Generic Protagonist Jump

Version 1.0
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The most nondescript office interior. Simple chairs, white painted walls, carpeted floors, and anything else completely non-unique to break the illusion of how-

"-Just great, yet another visitor. Just go grab this paperwork and fill things out. You aren't the first nor will you be the last one to visit us. Oh, and take these **1000 Generic Points** if you wish to use the Vending Machines around the corner."

The paperwork then got left on the counter, as the individual then closed a glass shudder that had an slip of paper taped on that read, 'Be back in 10 mins.'

Application To Be A Protagonist

Identity Fill-In Form: Pg. 1

Fill in your Age and Gender, in accordance with what makes sense to you or what you are doing on your end. Given the wide range of being a 'Protagonist', you do have a lot of freedom of choice.*

Remember, this application makes you a Protagonist. And not the ONLY Protagonist if it can apply in where you go.

Origin Classification Form: Missing Page

The page is missing and the only thing below is some signature lines to fill in. And the individual at the counter hasn't returned back yet.

Perk Acquisition Page: Pg. 5

If you are reading this, please use the Vending Machines around the corner. Due to many complaints and verbal arguments, we will not continue using this format for your Perk (and later, Gear) selection. Then once you are done there, turn to ***page 7****.*

If you do wish to form a complaint, please consult your Benefactor. And if you don't have one, then ignore the last line.

Perk-O-Matic: Beverages & Snacks

One of the two machines around the corner from the counter window. And despite the factor there was a corner, there is not much else. Not even a door or additional form of exit inside this strange place.

The **Perk-O-Matic** looks like a standard vending machine, albeit with a clear glass barrier in front of the products lined along the shelves. Though there is no exit hatch at the bottom or anywhere else for said products to go. And the slot to insert whatever currency it would accept is missing-

"**Welcome to the Perk-O-Matic! You have *1000 GP*. Please approach the machine if you wish to buy anything and a selection of what we have available will be given to you. And please do not strike this machine in frustration."**

The machine then begins to display the options through the glass barrier as a potion of itself opens up with arrows and some other buttons for confirmation and rejection.

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100 GP Section

Hammerspace: A sphere shaped bottle that says **Hammerspace**. Its description reads,
"*Perfect for those that wish to store stuff on their person, but not actually be on their person. This also makes it where you can store more items for quantity or even larger items if you have something like this already."*

Luck Magnet: A square box that says **Luck Magnet**. Its description reads,
"*This improves your quality of luck, making things go in your favor in both normal and not-so-normal ways. This also makes it where you can give this small boost of luck to others if you would want to. Has an additional copy in stock."*

Skill Boost: A triangular-bottle that says **Skill Boost.** Its description reads,
"*For use in improving a skill to a nominal level that most Protagonists would have as either their speciality or result of hard training. Cannot buy more due to lack of additional stock."*

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200 GP Section

X Weapon Trainer : A square shaped bottle that says **X Weapon Trainer**. Its description reads,

"*For use in improving a broad set of skills with a particular weapon type, no matter how exotic or primitive it may be. Also works with guns, in case you are wondering. Limit 1 per customer.*"

Defense Orb: A blocky-shaped sphere that says **Defense Orb**. Its description reads,
"*Offers a boost in defensive power by a decent bit to protect against any form of damage or harm when you actively focus on protecting yourself or others.*"

Offense Orb: A spiky-shaped sphere that says **Offense Orb**. Its description reads,
"*Offers a boost in offensive power by a decent bit when applying damages to any opponent with singular, strong attacks. Does not work with DPS Orb or other similar Perks.*"

Damage Per Second Orb: A multi-sphere object that says, **DPS Orb**. Its description reads,
"*Offers a boost in dexterity and speed stats by a decent bit when applying damage to any opponent with multiple,weaker attacks. Does not work with Offense Orb or other similar Perks.*"

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300 GP Section

Regen Orb: A heart-shaped sphere that says **Regen Orb**. Its description reads,
"*Offers a decent regeneration rate for healing when in and out of combat. Can be shared to others, though it will reduce the effectiveness of its rate over time greatly. Does not work with Stamina Orb or other similar Perks.*"

Stamina Orb: A triangular-square object that says **Stamina Orb**. Its description reads,
"*Offers a decent boost to stamina for an individual's body to use in multiple tasks. And also provides a small benefit for endurance as well. Does not work with Regen Orb or other similar Perks.*"

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400 GP Section

Empty. Nothing there.

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600 GP Section

Ultimate Potential Platinum X: Its description provided by the machine reads,
"*The key to unlock unlimited potential, while also offering a boost to get you started there by improving what you have by x10 across the board for all positive benefits and effects.*"

Though as you look at the interior where it is listed to be at-

"**OUT OF STOCK: WILL NOT RESTOCK**"

-"And that is all we have. We will no longer take any more GP. Thank you for using the Perk-O-Matic. And please do not strike or shake the machine in case of any frustration at the lack of possible options*."

*(*If you end up trying to strike the machine at this point in anger, you will notice that your purchases, if you had any, will now be reduced in effectiveness by 1/3rd. However, the machine will also throw a small cube item at you as well.)*

Special Section (Exclusive)

De-Level Cube: A small box with a tapped on set of paper on the first page revealing its name as the **De-Level Cube.** The following pages describe it as,

"*By giving up all of the Power you have gathered across the Chain and returning yourself to before you even got your Body Mod while in a short temporary state, you can inflict this same state to an opponent at your whim.*

However, when this temporary state is finished, the opponent will remain permanently in that state till their existence is over. As a consequence and catch, this will invalidate any uncapped limit potential perks you have, make all learning/training boosts you have get cut by 95% and lower your current extraordinary capabilities by 1/3rd of their effectiveness.

These negative effects also stack/apply again for any additional opponents you do this to, till ***5 Jumps*** *have passed for each usage. After the timespan, you will return back to your once full-power, plus whatever you have gotten since then.*

And take this dangerous choice seriously, because this can and will cause a Chain Failure if you become careless with it or try to use it on your Benefactor.

Gear-O-Tronic: Trinkets & Curios

Taking what you have left of your GP (if you DO have any), you turn to the other machine nearby. It looks like a different colored version of the one next to it, except -

"**Welcome to the Gear-O-Tron! Please approach the machine if you wish to buy anything and a selection of what we have available will be given to you. And please ignore this machine if you don't have any GP."**

-That part.

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100 GP Selection

Iconic Apparel: A blank box that reads **Iconic Apparel**. Its description reads,
"*An entire outfit that suits your taste and form while offering a tiny boost across your best traits and skills, while also wearing it makes you always recognizable to your friends, companions, and followers no matter while you wear it.*"

Amplifier Accessory: A slightly shiny sphere container that reads **Amplifier Accessory.** Its description reads,
"*A small item of some significant meaning that when in your possession, offers a tiny boost across all of your worst traits and skills, while also being extremely improbable to be stolen from your possession. It also can't be destroyed through accidents or indirect fire, though it it*

doesn end up broken somehow, it will return to your Warehouse fully repaired the following day."

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200 GP Section

Taste Modifier Tin: A small tin-box that reads **Taste Modifier Tin**. Its description reads,
"*A special tin with multiple options inside to make any edible material you can eat or digest taste a certain way you want. Also makes whatever is used to offer temporary buffs that last longer depending on how much you eat in one sitting. If you do happen to use up the tin's contents in one go, a new tin will drop off in your Warehouse in about a week."*

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300 GP Section

Iconic Weapon Carrier: A somewhat small metal crate that reads **Iconic Weapon Carrier**. Its description reads,
"*A portable carrier for your weapon of choice, which as long as it stays inside will gradually fix any damages for integrity and damage output. It will also clean the weapon, while maintaining its desired visual state as well if said cleaning could disrupt it."*

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400 GP Section

Empty, just like the Perk-O-Matic. And as it moves onto the next section-

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Special Section: 500 GP

De-Wealth Penny: A blank coin object that reads **De-Wealth Penny**. Its description reads,
"*A special coin that can be used as the ultimate bargaining tool. It has limitless worth when being offered, though to even give it away as part of a trade comes at a heavy cost and condition.*

All forms of passive wealth generation that you have will be stopped, while also stopping any form of Perks that offer improvements or benefits from having or spending money. It also makes it where you lose all of the currencies you have till you only have the equivalent of 1 Cent left.

*These effects last until **10 Jumps** have passed, at which point they will go away and you will get a new copy of this Ultimate Barging Tool.*

Setting & Location Form: Pg. 7

The sound of a glass shutter opening manages to just perfectly make the right amount of noise to catch your attention. Looking around the corner from the machines-

"-Hey there. Don't forget to fill out Pg.7 and onward on your papers there. And don't try to talk to me. I'm just here to take the papers when you get done."

The page offers a list of settings to possibly use. Though while it does mention that these are just the bare bones, these also can be other settings that can be substituted or imported in to fill in the corresponding option.

Alternatively, You can also mix and match the options here if you would wish to go that route.

1. Fantasy World - *What it says on the tin. Comes in many versions and permutations. Usually has Magic and other fantastical elements.*

2. Real Life Past - *For those who used to belong to Earth and want to explore the past beyond their own. For those who are not from there, it is something new to experience.*

3. Modern World - *See tin name. A sense of normalcy to those from similar worlds.*

4. Alternative History - *For those who wish to go even stranger or crazier versions of the Real Life Past option.*

5. Post-Apocalyptia - *Perfect for those who wish to tackle things where things are just plain terrible or are trying to fix the world.*

6. High Tech World - *Breaking into the realm of Soft and Hard Sci-Fi. Don't expect things from the Medieval Fantasy or Magic side of things.*

7. Magitek World - *The mixture of the two opposing sides, meaning something that may be fun for those who like both.*

8. Space Colony Setting - *Perfect for those wishing to explore or those trying to set up empires across the space.*

9. Multi-Galaxy Setting - *In case you want to go for a very, very, very large setting. Good luck getting everywhere in the time you got.*

10. Other Worlds/Settings - *If you manage to have a world or setting that doesn't fit the above, this covers everything else out there.*

Companion Compatibility Evaluation: Pg. 8-9

"Don't bother filling out the questions on the personality stuff. Lot of the applications before you barely even care about filling that out. In fact, that one doesn't even offer anything."

Reading the page over, the individual turns out to be technically correct. Turning to the next page-

-It was just blank with no text besides the page number on the corner.

"And I think when they saw that one, it explains why they didn't fill it out."

Challenge Application Form: Pg. 10

This section offers no GP compensation benefits. In fact, these are only modifiers to add to some challenge to what awaits you. Though there is one in there that is-

Mandatory Drawback: Mandatory Time
"Just like those other Jumps. You have to stay 10 years. If the setting won't exist in the entire span of 10 years, you have to stay till however long you can reasonably last."

Bad Luck Magnet:
"Yeah, this makes you unlucky and overrides any good fortune you may expect. And no, you can't twist this bad luck around to your advantage. Doing so just makes it worse for you overall."

Natural Music:
"Any Soundtrack or Music OST-type Perks will now be nullified, alongside any Gear or alternative media you have that can play music that doesn't exist in the setting. If you want to listen to it, you and your companions gotta play them yourselves."

Pacifist/Blood Knight:
"First one makes you dislike using violence and causing harm to others. You can still do it, just that it will take far more effort. Second one is the opposite where you do like to use violence or harming others as your go-to method, alongside taking more effort to be more peaceful or non-violent approaches.

Also, Pacifist makes any benefits from Perks and Gear that work or benefit from violence in nature also nullified. And vice versa for Blood Knight with Perks and Gear on its end in what they nullify."

Rival:
"Someone else out there now ends up as a Rival. No matter what, they will act in the range of being a small annoyance, to a large thorn in your side, or just the exact thing to screw up your ambitions."

Mirror Archetype Personality:
"In short, you feel a strong compulsion to act like an archetype that doesn't suit what you may actually be. This will be very hard to resist, but at least you'll get some moments to be yourself."

Last Signature Section: Pg.11

Having reached the last page, this one covers three options you have once this Jump is-

"-Yeah, you can fill it out now. Just don't change your mind after you mark it and sign down below. I won't change it for you."

Chain Decisions

Continue Your Chain:

This option lets you continue your Chain with whatever ends up being your next Jump.

Stop Here:
This option leaves you in the world you are going to be in, with whatever you have done with it.

Go Back Home:
Wherever your original home was, you'll be taken back there with everything you gained from following the Chain to this point.

Application Submission

"I can see that you are done. Just leave it on the counter. And you'll be transported out to your destination. I'd say good luck, but I doubt you care."

And with that-

Miscellaneous Section & Notes

Note 1 - This is my take on an experimental Jump project, so results may vary. And to clarify some key points in case you missed them:

1. ***1000 GP*** Limit. No way to get more.
2. No Discounts, Origins, or Companions.
3. Focus on limited Choices and Downsides on the Exclusive Options.
4. Open-Ended Location Selection.
5. Attempted Comedic Tone.

Note 2 - Concept

The idea was that this was something made that started out grander, but now is just 'Generic' due to how many changes have occurred. Such as the Perks and Gear machines that past applications cleared out of the very top end stuff already. Save for the hidden stuff that many people wouldn't take a risk on.

As for the rest, the nameless individual also is meant to have seen it all and just treats this as a job to get over with. In the sense they too have become 'Generic' in a sense as well.

Note 3 - Potential Updates/Adoption Status?

In consideration for adding more and expanding on things, but this will be it for now till I get feedback and reception.