruning a tree will mean its fruits will be better and it starts to grow into the patterned you pruned it into, pesticides will be more toxic for pests and effects them for longer, removing weeds will lessen the chance they will later return and irrigation trenches will be more effective at water plants and require less maintenance. This scales all the way up to terraforming deserts or even whole planets if you are capable of working on such a large scale.

Wayfinder (300 cp)
You can instinctively navigate harsh lands, deep snow and sand, swamps, mountains, canyons, lush jungles, great bodies of water and even the lifeless void of space, as long as you have the required equipment like a boat for crossing the ocean or climbing equipment for snowy mountain tops you can cross it. This also helps you with legally and illegally crossing borders and escaping places you don't want to be, however this does not give you protection from the environments themselves nor guarantees your survival, but you do get an instinctual urge for the equipment needed or anything that will make the journey easier and safer and if critical equipment is in need of maintenance.

Items:

Items will respawn or mend themselves after a month if lost, stolen, damaged or destroyed, as will consumables when used. Any modifications or upgrades made to any items will be kept. You may freely import items into similar items and may purchase an item as many times as you like, but can only receive freebies once. You receive an extra Alt-Live Token to spend only on items alternatively you may have a stipend of 200 cp instead.

A Ride (Free)
It would suck if you are stranded without a vehicle, while this isn't an item per say it's more of a service instead. When you are in need of a lift a friend or locale will help you out if it's not too much hassle, although it may cost you a pack of beer, covering fuel costs or they could just give you directions to the local public transport. Additionally if you need transportation for longer periods of time you can easily find a cheap vehicle to rent or buy then sell when unneeded, you may even make a profit if the vehicle is in a better condition when bought.

Passive Income (First Free / 50 cp)
At the start of a jump you gain the equivalent of $25,000 (Circa 2020 USD) and weekly stipend of $150. This money is legal, with all taxes paid and nobody will question it. Each time you receive money you can choose to have the money deposited into a created bank account, receive it as cash, trading goods, assets or stocks. Each additional purchase doubles the starting money and your stipend. Any other form of income you receive, including from other perks or items, can be added to this item, giving them the same fiat backed bonus.

Smartphone (Free / 50 cp)
You have a top-of-the-line modern smartphone with all the bells and whistles. Capable of taking good pictures and videos while being able to edit them together on the phone itself additionally it has immunity to hacking and data corruption plus has unlimited battery, data

plan and memory with all data stored on the smartphone being restored when it respawns. You may upgrade your smartphone by initialising a data transfer with the new smartphone which leaves your old one blank. The first purchase is free and each additional smartphone costs 50 cp each.

Personal Identification (Free)
You have all the appropriate identity documentation and paperwork for the Jump you are in, like a birth certificate, ID code or social security number. This also comes with a passport or equivalent and licences for common in-jump vehicles you have the skill, knowledge and experience to qualify for.

Four Season Backpack Tent (50 cp)
This tent can sleep two men and has a porch capable of storing your backpack and can be used to cook if you keep the door open. The tent's double walls made from premium materials and study design make this tent a good all-rounder for all types of weather conditions. This also comes with a single four seasons sleeping bag and sleeping air pad packed into a hiker backpack along with Canteen kit, Backpack Gas Stove and a week's worth of MREs. Alternatively you can choose to replace the tent with a bicycle camper with a bicycle or some sort of single person light shelter like an emergency shelter made from coroplastic, small tent dinghy or a micro wagon that can be pulled by a sheep.

Animal Companion (50 cp)
You now have a hand-reared, healthy and well trained pet, livestock or work animal of any species, gender and temperament. This animal is incredibly easy to train further and with a bit of effort you could train it to herd sheep, talk with touch buttons or break bad habits. Additionally it easily adapts to different climates, changing locations and has the added bonus of being able to return home or to you no matter the distance even if you're travelling a lot. But do be aware that they need to be able to physically reach you and travel fast enough to catch up to you, although they are quite skilled in being able to smuggle themselves onto transportation. It comes with a month of high quality preserved food and basic care items like bowls, brushes, collar, leash, treats and more specialised items for specific animals. The animal will always be sub-sophont unless they are imported as a companion that's sophont itself additionally by touching and willing to happen it can turn into taxidermied form and back again for easy transport or storage.

Crate Full Of Food (100 cp)
This wooden crate holds about 10 Litres of random unprocessed, safe and mundane fruits, vegetables, nuts, grains, seeds, eggs, and meats that contain all needed minerals and vitamins. The crate will top itself off with more food daily, items will come in paper bags, Beeswax wraps or cardboard boxes and anything stored in it will not spoil, rot or decay. Additionally you also gain a 750 ml glass bottle with a metal screw top that will fully refill itself with fresh crisp drinking water over the course of an hour.

Mailbox (100 cp)
When this mailbox is hammered into the ground, any mail and packages meant for you will be delivered to this mailbox if you desire with larger packages being placed next to it. This

will always be a legal address and be known to the post office, delivery company and online order forms. If the Mailbox is moved while the delivery is in transit it will be rerouted to the new location, all though you may have to pay an extra postage fee.

Portable Infinite Battery Bank (200 cp)
This neat battery bank is the size of a shoe box, but don't let its size fool you. By pushing a plug into it it will morph to fit the plug perfectly and adjust the needed voltage and frequency to match. It also works with wireless charging by placing the device onto it, but the best part is that it never runs out of power, unfortunately it can only supply a maximum total of 3.4Kw or 30 amps at 110v. Enough to power 3 microwaves or charge an average electric car in about 8 hours. But this is way more than enough to live with if you're frugal with your power.

Pile of Books (200 cp)
Once a month a random mundane book will appear near you or in your warehouse, whichever is convenient at the time. The books sent to you are common books like the ones you find in a supermarket, thrift stores or in the public domain, you won't get any heavy physics books, specialist books or the likes but you can receive books from an generic mundane earth and each jump you've been to will add books to the pool. Do note that you may get some books with no use to you like a dictionary for language that you don't understand, handbook for a car you do not own or multiple copies of the same book, on the upside you can use them for composting, fire starting material or just put them on a bookshelf to appear more cultured.

Homestead (100 cp / 200 cp / 300 cp)
You can’t work your land if you don't have any. You gain a plot of land of about 10 acres with a canvas Yurt with a wooden base, wood burning stove, well, shipping container for secure storage, solar lights and an outhouse. Additionally you can choose a main feature for your land to have, like mountains, old wood growths, a large river or lake, caves, being on the coast line or even being a private island. Alternatively you can choose a Wall Tent or a Iranian Alachigh of similar size for your building.
For 200 cp this upgrades to 50 acres of land and a log cabin or cottage with a small solar setup, solar heat system, indoor plumbing, utility connections if locally available and a shed or garage.
For 300 cp this becomes 150 acres and a large house of your choice with a large barn, grain silos, huge solar and wind array, enough to run a full house even on cloudy days. Alternatively you may choose an earthship.

At the start of each jump you may choose to import your land into the setting or have it as a pocket dimension attached to your warehouse with its own Cosmic Warehouse’s key for direct access. If you do not possess a Cosmic Warehouse this will allow it to act as one in regards to any future purchases in other Jumps.

Mobile Home (100 cp / 200 cp / 300 cp)
This converted van is well built and to your specifications this includes things like insulation, water tanks, solar panels and a house battery, heater, cooker and bed. Of course the van itself possesses all the mod cons like aircon and GPS. You may alternatively choose a 4x4,

pickup truck, a car with a micro caravan, motorcycle with sidecar camper or a Wagon and pulled by a two-wheel tractor. If you want it to be pulled by horses or another animal you will have to supply them yourself or you can buy them with the pet item. This also comes with a prepaid parking spot or plot of land a bit bigger than its footprint, this will automatically change to a new desired empty destination when you move on, you can only have one prepaid spot at the time with each vehicle.
For 200 cp this upgrades to a large camper van or a converted bus, coach, box van, semi-truck or pretty much anything that requires a HGV licence and does not require a road to be closed to move it, alternatively you could have a tiny house that is under 3,500kg (7,700 lbs) and that can be towed with its accompanying non-commercial pickup truck.
For 300 cp this becomes a transportable dwelling, like a large tiny house or a house made from converted shipping containers connected together. This also comes with a vehicle capable of moving, transporting and deploying it.

Boat (100 cp / 200 cp / 300 cp)
Ah the sweet salty breeze, although you'll need a good boat to properly appreciate it. You gain a small ocean capable boat that's around 30' (9.1m) or under. It will have most of the mod cons like radio, AIS, GPS, autopilot, chart plotter, radar, triducer, solar panels, house battery, safety equipment and the likes along with needed sailing gear like ropes, sails and anchors. You may alternatively choose a catamaran, trimaran, converted lifeboat, raft, barge or a narrow boat. This also comes with a prepaid docking bay of the right size, this will automatically change to a new desired empty destination when you move on, you can only have one prepaid spot at the time with each vehicle.
For 200 cp the boat upgrades to a max size of around 60' (18.2m).
For 300 cp it upgrades to a max size of 80' (24.3m) although do be aware that most large boats at this size are closer to power boats and not for sailing plus they are very difficult to solo helm and are a money pit to maintain and haul out.

Something Exotic (400 cp / Cannot be bought with Alt-Life Tokens)
Perhaps the other options do not tickle your fancy or perhaps you want something different, This is the option for you. Maybe you want your own private jet aeroplane, a road train with each segment having a tiny house, a converted container ship, underwater habitat, giant hovercraft, underground bunker, seastead or even the space shuttle. So long as it is a way to conceivably live in it and can be created with modern technology you can take it as an option. Just remember even if you own a nuclear submarine that does not mean countries will let you dock it or even let it anywhere near their borders without blowing it up, Never mind selling you the uranium to fuel its reactor or hiring the very much needed specified staff.

Companions:

Recruit Anyone (Free)
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 (50 cp Each)

Import or create a companion. They receive an origin, freebies and 300 cp to spend wherever they like. You may save it for an earmarked companion, although if you don't use it before the jump ends it will be wasted.

Drawbacks:

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

Alt Setting Mode
Instead of the jump being a generic modern day, you pick any mundane setting. Maybe you want to meet Walter White from Breaking Bad, sail the ocean of Waterworld or walk with the ancient Egyptians, as long as there are no supernatural elements or super tech you can go there (although things like low level anime physics are allowed). With Supplement Mode you may pick the jump to be set in an AU or fanfic version of the attached jump as long as it does not alter the meta of the jump too much.

Longer Stay (+100 cp)
You'll spend 10 more years here.

Power Lockout (+200 cp)
All powers and perks from before this jump are sealed away, reducing you to just your body mod.

Item Lockout (+200 cp)
All Items from before this jump are sealed away, leaving just an empty Warehouse.

Warehouse Lockout (+200 cp)
you cannot access your warehouse, although you may still deposit items but they can not be removed once deposited.

Notes:

This jump is made for early/first jumpers and gives you some support and the mind sets needed to be ripped from one reality and transplanted in another every 10 years or so.

Inspired by Homestead CYOA by JayMous, Generic Mundane Work Jump by Hidden One and all the boat life and homesteading youtube channels that I watch.

Items comes with documentation, licences, insurance to prove you can legally own and operate them and common everyday accessories you will expect him to have, for instance a homestead will come with hand farming tools and eating utensils but not a tractor, a car will have a puncture repair kit, jack stand and a small set of wrenches while a boat will come with sheets, lines, life jackets and the likes.

You may pick something from the real world as an item as long as it fits the criteria, pick something made with mundane tech, a kit to build or just get it in blueprint form and build it yourself, as long as the final product follows the basic design of the blueprints which will turn at ash and the resulting products gains fiat backing.

A Iranian Alachigh is a tent made from wood and felt, in which the posts are placed in pits and the top of the dome is tied and anchored to the ground with rope and a huge metal stake. This tent is very good for high wind loads and mountain weather but requires more effort to erect.

Animal Companion:
For specialised items a rough idea is that the horse gets a bridle, coat, shoes, brushes and licks. fish gets a fish tank with filters, food and water conditioner. A honey bee queen gets a beehive and a dozen or so worker bees along with 100mL of sugar water with micronutrients as their food. If the animal is negatively affected without something, this will count as a specialised item and be given to you. Also note that as an item it will ‘repair’ itself every month, meaning it will not die of old age or suffer long-term conditions.

Change log:
v0.99 - initial release

v1 - Spelling fixes, clarified and buffed ‘Mobile Home’, added prepaid storage to vehicles

v1.1 - Changed ‘Passive Income’ weekly money from $25 to $100

v2 - reworked the jump to a supermarket style jump, changed the Earmark companions to Recruit Anyone, added ‘Circa 2020’ to the Passive Income, added the longer stay drawback, allowed homestead pocket dimension to act like a warehouse, general wording changes, buffs, nerfs and fluff.

v2.1 - reordered the perks and items, added the ‘Isolationist’, ‘primitive survival’ and ‘Flexible Laws’ perks, added pile of ‘books item’, added seasonal prediction to the ‘Weather Man’ perk, can combine your other money items into passive income, changed the pet item to ‘Animal Companion’.

V2.2 - Generic fixes and clarification, added a token/200cp stipend for items, allow you to pay 100cp and a token for 300 cp things, changed small tiny houses to 200 cp, updated ‘A Day's Work’ with a new name and specified that you have the body of a hard labour, added anti-cabin fever to ‘isolationist’, added alternative options to ‘Four Season Backpack Tent’, added a ability to upgrade your smartphone and added immunity to hacking and corruption, added the ability to easily store ‘animal companion’, added the ‘Healthy Lifestyle’ and ‘New Life’ Perks, upgrade ‘Passive Income’ to $150 a week or $7,800 a year (blame inflation, you now get the equivalent of working 20 hours a week at minimum wage), modified the ‘Supplement mode’ toggle, split ‘Warehouse Lockout’ into two drawbacks.