Generic Jump

v1.1

In this jump, you go to a game/book/movie/whatever that doesn't have it's own jump.

+1000CP

Background

100CP- Choose a canon character who isn't cosmically powerful. You have a similar history and upbringing as they do. Your starting age is their starting age -4 + 1d8 and your starting location is their starting location. You may freely change your gender to their gender if you want.

This costs 0CP instead if you choose to be a Drop In and gain no memories or history in this world.

Race

Choose a race from the setting.

Free Human- You are a generic human like from Earth.

100CP Common Race- You are a normal, common species that makes up most of the setting. For example, most fantasy worlds would have elves and dwarves at this level. This is free if it matches your background.

200CP Rare Race- You are a member of a rarer species that has some kind of special power, but nothing too amazing.

400CP Powerful Race- Your species's powers by itself would make it a meaningful threat. Most non-mook monsters would go here.

600CP Top Tier Race- Just being a member of your species is a memorable and significant fact. Kryptonians in DC or gods in Norse mythology count. Can't be a species that makes you greatly more powerful than the main character(s) are at their peak.

Perks

You may buy each perk up to four times. Your first purchase of each perk is discounted 50% (or free for the 100CP perk) if it matches the character in your background.

100CP Quirk- You have some mildly useful but ultimately not very powerful trait from one of the canon characters. This is something like skill at cooking or encyclopedic knowledge of car trivia.

200CP Peak Human- You have an extraordinary gift, giving you peak human ability in something one of the canon characters is skilled at. Peak human here means regular Earth humans from your original dimension.

400CP Training- You have professional training in a very useful skill that you could easily make a career of, like hacking or magic. You are exceptional, but not world class.

600CP Super Power- You have one of the utterly fantastic powers or superhuman abilities of a canon

character. This could be anything from Helen of Troy's beauty to Sherlock Holmes's intelligence to the Flash's speed or Eliminster's supreme command of magic. This can't be something significantly better than anything the main character(s) ever had.

Items
You may buy each item up to four times. Your first purchase of each items is discounted 50% (or free for the 100CP item) if it matches the character in your background. Items re-appear in the warehouse after a week if used up, stolen, or lost. Properties follow you as warehouse attachments or are inserted into the world.

100CP Trinket- You have a not very valuable keepsake based on something from the setting.

200CP Big Ticket Item- This item is something that represents a large investment for the average person, like a car or a house.

400CP Rare Item- This item is something very rare, possibly magical or illegal, that a normal person is unlikely to ever get their hands on.

600CP Artifact- You get a very powerful item, something that is characteristic of one of the main characters or that makes you a significant power player just by possessing it. Think a Green Lantern ring or the sword Excalibur.

Companions
50-300CP Import- You can create/import a character for 50CP each, up to 300CP where you can create/import 8. They get 600CP each.
100CP Cannon Character- You can get one of the characters from the setting to accompany you as a companion if you can convince them to go with you. May not take anyone significantly stronger than the main character(s) at their peak.
100CP Mooks- Up to 800 mostly faceless mook characters become your followers. None of these followers will be significant on their own. They don't take up a companion slot but can't be imported.

Drawbacks
Max +600CP.

0CP Continuity/Alternate Setting- You can choose for this jump to be in the same continuity as a previous jump in the same setting, or choose which version of the media you jump (ie anime vs manga)

0CP Multi-Part- Sometimes, you can't cleanly separate properties in the same universe into discrete 10 year jumps. Pick another piece of media in the same universe that would start during your normal 10 year stay, which will henceforth be called Part 2. This jump ends right at the start of the of Part 2. You may not buy anything exclusive to a Part other than the one you're currently on. At a later date, possibly as your next jump, you can jump Part 2 with the following special rules:

-Your background only costs 0 if it is the same character as your background in the previous Part. If you pay for a non-drop in background, events will quickly conspire to put you in a situation similar to the new background (such as being offered a chance to defect from the bad guys to the heroes or discovering you were the long lost heir to a foreign kingdom.) The same applies to imported companions who had been to a previous Part.

-Drawbacks from Part 1 still apply to you until 10 years after Part 1's start date. You may not buy identical drawbacks to any that currently effect you.

As a special method to avoid the End Jump drawback, you may split a jump into Parts at the moment galaxy busting or greater powers/items/characters would show up, even though it normally wouldn't be possible to split a jump of a single property like that.

0CP Full Time- Your time in the jump extends to the end of the story instead of stopping at the regular 10 years. Only available for settings that have an explicit story, so generally no TTRPGs or sandbox games like Minecraft.

0CP End Jump[Mandatory if available][Requires Full Time Drawback if available]- You will gain your spark at the end of your time here. This Drawback is only available if you can purchase galaxy busting or greater power through this jump.

100CP Annoyance- Something annoying from the media constantly annoys you.

100CP Humiliation- Some minor but embarrassing characteristic or effect from the setting afflicts you.

200CP Character Flaw- You share a great character flaw with a member of the cast, giving you an exploitable weakness.

200CP Threat- A significant but not overwhelming faction or character is devoted enemy.

300CP Mirror Match- There's someone in the setting with powers equal to yours who wants to kill you.

300CP No Powers- You and your companions lose all powers from previous jumps.

Ending
Go Home
Stay Here
Keep Jumping