

Minecraft Story Mode Jumpchain

By Yellowbird

Well isn't this a treat. Perhaps you've been here before? Although this is a little different. Here there are people! A plot! Adventure! You'll be staying here ten years which is plenty of time to experience season 1 and 2 with even a little more afterwards. A familiar world with a whole lot of mystery. I wonder what could happen. You start your adventure the day of the Endercon building competition. Take these, you might need it:

+1000cp

Origins

Take only one

Drop In (Free)
The illustrious drop in option. A jumpchain staple! You'll be plopped in your starting location with some clothes, a wooden sword, and a stack of wood to build a small shack for the night. You'll have to hunt really early if you want to keep your hunger from crippling you.
Age: 10d4

Adventurer (100)
You find solace in foraging for food. In scrounging for resources. You'll awake in a tent in your starting location, next to you is your personal chest with your supplies, which includes but is not limited to: an iron sword, some cooked steak, and a stone pickaxe. You remember a mine nearby.
Age: 20

Engineer (100)
A master of a number of things. Redstone, potions, architecture, biology and a whole slew of other things. You start in your starting location in a shop of your specialty. You have tools, materials, and an iron pickaxe to help you build whatever your mind can come up with.
Age: 1d12+20

Admin (1000)
What? Well I mean I guess. You are now an admin of reality. Which means you have access to all the things you could possibly imagine including: console commands, cheats, creative inventory, flying, no hunger, no air requirement, and a select few mods. You also have a weird alien look. You have no idea how you started. **Your starting location is at the edge of the world you start in by requirement.** Xara, Fred, and Romeo are aware of your existence. Since you four were friends way back when.
Age: N/A

Starting Location

Choose 1, or roll 1d8 for an additional 100 cp!

1. Beacontown

A small town near a forest with a curious treehouse in it. It's close to every year's Endercon. For now it's quiet and sleepy. But in the coming years it will be the hometown for the New Order of The Stone. With their leader as the hero in residence.

2. The Orders Temple

The first Order of The Stones temple. It's old and decrepit now but be weary, it still has traps and a map to locate the order if you need them. In a day or two a small group of friends will find their way here.

3. Sky CIty

A city in the sky. Surrounded by much smaller floating islands. A void is believed to be below it so anything dropped has no chance of getting back which means wasting resources is one of the worst crimes here. You have to petition to build, you can't farm, you get wheat allowances to eat. The Eversource is allowing these things to pass. A rebellion grows here, they just need something, or someone to spark it.

4. The Sunshine Institute

Nah yeah this is a prison. A secret prison! With horrid monstrosities surrounding it. The admin sends people he doesn't like here, including guards. It's bleak, hopeless, and cruel in its concept and execution. Yet, deep within the prison, the mysterious Prisoner X lies in wait; half mad.

5. The Snowy Games

The dimension where the Old Builders reside. They host games that are functionally enslaving people who fail and everyone fails. Only one person has ever won the games, though I doubt you'll find him ;) if only the competitors worked together…

6. The Farlands

So far away from all things does this 'terrain' start to form. Where things become weird. Where reality seems, warped. There is a rumor though, that a super secret base lies here belonging to a worldly mad alchemist. Although the journey there is more than difficult. I do hope you have a map or something.

7. The Final Destination

A valley and field, nothing much here. For now. But this place will become the site of the final destination for 2 things, Reuben and the Wither Storm. Here Jesse will venture into the heart of the beast to stab its heart to death.

8. The Third World

A very primitive continent full of very diverse and very one note cultures. Like the Air Titans of Try'Bal. Or the Tree Slashers of Kamen'Rah. Or the Marsh Hoppers of Kum Juk and many many more. They all have one thing in common though. Jack has been to all of them. You can find tales of 'He Who Slashes The Thunder' or 'The Ocelot Crusher', all of them are

Jack, you can’t find him though. Not for the first year at least. Some time after Jesse becomes leader of Beacontown he will set up shop there.

Drop In Perks!

Drop ins get a 50% discount, 100 cp perks are free!

That's Some Pig (100)

People are so complicated, and they always cramp your style! But animals, well now you’ve got something. At the start of your journey you are given an animal companion with human intelligence. They are brave, loyal, and affectionate (also constantly looking for food). You can only choose an animal from the minecraft game that isn’t hostile, they are mundane in every other aspect. So no treasure sniffing giant zombies.

Would You Rather… (100)

If you ever find yourself having to face a difficult choice, don’t worry! Because with this perk people will unintentionally stall for you while you make a decision, when therein you will have 5 options of speech/actions. Some are better than others of course but it's all up to you. The options are created from your subconscious.

You’re My Best Friend Jesse (200)

Animal companions are fine and all, but they’re so complicated! People though, well now you’ve got something. Making friends is easy for you! The right kind of people just happen to be coming along in your life and only one day of hanging out and bam! A whole new friend. It works fine if you live a sedentary lifestyle, but imagine all the people you would meet on an adventure…

Long Live My Lava House! Long Live Lava! (200)

People like to pretend being normal is the coolest thing to do. Maybe, but there isn’t anything wrong with being a little peculiar you know. Just a smidgeon of weirdness never hurt anyone. The same can be said for you. For whatever reason, people tolerate your oddness. They see that you're weird, they rationally process that you’re weird, but they just accept it for some reason.

Everyone's Running Away, Except For You (400)

There's a fine line between bravery and stupidity. But sometimes you can’t afford to be smart. So whenever you do decide to be brave, fate will bring you good fortune. Your bravery will be rewarded later down the line with some karmic luck. It scales too, so if you decide to apply for a job then there's a higher likelihood of you getting it. But if you decide to fight an actual force of nature then surely you will live a blessed life.

You Didn’t Think Running Away Would End This? (400)
Don’t you hate it when you're fighting someone and they just up and bolt in the other direction? That’s usually why you encircle someone. But maybe it's 1v1? Well now with this perk you don’t have to worry. Running away isn’t even a concept in their heads when you two are fighting. You’ll be able to conveniently finish someone off without having to chase them down!

Don’t Let The Blaze Rods Ride Tonight (600)
There’s maybe 6 or 7 on screen deaths in this universe. That’s because it's mainly for kids. But now you can permanently game end someone. Even if they are impossible to kill. Like someone with console commands perhaps. Even if they have a body that regenerates instantly, their healing factor will fail them. For the vast majority of the people here, they’ll have to say their prayers every night.

Adventurer Perks!
Adventurers get a 50% discount on all perks, 100cp perks are free!

… (100)
Saying nothing in itself is saying something. This perk makes it literal. When you say nothing you can project what you would have said to the person you’re looking at. You get your point across perfectly. You might not even have to say anything at all your whole life!

Hey Ugly! Taste My Bravery! (100)
You don’t have to be good at swinging blades to hurt someone. In fact, all you have to do is hit them in the first place. Which is something you can do now wonderfully! Your blade will course correct itself mid swing as to hit a critical hit each time! The only way you can miss something now is if you want to.

Jumper No! (200)

Jumper yes! Is what you'll tell them. They all like to pretend that 'planning' with 'well thought out execution' is the path to success. But not for you, for some strange reason, you work best without a plan. Your ability to act and speak off the cuff is strangely brilliant. No one will be able to tell you off after seeing your incredible results.

Alright We'll Go! (200)

Being an adventurer is all about survival. Surviving an encounter, in the wild, meeting your inlaws. So this perk gives survival skills so great that you can guarantee the continued survival of a whole town with just your efforts alone. So now you're more urban friends can enjoy camping!

Have You Heard Of Wither? (400)

The wither sickness is a terrible disease spread by the spawns of the Nether. It decays your flesh while you still live, it's incredibly painful and there is very little you can do to stop it. So I implore you to use caution since you now have the ability to control it. You can start it, stop it, speed it up, slow it down. You just have to think about the target. This only works with living things.

Then He Poked It To Death (400)

Somethings you just can't let go. The murder of a loved one. The humiliation of your person. The guilt of your conscience when you reflect on all the things you've done. It's a good thing that you can carry on no matter what. You let the aggressor know that it's on for life, and justice can only come from you. So what if they take off your legs? You'll crawl! Your willpower is functionally infinite and you can theoretically do whatever. Tunnel vision not included. You can still see the bigger picture.

Anything They Send At Me (600)

You'll just return to sender. Let me guess, you'll battle to the end and never! Surrender! Have you ever played a sport? When you're training you play at around your regular level, but when you get in a game something happens to you, for some reason you're more accurate, faster, stronger, just better. Curious. With this perk you can activate an aetherial warrior spirit within you. Whenever you want, the sleeper within you awakes. Your killer instinct becomes enraged and all your physical and mental faculties that deal with fighting become so great as to reach divine levels, and your enemies are gonna piss themselves.

Engineer Perks

Engineers get a 50% discount on perks, 100 cp perks are free!

I Can’t Read This!(100cp)

Reading blueprints is hard work man. It’s even harder coming up with them. But now you can join the ranks of all basic engineering students with your ability to read and design blueprints for sick tools, machines and buildings!

All Locally Sourced And Hand Crafted! (100cp)

Being an engineer doesn’t just mean building, it means creating! So now you can create potions! You have encyclopedic knowledge of which ingredients and preparation will lead to the right potion. You’ll also find that whatever you make lasts just a little longer somehow. Perhaps you make them with love?

You Work Too Hard (200cp)

Redstone is a temperamental, complex, and often uncooperative beast. So it amazes me that people would willingly dedicate themselves to the craft to reach such impossible heights as Harper, Ellegard or Olivia. You can now craft machines like it's no one's frickin business. With the right genius you might even create custom mechanisms that allow truly magical things.

Romeo Always Loved His Creations (200cp)

People like to pretend growing things in a lab is easy. Well it is if you have god powers. But whatever you make will end up horrid if you do it wrong even with console commands. So this perk gives you all the tools you need to know about creating life, in a non standard way. Everything from genetics to chemistry to anatomy to atomic structures is now yours. Now if only you had a lab…

Nothing Built Can Last Forever (400cp)

Which is true. But not for everything, not for the Order of the Stone, and certainly not for you. True to Minecraft form, everything that you create has a funny way of staying around. If you build megacities, then that city will stay standing until someone knocks it down. If you create machines then they will never break down. Your potions have much longer effects. Any horrid affront to god you create will nourish the world around it when it finally croaks a lot more.

But Fred Didn’t Play Favorites With Resources! (400cp)

Fred, Soaren, the Old Builders. They all have one thing in common. They all failed. Fred was killed by Romeo, Soren was a fraud, and the Old Builders were corrupt. So I guess you

count your lucky stars that won't happen to you. Since now whatever you create can not be considered in a negative light. Your buildings will be seen as safe havens, your machines as progress, your potions as medicine, and your creatures as angels. Super helpful if you're going for the whole paragon route.

I'll Show You How Great I Am (600cp)

I still wonder how Soren was able to find the command block. An object which functionally can rewrite reality. Well it's certainly beyond me. But not beyond you. That's right, now you have the knowledge to build things that are just not possible. Things that control the very fabric of reality. Non-euclidean architecture, machines with infinite ammunition, potions that give you power over concepts, creatures with magic. It's all yours, if only you had the resources…

The Weapon Forge™!

How can you fight for what you believe in if you don't have a sick sword to go along with it! I give you exactly 1000cp to create exactly 1 tool! You can use any leftover cp as well.

What is your weapon?

-Sword (Free)

The most perfect form of weapon there could possibly be. Edged and pointed for all your hack and slash needs!

-Axe (Free)

Well sure I mean I guess you can have an axe. Great for chopping but it's not as cool as a sword.

-Pickaxe (50cp)

Are you kidding me? This is good for mining and piercing enemy innards I guess.

-Shovel (50cp)
You must think this is so funny! Damn you! Fine, you want to dig out and bonk people to death?

-Hoe (50cp)
:(

-Trident (100cp)
Like 3 swords on a long stick. This has damage equivalent to a material one above its default, but it has a durability of one material lower than its default.

What material is your weapon?

-Wood (Free)
More of a club than a sword. I guess you can use this to beat an unarmored zombie after several hits.

-Gold (50cp)
Too soft to be a club, yet sharp enough to be a sword? This can get you a lot of money sure, but it can also get you through a couple zombies.

-Stone (100cp)
Now this is a club! You can really kill someone if you hit them in the right spot with enough force.

-Iron (200cp)
Now you've got a weapon. This is where most of your best tools will come from. Iron is relatively cheap and durable, plus it's malleable! Very sharp!

-Diamond (400cp)
The most powerful ore you can find in the overworld. It's got the best durability you can find with a crazy sharp edge.

-Netherite (600cp)
What?! Is this even cannon? Netherite is too heavy to be used, so alloys are combined with diamonds. Increasing sharpness and durability by a whole lot.

What enchantments will it have?

Sharpness II (50cp)
Not much of an enchantment, it's pretty cheap to find a book on how to enchant your swords with these. It increases the sharpness by a factor of 2 so that's cool.

-Sharpness V (400cp)
Oh wow. In all honesty you'd have to find a weapon that already has this since its so rare. Increases sharpness 6 times.

Flame Aspect I (100cp)
Set all who you hit ablaze with fire magic! Gives passive fire damage. You can cook animals alive so you won't need a furnace. Doesn't seem to work on Nether mobs though.

Knockback I (100cp)
Your weapon packs a real punch. Doesn't actually increase damage, just force. So you can really hit someone off a cliff. Not a good idea against ranged mobs.

-Knockback II (200cp)
Twice the force and double the range! Your weapon can now launch a mob onto the other mountain instead of just the cliff. Ranged mobs will probably not notice you with how far away they are.

Looting I (100cp)
This gives you the esoteric enchantment of pure luck to give more loot after a monster is slain. A spider might give you spider eye, a skeleton might drop his bow, a Wither Storm might just drop that command block.

Bane of Arthropods I (100cp)

Cave spiders, why'd it have to be cave spiders? Ask this question no more. With this enchantment you can easily slay arthropods much easier. It also slows them down. Not very useful for anything else.

Smite I (100cp)
Also known as lighting. This enchantment is already hard to find on its own so you should be grateful. It increases damage to undead mobs by a lot. It also turns creepers into charge creepers.

-Smite V (200 cp)
Probably the most effective undead repellent you'll find for a while because while it may say 5, it's actually 19.5 times the damage to undead monsters!

Unbreaking I (100cp)
Despite the name, this doesn't actually make your weapon reduce durability cost on use. Effectively increasing durability. A straight bonus of exactly one more material type above the one you currently have.

-Unbreaking III (200cp)
This enchantment is a classic! This increases your durability 4 times! You'll be slaying a whole bunch more mobs before you have to worry about it breaking.

Axe, Pickaxe, or Shovel Required: Efficiency I (100cp)
Through esoteric means, this increases the efficiency of your swings. Allowing you to attack faster. Increases swing speed by 10%.

-Efficiency V (200cp)
An enchantment so rare it can only be given through anvils. This increases mining speed by 45% so yeah, it's pretty crazy.

Mending (100cp)
Don't you hate it when your damn stuff breaks. Well hate no longer. This enchantment takes your xp and uses it to mend your weapon. Pretty neat stuff.

Sword Required: Sweeping Edge (100cp)

This would increase the damage of the sweep by 50%. So now you can hit multiple opponents and really rend their flesh.

-Sweeping Edge III (300cp)
For some odd reason, this enchantment increases the swing damage of the sword by about 75%. So it's pretty damn good.

Axe Required: Cleaving (200cp)
This increases axe damage by 4 times. Also allowing to break shields completely. This is the rarest enchantment in the game, and you're getting it for cheap.

Trident Required: Loyalty (200cp)
This enchantment allows for the trident to return to you after being thrown. It's very cool and very useful. Too bad it can't be given to hoes.

Command Block Tool (400cp)
Tools forged by Soren to destroy the command block. Now you have it too! Your weapon will be forged in an alternative manner, in other words, it's built differently. It can destroy the undestroyable, kill the everlasting, mine bedrock. It also looks sick as hell. All glowy and stuff.

Items

You get a 50% discount for items of your origin. 100cp and below are free!

Drop In

Overalls (50cp)
Some clothes meant for hard work. Or maybe for hardly working? It looks familiar.

Armor Stand (50cp)
A stand to put your armor, or a place to train your sword play.

A Treehouse (100cp)
A simple little tree house that protects you from rain and mobs. It looks a little familiar.

Whole Horse (100cp)
Yes, the entire horse. You get one to ride and fight on. It can do anything a horse can do: canter, trot, gallop, neigh, be majestic. Things like that. It looks like a typical Clydsdale.

Tim’s Armor (200cp)
It looks absolutely amazing for real. I mean, just look at it. White and gold patterns with bedazzled jewels and a crown helmet. It even has fingerless gloves! Supernaturally sturdy.

Star Shield (200cp)
A blue and white heavy armor. With a beautiful pattern of the night sky on it. It's what's considered ‘the good stuff’.

Gold Stash (400cp)
A large chest filled with stacks of gold ingots. It's very valuable, I’m sure people would trade a lot of good stuff for this. It's great to diversify your assets and invest in gold don’t you know.

Elytra (600cp)
A curious pair of wings that can only be found in the end. Where did you find these? Certainly not Sorens base. Allows for gliding, and with the right stuff, soaring.

Adventurer

A Blue Bandana (50cp)
What can you say? You gotta stay fly. It looks kind of familiar.

An Ender Chest (50cp)
A really exotic chest that has some teleporting properties. Wherever you place it down, it will have all the items you put in it. Even if you get a second one and place it down twice!

Sword Breaker (100cp)
An end game level armor. Enchanted so much it can’t be broken by normal means. It is also very expensive and no one knows how to clean it except Ivor so be careful. Also considered ‘the good stuff’.

A Bookcase (100cp)
What do you mean? Of course an adventurer reads! But these are a little more, exotic. These are filled with enchanting books, not very high level ones but they can be combined to add more levels.

A Stack Of Ender Pearls (200cp)
Oh wow you’re the best! Almost. A whole stack of these bad boys and you’ll be teleporting all over the place, of course that is if you don’t waste them all. Very useful for seeming like you’re in more places than one. A certain pumpkin woman would probably like to take these for a spin though.

A Bed (200cp)
How does this cost more than the armor? Well that’s because it's enchanted! It does everything a bed can do: be soft, be comfortable, be what you’re emotionally dependent on. But this bed is so impossibly comfortable, it's like sleeping on an angel's breast! The blanket is the perfect temperature. The pillow is always on the cold side!

Golden Goliath (400cp)
An armor made from magic gold. A gold that isn’t soft, that is actually much stronger than Netherite. It's very shiny and very yellow. It will protect you from pretty much anything, even mean words. But you can say goodbye to stealth.

Gabriel’s Armor (400cp)
An atomic copy of the armor of the greatest warrior of all time. This armor should be impossible. Its durable enough to withstand the F-Bomb, flexible enough to do gymnastics in, and light enough to sprint in.

Miss Butter (600cp)
A subatomic copy of Petras sword. A shiny gold sword. It's got pretty much every enchantment on it, even feather falling. How do you put feather falling on a sword!? It's also stronger than pretty much anything you can find around the world that isn’t made by the order, the old builders, or the admins.

Engineer

Goggles (50cp)
A sweet pair of shades that'll protect your eyes from all the welding you'll be doing. It looks really familiar.

Beard Growing Formula (50cp)
For some strange reason, every builder has got a majestic beard. Even Romeo had a stubble and he didn't have skin.

Storage Unit (100cp)
A small shed filled with double chests filled with stacks of mundane items. However, the items in the back are a little more exotic.

Ender Defender (100cp)
A purple armor with shoulder spikes. It's very cool but also very basic. It's still marginally better than that dinky armor you can craft from one material. Very stealthy.

The Orders Amulet (200cp)
An atomic copy of an amulet that can track any member of the Order of the Stone. It doesn't work if they're in a different dimension. If you're a genius then you can theoretically track anyone by overriding its programming.

The Portal Atlas (200cp)
An ornate book with a page dedicated to every portal in the portal network. Just tell it where you want to go and it'll give you directions. Written by the old builders, it's great if you ever find yourself lost in the network. Not so great if the Old Builders find you have a copy. In future jumps you will have a very ornate gps basically.

A Sprawling Lab (400cp)
An absolutely gigantic fortress that holds all the tools you could need (for your profession only). If you bought the Storage Unit, then there is a dedicated storage wing with a whole host of uncommon and mythical materials.

The Redstone Heart (400cp)
A block of absolutely paradoxical engineering. Something that only the Old Builders could have made. Any redstone machine you build around the heart will gain higher thought, but not higher feeling. Great for creating artificial intelligence, but not great for creating artificial people. Maybe you can change that. In future jumps this will allow general machinery to come to life.

The Command Block (600cp)
Can someone be all powerful and all good at the same time? If someone is all powerful, is it even possible for them to do good? You can't run from these questions forever you know Jumper. This block can do pretty much anything, you just have to know how to code. It's a copy, not the original and cannot interact with the other command block. In future jumps this cannot interact with other macguffins/plot devices.

Companions
Like friends, but for adventuring

The 5 Man Band (X00cp)
Aka the mass import option. Import up to 8 companions who cost 100cp individually, who each have 800cp to spend on themselves. They'll join you on your adventure of 10 years. They also get an extra 1000cp to spend on their sick ass weapon.

We've Made A Pretty Good Team So Far, I'd Even Call Us Friends (Free/100cp)
Someone has caught your eye. If you can convince them to join you, you'll have a brand new companion that you can import for your next jump. It'll be easier to convince people who don't have a lot of responsibility like Gill, but harder for people like Isa who can't leave behind her people. Or pay 100cp for a guarantee!

This Isn't Just Any Ordinary Llama (200cp)
You get Lluna! A llama who has roughly child level intelligence. For some odd reason, it has a knack for finding exquisite treasure using her nose. A little emotional though, but has a good heart.

We Owe It For Those We Left Behind (Free/100cp)

You want what you can't have huh. By choosing this, at the end of your 10 years here you'll go to this world's afterlife and meet with one deceased soul. You can convince that soul to join you. It'll be harder for people like Reuben who will want to watch over Jesse until they are reunited, but for someone like Captainsparklez or TorqueDawg it'll be much easier. Or buy 100cp for a guarantee.

Drawbacks

Can't have an adventure without punishment

No Jumper YOU Are The MC (+100)

More of a toggle than a drawback. With this bad boy you'll become Jesse. Your sex and appearance will be chosen by you! You'll have to follow the cannon or the universe will bite you in the behind. If you don't choose to stay here, Reuben will never see Jesse in the afterlife. You can try and romance people but don't expect people to be gay for you.

I'll Battle On The Beaches, I'll Battle In The Trenches (+100)

Oh dear, this is not good. It seems the tips of good and bad have skewed in favor of bad. The Witherstrom is now much worse, Aiden has some competence, Cassie is more psychopathic, the Old Builders are far more cunning, and the admin is far more cruel. But the more evil there is, the more good will rise to meet it.

> ### -Jesse Must Die (+600)
>
> Remember what I said about good. Not the case anymore. Things are bad and it's only through your direct intervention that things will get better.

I'll Battle On The Beaches, I'll Battle On The Beats Yes (+100)

Awww sheet. It turns out fighting people traditionally is cringe! So now people decide world geopolitics, fights, slavery, all through rap battles! Grab a mic and warm up your bars, it's time to spit some heat. Expect bosses to be immaculate rythymancers.

He's Gone, There Is No Redemption For Him (+200)

You ever wonder where the admin was during season 1? He wondered that too, but he didn't wonder for long. The admin gets involved in the story a lot sooner! On top of all the things you'll face along the way, expect the admin to buff every monster that comes your way and

to enslave all the supporting characters so Gabriel will be convinced to join him since Jesse isn't a hero yet. Xara is far stronger, smarter, and vastly more resilient. There is a secondary terminal somewhere below the bedrock.

Minecraft? Yeah I Do Both (+200)

You have forgotten everything about the plot of Minecraft Story Mode that doesn't pertain to your origin. All the plot devices, macguffins, and answers to puzzles/annoying mazes. You also forget everything about Minecraft before the bee update.

Years Without Sleep! Years! (+200cp)

Hey Jumper! Don't you know that life could be a dream? If only you could actually go to sleep. You now have perma-insomnia. Even if you had the most comfortable bed in the universe at prime temperature, after having eaten the most filling soup craftable. You'll still be wide awake! You find that your body will get sluggish, you'll slowly go insane and you'll be very grumpy! I hope this doesn't ruin any friendships you planned on having.

If You're Reading This You Already Have Your Answer (+400)

Good news! Fred never died, instead he and Xara joined Romeo in his torment of the world. So now instead of 1 one admin, you've got 3 by the start of season 2. The Faithful Friends of Fred are now a murder cult and the Sunshine Institute is also a murder cult filled with murder hobos. The Oasis, you guessed it, is also also a murder cult!

Hello! I'm Binta! (+400)

The Faithful Friends of Fred all have pale blue eyes. Even though everything else about them is incredibly diverse, the eyes are all the same. At first I thought it's because Fred crafted each of them by hand and wanted to give them special eyes. Turns out they're actually a hivemind, at least now they are. Binta is the prime brain and holds her own life over all things. The Friends will expand under the bedrock, who knows what might happen if they get above it.

Mommy, Who's That? (+600)

Oh dear. It seems an ancient evil has awoken. Herobrine, the fallen human, the root of all evil. He's here and he's ready to turn this world into ash. He can't be reasoned with and I don't recommend joining him. A whole lot of death, despair, and general grimdarkness will happen without your direct intervention. A force for pure evil is back and no one is ready to face him.

Fear Not, Want Not (+600)

Do you think the Wither Storm knew what it was doing? How much pain it was causing, how much misery came directly from it. You'll never know, or maybe you will, because now you are the Wither Storm! Your jump starts the moment Ivor places that final Wither skull on you. Your mind is overridden to become as merciless and as devoid of empathy and compassion

as possible. You will be more machine than anything, but there is hope! If Ivors gold potion is somehow ingested into your command block you will become regular old you but with a cool new Wither Storm alt form!

He's A Monster (+800)

Despite some darkness here and there. Things are pretty noblebright. However, with this drawback, the world becomes the exact opposite. Everyone besides Romeo, Aiden, Ivor, Cassie, and Reuben is a murder hobo. The Order of the Stone released the Wither Strom, Isa enslaved Sky City although Milo isn't much better, Cassie Rose is being tortured by the Old Builders in the mansion, and Pama tortures Harper who isn't any better. Jesse is actually a mass psychosis that everyone had because they wanted a hero… to kill.

Ending

All things must come to an end

Stay Here

You've decided to join the inhabitants as a fellow resident of the world. All drawbacks dissipate once the 10 years are over and you can expect a lot more adventures, friends and fun! Then when you pass on, you'll be reunited with any loved ones from any universe you have ever visited!

Return To Sender

Has this universe made you homesick? Very well, you return to Earth Prime, or your homeworld. You keep all your perks and every companion you can convince comes with you.

The Journey Everlasting

Don't want to settle down yet? The spark and more power is very tempting. After your ten years are up on the dot you will choose another jump to, well, jump to. You retain all your perks for the next adventure.

Special thanks to some close friends for proofreading this. Special thanks to you, the reader, for indulging me and making this jump a part of your day.