Scooby Gamers Jump

ver. 1.4

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In most versions of Sunnydale Ethan Rayne's little Halloween spell would leave nothing but fading memories and stories of a gas leak, however such isn't the case in this particular world. Due to outside interference, certain people, namely Cordelia Chase, Dawn Summers, Xander Harris and Willow Rosenberg received costumes that were enhanced such that certain traces remained. Dawn picked up magic, Cordelia gained the ability to shift into a beast girl and more importantly for the story Xander and Willow picked up the powers of a Gamer much like a certain webcomic character.

Later on, they and their new friends start traversing the local multiverse, initially by accident landing in the Wormverse and eventually figuring how to control their travels, managing to also visit versions of the Potterverse, Stargate-verse, Firefly-verse and the world of Gilligan's island.

You'll be spending 10 years in this set of realities, with free **1000 CP** to start you with purchases.

Starting Location

Pick your starting location for free or roll 1d8 to receive an additional 100 CP. Students and Adults start out as natives of their location. Companions can pick different Starting Locations for free, but can't roll.

1. Sunnydale, Buffyverse: This is a world of magic and vampires, multidimensional monsters and millennia-old prophecies, and of course, a Slayer whose job is to kill most of the above. You arrive in Sunnydale, California, the location of the interdimensional gateway known as the 'Hellmouth' which is about as pleasant as it sounds.

2. Brockton Bay, Wormverse: Or you could end up somewhere that somehow manages to be worse. This is the city of Brockton Bay, located on the East Coast of the USA. A world of superheroes and thrice as many supervillains, and an alien eldritch abomination flying around pretending to be a hero.

3. Godric's Hollow, Potterverse: A small, quaint little village somewhere in the Welsh countryside, this place looks perfectly mundane at first glance. Stranger things lurk, though, as this is a world full of magic and mystery, and this village is the birthplace of Harry Potter himself. Don't be coy, you know who that is.

4. Destiny starship, Stargate-verse: An abandoned Lantean starship that has been damaged and has been floating through space for a countless number of years, waiting for its Stargate to activate and bring a new crew on board.

5. Serenity starship, Firefly-verse: Starship under command of Malcolm Reynolds, in an unknown solar system somewhere in our galaxy.

6. Gilligan's Island, Gilligan-verse: A tropical island somewhere near Hawaii, with a magical curse on it to keep people ageless. Perfect vacation location, if not for the fact that it is remote and uncharted.

7. Free Pick

8. Pylea, Buffyverse: Demon-inhabited dimension where people are considered to be cows and are kept as slaves and for food.

You start during Ethan Rayne's Halloween spell in Buffyverse. If you start in one of the other locations, this means that in a few weeks or months the Scooby Gang will appear there.

Gender

Same gender as in the previous Jump or pay 50 CP to change.

Age

Roll as required by origins or pay 50 CP to pick any age reasonable for your origin.

Origins

Drop-In - You have no history or backstory in this world, having appeared out of thin air at insertion. Roll 1d8+18 for your age.

Student - You are a student at one of the local schools, like Sunnydale High School or Winslow. Roll 1d8+10 for your age.

Adult - You are (supposedly) a responsible adult. Roll 1d8+29 for your age.

If you take the Student or Adult origin and start in a world that would not normally have magic, superpowers, or whatever else you may purchase in this document then do not worry. You still have those things (if you purchase them) and can attribute your possession of them to jumpchain shenanigans. You may choose whether or not other people start out knowing you possess such abilities in starting locations where they would be abnormal.

If you take the Student origin and end with a starting location that logically wouldn't have people at that age present, then assume that some sort of accident caused it, like malfunctioning portals.

Perks

All 100cp perks are free to their origin, with the rest of an origin perk tree being discounted to that origin.

Drop-in -

Going With The Flow (-100 CP) - You gain perfect control over your emotions, never again getting shocked or surprised by something and being able to just go with the flow even in otherwise stressful or hectic situations.

Crafting & Repairing (-200 CP) - You are a rising star in crafting and hand-working. With some time and effort becoming an expert in any sort of crafting you set your mind to is entirely possible. You are also extremely talented at repairing damaged items and figuring out their functions - so long as you've got the time and the resources, you could put back together even devices and artefacts you've otherwise got no clue as to the function of or that would otherwise be irreparable. This works as a training booster for crafting, letting you learn crafting skills three times faster than before.

Second Trigger (-300 CP) - You gain the ability to give parahumans a second trigger without all the mental trauma that normally would be associated with that. This works even on non-parahumans, as long as they have some sort of superpowers. A Second Trigger doesn't give them any additional powers, but it does give their existing ones new capabilities or new avenues of use. If other people with superpowers are nearby, then it looks at their powers for 'inspiration'. Unfortunately, this works only once for each being.

Yin & Yang (-400 CP) - Being that you're Drop-In, there is something different about you. You are like the embodiment of Yin & Yang, perfectly capable of holding powers that otherwise couldn't be safely held by the same person or using artefacts that should never be otherwise used by the same person. So using light and dark side of force from Star Wars universe is now not a problem anymore and eating several Devil Fruits from One Piece does not have any adverse side-effects. Even using several power canisters dropped in IDs is now possible. Unfortunately does not work as a workaround for fiat-backed perks, powers or items that specifically mention one-use only or incompatibility.

Lucky Bastard (-600 CP) - Sometimes it feels like you've been blessed by Lady Fortune. That skill book you've been trying to find for days randomly falling on your head? Just barely surviving a magical attack that should have definitely killed you? Getting gamer quests to help somebody that can't call for help? This is now all possible, what with your luck getting boosted into the outright supernatural. Where it would matter, such as for those with the Gamer power, having this boosted luck as a result of this perk does not make "training" your luck any more difficult than it would normally be if you didn't have this perk.

Student -

Keep Training (-100 CP) - Never ever again will you get bored with your training and you can keep doing it for hours and hours, pushing your stats and skills to absurdly high levels through nothing more than simple perseverance. You both enjoy studying and training but more importantly have the will to actually go through with it even if it is tedious. Perhaps most import, however, is that you can easily figure out ways to make your studying and training more efficient, allowing you to get more out of your time than you may otherwise have done.

Ingenious Ideas (-200 CP) - Some of the greatest ideas come from students thanks to their flexible view of the world. You've now permanently gained these skills, coming up with genius ideas that might seem unlikely to work, but they do. Some might even call your ideas hacking reality. While not every idea will pan out, you can rest assured that you will never lack for inspiration for new ideas, many of which will prove groundbreaking if you expend the effort and resources to put them into practice.

Teamwork (-300 CP) - You're an expert at convincing people to work together and at coming up with strategies that play to the strengths of your teammates and eliminate weaknesses. With just a little bit of time you could have even a group of misfits that don't really like each other working together as a group of experienced professionals.

Instinctive Mastery (-400 CP) - You instinctively master using any of your abilities and powers, even if they're brand new. Does not make you an expert at using them, but stuff like knowing how to instinctively swap between different forms acquired via Beast Form is now effortless.

We Go Together (-600 CP) - You possess the uncanny ability to bring new allies into your group, often possessing skills that are useful to you and yours without any training necessary. You can also train these individuals exceptionally well, bringing them much closer to your level, if not always with the same skills, as this perk functions as training booster and boosts training of new members five times, while also boosting training of previous members twice as much, with these boosts lasting for two months.

Adult -

Profession (-100 CP) - You have the training, knowledge and skills required for a profession of your choice available in your starting world. While you're aren't the best that ever lived in that subject, you are comfortably within the top 100, with the credentials to match where it would matter.

Demonic Law (-200 CP) - You are now expert at law and demonic law, knowing all the tricks of the trade and having the capability of writing magical contracts without accidentally making any mistakes. Even better, with each new world you visit your knowledge updates itself to include laws of that world, both society's laws and laws of magic.

Magic Practitioner (-300 CP) - You have the distinction of being one of the adults actually trained in using your magic, being capable of the general use of it and with mastery in a single specialization in one field. For an additional 100 CP you can purchase additional specialization. You can't pick rare specialization like enchanting or alchemy, but more common stuff is perfectly alright.

Enchanting (-400 CP) - You're an expert at enchanting things, knowing a bunch of basic enchantments and having the skills to figure out most enchantments on various items from just examining them.

Hiding in Plain Sight (-600 CP) - You have an extremely valuable skill to make your magic and magical power undetectable, letting you hide in plain sight and avoid getting detected by enemies and headhunters trained to find magic practitioners and capture them for use as mana batteries. This works on other supernatural abilities you may possess as well. Unless they see you using them first hand it will be impossible for others to know you have supernatural or magical abilities. In cases where this would not be to your benefit, you may instead give the impression of having "normal" magical/supernatural abilities no greater than the average person within the setting.

General -

Specialization Focus (first free, additional -200 CP) - You are particularly suited to an archetype found in most RPGs, either that of the mage, rogue, fighter, or maker. The fighter learns direct combat skills more quickly and has a natural disposition towards the physical stats of Strength and Vitality. Rogues are more suited for varied skills commonly related to thievery and subterfuge, as well as gaining increased growth in Dexterity and Luck. Mages learn magic of all kinds more quickly and are adept at increasing their Intelligence and Wisdom. Makers are skilled crafters, increasing their rate of growth with any skill related to the creation of something else, their Luck tends to be surprisingly high and your rate of growth for this stat is increased as a result. You can take this up to four times, the first is free for all origins, each additional purchase costs 200cp.

Minor Skill (-50 CP) - Each purchase of this gives you access to one of minor skills or abilities, like one of the specific resistance skills (Acid Resistance, Electricity Resistance), Magic Sight, Mana Arrow or Summon Elemental. Skills and abilities that you could develop on your own over time and right resources. Additional purchases of this for the same skill or ability provide you with additional mastery of it.

ID Creation/Escape (-100 CP, free with Gamer power) - You have the skill and knowledge required to create and escape from Instant Dungeons. Unfortunately, you'll have to train this skill up, as your IDs start out small and empty. You start capable of creating IDs with one ''low level'' monster (such as zombies) and one ''low level'' effect (such as boosted health regen). For an additional 100 CP you can pick one additional type of monster and one additional effect that you will know to include in your IDs right from the start.

Scribe, Copy (-100 CP) - You have this seemingly magical skill to scribe and/or copy skill books, either from your knowledge or from already existing physical copies. You'll just need to provide some sort of material, like paper, on which you'll scribe/copy it. Anyone can use these skill books regardless of whether or not they would normally be able to.

Multitasking (-100 CP) - You are now expert at multitasking, perfectly capable of doing several things at once, like watching a movie and simultaneously working on enchanting an object, or training your physical abilities while holding a conversation, or practising some skill while playing a board game.

Boosted Stat (-200 CP) - One of your stats is boosted to supernatural levels (check in the Notes section for details). Additional purchases are discounted, but each individual stat can be boosted only once.

Evolving Skill Set (-200 CP, free with Gamer power) - Once you have mastered the use of a skill or a power, you can cause it to evolve and either provide a new skill that builds off the old one, or remove previous restrictions or add new aspects to it. For example, this would cause Summon Lesser Elemental skill to turn into Summon Greater Elemental or cause Soul of the Sacred Forge to grant Fire in the Blood. This might also provide a title for mastering rarer skills, which could, in turn, offer you its own boosts and benefits.

Merit System (-100 CP, free with Gamer power) - You will occasionally find yourself with a quest-like notification that gives you a challenge of some sort, often shortly after finding something that could be turned into a decently difficult challenge (such as a Zoo themed Instant Dungeon with several exhibits to defeat). This notification will issue a challenge that will reward you with a Merit should you complete it. A Merit can be a unique skill, item, status, or title, the power of which is determined by the challenge issued. This can also provide long term achievements that will give smaller rewards for reaching them, such as the Apprentice Undead Slayer title for killing 50 undead.

Quest-Maker & Quest-Giver (-200 CP, requires Merit System) - You can now create your own quests, either for yourself or for others by providing a baseline of challenge, although Merits given by them and possibly additional elements of the challenge will not be within your control.

Master of Alchemy (-400 CP) - Alchemy is another rare, almost extinct profession. You are now master at it, capable of feats like combining different ID-farmed power canisters into useable alchemical formulas or of creating artefacts like Philosopher's Stone. It even gives you knowledge how to create minor alchemical formulas with effects similar but considerably weaker to Power Canisters.

Critical Success (-400 CP) - Whenever you attempt something requiring extended or detailed use of a skill, you may find yourself struck by inspiration that allows you to achieve results beyond your normal level of skill, with the possibility of creating something entirely new, better than the original. From making a book on martial arts into a book on Ki Infused Martial Arts to turning an ordinary sword into a masterwork one. The chances of this occurring increases with both Luck and Skill.

Powers

All powers grow over time and with use.

Local Magic (free) - You can use the magic of this multiverse.

Parahuman Identification (-100 CP) - You can now identify if somebody is parahuman or not, on sight. In other worlds and realities this functions on similar superpowered groups, like mutants and wizards. Unfortunately, your power isn't fool-proof and can be stopped by things like masking spells or other supernatural methods of hiding information. For an additional 100 CP you can also tell what powers they possess, and are capable of seeing through all but the most powerful of anti-detection protections.

Mage (-200 CP) - You happen to be one of the top-tier magic users in terms of raw natural talent and stats. This gives you a dramatic bonus to your mana total and to your mana regeneration, or the equivalent thereof if you don't have some sort of Gamer power or similar such ability, and all of your magic is at least 30% more powerful than before in addition to being 50% easier to learn.

Undetectable (-200 CP) - You have the power to become completely undetectable to any means of detection, from sight and hearing to other means like heat-detection. This can be toggled on and off, and you may selectively determine what you are and aren't detectable to. It works as a perception filter and doesn't work against esoteric forms of detections like the use of magic.

Past Slayer (-400 CP) - You possess a Past (Buffyverse) Slayer Spirit, which gives you a bonus to physical stats as well as a bonus for learning armed and unarmed combat. If you're male this gives you an alternate female form for free, but you can still use your powers even if not in it.

Temporary Clones (-400 CP) - You have the power to create temporary clones of somebody, that last up to one hour and have the same powers like them, but are occupied by a copy of your mind. After they are dismissed you gain the memories of your mind's copy in them. Line of sight proximity is required for activation of this power. Temporary clones can't be cloned.

Manifest Mental Problems (-400 CP) - By touching somebody you can summon a manifestation of their mental problems and flaws, with its appearance based on their fears and thoughts. Said manifestation will then attack its host and if destroyed by the host their mental problems that formed it will be eliminated. If somebody else destroys the manifestation then these mental problems are only halved. The person whose mental problems you're manifesting doesn't have to be willing. You can't use this power on yourself.

Beast Form (-400 CP) - You gain an additional beast-boy/beast-girl form that grants boosts to your various physical stats, with the specific boosts depending on the form, such as a shark being good at swimming and detecting blood, a bat being good at echolocation, or a cheetah being good at sprinting. Pick your first form for free, you'll randomly gain additional ones via exposure to certain animals. After gaining first additional form randomly you also automatically gain knowledge on how to manipulate said process and gain additional forms at will. For an additional 100 CP you can pick two more forms.

My Inner Self (-400 CP) - You get a projection power that lets you create a physical projection based on your inner self, consequently making your projection's personality appear more uninhibited. When summoned it appears naked. Your projection has massively enhanced physical abilities, to the point that an ordinary human projection could tear apart an Endbringer, but it is initially limited to existing in somewhat close proximity to you, which is roughly five miles at the beginning. Fortunately, your analogues from alternative realities count as you for purposes of the proximity limit, but you'll have to figure out how to send your projection to their location. With a bit of effort and training you could probably figure out how to get it to pop-in with clothes on.

Temporary Empowerment (-600 CP) - For a limited duration you can now give others a random parahuman power, and you have limited control over what they get by selecting the category of power that you want to share out. By using this power to observe what powers you gave out you can learn to use it to give out these specific powers as well. You start out being capable of empowering up to five people at a time for one hour, their powers being comparable to a threat level five on the Worm power classification scale. Line of sight proximity is required for activation of this power and you can't use it on yourself.

Tinker Copycat (-600 CP) - You have a tinker power, but start without any sort of specialization, instead having the ability to permanently copy specializations from other tinkers you encounter. In worlds without something as specific as Wormverse tinkers, this ability will activate whenever you run into 'super scientists' or similar, giving you an affinity for whatever sorts of inventions or technologies that individual would normally make. Line of sight proximity is required for activation of this power. This power is not connected to any shards, nor will using it on an actual Worm-verse tinker connect you to a shard.

Portals (-600 CP) - You have the power to open portals into different worlds, dimensions and realities. These can either be portals into locations familiar to you or into random ones, although in this case your current thoughts do influence it. These portals are big enough for humans to comfortably step through. Purchasing this power ensures there are always other dimensions, worlds, realities, and so forth in other jumps, allowing you to travel both to any existing multiverse within the setting and also access an expanded multiverse based on what this power allows.

Gamer (-600 CP) - You have become a so-called Gamer, just like Han Jee-Han from that comic Xander and Willow got to read, and how they were transformed into being due to Halloween prank spell. Comes with all expected Gamer content, like Gamer interface system, stat sheet, skill learning and inventory.

Customized Stat System (-100 CP) - This upgrade to your Gamer power lets you create your own stat system, instead of forcing you to use the same one as Xander and Willow have. So if you want to add Charisma stat, go ahead. Want to use a system of 15 stats instead? Go ahead. Want to use a system based on one from a specific game? Go ahead.

To Infinity And Beyond (-200 CP) - By default, your skills cap out at level 99. Some of them transform into different version upon that, but some don't. With the purchase of this, you don't need to worry about them capping out anymore and as side-bonus, different tiers are now combined into one. Replaces Evolving Skill Set function.

Items

You receive a stipend of **400cp** to spend on items only. All 100cp items are free to their origin, with the rest of an origin item tree being discounted to that origin. You may import any similar item into any purchase you make here at no additional charge (such as importing a ship for the Starship option). Lost, destroyed, or stolen items reappear in your warehouse or a similar appropriate location after 24 hours unless otherwise noted in their descriptions. Companions do not get additional items stipend.

Drop-in -

Basic Training Equipment (-100 CP) - You get a set of starting training equipment, anything you'd need to start you on a variety of training, from some training weapons, basic crafting tools and even some skill books for minor skills like dancing.

Collection of Skill Books (-200 CP) - A collection of ten skill books such as the Troll Regeneration spell, Giant Strength spell, Earth Elemental skill and the Blizzard spell. You'll get an additional ten skill books, randomly selected, every year though they will always be low-to-mid tier (at best) in terms of what they do. Anyone can use these skill books regardless of whether or not they would normally be able to.

Inventory Book (-400 CP) - You have a magical book, which will grant anyone that reads it an inventory, much like a video game character, which comes with a game interface that you can summon or dismiss at will. Since it is a skill book, it shall disappear after getting used, but worry not as new one shall appear in your Warehouse immediately afterwards. Alternatively, if you already have a personal inventory (such as from using the book yourself) you may instead choose to have the copy appear there.

Student -

Student ID (-100 CP) - You have a student identification that lets everyone know you're a student of whichever school in your area is most appropriate for your age. It also works as a bus pass in cities with the appropriate system in place. It updates whenever you go to a new world or change the appearance. Strangely enough, your paperwork will be taken care of if you wish to continue your education, though tuition isn't covered by this.

Hoverboard (-200 CP) - A new fad among youth, a hoverboard. Comes with a full set of enchantments to make it hover and move in a selected direction, along with protection against damage and theft. Comes in your preferred colour scheme. It'll always be nearby whenever you need it, regardless of how out of place that might be.

Memory Potion (-400 CP) - You've acquired a rather fabulous potion that restores memories no matter how they were lost. You merely concentrate on the subject you want to remember and drink the potion. You start with five doses of this potion, with more appearing in your Warehouse whenever they get used. You also get a recipe to make them on your own, using relatively easy to find ingredients. If you have a personal inventory of some kind, you may instead choose to have the replacement potions appear in it instead.

Adult -

Property/Business (-100 CP) - You have the deed for a piece of property or business that follows you to various worlds, and since it is magical, it updates with the current location so that you'll always be able to find it. All the paperwork is automatically taken care of, and you never need to worry about property taxes, utilities, or similar such incidental costs. The Property slides seamlessly into the area, with no locals finding its presence unusual and believing it was always there. If there were any tenants previously living or working there, then they get replaced with similar natives of the new world.

Enchanting Board (-200 CP) - You have a certified enchanting board. Not only does it allow multiple people to pool their mana in order to fuel the enchanting process, every person that donates mana to the project also gains the same amount of 'experience' as the person doing the enchanting. Enchantments made to things using this board are guaranteed to be more effective than they would be with a normal enchanting board.

Abyss Auction Account (-400 CP) - You've managed to acquire an Abyssal Auction account, which allows you to buy various magical items, books, supplies, slaves and even information from a magical website. While the Abyss Auction has a lot of interesting items for sale, it's an auction and a bit random at times. Normally this account wouldn't be of use to you in other dimensions or jumps, but jumpchain shenanigans have resulted in a special deal so they'll keep delivering in the future as well, albeit at a 1.5x price for purchases from past jumps. Obviously, you may not purchase things from jumps or settings/worlds you haven't yet visited. You can sell things to the auction as well, and it's guaranteed to be 100% safe for you to use and entirely anonymous. Since you're paying a premium you also get instant shipping (your requested items appearing either next to you or in a location of your choice in a property you own) included for free, again 100% anonymous.

General -

Enchanted Jewelry (-50 CP) - A piece of magical jewellery that is enchanted with one of basic enchants - a mana regeneration enchant to regenerate 10 mana per minute, enchant to temporarily increase mana pool by 50 mana, enchant to make it harder to damage, etc. By default this is a ring, but can be changed to whatever other item you prefer. Several purchases give different items by default, but instead they can be combined into one item with different enchants if preferred.

Clump of Metal (-50 CP) - A bar of a rare magical metal like mithril or orichalcum. You get another bar of the same metal each month.

Endless Keg (-50 CP/-100 CP) - You have an endless keg of ale, beer, wine or some other liquid of a similar nature. Whatever spirit is kept in this keg will never age past its best, and will remain at your desired temperature. Comes with a classy mug or wine glass to enjoy it with, which is guaranteed to never break and is always clean and ready to use. For an additional 50 CP you also get Skill Book with Endless Enchant, which will allow you to make additional endless kegs.

Information Packet (-50 CP/-100 CP) - You've brought an information packet about something, someone or a location of your choice. For 50 CP you get a rather detailed report, like a professional tour guide or profiler would give on location, subject or person. For 100 CP you get detailed blueprints of the location, a packet put together by the best investigators money can buy or from an inside source. This might very well include information like a members list or at least the names of important people or secret tunnels. Once per jump/purchase you acquire a new packet of your choice of target. You may purchase this option more than once. You do not need to choose who/what this targets immediately and may instead choose to wait to determine a target, if you desire, but unspent ones can't be carried over to future Jumps.

Stack of Magical Contracts (-100 CP, discount for Demonic Law) - A stack of pre-made contracts and additional magical paper for you to practice writing contracts with demonic law, with each paper automatically wiping itself if you make a critical mistake or if you issue a verbal command for it. You can, of course, keep the ones that you want to keep. Comes with book of Demonic Law, to help you started on all of that.

Magical Phone (-100 CP) - A top of the line magical phone that comes with a battery enchanted to never run out of energy, enchants to be completely untraceable, enchants for unlimited call minutes and messages, and various protections against spying and eavesdropping on your calls.

Magical Outfit (-100 CP) - A themed magical outfit that provides with a boost to your capabilities and grants additional title if worn while completing the specific requirement. As an additional bonus this outfit that can be equipped like gamer's clothing without the need for Gamer's interface. By default, this is Naughty Witch Outfit, but you can make it whatever you want.

Wardrobe of Magical Outfits (-200 CP) - Well, not exactly. This upgrade to Magical Outfit provides you with Wardrobe, in which new Magical Outfit appears once per year. You can determine the outfit's theme in advance, partially influence what boosts they provide.

Enchanted Laptop (-200 CP) - A top of the line laptop that comes with a battery enchanted to never run out of energy, along with boosted storage space, running power and untraceable wireless internet connection. It will update to remain bleeding edge, and will never drop below its best performance. It is guaranteed to be compatible with whatever programs or accessories you might need, and is immune to infections by viruses and similar malware.

Orb of Iron Will (-200 CP) - You have an orb that grants anyone that touches it an Iron Will ability skill, which gives them a 50% chance to completely avoid any mental attacks on them. Even better, said skill can be trained.

Permanent ID (-200 CP/-400 CP) - A permanent Instant Dungeon, the entrance to which is placed at a location of your choosing, with the Warehouse being an option and said location changeable once per month. For 200 CP it is a relatively generic one, an open field or small town filled with weak monsters like zombies and ogres. For 400 CP it can be something like a zoo filled with animal-inspired monsters, a monster-free frost carnival or a shopping district that could fit well in some Dungeons & Dragons world. You may change around the specifics of the ID, within the limits described, at either level of purchase, as you desire. For example with the 200cp version you could make it an open field with zombies, or a small town with ogres, or anything similar, as you desire.

Secrets of the Sacred Forge (-200 CP) - A skill book that teaches the Secrets of the Sacred Forge skill, but is destroyed when used up. A new one appears in the Warehouse immediately afterwards, or if you have a personal inventory you may choose to have it appear there instead. Anyone can use this even if they normally couldn't.

Chunbu Skill Compendium (-200 CP) - A skill book that teaches the Chunbu Martial Arts technique, Chunbu Outer Ki Technique, Chunbu Inner Ki Technique, Chunbu Spirit Breathing Technique, Chunbu Foot Technique and Chunbu Sword Technique. It's destroyed when used, but a new one appears in the Warehouse immediately afterwards, or if you have a personal inventory you may choose to have it appear there instead. Anyone can use this even if they normally couldn't.

Guide To Creating Pocket Dimension (-200 CP) - A skill book that teaches the user how to create pocket dimensions and how to add various effects to them, like making them surrounded in magical mists.

Pocket World (free with Guide To Creating Pocket Dimension for the first user) - A small, 10 square miles big pocket dimension that is completely empty aside from some rocky floor and some water. Can be expanded by feeding it mana, requiring 10,000 units of mana to expand it by one mile in each direction at starting skill levels.

Spirit Gems (-200 CP/-400) - A supply of spirit gems, which are capable of holding primal animal spirits. Any time you kill or defeat an animal or animal-like magical creature (such as a wolf-man) you may choose to fill one of these gems with the spirit of that animal, equipping them through the Gamer interface (if you have access to it) or a simple ritual. These give stat increases based on the animal spirit within the gem. This purchase comes with books on primal spirits, including summoning them and using them, but beware, because equipping powerful spirits without adequate stats or skills can have terrible results. For an additional 200 CP (400 CP total), you gain knowledge on how to combine gems and spirits with them, the stronger gem/spirit subsuming weaker gem/spirit to increase its power. Those with the Gamer power get upgraded version of this item for free if they purchase basic version.

Yunhon Soul Recovery (-300 CP) - A skill book that teaches the Yunhon Soul Recovery skill, but gets destroyed when used up. A new one appears in Warehouse immediately afterwards, or if you have a personal inventory you may choose to have it appear there instead. Anyone can use this even if they normally couldn't.

Endless Container of Blessed Metal (-300 CP/-400 CP) - A container, created by combining endless enchant, Secrets of the Sacred Forge skill and metal of your choice, like gold, silver, mithril, etc. Includes lid on top so that only enough of metal for one ingot is released at the time. For an additional 100 CP you get a new additional container with a metal of your choice at the beginning of your next jump or every 10 years.

Power Canisters (-400 CP) - A set of five Power Canisters that when consumed give the consumer a new power, but each person can use only one canister. They are tagged with names that somewhat indicate the powers within them, like Division or Master, with the consumer's personality also somewhat influencing just what sort of power they get. A new set of five Power Canisters appears in the Warehouse each month, or if you have a personal inventory you may choose to have it appear there instead. The powers and tags that describe them are completely random, but they are all guaranteed to be low to mid-tier by Worm standards. These canisters and the powers they grant never cause physical problems or mutations or other such downsides, and don't have any hidden issues such as "pushed towards conflict" or anything like that either. Additionally, they do not attach Wormverse "shards" to the people that drink them, being stand-alone powers instead. By using Observe or other forms of Divination additional details on the potential powers that these canisters grant can be acquired.

Orb of Merlin (-600 CP) - You've managed to acquire an empty copy of Merlin's Orb, a fantastical crystal orb that can be used to store locations inside it. This orb may only store one location at a time, but can be reused. You can decide if the stored location is in a state of suspended animation while within the orb or simply being placed into a pocket of magical space. There is no limit on the size of the location that you can transfer to the Orb, but the procedure requires you to spend mana and requirements for that rise exponentially with the size of the location.

Starship (-600 CP) - Your own a starship to use as you want. It is comparable to the Destiny (from Stargate Destiny), but is completely devoid of the crew. Thankfully it starts in perfect condition. Any upgrades given to it will carry over to future jumps, while damage shall slowly repair itself, requiring about a month to go from "nearly destroyed" to "factory fresh". It does not actually need to look like the Destiny or even use the same tech base, in the event you'd like something more unique, though its capabilities are roughly comparable to the Destiny no matter how exotic you decide to make it.

Companions

You can recruit for free any natives of this multiverse, as long as you can convince them to accompany you on Jumpchain. The only exception to that rule are Xander and Willow (check below for them).

Import/Creation (-50 CP/-200 CP) - You may import or create a companion for 50 CP or up to eight for 200 CP. Each gets 600 CP to spend on their purchases. This can be purchased more than once.

It's A Small Multiverse (-100 CP) - Have you previously visited jumps and recruited counterparts of this jump's natives? With this you can import each of them into an appropriate background and with 400 CP to spend on their purchases. There is no limit on how many companions you can import this way.

Xander or Willow (-200 CP, requires It's A Small Multiverse) - If you've previously recruited versions of Xander and/or Willow, then you can pay an additional 200 CP to import one of them and give them the Gamer power for free, in addition to CP stipends that they get as part of It's A Small Multiverse import. Alternatively, you can purchase this to recruit one of them instead, if you don't have a willing analogue to import, in which case prior purchase of It's A Small Multiverse isn't required. For 400 CP you can import/recruit both.

Slave (-100 CP) - You've purchased a slave off of the auction house. They're magically obligated to follow your commands, though you can free them if you want. They get one of the origins, associated freebies and 800 CP to spend on their purchases. This can be an imported companion.

Counterpart from an Alternative Reality (-100 CP) - Somehow you've stumbled across an alternative reality, in which you find your own counterpart. Thankfully they're pretty friendly and agree to accompany you. They get one of the origins, associated freebies and 800 CP to spend on their purchases. This is only your "local" counterpart. They do not have copies of your jumper powers or anything else like that (beyond whatever they might have from this document).

Pet (-100 CP) - A sentient pet of your choice with one special power. By default, it starts out as a sentient snow wolf-dog with elemental control of ice but you can select something else of comparable power if you want. Alternatively, for only 50 CP this can be non-sentient pet like wizard's owl. Companions can purchase Pets of their own and previous companions or pets can be imported into this role as well.

Drawbacks

No limit on drawbacks.

Abandonment Issues (+100 CP) - You have abandonment issues, which make it difficult for you to trust people and cause you to lash out all the time. With time, patience, and friends (or therapists) to help you through this you will probably be able to overcome this.

Potential Slayer (+200 CP, requires Past Slayer) - Instead of being Past Slayer you are just a Potential Slayer, who might or might not get called as Slayer at some point in future. Until this happens you don't benefit from Past Slayer power. If you go the entire jump without activating your Slayer powers they automatically activate once the jump is over.

Current Slayer (+200 CP, requires Potential Slayer) - By taking this you're guaranteed to eventually become the current active Slayer, but beware because being a Slayer makes you a lure for all sorts of supernatural threats. Trying to get temporarily killed in order to pass Slayer spirit on is not advisable either, as chances of failure are too high.

In Search For Respawn Point (+200 CP, requires Gamer) - Seems like something went wrong with your insertion, so when you gained your Gamer power you also became a ghost and turned incorporeal. Good luck finding your body because until you do you so you will have problems interacting with the physical world and won't be able to use any physical items, including skill books.

Annoying Quests (+200 CP) - Time and time again you keep finding yourself stuck doing these annoying quests that take forever to complete, but keep giving you just enough interesting rewards for you to continue. Either that or they're simple and offer little to no reward like taking out the trash or getting takeout. Hopefully, you have some sort of anti-boredom protection because you'll need it.

Interesting Times (+200 CP) - Seems you've been hit by some sort of curse or something similar because you appear to be living in interesting times, in the Chinese meaning of the phrase. Things keep happening, quests, enemy attacks and so on, forcing you to be constantly on your feet and never managing to get more than a few days of rest at a time.

Vampire (+200 CP) - Looks as if Angel wasn't the only vampire that got cursed with a soul. In your case, you got turned into a vampire and cursed with your soul immediately afterwards, so at least you don't have to deal with any guilt over actions of your demon co-inhabitant, but you still suffer from all the disadvantages of being a vampire, including weakness to sunlight and bloodlust. Better look for some ways to turn yourself back.

Werewolf (+200 CP) - You've been bitten by a werewolf, causing you to turn into one for three nights of the full moon. While transformed you have no control of your actions and can infect others by biting them. Better look for some sort of cure?

Lost In Another World (+200 CP/+400 CP) - Instead of starting in the location that you rolled you start in an alternative reality based on what you rolled. Some things will be similar, some things will be different, so be very careful. If you pick the 400 CP option then within two years of this jump you'll find yourself in a situation that has only two possible outcomes - your death or escape to a different reality. Unfortunately, if you picked the Portaling power, it won't be of any help with that as you won't be able to get far enough with just this power. Alternatively, this can be used to have you trapped on Destiny or on Gilligan's Island.

Targeted (+200 CP/+400 CP/+600 CP) - You've caught the interest of an organization or certain powerful beings that are now going to target you with all means possible and won't stop until you're dead. For 200 CP you're being targeted by a group like the ABB or Merchants from Wormverse, basically local gangs that are more an annoyance than a threat so long as you're careful. For 400 CP you're targeted by groups like the Watcher's Council or the Whirlwind vampires from Buffyverse, Cauldron from Wormverse, or the Death Eaters from Potterverse. For 600 CP you're now targeted by one of the entities like Zion from Worm. This can be taken up to three times, but for a different group/being each time (they can be the same tier).

Low Magic Affinity (+200 CP/+400 CP/+600 CP/+800 CP) - You now have Low Affinity for learning magic, at one of four tiers. At Tier 1 you have Low Affinity for a specific type of magic, like shadow magic or fire magic, which will result in that type of magic causing issues for you if learned, such as fire magic increasing your aggression or shadow magic making you paranoid. At Tier 2, this applies to all forms of elemental magic, leaving raw manipulation of mana as all you have, though this is enough that you could potentially fake it. At Tier 3 using the magic of any kind has a decent chance of causing issues, such as Troll's Regeneration slowing your natural healing and metabolism as you become reliant on the spell. At Tier 4, learning magic guarantees you having some adverse effect caused by learning it, which is only worsened by using it.

Conversion Error (+300 CP/+400 CP) - Looks like something went wrong with your insertion into this jump, so you have lost access to all of your perks, powers and items acquired in previous jumps. For 400 CP this includes access to Warehouse and Companion Housing, keeping you limited to your Body Mod and purchases from there.

Curse-Plague (+400 CP) - Somewhere on your body you have a scar, which is the focal point of a curse that caused the illness and death of three-quarters of the people in the area where you live, in a radius of a size comparable to Great Britain. Even worse, not only is the curse is still active, each of these deaths dumped magic into your scar, so once this curse is broken all of that energy will need to go somewhere.

Ship in Disrepair (+400 CP) - At some point during this Jump you'll end up alone on some sort of spaceship that is in serious need of repairs before it can be useful and until these repairs are done you can't leave for some reason.

Uncontrollable Portals (+400 CP) - Portals keep malfunctioning when you try to use them, sending you to random new realities that you haven't visited previously. It doesn't happen every time but one in three wouldn't be out of the question. Not even avoiding them helps, you'll just end up accidentally stumbling into such portals in that case.

Boss Fights (+400 CP/+600 CP) - You keep getting caught in boss fights. Despite all counter-measures you take you'll face off against one such boss at least once each year. Against life-threatening bosses at that, and even worse, their capabilities seem to scale with your capabilities. At least the loot they drop is also pretty powerful, but are you sure it's worth the risk? For 400 CP these boss fights are limited to IDs, but trying to avoid this by not going into any IDs will have it upping to higher tier without giving you additional CP. For 600 CP they can happen anywhere.

Ending options

Stay

Continue to Next Jump

Return Home

Notes

Special thanks to MistofShadows, EdroGrimshell and folk from SB for advice and suggestion.

This Jump is based on the fanfic Scooby Gamers, posted on Twisting the Hellmouth page by MistofRainbows. It is a Buffy/Gamer/Multi-Crossover fanfic. You can find it here: https://www.tthfanfic.org/Story-30734/MistofRainbows+Scooby+Gamers.htm

Boost Effects - If you have the Gamer power, various boosts translate in the following ways. The human average for stats is around 10. A Boosted stat give +50 to a chosen stat. Past Slayer gives +50 to Strength, Dexterity and Vitality, along with +20% damage reduction to physical attacks. Beast Form gives boosts depending on the type, for example Cat-girl Form gives +10 to Strength, +60 to Dexterity and +30 to Vitality.

Any powers or perks purchased that reference raising your stats do not count against you when it comes to training, allowing you to train your stats as if you had your lower base score rather than your boosted score. Basically, having the Slayer power (for example) doesn't make training your strength, endurance, or dexterity harder.

Lost in Another World - This is not meant to be an unsolvable problem. The Jumper always has some chance on how to deal with it, either using the solution from the story or something on their own. The Portaling power is the only one that is locked and not an option for this.

Counterpart from Alternative Reality - If you pick up this option and visit said reality, then you can potentially recruit counterparts of your other companions. If that happens, then they can be added to the same slot and when imported in future divide perks and powers between them.

If you purchase the Starship and take the Ship in Disrepair drawback, then they can be combined for your Starship to be the ship in need of repairs. In that case the auto-repair function of the ship will not activate until after you repair it the first time yourself.

Considering a Jump's duration of 10 years vs. the fanfic's much shorter duration, it is safe to assume that realities based on other settings can be visited through various means during this jump.

About Magic - While not clearly defined in the fanfic it is heavily implied that it exists in some form or other in all of the realities visited or that their natives at least all seem to have the capability to learn and use it.

Secrets of the Sacred Forge - A technique that allows the user to imbue weapons with the fire element and teaches how to ignore the flames of the forge. In passive form at level 1 it gives 1% increase to Strength and Vitality and a 2% Fire Resistance. In active form it gives an additional +5% Strength and Vitality boost and 10% more to Fire Resistance.

Chunbu Martial Arts Technique - A technique that passively increases Strength, Dexterity, Vitality, Intelligence and Wisdom by 10%. When active it increases Strength, Dexterity and Vitality by an additional 30%, and gives the ability to perform Ki Strikes.

Projection - By default, this projection starts out with your appearance, but that can be changed to anything possible for humans, along with potential minor cosmetic unnatural changes, like the colour of

hair being crimson red or navy blue. Projection starts out with enhanced strength and durability, high enough that it is capable of tearing apart even an Endbringer.

Skill Books - Using skill books means you absorb knowledge from them and get it placed directly into your mind. Depending on your level in the corresponding skill you can gain additional knowledge and understanding of it by levelling it up.

Power Canisters - Different power canisters can be mixed together following standard alchemical procedures, but powers may be random and they can cause unintended side-mutations. If these mutations are physical they become part of this jump's form and are kept as part of this alt-form in future jumps. If used in future jumps, then mutations instead become part of the current jump's form. Purchase of Master of Alchemy might mitigate these unintended effects.

Instant Dungeons are also known as Illusion Barriers.

Beast Forms - Knowledge on how to manipulate the process to gain specific forms at will can be shared with others having this power. It is recommended to wait at least a week or two for each additional form to settle before trying to intentionally gain a new one, going too fast can cause forms to mix together with unintended consequences.

Spirit Gems - Primal Spirits are just like hyena spirit from Buffy the Vampire Slayer season 01 that possessed Xander. In Scooby Gamers fanfic Xander, Willow and their friends figure out how to farm them via zoo-based dungeon. They also discover a way to combine them with the help of Gamer power and that some of these require minimum Wisdom score to be used safely. Slayer Spirit, either past or current, count as Primal Spirit and if you purchased it automatically counts as your equipped Primal Spirit.

Permanent ID vs. Pocket Dimension - These are not the same. The permanent ID is still just an ID, while Pocket Dimension is an actual pocket dimension, just like the one created by Xander in the story, into which gang drops Britain from Potterverse.

Skill Books - Skill books created by Gamer power or Scribe, Copy are destroyed when consumed. Skill Books acquired in Items section of this jump respawn in Warehouse (or its equivalent) and are only ones to do so.

Worm Shards - Post-jump you and your companions are given choice to bring them along as sub-companions or leave them behind. Whichever option you pick you will gain an independent copy of power your shard granted you. If you decide to bring your Shard along then they get their own independent copy of that power.

Some additional details about known realities existing in this multiverse/Jump:

- Buffyverse is a fusion between Buffy the Vampire Slayer/Angel and The Gamer settings.
- Potterverse is a fusion between Harry Potter, King Arthur/Arthurian Legends and South Park settings.
- Stargate-verse is magical version of Stargate setting.

Changelog of new editions:

<u>Ver 1.2</u>

Expanded/upgraded: Beast Form power, Profession perk, Pet companion, Endless Keg item

Combined: Crafting & Repairing Skill

Changed: Jewellery of Mana Regeneration into Enchanted Jewellery

Added: Spirit Gems item, We Go Together perk, Clump of Metal item, Endless Container of Blessed Metal item, Conversion Error drawback

Added various notes.

Ver 1.3

Changed: Second Trigger price, Teamwork price, Magic Practitioner price, Gamer wording and reworking upgrades, Additional Items Stipend CP

Added: Yin & Yang perk, Instinctive Mastery perk, Demonic Law perk, Magic Practitioner upgrade, Specialization Focus perk, Minor Skill perk, Multitasking perk, Evolving Skill Set perk, Merit System perk, Quest-Maker and Quest-Giver perk, Master of Alchemy perk, Critical Success perk, Stack of Magical Contracts item, Magical Outfit, Wardrobe of Magical Outfits items, Low Affinity drawback

Removed: Profession upgrade

Ver 1.4

Minor updates, mostly dealing with grammatical errors.