Generic Thirst Jump



Version 1.1
By Ursine The Mad Bear

Do the Dew.
I'm a Pepper.
Just for the taste of it.
Is it in you?
The best part of waking up.
All phrases intended to influence the most important decision you can make in this world: The choice of beverage. What you drink reflects who you are, how you think and how you choose to live your life.
This world is essentially identical to our own, making this an odd slice of life jump by default. However, there just might be more to this world than is readily apparent, so keep your eyes open and stay hydrated, you've got ten years here.
Take these **+1000cp**, and drink up!

AGE AND GENDER

I don't care, just choose both for yourself. Age needs to be possible for your species, and gender can be anything remotely biologically possible. Seriously, Jump-makers seem to be oddly obsessed with categorizing other people's genitalia and gender identity. That is just weird, and honestly a bit disturbing.

LOCATION

Since this world is basically the same as the real world, you can start in any public location in any city, in any country. Enjoy the paralyzing terror of free choice.

ORIGINS

What best quenches your thirst? Be aware, this says a lot about who you are in this world. Any of these Origins can be taken as a Drop In, if you so choose, leaving you with no memories or connections in this world. Yes, you can drink other beverages in this world, but your Origin will define your preferred form of liquid refreshment.

Water

You are fairly bland, but healthy, and pretty much ubiquitous. You don't stick out or get noticed very much, which just might be the way you like it.

Soda Pop

You are energetic and a bit childish. You might find it hard to focus, but you are imaginative, with an active and agile mind. You are all about the fun and the flavor.

Sports Drinks

You are swole! You are all about fitness and performance, as well as competition. Cause it's not worth winning if you can't win big.

Adult Beverages

You are sophisticated and mature… or at least you think you are. Regardless, you have no time for childish things, your amusements are only for grown ups.

Coffee

You're at the age of getting things done. Experience has taught you how to work hard and adapt to tough situations. No matter what the hardship, you will endure.

Tea

You can be a little unpredictable, running hot and cold, sweet as honey or with just a hint of bitterness, but you're always able to be what others need. You take your time with things, thinking them through and carefully considering everything.

PERKS

We know what you drink, and what that means about you, but how does that translate to what you can do? Time to find out.

General

Just The Way I Like It (Free for All)

Any beverage will be exactly how you prefer it, in terms of temperature and additions such as cream or sugar. It will also always be clean and fresh, completely safe to drink.

Sufficient Capacity (Free for All)
You have unlimited capacity for any form of liquid sustenance, capable of drinking constantly without discomfort or difficulty. You also do not need to urinate, your body will process all liquid waste entirely, though you can choose to urinate if you so desire, for whatever reason you might have.

I'm Drinking Milk (50cp or 100cp)
And it is doing your body good. Damn good. On a scale of one to ten, you are a perfect ten. The exact details of your appearance, build, and "endowments" are up to you, but you look as good as it is possible for a human being to look.
What's more, you will always be a ten. No matter how dirty, injured, near dead, or anything else you might be, you will always look amazing. Your posture and movements will always show you in the best possible way, and you make any form of clothing or armor look incredibly good. You either never scar, or your scars just enhance your appearance, plus your voice is amazing in whatever way you choose it to be. I guess it is a good thing you have perfect control over your fertility, and menstrual cycle (if female).
Anything that happens to alter your appearance, such as scarring, amputation, cybernetic implants, or genetic mutation, will always leave you somehow still looking incredible.
For an additional 50cp, you are at peak human fitness in all categories as well and will maintain at least this level of fitness, no matter what your diet or level of physical activity.



Beverage Expert (100cp)
You have an expert level of knowledge on all forms of beverage and the industries behind them. From how to purify water, the history of various soda brands, various trivia about wines, the best way to brew coffee to where the best tea is grown, you have an encyclopedic knowledge of all things drinkable.

Unlimited Beverage Works (600cp)
Don't worry, despite the name of this perk, this has nothing to do with Nasu. I just liked the name. Anyway, what this actually does is it makes you a Bender, as in Avatar the Last Airbender style of bending, of whatever substance or substances you have available from the **Favorite Beverage** item below. You will now be able to summon this liquid in much larger quantities, enough to make effective use of this power in combat.
Taking this perk requires you to take the **Libation Wars** drawback.

Water



Basic Requirement For Life (100cp, Free for Water)
Everybody needs water, so drinking it doesn't really make you stand out much. In fact, you can easily blend in with any group, people will soon come to see you as belonging instead of an outsider and you will quickly learn the culture and peculiarities.

Transparent (200cp, Discounted for Water)
Water is clear, or at least it is supposed to be. Now, people can see through you as well, when you want them to. What that means is that, as long as you are telling the truth, other people will know you are telling the truth.

Eight Glasses Per Day (400cp, Discounted for Water)
Water is good for you, in fact, you need it to live. Your appreciation for this most basic of beverages helps keep you well-hydrated and healthy. You are immune to any form of disease, infection or poison. You also tend to heal a bit faster than most people.



It Is In Everything (600cp, Discounted for Water)
You know, I think that if you checked, you would find that water is the first ingredient in all of these beverages. So, why would anyone care if you were drinking water instead of something else? Why, they wouldn't of course. They probably wouldn't even notice you at all. It would be as if you had an SEP-field around you, as long as you didn't do something crazy like try to hurt someone. People will assume you are allowed to be where you are, unless of course no one is allowed where you are.

Soda Pop



Fizzy and Bubbly (100cp, Free for Soda Pop)
Maybe it is all the sugar and caffeine, but you are an endless font of energy and optimism. You will never experience fatigue and find it very easy to remain upbeat even in the worst circumstances. People will not find it unusual or off-putting for you to engage in what some would consider childish activities, and they might join in and have fun if you invite them to.

Tooth Decay? (200cp, Discounted for Soda Pop)
Okay, all that soda is NOT good for anyone. Except you. You will never suffer ill effects from anything you eat or drink, and your teeth in particular are both perfect and utterly indestructible to any form of harm, no matter what.

Sugar Rush (400cp, Discounted for Soda Pop)
The massive quantities of sugar and caffeine can make you a bit hyper, but they also fuel your somewhat strange mind. You are an expert at thinking outside the box, and you are extremely creative and imaginative, with full immunity to anything like writer's block or boredom. Your thought processes are also three times faster than they would be otherwise.

Coke Or Pepsi? (600cp, Discounted for Soda Pop)
Who cares? Soda is not about being serious or competing, it is what you drink when you want to have fun, and everybody likes to have fun. And now, everybody likes you as well. You are charismatic and a lot of fun to be around, easily the life of any party. What is more, you are quite lucky as well. You are immune to any form of bad luck and have at least slightly more good luck than most.



Sports Drinks



Made With Real Gator (100cp, Free for Sports Drinks)
You are a naturally gifted athlete. Though you still have to put in the effort to train, you have the talent to make it to the world-class level in any form of physical activity.



No Pain, No Gain (200cp, Discounted for Sports Drinks)
Like any true competitor, you have the drive and determination to keep going, no matter how tough the game gets. You can ignore any level of pain, fear or despair, letting you stay in the game until it ends, or your body just plain falls apart.

Train To Win (400cp, Discounted for Sports Drinks)
By maintaining a careful balance of hydration, electrolytes and other minerals, you can maximize the effectiveness of your training. In fact, you can train and learn at five times the rate that you otherwise would be able to. (Don't worry about that maintaining a careful balance part, it will take care of itself.)

Performance Boosters (600cp, Discounted for Sports Drinks)
You know that winning requires you to give 100%, no matter what. Any less just isn't good enough. That is not a worry for you, though, because you can always perform at the very limits of your ability. You always do the very best that you are capable of doing.

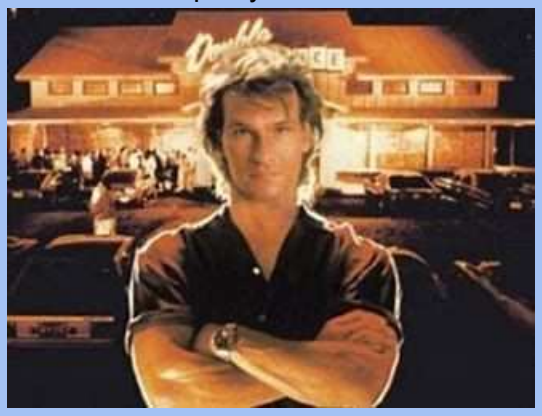
Adult Beverages



Suave (100cp, Free for Adult Beverages)
You are charming and sophisticated, with the knowledge, manners and skills to blend into high society with ease. This updates for whatever culture you are interacting with.

Well, They Are *Adult* Beverages (200cp, Discounted for Adult Beverages)
You are amazingly skilled both in the art of seduction and in what naturally follows seduction. You have all the little advantages in this area that would be expected if this were a QQ Jump.

Cleaned Out A Bar Or Two (400cp, Discounted for Adult Beverages)
You have some experience in violent confrontations. As a result, you are a skilled fighter and possess a sixth sense for danger, what someone more inclined to wear spandex might call a "spidey-sense".



Functional Alcoholic (600cp, Discounted for Adult Beverages)
You really know how to hold your liquor. In point of fact, not only are you un-impaired by alcohol, but there is literally nothing that can negatively affect, harm, alter or control your mind in any way, shape or form. This includes enhanced forms of persuasion or social manipulation.
In addition to this, you can utilize a fairly powerful fire-based breath weapon, just by blowing on an open flame. Not up to a dragon's level, but you might be able to match a flamethrower if you really tried.

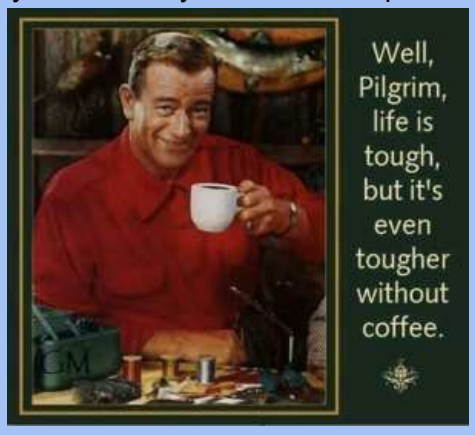
Coffee



Life Experience (100cp, Free for Coffee)
You seen a thing or two, been places and done things. Pick a career or job from the real world. You have a lifetime's worth of skill, experience and knowledge pertaining to that career, enough to put you at the top of your field. You also have whatever documentation is required to pursue that field. This can be taken multiple times, additional purchases are Discounted for everyone.

Wakes You Up and Keeps Your Mind Sharp (200cp, Discounted for Coffee)
Well, your mind is like a monomolecular razor. You have an eidetic memory with perfect indexing, complete cross-referencing, unlimited storage, tamper-proofing, protection from harmful memories, all the usual perks. This is fully retroactive as well.

Old Fashioned Joe (400cp, Discounted for Coffee)
You have lived long enough to learn that you have to appreciate the moments you are living in and remember where you come from. You are immune to despair and depression, always able to find satisfaction in your life and avoid the ennui that long life can bring. You have no difficulty connecting with more average people despite your differences, and you know how to hold on to the parts of yourself that you want to keep, no matter what.



It'll Melt The Spoon And Raise The Dead (600cp, Discounted for Coffee)
A really good cup of coffee can work miracles. Once per jump or per ten years, whichever comes first, you can come back from being killed. You will be transported to the nearest safe position and be fully healed, with all your abilities and energy sources full restored as well. Also, coffee can now substitute for all needed sustenance, both food and drink, and will refill any form of energy pool.

Tea



It Don't Matter If You're Black Or White (or Green)... (100cp, Free for Tea)
There are different types of tea: green, black, white, even herbal… but they're all tea. Now people will pay attention to that which you have in common, rather than fearing those things that set you apart. As long as you are not acting maliciously to harm them, people are fully accepting of the things that set you apart, be it your origin, your social customs, your inhuman appearance, or your amazing abilities. They will treat these things as interesting but unimportant details, and will judge you on your actions and personality alone.

Tea Time (200cp, Discounted for Tea)
The world can be a busy place, with not enough hours in the day to get everything you want done. It's nice to have a little time to relax. You have the ability to teleport yourself, along with any number of people in your immediate vicinity, to a small pocket dimension designed expressly for the purpose of tea time. This can vary between uses - it may be set up for a Japanese tea ceremony one day and a Middle Earth elevenses the next. Tea and snacks are provided automatically, and no matter how much time passes in the pocket dimension, only ten minutes pass in the outside world. Any attempts at violence cause tea time to end prematurely; it otherwise ends when tea has concluded.
Additionally, you gain knowledge of the proper etiquette used during any sort of beverage-related ceremony you encounter or conduct. Never worry about where to put the stirring spoon after use again!
You may only partake of Tea Time once per day.

"A Cup Of Tea Would Restore My Normality." (400cp, Discounted for Tea)
Tea is known for having a variety of effects depending on what mixture of tea you use and what herbs you add to it. Some mixtures help you stay awake and energized; some help you fall asleep more easily; some make you calmer and help ease your worries; some can even act as immune system boosters. You now have a natural wholesomeness which allows you to bring about these same sort of effects in others, helping them to feel the way that they would want to feel in the absence of fatigue and anxiety and to overcome nagging illnesses. You can also induce these states in yourself at will.
Additionally, you can choose to impose one of these states on someone unwilling, though this requires you to touch them and can only be attempted once per day on a given individual.

The Tao Of Tea (600cp, Discounted for Tea)
Tea is grown, harvested, cultivated, prepared, and consumed, a harmonious path. This path shares many parallels with the path of man, and so gaining even partial knowledge of the tao of tea aids you in developing your own tao.
As tea is steeped, growing stronger over time without effort, so too will you grow and learn as time progresses. This is a slow process, but time spent living life and experiencing all of its joys and sorrows, triumphs and tragedies will slowly improve your capabilities, up to their normal maximum. After all, even steeped tea can only be so strong.
You also gain an increased capacity for philosophy and self-reflection: an awareness of who you are, who you wish to be, and an ability to retain an essential “youness” as you change and grow.
The Tao is a path, and while you need not always follow it, you can always find your way back to it if you should leave it.

ITEMS

You can import similar items into any of these at no additional cost, even similar items from this Jump. Any item can be taken multiple times. If items are damaged, they will be repaired in 24 hours. If these items are lost, stolen, or destroyed, new ones will be in the Warehouse 24 hours later. If they are sold or given away, you get new ones at the beginning of your next jump. Any modifications or improvements you make to these items will be retained, even if the item is destroyed. All Origins receive a **+200cp** stipend to spend in this section.

Favorite Beverage (Free for All Origins or 50cp or 100cp)
You have an unlimited supply of your favorite drink, made exactly how you like it, and you can summon a glass/cup/shot/whatever of it at any time. For 50cp, this can be any beverage of a general type, such as any soda, any type of coffee or any cocktail. For 100cp, this can be any beverage at all, though beverages that normally provide a supernatural effect, such as healing potions or a god’s ichor, will not provide those benefits, though they will have all the taste of the authentic drink.



Souvenir Bobbleheads (50cp)
In every Jump, you get Souvenir Bobbleheads of all important or iconic characters. These are indestructible.

Souvenir Pez Dispensers (50cp)
In every Jump, you get Souvenir Pez Dispensers of all important or iconic characters. These are indestructible, and come with an infinite supply of all flavors of Pez.

Beer Helmet (50cp)
Despite its name, this helmet actually holds any sort of beverage in a container that fits on your head. Keep drinking at any time while retaining the use of both hands! This one also has the added benefit that people will not judge you for wearing it. If you also have **Favorite Beverage**, you may have the Beer Helmet refill itself with your beverage of choice as needed. You could have this in the form of a Platypus hydration system instead, but where's the fun in that?



"Drinking" Games (50cp)
A collection of games for you to play with your friends while you are enjoying your drinks, including a variety of cards, board games, darts, and such. At the beginning of each new jump, you receive a new packet of additional games, either ones from that jump or ones based on your adventures in previous jumps.

Mouth-Watering Morsels (50cp)
A bag of chips to go with your soda, or a tasty donut to go with your coffee… well, you don't have to worry about looking for that anymore, as at any time, you can summon a shopping cart full of whatever snack foods you desire at that time, of any variety (i.e., you need not choose one type of snack per cart). Yes, this means that you can summon brownies with pot in them...



Bare Necessities (Free for All Origins or 100cp)
You have a job that pays enough for you to live on, assuming you live simply. You also have a home of some sort, a cheap but decent vehicle of an appropriate type, and the various basic sundries needed to live. Basically, you have a life, set up and waiting for you. The job will be something you are capable of performing, and that works with your background, and the schedule will be flexible enough that it will not interfere in your extracurricular activities.
For 100cp, you have a trust fund that pays in whatever the local currency is, equivalent to two hundred thousand dollars ($200,000.00) per year. Your home, vehicle, and other possessions are upgraded to be appropriate for this level of income. This money is legal, with all taxes paid and all documentation needed. No one will question where it comes from.
Each time you purchase the upgrade, move the decimal point one space to the right.
This item follows you to all future jumps, along with all the accumulated money, adapting to any local currency as needed, and can be toggled off for a jump. Any other form of income you receive, including from other perks or items, can be added automatically to the trust fund, and will also be completely legal with all taxes paid and documentation needed.

Drinks Replicator (100cp)
Favorite Beverage may give you any sort of beverage you want, but you may not want to be stuck summoning drinks for all of your friends (or your planet-spanning civilization) whenever you have a shindig. That's where this comes in. A Star Trek replicator knock-off, this machine can create any drink for you as long as you can provide it with a recipe or sample, and as long as it has access to enough energy to create them. This allows you to prepare lists of options in advance and simply give a command to keep preparing drinks, to make it easier for parties.



Smartphone (100cp)
You have a top-of-the-line smartphone that will upgrade to match the best equivalent device in each new jump, but will never downgrade. It never needs to be recharged or maintained, will instantly repair itself, is immune to malware and hacking, and always has a signal, along with unlimited data and memory. This smartphone can never be tracked, except by its own GPS app. It also has an app that can play any soundtrack perk that you may possess, and it has digital copies of any and all media that you possess or can access in any form.



Laptop (200cp)
You have an absolutely top-of-the-line laptop. It never needs to be recharged or maintained, will instantly repair itself, and can always connect to JumpChan's Wi-Fi network, along with possessing unlimited memory. It also has perfect antivirus/malware protections and cannot be hacked. This laptop will upgrade to be equal to the most powerful computer of comparable size in the setting, and it will not downgrade if you go to a less advanced setting. In addition, the upgraded laptop's connection can never be traced unless you give permission. This laptop has digital copies of any and all media that you possess or can access in any form.

Libation Location (200cp; first purchase discounted for all Origins)
It's not always going to be enough to have all that you can drink: you'll also need somewhere to drink it. The first time you purchase this item, you gain a property which either inserts into jumps or attaches to your Warehouse. This property is themed around your origin, so while Adult Beverages may gain a neighborhood bar where everybody knows your name, Sports Drinks could gain a gym or stadium. Coffeehouses, diners with an old-fashioned soda jerk, pagodas for enjoying tea… maybe a water treatment plant or a natural mountain spring? You do you.
The property also comes with any staff needed to operate it. You may choose to have the staff follow you from jump to jump or be randomly generated from the current jump.
You may purchase this item multiple times to gain additional properties associated with other origins, or other appropriate properties for your origin.

Energy Drinks (200cp)
So-called energy drinks are a bit of an oddity: part sports drink, part soda pop, and sometimes with a bit of tea or coffee mixed in as well. They blend aspects of many beverages into a single (mostly) pleasant whole. You gain a four-pack of energy drinks which replenish themselves weekly. Upon consuming one of these drinks, you may merge one of your alt-forms with your existing form, creating a stable physique which has all the traits (positive and negative) of both forms. This effect lasts for a half-hour.
The energy drinks also have their mundane effects, so if you pound down four of them in a row, I hope your heart can handle it.



Wine Cellar (200cp or 300cp)
A wine cellar is added to your Warehouse, though it'll also hold any other beverages you may have. It expands as needed to house your beverage collection, allowing you to store said collection under perfect conditions. Drinks that get better with age will age to their peak and no further, while drinks that don't will be placed into suspended animation. Your wine cellar can start with a collection of 500 wine bottles. You can choose the vintages or defaulting to a collection of some of the best wines in the world, if you happen not to be a wine expert capable of choosing them yourself. For an additional 100cp, you will receive 100 more bottles at the beginning of each jump, appropriate to the setting.



Mixonomicon (200cp or 400cp)
This red-leatherbound book wouldn't look out of place on a coffee table or behind a bar, but it holds a not-so-dark secret. It contains an infinite number of pages, each of them containing instructions for the proper way to mix a particular cocktail. In fact, the Mixonomicon is not limited to cocktails and instead provides instructions for the perfect way to make any sort of drink from

start to finish - recipes to brew beer, coffee, or tea, distill potent potables, the secret formula for Coca-Cola, and so on. For an additional 200cp (for a total of 400cp), it contains the recipes for brewing magical beverages. By itself, this gives you the ability to brew things like healing potions, but with additional magical might, you might one day brew ambrosia fit for the gods themselves. Upgrading to the ultimate form of the Mixonomicon requires you to take the **Libation Wars** drawback.

Holy Grail (800cp)
This may not be *The Holy Grail*, but it is a Holy Grail. And it has a very special power as well, the ability to grant the **Unlimited Beverage Works** perk to anyone that can empty the cup in one drink without stopping. (It holds a full liter of liquid.) That perk will work on whatever liquid was drank from the Grail. If blood is used, you will not gain the **Unlimited Beverage Works** perk, but will instead become a vampire, with all the abilities and weaknesses of Old World of Darkness Kindred.
Taking this item requires taking the **Libation Wars** drawback.

COMPANIONS

Create/Import (50cp for 1, 200cp for 8)
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600cp to spend and the Item Stipend. These Companions can only take Drawbacks that affect them, not those that alter the world as a whole. You can transfer CP from yourself to a Companion, at a 1:1 ratio. You can create or import as many Companions as you are willing to pay for. The appearance, personality and personal history of newly created Companions is fully up to you, as long as it is reasonable for the setting.

SUPPLEMENT MODE

You can choose to use this Jump as a Supplement to another Jump. All locations and starting time are based on the base Jump, and **CP** is kept separate. The Jump duration will be based on the base Jump, and you lose this Jump's protection from danger. Drawbacks are adapted as needed to the base Jump. This Jump can be used as a Supplement multiple times, but you only receive CP from drawbacks after the first usage, and cannot retake any drawbacks except **I Am Thirsty**, **Big Gulp**, and **Libation Wars**. (Which does not grant CP after the first use.)

DRAWBACKS

Still thirsty for more? Well, I can accommodate you! Just take a few of these Drawbacks to score some extra **CP** to shop with. There is no limit on how many Drawbacks you can take or how much **CP** you can gain from them.

I Am Thirsty (+0cp, Mandatory)
Any ability that would eliminate your need to drink is suspended for the duration of this Jump.

Big Gulp (+100cp)
Instead of a measly ten years, you are going to be here for a long time. Add five years to the jumps duration. You can select this drawback multiple times.

Beer Goggles (+100cp)
It's well-known that some people have impaired judgment when they drink adult beverages. For you, Jumper, that extends to any sort of beverages. After you've had something, anything to drink, you'll find people much more attractive than they may be in reality. This doesn't otherwise affect your judgment (i.e., you don't suffer any of the other effects of excessive drinking because of this drawback).

Long Dark Tea Time of the Soul (+100cp)
You're often gripped by a sense of ennui, the sort that comes up when the weekend is not quite over but there's no time to do anything more fun before you need to go to bed so that you can wake up in time to go to work that you don't particularly enjoy. It comes and goes, but never goes for good.

Always Thirsty (+100cp)
You can never get enough to drink. You are going to have to keep something to drink handy pretty much all the time, which can be awkward on occasion.

Dry Mouth (+100cp, requires **Always Thirsty**)
You get an extreme case of dry mouth when you don't have something to wet your throat with. This will make it hard to talk and be very irritating as well as somewhat painful.

Almost, but not Quite, Entirely Unlike Tea (+100cp or +200cp)
For the duration of this jump, anything that you drink will not taste like it is supposed to taste, and frequently for the worse. No one else will seem to notice a problem with this, and any attempt you might make to explain how the drinks should taste will be misunderstood or lead people to think you're slightly mad in a pitiful way.
For an additional 100cp, you will not remember that you took this drawback.

Jumper Tea Party (+200cp)
You like beverages, and you like parties, but this is not a fun party at all. You do not gain the benefit of **Favorite Beverage** until after the jump is over, and people are after anything you would enjoy drinking so that they can throw it into a large body of water.

That's My Brand (+200cp)
Instead of your Origin representing a general preference, it is now the only type of drink that can quench your thirst. You can drink other things, but they will do nothing for you.

That's Not My Brand (+200cp, requires **That's My Brand**)
Your required drink is now quite specific, such as only drinking Pepsi or Red Wine or Folgers Coffee. You also need to drink considerably more often than normal, the less specific your required drink, the more you are going to need.

Drained Dry (+200cp)
All of your abilities from other Jumps are unavailable to you in this Jump. This also includes your Warehouse.

You Drink Alone (+200cp)

None of your Companions can enter this Jump with you. Don't worry, they are fine, but you aren't going to see them until you are done here.

Drain The Weasel (+200cp)
You do not receive the **Sufficient Capacity** perk until this Jump ends. In fact, you now have a tiny little bladder, and will need to relieve yourself quite often.

And It Burns (+200cp, requires **Drain The Weasel**)
Any time you urinate, it will feel like you are pissing burning razor blades. Enjoy.



Power Thirst (+300cp, requires **And It Burns**)
All of your powers and supernatural abilities are now fuelled by your liquid intake. If you are not well-hydrated, they start to fade away.

Libation Wars (+300cp)
Normally, this would be a normal modern-day Earth, just like the one we live in. But now, something both wonderful and horrible lurks underneath the surface.
Taking this drawback introduces the Holy Grails to the world. These magical cups, which there are a large but undetermined number of and which tend to show up in the oddest of places, all have the ability to grant amazing abilities and to inflict vile curses.
There are now clans of vampires in this world, all originating from someone drinking blood from a Holy Grail. There are also groups of people who use the cups to gain the ability to control various liquids. The existence of any other forms of supernatural beings or phenomenon are up to you, but at bare minimum, the danger level of this world is equal to the OWoD.

FINAL CHOICES

So, you drank deeply of all that life in this world can offer, and now you must make a decision. You can Go Home, which takes you back to your original world, Stay Here, or Keep Jumping. I am not judging here, do what makes you happy.
If you go home, you get a real AT-AT Walker from Star Wars to take with you, self-repairing, with infinite fuel and ammunition. Parking is your responsibility.
If you stay here, you get the rest of the perks from this Jump and one other Jump of your choice that you have already done, plus we will relocate your family, your pets and up to six friends to this world to be with you. All documentation and adjustments to introduce them to this world will be handled for you.
If you keep jumping, you get to share a meal with up to four people of your choice from your home world after the end of each jump. The food will be excellent and the drinks will be sublime. The invitees to these dinners can be changed each time.

NOTES

Joke Jump

Well, of course this is a joke jump. It is called Generic Thirst Jump, for goodness sake. But like my other Jumps, I have tried to also make it a useful, interesting and fun Jump to both read and use in your Chains.

Holy Grail

If you use blood from a different type of vampire, you become that kind of vampire instead. This vampire status becomes an Alt-Form after the jump it is gained in. If you have Unlimited Beverage Works, you cannot become a vampire using the Grail during this Jump, and vampires cannot gain Unlimited Beverage Works through the Grail during this Jump either.

Libation Wars

The danger level is OWoD not counting the various forms of the Apocalypse that are coming up. Those you don't have to worry about, just the normal threat levels.

Apologies

I admit, this is not my best work, and some of the perks might not be well-written or balanced. The thing is, I never felt inspired with this Jump. I took it on as a joke, but it never caught my imagination. I finally decided just to push through it and get it done, just so I could forget about it and work on something fun.
So, sorry about any qualities issues on this jump, I hope you can still enjoy it. Now I am going to go play with Generic Bears or Generic Dino Gauntlet!

The Tao Of Tea

The Tao of Tea acts as a passive form of training skills, abilities, and powers. Treat it as roughly 5-10% as effective as dedicated training, depending on how much your Jumper could be said to be experiencing life's ups and downs.

Update

The majority of the Version 1.1 update was written by Heridifel and Sonic0704. Blame them if you don't like it or you end up having to remake some builds.

CHANGE LOG

Version 1.1

Added the **Tea** Origin with the associated perks, **It Don't Matter If You're Black Or White (or Green)...**, **Tea Time**, **"A Cup Of Tea Would Restore My Normality."**, and **The Tao Of Tea**.
Added the Beverage Expert perk.
Added the **Beer Helmet**, **"Drinking" Games**, **Mouth-Watering Morsels**, **Drinks Replicator**, **Libation Location**, **Energy Drinks**, **Wine Cellar**, and **Mixonomicon** items.
Added the **Beer Goggles**, **Long Dark Tea Time of the Soul**, **Almost, but not Quite, Entirely Unlike Tea**, and **Jumper Tea Party**.
Added some images and adjusted formatting.
Experimenting with gifs.

Version 1.0
Created the document.