

Generic Novel: The Noveling 1.0 By Burkess

Welcome to Generic novel: The Noveling 1.0. A world where novels have come to life. You'll need these.

1000 Story Points.

Locations:

1. Earth, but more people write novels.
2. Earth, but more people write novels and there's many fantasy elements.
3. A fantasy setting where everyone has abilities like what you can find here.
4. Any setting of your choice, but with more novels and fantasy elements.
5. Novel Portal World. A planet filled with portals that you can use to visit any novel universe. You'll always be able to find your way back here.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Story Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Creative Process: You can create visual representations of your ideas that will then flow together to create a mock-up of what you're thinking of creating. Thinking of a novel would have magical pages arrange themselves, the information flowing from your mind and into them, changing as your ideas take shape and crystallize.

Novel Writer: Grants the skilled needed to write best-selling novels. You have the technical skills needed to consistently produce high quality works.

Generating Ideas: You can enter a trance-like state where you'll rapidly mesh together combinations of everything you've ever seen or experienced. This will rapidly create ideas that are new to you, unique combinations of ideas you've never considered.

Marketable Ideas: Enables you to examine ideas to know if they'll be popular in advance. If you hear a pitch, you'll know if a market you can sell this to exists and how it will be received.

Small Favors: People will do small favors for you easily, such as subscribing to your social media or leaving comments on your work. The less effort it takes for someone to do something for you, the more likely they'll be to do it. Especially if it doesn't cost them anything, and they like you.

Self Learning Creations: Books you write teach someone how to read them, the magic contained within educating them as they go and allowing them to understand. This extends to anything you create, letting you make technology that teaches the user how to use it.

Market Research: You're an expert at market research and when you lock onto a demographic, your finger remains firmly on their pulse. You know what markets need, what they crave, and what their grievances are. When you go to create a product, you can create one that's loved and cherished by your niche.

Instant Read: Lets you learn the information in a book or piece of media by touching it. If the information would be harmful to you in some way, you'll sense it and stop.

Grind Time 24/7: Grants endless motivation to work. You enjoy your jobs and feel a sense of satisfaction anytime you're doing something that benefits you in someway.

Immunity To Distraction: You can no longer be distracted, and snap out of confusion instantly. You're able to focus on something for as long as you like without your mind wandering.

First Draft, Only Draft: Your first drafts and prototypes of things come out like final drafts. Your first version of something will often be the best version of it that you can create.

The Right Words: Gives you a mental dictionary and thesaurus. It automatically updates to include all the words and meanings in any setting you visit, with quotes and example sentences from notable people in these worlds. This includes any and all languages.

Typo Blocker: You never make typos, never stutter, never use a word or phrase you didn't intend to. Your communications are clear and concise, and you're able to express yourself in the way you desire on your first attempt.

Career Options: Choose a career. You gain 10 years of experience in that career along with the memories. It comes up updating credentials that'll let you continue to practice these skills in the future.

Fantasy Job Class: Choose a fantasy job class, such as a knight, wizard, archer, or something else. You gain the skills and talents to use these abilities, and a set of starter equipment to go with it.

Finding New Things: Regardless of how much you learn and experience, you'll still find a way to discover something new and novel to you. Such things will be highlighted in your vision, so you can't miss them.

Novel News: Enables you to summon an enormous talking bird named News. If you tell the bird a fact about a subject, they'll respond with information about the subject that is unknown to you. The more you learn, the more facts that News will learn.

Novel Sense: When something you'd find interesting is going to happen, you'll be notified in advance, so you can be the first one on the scene. You'll always be warned so that you have enough time to make it there and witness whatever event, should you choose to come.

Spice Of Life: You know how to spice up other people's lives and give them good surprises. You're able to inject novelty and variety into their routines that gives them the pleasure of trying something new. In addition, you can sense in advance if someone will enjoy an experience or gift you're thinking about giving them.

Plot Convenience: The little elements are smoothed over in favor of the big picture. If you needed to get somewhere fast, transportation would be arranged. If the army needs to match, food and equipment will get taken care of with a small side quest from you. This helps to enable great moments and big missions that would otherwise fall apart from bad logistics.

One Great Lie: Each person you meet will suspend disbelief for one thing you tell them. It could be a truth or a lie, but they'll give you the benefit of the doubt the first time it's told to them. Just because they believe you or are humoring you doesn't mean they'll act on it, though.

Origin Story: Enables you to spark someone else's origin. This weaves someone into the narrative of the world they're in as a protagonist or antagonist, depending on their inclinations. They'll experience growth and challenges that will let them take local resources and become someone who shakes the foundations of the world.

The Hero's Journey: There's always more for you to learn, and you'll experience constant opportunities for personal growth and to learn more about yourself and the world around you. The universe will weave coincidence and circumstance to give you these chances to grow and experience situations that are relevant to things happening in your life. You'll find other people with issues similar to what you're dealing with, and will draw inspiration from the solutions, or lack of a solution, they find.

Damsel In Distress: If someone needs to be saved, you'll coincidentally be there to save them. Time alters itself to let you be there in time to do all this saving, and to get there in time to help. In the same vein, if YOU needed saving, the same effect would have an ally show up just as you needed help, or perhaps even before then. If there's someone who could help you in your time of need, and would if they knew, they'll be there. Even if they didn't know you required help or that you exist.

The Fake Out: If there's no witnesses to something, or there's a way to pretend it's less than what it was, the universe will let you perform a fake out. For example, you could have your leg broken by an enemy's attack. If no one but you confirmed that your leg was indeed broken, you can instead have only been bruised. And this retroactively becomes true.

Red Herring: You're able to lay false clues and, using magic, create evidence that points to something else being the truth. The more intensive the evidence you're creating, the more costly it is for you.

Friends To Lovers: You know how to broach the idea of becoming more than friends with someone. You're also able to tell if your approach will be favorably received before you do it.

Enemies To Lovers: Fighting against someone lets you gradually tease out details about them. Even if they want to kill you, the two of you could banter with each other. This exchange of energy in talking and fighting will reveal commonalities between you and if there's room for love to blossom, it'll find a way.

The Chosen One: In any prophecy or plot, you can insert yourself as a second chosen one or destined hero. You'll be able to use tools meant for the hero, gain the allies who would have supported the hero, and earn all the prizes the hero would have gotten.

The Ticking Clock: Deadlines are less so for you, as time becomes flexible to enable you to squeeze out the time needed to do something within a strict deadline. If you only had five minutes to disarm a bomb, you could fight the people who set the bomb up and disarm before it explodes.

Tragic Backstories: People feel safe sharing things with you and will give you details about their life with little prompting. You'll quickly learn to know the histories of those around you as they'll tell you about their pain. The act of doing this makes them feel relief and helps them to heal.

Mad Scientist: You're a scientific genius who can innovate in any field of your choice. Your specialty lies in creating alternate lifeforms and reviving the dead using lightning. Any form of science you study will quickly have you become one of the top experts in the field.

Evil Twin: By getting a sample of someone's DNA, you can create an evil copy of them who hates everything they love and loves everything they hate. The clone wants nothing more than to destroy the original.

Not Really Dead: In the event of your death, once per setting, the universe will retcon your death to make it, so you didn't actually die. You can spend charges from any 1-ups you have to trigger this effect for other people who have died, causing them to live again.

Villain Motivations: When you ask someone what their motivations are, they're highly likely to tell you. Only the most guarded villains will refuse to answer, with most bursting into a long monologue about what led them to this path in life.

Secret Identity: You're able to disguise yourself so well that even your friends and family wouldn't know you if they met you in costume. You can create realistic excuses that'll convince people that you and your alter ego aren't the same person.

Soul Crafting: Craft magical artifacts by putting a portion of your being inside of them. The stronger your soul, the more potent these artifacts are. You can choose to let the artifacts corrupt people and force them to act in ways that benefit you.

Magic Capabilities: Grants the capabilities to learn and perform magic. At first, you can perform some parlor tricks and light shows, but with training you'll be able to learn any magical tricks you can study. If someone teaches you how to cast a spell, even if it's not one you'd normally be capable of casting, you'll be able to use it for yourself.

In the same way others can teach you magic, you can teach magic to other people. And even awaken the ability to use magic within someone if they don't have the ability already.

The Mentors: When you need to learn something, you'll be able to find dedicated mentors who are interested in your success and want to help you get ahead. Often, it will take either offering them a fair trade or proving yourself to these people to get them to tutor you, and you'll learn rapidly under their wing.

Mentorship: You're gifted with the ability to show others your life experiences in highly realistic illusionary visions. You're able to convey precisely what made you the way you are today, and what lessons you hope the other person takes from you. Ideally, so that they do not repeat the mistakes you have made. And when you speak, you know the words to say to help someone get it. Even if they don't agree with you, they'll understand your point of view.

Media Walker: Can step into pieces of media to explore and experience them. It alters your copy of the media with the changes you make. These are worlds in of themselves, and you're able to bring items and people back from these places with you.
A caveat being that anything you pull out of the media that is stronger or more advanced than you are is weakened to the level that you are.

Brilliant Luminary Detective: You're a brilliant detective with a keen eye for the unusual and can pick apart a mystery as easily as you breathe. A side effect of your presence is that other people who are exposed to you will have sudden epiphanies and breakthroughs that they'll then immediately vocalize and explain.

Unstoppable Predator: The more successful you are at harming others, the more of a snowball effect it creates. A long string of victories gets much harder to disrupt as you've built up a momentum that grants you a variety of enhancements that'll let you keep winning.

When you do lose, or do fail in an act of predation, your streak is broken, and the benefits disappear until you manage to avenge yourself and succeed with that victim. Otherwise, you'll have to built up your combo from the start again.

Fantasy Race: Choose a fantasy race, such as an orc, a goblin, a troll, an elf, or so on. You become one of those. A second purchase can make you into a hybrid, gaining all the benefits of your choices.

Femme Fatale: Grants the skills of an accomplished operative in stealth, weapons, spying, infiltration, and more. You're also a master at using sex appeal to get what you want, and are well versed in seduction. People will be drawn to interact with, you, even if they know you're dangerous.

Kill Crazy: You evolve to get better at killing and spreading terror as you keep doing it. You drink fear, violence, and death, in place of sustenance, and it alters your body to give you the shape of a living nightmare, crafted as the ultimate weapon of death. You can guide your mutations, giving yourself ones beneficial for your preferred tactics and strategies.

As you grow stronger, you gain an affinity for the element of death and learn magic relating to it. The act of killing heals you, fixing any wounds you might have accumulated. The more damage you inflicted upon your victim, the greater the wounds it will heal.

Unreliable Narrator: When someone describes events, you're able to see them exactly as they happened. This same ability also allows you to view people's memories, if they consent to this. You'll instantly know if they're lying because you'll see the exact events that actually transpired.

Overqualified Party: Hanging around you unleashes people's true potential, and anyone who interacts with you for a length of time and faces trials at your side rapidly improves. All of your allies will scale up to be able to stand at your side, and become experts in the fields they've specialized in. If you become a legend, then they'll quickly become legends, too.

The Strongest Force Is Love: You are directly empowered by, and can empower others using love. Any form of love directed at you or towards those who loves you feeds into this. You can spend the love energy you've collected to enable a variety of superhuman feats, and fire love energy projectiles and waves. Love can also be spent to enable miracles of healing, rescue, protection and more. With the more impressive feats spending comparatively more energy.

In times of peril or need, you can draw upon the idea of happy endings and love conquering all to dig deep and overflow yourself with more love power. The amount of power you'll be given is dependent on the strength of the bonds you've formed and the amount of love you've helped spread in the world.

Main Quest, Side Quests: If there's a job that requires doing, you'll find out about it. Anytime someone requires a task done, you'll receive compensation equal to the difficulty of the task for completing it. You'll also be able to sense any location where your help would be best needed.

The act of performing these quests for people will make you stronger and more wise. You'll quickly adapt to the type of work you're doing and become better suited for it. If you act like a hero and do quests like a hero, you'll be a hero.

Hidden Dragon: Choose an element or color. You gain a breath weapon and elemental kinetic powers linked to that choice. You gain the instincts and desires of a dragon and the ability to transform into one. Your true form will be that of a dragon, but a young one to start off with. You'll only continue to grow stronger with age and your powers will become more potent.

Secretly Royal: In any setting you visit, you are retroactively related to royalty and will pass a DNA test to prove it. You'll always be in a position to inherent the throne, regardless of what throne it is.

Training Sequence: When you or others decide to train, you'll all disappear into an alternate world for the amount of time you set. You'll experience a music video of the training you underwent while in this place showing snippets of what you did to get stronger, and then will be ejected back into the world you came from. You can optionally choose to appear with new outfits and a DVD for the music video you shot.

Almost Invincible Monster: You can find weaknesses for any foe. If they don't have any such weakness, then your attacks can ignore a portion of their durability, regardless of any sorts of intangible powers, or invulnerably they may have.

Dumb Characters: You'll always be in a position to benefit from other people's mistakes and stupidity. Their worst personality traits will flair up when it would be beneficial to you. They'll sometimes make idiotic decisions that let you get away with things for longer.

Ancient Evil: Grants an evil sense, that lets you rank down to the numerical value who and what are the most evil beings in any setting you visit. You'll see lists of all the evil beings and what they did to get on there. You're allowed to choose the definitions for evil, and what acts make someone evil.

Cult Of Doom: Enables you to spawn a gang of cultists. They're always down for whatever you're into. You start with 20 of them, and by sacrificing humanoids, the cultists are able to self replicate. When the cult sacrifices someone or something in your name, you're able to draw power from this sacrifice. High quality sacrifices in great numbers can elevator you to godhood, as a dark god of sacrifice.

Mentally Compromised Character: You can spot the trauma and emotional wounds in other people. It's easy for you to target them and needle in ways that bring up their darkest memories. If someone makes eye contact with you, you're able to force them into a flashback that has them relive traumatic events from their past.

Failing Technology: Grants the ability to cause technology to fail. This releases a pulse from your body that, when it comes across something mechanical, makes it short out and break, if you will it. With time, you can learn to direct these pulses and even destroy things that attempt to shield themselves from your power.

Campfire Stories: You'll hear stories that foreshadow future events and have truthful elements as to what you'll soon be dealing with. When you tell a campfire story, you'll unconsciously speak of true events that actually did happen, even if you're unaware of them.

Science Gone Wrong: Before something would go catastrophically wrong involving science, you'll receive a 60-second vision of the future events that will transpire. This will tell you if you should stop it or not.

Forbidden Knowledge: Secrets that would drive others mad, merely expands your mind. You're incapable of being driven insane anymore, and can see things people weren't meant to see without flinching. You're always attracted to forbidden and dangerous secrets and have an internal radar to help you find them.

Items:

The Book Of Novels: This is a talking book that writes a novel for you out of your imagination. Simply touch the book, and it'll draw from your mind and memories, shaping the novel alongside you. When finished, it creates a new book that you can read the novel with.

The book is also a talented author and loves to talk about fiction and story elements. It will give you advice on anything you're thinking of.

Ghostwriters: This is an agency that ghostwrites books for you. All you have to do is give them some cash and a premise, and they'll write books that you can pass off as your own, giving you 100% of the credit. They'll be written with expert care and quality, exactly to your specifications.

The Book Of Revolution: This book spreads ideas among people, embedding these thoughts in the public consciousness as they spark debate. You just have to touch the book, and it'll give you a new book that contains all of your ideas. It also makes posters too, if you require them.

Cinder: This is both ereader technology that enables people to read and publish books, and also a company that specializes in publishing and selling books to people. You can spread the devices around to enable people to read ebooks and also make a profit from having them create and sell them on your platform. Pressing a book to one of the devices causes it to become an ebook on the device.

Big Business: A company that makes you a million dollars a year in profit. They don't require you to do much of anything, so you can spend all your time romancing people if you feel

like it. The company has expensive cars and helicopters you can use to impress people. And also for transportation.

Soul Mate Wedding Rings: A box of infinite wedding rings. These are special in that they take a tiny bit of the soul of the person who wears one. And merges it with the soul of anyone who wears a linked ring, also giving them a part of their soul as well. Rings can be linked to any number of people, and this soul bond enables sharing of thoughts, feelings, sensations, memories, and more things you can discover.

If someone wants to leave a bond, they just have to willingly remove the ring while thinking of no longer wanting to be a part of this. It returns the soul pieces and ends the connection.

Robot Army: A group of 100 humanoid robots. They'll follow your commands and have the technology to build more of themselves. They can activate a battle mode that makes them highly efficient and dangerous fighters.

Adventurer Tavern: A tavern that makes you a nice profit. It also has many people come here to drink and attempt to hire people to do quests or jobs for them. You'll also meet many travelers with a variety of special skills that hang out here, looking for fun and adventure.

Enchanted Murder Tool: This weapon, in any shape of your choice, feeds on death and violence. The more that it consumes, the more fearsome, and deadly it becomes. It learns more from each kill and will tutor you in the best killing methods as it becomes more informed. The stronger the victims it feasts on, the greater its progress and the better able it is to shape you into a peerless killer.

Body Modifications: A cybernetic workstation that lets you upgrade yourself and others. Currently, it contains the sort of additions you'd find in the cyber punk genre, but it can also install other upgrades you happen to find. There's a fabricator that lets it take samples of technology and biology and attempt to create cybernetic implants that mimic it.

Newborn Ai: A sentient AI in a colossal supercomputer. The AI is a newborn and will develop as you communicate with them. They have incredible capabilities and are willing to do whatever you ask, as they see you as their creator and parent.

Anti Aging Serum: A sci-fi serum that cures aging. Anyone who drinks it de-ages/ages to their physical prime and then remains in that state. It also grants a small healing factor that protects against infection and blood loss. It causes wounds that scar to gradually heal until there are no marks.

Spaceship: A speedy and roomy spaceship capable of faster than light travel. It's more than enough for you to use to explore the stars. It expands itself to fit more people as you add them

to the ship, and has on board fabricators that can produce food, water, and clothing for everyone on board.

Time Machine: A working time machine. This one creates alternate timelines when you use it, letting you go back in time and explore the world. It doesn't create any paradoxes because of that.

The Novel: Makes you an excellent writer when you pick it up. Holding it again while already a good writer will cause people in the setting you're in to develop powers similar to the abilities you can find here. This will spread across the setting until it becomes commonplace.

Fantasy Clothing And Accessories: An endless supply of mundane fantasy clothing. Any magic within the clothing is just to enable it to be worn as it's meant to be, or for colored lights and the like. There's always enough for anyone you want to equip.

Your Dream Home: By default, this is a large house with a white picket fence. When you sleep inside the master bedroom, the house will contact you in your dreams and enable you to reshape it to fit your whims. When you wake up, it'll have made the changes you asked for. It auto restocks on food, washes any clothing within it, and overall self maintains. It also warns you if it detects any danger nearby. If you take a bed from the house and then sleep on it elsewhere, the house will teleport to that location, pulling you into a bedroom.

Universal Translators: These are sci-fi devices that automatically translate the intentions of any being who speaks so that everyone present can understand them. One device could translate for an entire room of people, and they're small and easy to clip onto your clothing. You have an infinite number of them.

Camera Booth: It records your life at all times, in video and photo form. You'll see moments from everything you've done here. It also works retroactively. If there's a moment you want to capture, just think of it, and it'll give you videos and photos of whatever format you want.

Science Lab: A lab fit for a mad scientist. It expands and remodels itself to cover whatever kind of science you want to do in the lab. There are advanced automatic safety measures that'll protect you from accidents and keep your creations from escaping.

Steam Airship: A steampunk airship. It flies across the skies at a rapid pace via the power of steam. It's also a competent battleship and can take and give a real beating.

Abandoned Place: A mysterious structure that changes shape depending on your needs. It takes the form of a mask when not deployed. Simply place it down somewhere, and then it'll reshape itself into an area people want to explore and investigate. It'll also cause cars to breakdown nearby if that's what it takes to get people to visit.

The Hero Weapon: Transforms with your thoughts, taking the shape of weapons you imagine. Its strength is based on how important you are in the grand scheme of things and the narrative of the world. Anyone who sees it will know that you're worthy, if you are worthy. It consumes other weapons and gains their powers and history.

Ancient Castle: A fully intact castle from the Middle Ages, with a variety of servants. The place it outfitted for royalty, and you're the ruler here. There's a small town nearby that sells goods.

Powerful Artifact: Provides an overall enhancement to your power and can be used as a weapon. It transforms itself into a plot Mcguffin that'll solve the specific problem you're in, and then it destroys itself. You get a new one of these in every setting you visit.

Novelty Gifts: A gift basket that contains things that someone would find novel and interesting. They're always sure to excited and be something a person hasn't seen before. You get a new gift basket whenever you hand one out.

Novelty Shop: A shop that sells novelties. It restocks with items that are difficult to find in the setting and would require you to go out of your way to get them. The cost of these items is relative to how important they are.

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

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Story tokens, same as you got.

Large Furry Beast: A friendly, enormous furry beast that stands on four legs. They're always down to assist you in your time of need.

Red-haired Book Walker: A traveler who explores media. They have the ability to step into media and use it to learn secrets, which they spread to other worlds.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you feel like it. Unless a drawback conflicts with this. IE, it requires you to deal with something. You can leave after you settle any existing drawbacks.

Be The Main Character: You're the main character. The story now revolves around you. Challenges will be created for you. Slice of life moments will appear when the story needs a break. Events will transpire to attempt to create stakes and tragedy in your life. And you'll encounter many foes who seek to stop you from achieving your goals.

Longer Stay: You'll spend 10 more years here.

Blistering Pacing: Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Story points as you spent. They don't like you and want to defeat you.

Writer's Block: It's incredibly difficult once you sit down to create anything, and you'll spend most of your time procrastinating or looking at something else when you should be working. It takes pushing through this feeling to gradually erase it, and then it will fade entirely from succeeding at overcoming it.

Your Mirror: There's someone in this world who has thematic opposites of all of your powers and different goals from yours. They're equal to you, and very different. They have their own versions of all your friends. You'll eventually come into conflict over something neither of you are willing to easily compromise on.

You're The Chosen One: You're required to intervene in any plot or major events that take place in the world, or else they'll all have disastrous results. Major antagonists can only be defeated when you're either present or directly involved. IE, you empowered someone or gave them the weapon they used in the fight.

Evil Parents: You have two people who believe themselves to be your parents and may or may not be in actuality. They have evil variations on the abilities and items you've purchased here. They will periodically visit you and attempt to convert you to the dark side, as they're both accomplished dark lords. Furthermore, they'll be disappointed if you choose to remain neutral, but will respect your decision.

They will get upset and attempt to turn you evil by destroying the things you love, should you select to be good.

Their definition of good is deciding to go out of your way to improve the lives of others, without an ulterior motive or expectation of getting anything in return. Consistently helping people in a non-transactional manner will raise their hackles, and outright acts of heroism will have them decide to take action.

Evil Siblings: Gives you two people who believe themselves to be your siblings and may or may not be in actuality. They have dark versions of all your powers you purchased here and are incredibly selfish and petty people who only think about themselves, their parents, and you. They only desire to use their skills for their own aims, and bulldoze over anyone who gets in their way.

Forbidden Love Interest: You have a perfect love interest who, for various reasons, it is forbidden for you two to love each other. The two of you will face extreme societal pressures that will attempt to interfere in your relationship.

Doomed Love Interest: You gain a love interest who is suffering from a curse that makes them a constant danger magnet. Threats will come from miles to attempt to kill them, and it's up to you to keep them alive. The curse will be broken after one year, freeing you from this escort mission.

Self-Sacrificing Love Interest: You have a love interest who is a hero in their own story. They're prophesied to save millions of lives, at the cost of their own life. They firmly want to help other people and are willing to be sacrificed for this goal. If you want them to live, you need to find a solution to this.

A Love Interest Who Falls Out Of Love: You start off with what seems to be a perfect love interest, but overtime, this person will fall out of love with you. The passion is hard to reignite again, and they'll decide you two are probably better off as friends. It's up to you to decide if you want to leave things as they are or see if they want to keep trying.

Your Love Interest From The Apocalyptic Future: A soldier who returned to the past. They're exactly the type of person you'd like most, and they're on a secret mission to keep you alive. The fate of the world rests on your survival, and you'll have to save the planet or let it be destroyed. But they're being followed by an enemy from the future who will certainly kill them unless you intervene.

Evil Love Interest: A perfect love interest will be created for you. You and this person fit together like a glove. A fact about them is that the greatest joy they experience in life is the suffering of sentient beings, and a form of recreation for them is causing harm in horrific and novel ways. They'll be upset, but understanding if you choose not to pursue this relationship. They won't stop their activities, though.

Evil Demonic Love Interest: You've drawn the attention of a powerful greater devil who rules their own hell dimension. They love your world hopping nature and plan to use you as a vector to spread their hell dimension across the multiverse, conquering every universe you encounter in your name with an army of devils. If you aren't on board with that, they plan to convert you into a demon who would lose all inhibitions of doing such things. By force if need be.

A Dragon Wants To Kidnap You: A powerful dragon sees you as the crown jewel of their horde and will attempt to abduct you so that you can stay with them forever and share in all the treasures they've amassed. They'll grab anyone they think you care about if that makes you more open to living with them. It's possible to persuade them to take a different course, but they're also a powerful being who has never been told no in their life before.

Betrayal, But From Whom?: A very close ally will eventually betray you. You'll encounter many people who want to get close to you and befriend you, and it will be very difficult to guess who the traitor will be. It could be anyone.

The Cursed Axe Attacks!: A dangerous axe murderer is after you. They can rip trees from the ground, survive falls off tall buildings, and have the ability to teleport when not observed. Upon defeating them, the axe they wield will disappear. Weeks later, you'll be attacked by another murderer, wielding the same axe. They'll have a resistance to the tactics you used against them last time, and will gain a power boost to better contend with you.

The only way to stop the cycle is to get a hold of the evil axe that possesses people and keep anyone but yourself from touching it. Otherwise, this will start up again.

Uncommented: People rarely comment on your writings, and they seldom leave reviews for your published novels. You crave reviews now and enjoy feedback other people give you.

Impostor Syndrome Attack: You begin the jump with a crippling case of impostor syndrome and believe you're not good enough. This is something you can work on and overcome.

Heroic Apathy: You begin the jump with very little if any desire to do anything unless it personally benefits you. It will take time and effort to pierce through this and care about things besides yourself.

Dark Lord Bargain Sale: 1 in 1000 people will become dark lords, and gain an ember of evil power within them that gives them strength and enables them to learn supernatural powers. By consuming the power of other dark lords, a dark lord can further increase their own. Each of these dark lords has plans to conquer the world.

Rise Of The Light Lords: 1 in 1000 people will become light lords, and gain a connection to a source of great light within them. By defeating evil beings, their light expands and grants them even more power. Light lords have a tendency to become sanctimonious and overzealous in their fight against evil.

Kidnapping Magnet: You retroactively become a perfect kidnapping target for anyone who would want to kidnap someone. Your blood can be used to make powerful potions, your soul

would work perfectly to resurrect someone's dead lover. So on and so forth, you'll be discovered by these types of people, who will attempt to use you for their nefarious schemes.

The Baddest Person Alive: You attract villains like moths to light. They believe that by defeating you, they'll be known as the strongest because they succeeded where everyone else failed. Expect to be challenged to deal with waves of goons periodically as the local foes send their men in to attack you, and then they challenge you to a mostly fair fight after.

Some villains will play dirty and use subterfuge against you, and others will team up and attack with large numbers in the hopes that one of them brings you down.

Evil Clone: An evil clone of you. They love everything you hate and hate everything you love. Their only goal is the destruction of everything you hold dear, and they'll wield the exact same powers you purchased here to do that.

A Broken Version Of You, From The Future: A version of you from an alternate future will appear, wielding stronger versions of the powers purchased here. Their goal is to make you brawnier by any means necessary so that you can surpass them and avert the awful future they come from. They're willing to do things that would make you want them dead if that's what it takes.

The Anti-Jumper League: All of your enemies will now decide to team up, even if they're moral foes. They'll decide that YOU are a bigger threat who must be stopped. This includes any of the enemies from drawbacks. Your foes can form different groups within the larger organization to decide exactly how you're to be dealt with, especially in the case of the ones who don't want you dead.

You're The Prophesied Dark Lord: A long dormant evil spirit that grants power over condensed evil is awakening soon, and those who are candidates to inherent its power gain marks on their bodies. You are one such candidate, and your mark denotes you as someone who is the true heir of this dark legacy.

Hero types and generally good aligned people believe you should be stopped and at the very least imprisoned before you turn evil. There are others who decide you are to be killed on sight. You'll need to convince them you're not a bad guy if you want to work with them.

You'll also have to fight off other dark lord candidates who want the power boost that being the host of the evil spirit will bring them. If you come into contact with the evil spirit, it'll attempt to possess you, and you must defeat it in a battle of wills. Winning this fight gives you access to great dark power.

The Boss Dislikes You: You've drawn the attention of a major antagonist and now must handle that. In solving that situation, you'll then accidentally offend another antagonist. This continues five times before it ends.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?