CalebCity Jump

A **YouTuber** Jump by SpiritualStill
Version 1.0



Welcome Jumper. You are spending time in quite the city: the extraordinary Caleb City. In this city, bizarre, humorous, and sometimes terrifying happenings occur practically everywhere. There are zombies, superheroes, dramas, anime, games, and all sorts of thematic events littering the world to fill your time.

This world can be dangerous, so take this:

+1000 Caleb Points (CP)

Location

1. Primary World: This world is a "mundane" setting that has no specific theme, though expect blatantly supernatural or inexplicable events regardless.
2. Anime World: This world is one in which there are numerous individuals fulfilling roles similar to that of an anime.
3. Superhero World: This world has superheroes and supervillains around, though the danger of them can vary quite wildly. I'm sure you'd nail the interview process!
4. Fantasy World: This is a world full of fantasy elements, which you may have arrived into after being hit by a truck. World may run on dubious game mechanics
5. Apocalypse World: This world has been overrun by zombies, or at least it will be shortly after you arrive. I've been told lots of people enjoy throwing hands.

Origin

There are no no backgrounds here, and you are a Drop-In by default. You can choose something plausible if you want an origin in this world, and memories associated with it.

Age & Sex

Neither age nor sex have any affect on the world around you. Pick whatever you want.

Perks

You receive 5 Caleb Tokens, which can be used to purchase anything up to 400 CP for Free, and anything beyond that for a 50% discount. You may choose to toggle these perks on and off at any time

Wellspring of Creativity [Free]
Hey, I can make a video about this! You are a boundless font of imagination, never suffering from things such as writer's, and being able to fashion narratives out of even simple things like an ant walking alone.

AOE Damage [100 CP]
When you attack someone, you do half-damage to all hostiles in the same room as you.

Folded Like An Omelette [100 CP]
If someone is weaker than you, you are able to one-shot them, typically with them making a goofy sound effect.

Catch These Hands [100 CP]
You are incredibly good at catching physical attacks, and can automatically block them. If someone tries to attack you in more than two places, you will automatically generate as many hands as necessary to block them. These hands vanish afterwards.

GET OUT! [100 CP]
You have the rather terrifying ability to summon and control centipedes and spiders. Beyond being a good weapon and distraction, you can see through the eyes of these creatures.

Insta-Clothes [100 CP]
You are able to convert any non-attached object to your person like a piece of clothing. This might *seem* useless, but being able to steal anything and wear it like clothing is quite useful. Even a cup got turned into an armband.

Long Legs [100 CP]
You are comically fast, to an absurd degree. Your normal walking speed is equal to that of the maximum speed of a supercar. Naturally, you have the reflexes to match your speed.

Get Back Here! [100 CP]
Oh, I didn't think that'd actually work. When you are chasing someone, saying "get back here" or "stop" will cause them to actually stop. This doesn't mean they'll be compliant, but they won't run away.

That Old Trick, Huh? [100 CP]
Are you sure this isn't just shapeshifting? By equally distributing your own weight across the surface (which you will know how to do, somehow), you will be able to change your appearance and voice. This breaks if you are attacked.

Bird Imitation [100 CP]
A rather strange ability, you actually possess the power to perfectly mimic the sounds and voice of all creatures you interact with, as though your vocal cords just straight plays a recording of said creature. This works with any being you train on enough, but birds are the easiest to do..

It's Tax Season [100 CP]
Your parents have bigger things to worry about than your secret identity. Anyone you are close to can easily figure out your secrets, and will help you in maintaining your secrets.

What the Villains SHOULD Do [100 CP]
They will no longer participate in organized crime. When your opponents realize you have powers that make you unreasonably more powerful than them, they will give up on the spot.

Snap Out of It! [100 CP]
May or may not involve seeing them grit their teeth. When someone is under mental troubles, whether it be despair or mind control, you can simply throw hands and punch them to help them get through it immediately. To prevent you from accidentally killing anyone, these punches will be nonlethal.

Yeah, That's What I Thought [100 CP]
That level of ragebait no longer works, If someone questions your ability to challenge them, or makes light of your abilities, you are given the knowledge to fully disassemble their arguments

It's a Game Show! [100 CP]
You are *selectively* ignorant of the stakes around you, making you unable to be maliciously deceived or feel fear.

"Ultra Instinct" [200 CP]
This is not the actual technique, but it's pretty damn good. You are able to autonomously make movements without needing to think about it. You are additionally fast enough to get up from your couch, walk to the microwave, take out your coffee, and sit back down in less than a second.

Main Character Energy [200 CP]
You are able to use any sort of object as a lethal weapon, even if its something like two pancakes, a napkin, or literal air. You could fight an expert swordsman with a golf club, and not only match them, but also cut through their shirt with an unchanging expression.

Switch [200 CP]
You are able to swap your current position with someone else, so long as you are able to see them.

Mind Reading [200 CP]
You possess the ability to perfectly read the minds of others, and retain the information they say. This gives you some protection against neurodivergence, but you may need to shut this off against people with extreme ADHD.

Auto-Deflect [200 CP]
Never let those stray chairs harm you again. You are able to deflect incoming attacks right back at their target, with even more power than it had coming at you.

Simple Illusions [200 CP]
It's all misdirection, I assure you. You are able to cast tricks and illusions like rendering anything under your clothing invisible, swapping your clothes, and even just straight up becoming invisible.

Natural Weapon [200 CP]

Every part of your body is a lethal weapon. Even your intention to harm can kill the weak. Your natural oils can straight up get under the hands of your opponents and attack their bodies.

What Do You Need Food For? [200 CP]
You no longer require food in order to live, and eating food will in fact make you heal extremely fast. If a sword or bullet is in your gut, eating will force it out and let you regenerate.

"He's An Ally" [200 CP]
The writers definitely like them. When you successfully defeat an enemy that you like, their villainy will retroactively have a semi-justifiable cause if they didn't already have one. If they committed any murders, then don't worry, because those will be retroactively undone as just aggressive moves.

The Element of Surprise! [200 CP]
You have limited reality manipulation that allows you to do shenanigans so long as it would be surprising to someone.

Future Sight [300 CP]
You have the ability to see into the near future for yourself and those around you, enabling you to change that future to your own whims.

Anime Detective Work [300 CP]
You are now as analytically capable as the average detective in an anime. The moment you go to a crime scene, you'll be able to uncover every single clue, hidden detail, and arbitrary fact that will lead to exactly where the criminal will be. This analytical skill works in any context.

Lightning Gaze! [300 CP]
You are able to fight someone as though it is a 2D fighting game, generally quashing any major power advantages your opponent has. Furthermore, you will always be helped by your trusty ally, the Wall, in helping to juggle your opponents.

Trash Connection [300 CP]
In combat, your ping is absolute garbage. In practice, this means that your targets *can't* see you move very well beyond an after-image, and they receive huge amounts of damage at once. This doesn't mean you are unbeatable, but it does mean they need powerful senses to meaningfully challenge you.

Visual Teleport [300 CP]
You possess a teleportation ability where you are able to instantly move to any location you can visibly see, unless traversing there would kill you.

"Just Dance" Level Bias [300 CP]
You have a level of probability manipulation that makes things unusually difficult for your opponents. This doesn't make things easier for you, it makes things harder for them.

Visionary in the Wrong Time [300 CP]
Though its usefulness is dubious in this jump, you have the intellect and understanding to independently create innovative technologies such as self-flushing toilets and cell phones. This additionally lets you work backwards down the metaphorical tech tree.

Maxed Stealth [300 CP]
You are so stealthy that you literally become invisible when crouching down, and people forget where you are the moment they lose eye contact. What's more, when performing a takedown, you can kill opponents without their allies hearing you.

You're Smarter Than You Look [400 CP]
That line doesn't really work here, but it doesn't really matter. You have a grand intellect that allows for you to be highly intelligent, and very future-oriented. Like, extremely so, to the point where you'll instinctively know how to disarm every bomb the villain planted around the city, , disarm the backups, *and* relocate the bombs they also put in your dry cleaner. How did you figure that out? Intellect.

Actually Good Loot [400 CP]
Nobody wants to pick up an Alternator and get cooked. When you try and loot anything, your luck is increased to the point where you are likely to find extremely rare and valuable objects and weapons.

Sith Lord Syndrome [400 CP]
None of your enemies seem especially interested in *actually* fighting you as soon as possible, even when they could realistically remove you from the census. They will instead send their minions at you in incrementing orders of difficulty. By the time you fight them, they will be by themselves.

Calcestic Studies [400 CP]
It's basic ninth grade studies. By turning around, and doing some such thing, you may walk through the fourth physical dimension, allowing you to traverse the world, and return back to the standard viewing angle of the third dimension.

How is This Helping? [400 CP]
It seems like your enemies have been caught with a bad case of the villain ball. They're now incredibly liable to treat their subordinates poorly, either being verbally abusive or killing them for failures. This villainy now backfires for them, as they do not magically replenish soldiers, and even if their subordinates can't get revenge directly, they *will* join your side when they grow tired of their boss.

Speedrunner Tactics [400 CP]
Reality itself is fluid around you, allowing you to bend and contort it in unusual ways. This bending allows for you to perform tactics akin to speedrunning, letting you skip dialogue, exploit movement, teleport through locked doors, and much more.

The Power of the Quicksave [600 CP]
You have one "save slot", allowing you to quicksave at any time you desire for any reason. When you reload your save, you and anyone in your "party" are returned to the save point, with anyone outside of it forgetting.

Horror Main Character Protection [600 CP]
You possess narrative primacy, meaning that foes that would normally have no trouble killing you find themselves being extremely stupid around you and *not* using their strongest attacks. Furthermore, you'll typically find some bizarre weakness in your foes, letting you have a shot at beating them even if it should be impossible.

You Got Potential, Man [600 CP]
Your "development" is plainly, obviously accelerated in a way that makes it clear you are intended to beat the bad guy in the next episode. You can take on the strength of any source of power without negative consequences, and you can master techniques that take three years within eight minutes. It'd take three days at most to defeat a warrior whose ruled the lands for two thousand years.

The Master of Time [600 CP]
You are here for the interview? You are able to manipulate time itself, albeit in a limited fashion. You are able to stick others in a time-loop that they are unaware of, but you and your allies are unaffected by. Furthermore, you can just reverse any recent events that happen around you, with you and your allies retaining their memories.

Jumper City [600 CP]
Well, have you seen where we are? This is an extremely potent power, the power of making replicas of yourself! Why is it so expensive you may ask? The answer is simple:

these don't have the weaknesses of standard clones. You aren't "dividing" your power among your clones, nor will they vanish if you are defeated. They have all of your powers, share memories and knowledge between one another, can train and such, and are all "real". What you are dividing is your "vital energy", which is purely a matter of stamina and magical energy, not damage output or ability.

Logic-Defying Determination [1000 CP]
You are deeply, unquestionably, nonsensically determined as any shonen MC. This grants you a level of invincibility that ensures that, so long as you are determined, you can restore yourself from any damage performed, including total erasure.

Caleb Tokens do not work for this perk.

Items

You gain two additional Caleb Tokens that may be used in this section only.

Sound Pillow [50 CP]
Just make sure nothing is in it beforehand. This indestructible pillow, beyond being comfortable, makes funny sounds as you hit it.

DEVOUR Your Meals [50 CP]
Whether it actually be devour or some other brand, you are able to automatically summon an extremely delicious prepared meal whenever you want.

Invisible Cloak [100 CP]
A special cloak that, when worn, grants you perfect invisibility. Do be aware that you can still be injured while wearing this.

A Real Bat [100 CP]
It'd be a shame if somebody were to be hit with it. This bat grants you considerable strength, giving you powerful enough swings to devastate foes with better weapons.

Cursed Artifact [100 CP]
You have the ability to curse any single object, making it an irresistible target that simultaneously triggers a death curse in the shape of a mask any attempts to leave with the artifact (unless by you or your allies), will result in spontaneous disembowelment.

Bottomless Bag [100 CP]

This is an unassuming backpack that has endless inventory space, which you can sort and grab anything out of. You can even put things much larger than the bag itself inside, and even put living people in. Everything within the bag is spatially locked, so they won't degrade or perish from things like asphyxiation, starvation, or bleeding.

Infini-Gun [100 CP]
Where do the rounds come from? You have access to an unreasonably powerful handgun with infinite ammo inside of it, enabling you to fire it off endlessly.

Boosting Morale [100 CP]
You have a literal instrument of war now. By playing this instrument, you not only set the atmosphere, but you can hype up your allies to extreme levels, letting them fight off two enemies at once while holding a conversation with you.

Average Cheetos Commercial [100 CP]
You have a bag of cheetos that, when given to somebody of lesser will, allows them to do anything that would theoretically be possible, such as having drugs in the back of a Home Depot.

Magic Wand [200 CP]
And this one comes with safety! You have an indestructible magic wand that, when you speak certain words, will trigger a magic spell. For your sanity, this only activates when you deliberately want it to.

Blind Swordsman BS [200 CP]
You have a special blindfold that goes over your eyes. This allows you to "hear" every molecule in the area around you. As nonsense as that is, you are effectively a laplace intellect, allowing you to predict the future of everything around you, and fight accordingly.

Lightsaber [200 CP]
Caleb City seems to have an inordinately high amount of jedis and sith running around, so why not join them? You now have your own lightsaber, which affords you all of its standard abilities, along with several low-scale jedi abilities.

Time Viewer [200 CP]
And this one won't explode! With this device, you are able to communicate with people from the future, and anyone in the past who has the time viewer. You can be assured that this will cause no drastic changes to the future.

Old Spice [200 CP]
You now have a stick of Old Spice's NightPanther scent. It not only makes you smell amazing, but also grants levitation and psychic powers so long as it's active, along with cool hair optionally.

Alternate Reality Viewer [300 CP]
A device visually similar to a television, albeit one that doesn't require electricity to use. This device allows for you to look into alternate realities to see choices you have yet to make, giving you the choice to decide if you want to do them or not.

More Money Than God [300 CP]
Maybe you got this from a vault, or perhaps you inherited it from some cheeky relevant. The end result is that you have a quite frankly disgusting amount of money that, event if you split it with someone and frivolously used it, you wouldn't be able to spend it in two lifetimes. This money is perfectly legal, not taxed, and will not harm the economy unless specifically desired.

Legendary Weapon [300 CP]
The most powerful weapon forged by Master Arvracado, used by a legendary warrior who returned it in pristine condition. This powerful tool is indestructible, scales massively up from your own power, and cannot be stolen.

Time Machine [300 CP]
You have a short-range time machine that allows for you to go back in time and undo any mistake you made. You only have enough fuel for one trip and back, which will refuel either every ten years or per Jump - whichever comes first.

The Cure [600 CP]: To everything! You have access to a vial of medicine that, when given to somebody, cures all ailments, including death itself. You receive one vial of it every week.

Caleb Tokens do not work for this item.

Companions

Recruit [Free]
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 may import all your companions.

Drawbacks

Leave When the Story Finishes [+0 CP]
You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Within the context of this Jump, you may have the "story" simply be all of CalebCity's sketches.

A Lot Less Caleb [+0 CP]
By default, Caleb City is occupied by a bunch of Calebs. With this, you can have these people have different appearances and voices.

Longer Stay [+100 CP]
You'll spend 5 more years here. You may select this as many times as you want.

Pokemon Logic [+100 CP]
Although not terribly common, you will find yourself suffering from random encounters whenever you are out walking in the streets or in the forest.

I Choose DEATH! [+100 CP]
It seems telemarketers have your phone number, and they are wildly annoying. Even if you kill them, another will simply replace them in due time.

Inconvenience Stores [+100 CP]
Every single thing you do now is mildly more inconvenient to do than before, whether it be going to the bathroom, taking a shower, grocery shopping, and more.

IKEA Instructions [+100 CP]
Every mildly complicated thing you have to do now has extremely obtuse instructions that barely help.

Extra Motivation [+100 CP]

You will feel the need to make a motivational speech for *everything*, whether it be to hype yourself up or your friends. This may be annoying if you don't have any good speech skills.

Blistering Pacing [+200 CP]
: 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 [+200 CP]
You can't use or access your warehouse.

Item Lockout [+200 CP]
You can't bring items from outside the jump into this jump.

Power Lockout [+200 CP]
You can't use abilities from outside this jump here.

Power Lockout 2 [+200 CP]
You don't get access to any purchases here until after the jump ends.

Companion Lockout [+200 CP]
Your companions can be imported and buy things, but they can't enter the jump with you.

Rhymes, Puns, And Dad Jokes [+200 CP]
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 [+200 CP]
If someone becomes your enemy, they'll soon after receive a detailed dossier on you, with information about your general tactics, personality, and capabilities.

What's the Answer to Number Six? [+200 CP]
No matter how ridiculous the situation is, everyone seems to looks to you for all the answers, even if you are not present. This also means you get the absolute *worst* cases

Horror Movie Intelligence [+200 CP]
You are incredibly stupid in moments where you could be in very real danger, or when it would be funny.

Shout Out to EQ [+200 CP]
Your friends, allies, and general associates will find some way to drag you into their insane nonsense, usually by saying you'll do things you never would do.

Fearless Enemies [+200 CP]
Well well well, what do we have here? A new face! No matter how badly and brutally you take out your enemies, nor how obviously outclassed they are, everyone seems to think they can beat you.

Season Finale Collateral [+200 CP]
During any significant fight, you and your villain will cause considerable collateral damage. It's not going to kill anyone, but it will be extremely inconvenient.

Bro, I Need Help [+200 CP]
Were you hoping to heal? Whenever you need to do something important, you'll find that another problem crops up during it.

Glitchy Video Game [+200 CP]
The world now operates like a game that has a few too many bugs. None of them will instantly kill you or anything, but it will be an inconvenience.

Gotta Progress the Story [+200 CP]
On occasion, when someone asks you something, the world will freeze until you answer. This will, on occasion, force you to have only two incredibly bad options. You can obviously fold the person afterwards, but it will cause you problems.

First Off, I'm An Individual [+200 CP]
You are highly individualistic to a stupid degree, and will run off to do your own thing rather than work with a team, unless someone is watching and making sure you don't.

Extremely Unreasonable Choices [+200 CP]
Your enemies will very frequently seem to be able to set up bombs throughout the entire city, which have all been rigged to a detonator that they will use if you don't hand them the McGuffin of the week. You can decide if you don't want to risk it (they will honor the deal if you do), or you can find a way to remove the threat of the detonators.

Enjoy Your Last Meal [+300 CP]

Everyone in Caleb City is an absolute crashout, even if it makes no sense. You could refuse to let a deliveryman eat your pizza, and they'll call a hit on you, while refusing to accept the pizza as an apology.

Conceptual Beatdown [+300 CP]
The physical embodiments of concepts like taxes and colds will regularly appear to kick your ass to claim what they are owed, Fighting them is borderline impossible, so be ready.

Weak Knees [+300 CP]
Your knees are disproportionately weaker to the rest of your body. The pain itself will only be temporary, but it will be painful.

The People! The People! [+300 CP]
Whenever you try to make any sort of breakthrough, no matter how minor it might be, a random powerful government agent will spawn to fight and kill you. You must take out the agent if you wish to continue.

Novelty [+300 CP]
Every store and/or merchant you meet seems insistent on selling you the absolute worst items imaginable, whose special abilities typically try to kill the user. Expect to fork up huge amounts of money for good items.

MC Lateness Syndrome [+300 CP]
Like any good Main Character, you are (unfashionably) late to the festivities. Expect your friends to be in for a fight of their lives until you show up.

Scaling Rival [+600 CP]
You have a custom enemy who gets a build here that lets them purchase things from this document using as many Beverage points as you spent. They don't like you and want to defeat you.

Ending Choices

What will you do now?

Stay in Caleb City?

Return to your home?

Or carry on with your chain?