# Generic Modern World
# Version 1.1

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Welcome, Jumper, to a world almost identical to your own. This is a place nearly exactly like you left. While the people will be different, this world should be very familiar to you. Enjoy your time here.

Here are +1000CP

Age, gender and location are your choice. You may choose to drop in or have an already existing (though perfectly mundane) life.That is to say you can be a normal member of society in any place on mundane Earth. If you have the skills to fill a more advanced role or perks that make you rich, famous or royal you may have a life that matches that but otherwise you're limited to a fairly generic life. You may take one 100cp perk and one 100cp item for free and one option from each price category (200, 400, 600) at a discount (50% off).

**Perks**

**World Traveller** (100cp) - You are used to travelling to all sorts of places and have picked up a few tricks on how to fit in better. You easily adjust to new cultures and can speak, understand, read, and write any language you come across.

**Household Accident Insurance** (100cp) - You will never suffer from mundane accidents on your properties which would result in pain, injury or death for you. You won't trip down the stairs or fall off of a ladder or slip in your shower. You also won't stub your toes or jam your fingers. This won’t save you if you are completely careless but it will prevent actual accidents.

**Skill to Pay the Bills** (100cp) - You have the skills required to be good at one profession of your choice. Maybe it's as a doctor or a lawyer, or maybe it's as a plumber or an accountant. Either way, you know everything you need to know to be extremely good at that job. You also receive all necessary licenses or permits to legally practice your chosen profession. This perk may be purchased multiple times.

**Hobbyist** (100cp) - You have a hobby that you really enjoy, and you are really good at it. Maybe it’s painting or writing, or maybe you like to build model planes or trains. Whatever your hobby is, you are skilled at it as well as good at finding others who enjoy your hobby, no matter where you are. While this won't help you find a book club in the Sahara, it will make it much easier to find others with your interest in populated areas.

**Don't sweat the small stuff** (200cp) - if you could do something which could be considered a boring and mundane task that you could do within an hour with minimal mundane effort you can choose to have it complete as soon as you begin to do it. This could cover things like mowing a lawn, washing the exterior of your house, doing laundry, ect. This would not cover things like training, completing any task that requires you to actively pay attention or travelling.

**Sleepless in Jumper Town** (200cp) - You no longer require sleep. Your body will still get tired if exerted and you may need to rest, but you will never feel sleepy. You can still sleep if you choose too, falling asleep instantly.

**Plenty of Time** (200cp) - You find you somehow have more time to do what you want. You can, once per day, choose a single task and make it take half the time that it otherwise would. Whether it be travelling, getting work done, or just playing video games, you somehow manage to finish in half the time that you normally would. This does not make anything you do more effective, only quicker.

**An Interesting Life** (200cp) - You are guaranteed to live an interesting life. What this means is largely dependent on your desires. It may mean that you are guaranteed to somehow get roped into the plot of a jump, or it may just mean it's easy to find your brand of adventure, regardless of how it affects you your life will never be boring. The effects of this may be toggled off if you want to take some ‘down time’, but if you’ve already gotten caught up in events then those will still need resolving.

**Weather Proof** (400cp) - You are totally immune to any adverse effects from the weather. You will always be at a comfortable temperature, rain won’t ruin any possessions you are wearing or carrying, you will suffer no heat strokes or frostbite, hail or sandstorms won't hurt you, and you will never be struck by lightning. Your properties also benefit from this in that they will receive only “mild” versions of whatever the local weather is, while everyone else around you suffers from a blizzard with howling winds and ten feet of snow drift, you’ll get a mild snow flurry which might be an inch deep in places with gentle winds. Whenever possible there will be a mundane explanation for this which will help out your neighbours as they will receive a bit of protection as well so that your properties don’t stick out.

**Life in the Fast Lane** (400cp) - You have places to be and can't hang around for a whole ten years. You can choose to end a jump up to two years earlier. You may purchase this up to seven additional times, at a price of 100cp (undiscounted) each after the first purchase, each additional purchase after the first lets you end a jump another year earlier. This perk has no effect on Jumps that are already a year or less. This does not allow you to bypass any special jump requirements that would force you to stay in a jump for a certain period of time, such as time extender drawbacks. If a jump has some form of reward that would require you to spend a

certain period of time inside the jump, using this perk to end that jump early would forfeit the reward.

**Slow Ride** (400cp) - You like to take your time and enjoy life. You can choose to extend a jump by up to thirty years. This is fully toggleable and so long as your required jump time is up you can end the jump whenever you wish.

**All According to Plan** (600cp) - Your plans almost always seem to work out. Bad luck will never derail your plans or schemes, and you find that others often do exactly what you need them to for a plan to work out. This won't make your mortal enemies kill themselves or your CEO sign over the whole company to you, but it will nudge things into going your way so long as you actually have a plan.

**Diplomatic Immunity** (600cp) - You are (somehow) nearly immune to the law. You can do almost whatever you want and officials can't stop you. This isn't to say no one will try to stop you, individuals and even mobs may take action if they don't agree with what you are doing but the police, government and any other officials won't act against you unless you make yourself a notable threat. You won't get speeding tickets or get in trouble for stealing or even assault, but this perk stops working if you kill someone.

**Second Chances** (600cp) - Once per month you may rewind time by up to an hour. This will allow you a second chance at almost anything that you messed up the first time as long as the first attempt was within the past hour. This will not activate automatically if you die but you can use it if you get in a tight spot to do things differently the second time around. Only you have any memories of what happened the first time, and unless you change things everything will proceed exactly as it did.

## Companions

**Companion Import** (100cp/200cp/300cp/400cp) - You may spend 100cp to import a single companion. They gain an origin and 800cp to spend. For
200cp this becomes two companions, for 300cp, four companions, and for 400cp, eight.

**A New Friend** (100cp) - Perhaps you made a friend or two in this boring world. For 100cp you can bring a completely mundane human with you in your future jumps as a companion. This may be purchased multiple times. Each companion gains 800cp to spend.

**Man's Best Friend** (100cp) - Did you acquire a furry friend here? Well now you can take them with you. Your new pet can be any mundane pet that is the size of a large dog or smaller. Your pet is guaranteed to be very intelligent for its species, will follow your commands and will have perfect health.

## Items

**Meal Ticket** (100cp) - You have a voucher that when presented at any restaurant will allow one person to eat and drink for free. The voucher will reappear in your pocket or bag when you next look for it.

**Identification and Documents** (100cp) - You have all required documents to prove you have a legal existence in any jump you enter. This also updates any relevant databases to prove your existence. While this will provide IDs, birth certificates and similar things it won't provide you with any special documents a normal person wouldn't have, so no special permits or security passes.

**An Outfit for All Occasions** (200cp) - You have a set of very comfortable clothes that will shapeshift to look appropriate for whatever setting you are in, be it a tuxedo or fancy dress or just the local style of dress. This outfit is self cleaning and self repairing. This outfit is not armor, but if you import it as armor in a future jump it will retain its protective features regardless of what form it takes.

**Fast Travel Pass** (200cp) - You have a pass that you can activate at any subway station, bus stop, or similar to instantly teleport to any other that connects to the same route. You can also use it up to once a week at any airport, docks, train station or similar to teleport to any other that you are aware of. People do not notice you using this.

**A Place to Hang Your Hat** (400cp) - You are now the proud owner of a home. It will adjust to fit any setting you enter, maybe it's an apartment or maybe it's a normal family home...on the outside. On the inside it is consistently the size of a typical family home but for each companion living with you it will gain another bedroom. The house has all utilities and rent paid and will never have any issues with burglars, randomized police and military searches or suffer from non-targeted wide scale damaging events. It is also entirely self cleaning.

**Your Business Is Your Business** (400cp) - You now own a small business. You may choose the theme of this business and it will stick as closely to that theme as possible. The business has its own staff including management, though you are free to manage it yourself if you want. You will gain weekly profits from your business and can take advantage of free services. Do note that is a SMALL business, more akin to a local diner or general store than Microsoft or Burger King. This comes with all of the paperwork, permits, inspection certificates and/or relevant database entries and/or other paperwork filed with whatever government agencies need them which would be necessary to run your business. You also receive a notepad with relevant contacts, customers, contractors and suppliers for running your business

## Drawbacks

You may take as many drawbacks as you wish

**Work Sucks** (+100cp/200cp) - You are now required to work; regardless of whatever else is going on in this jump, you have to hold down a job. The job must have you doing some kind of

work at least 20 hours a week. For an additional 100cp, you have to work a job you hate for a boss that hates you.

**Unlucky In Love** (+100cp/200cp) - You just can't seem to catch a break in the love department. You will be absolutely unable to find a romantic partner or even a fling. Whether it be because all the good ones are taken, misunderstandings, bad impressions or just bad luck the only shot you have at any form of romance or intimacy is the companions you bring with you. For an additional 100cp you can't find friends either.

**Traffic Troubles** (+200cp) - You have really bad luck with traffic. When you try to travel anywhere more than a few blocks away, traffic will somehow always make it take you at least an extra hour. Even if you are walking you will in some way be delayed and if you attempt to teleport or use the fast travel pass an hour passes between the time you depart and the time you arrive.

**Leave Me Alone** (+200cp) - You are a magnet for people you really don't want to be bothered by. Door to door salesmen, scam phone calls, beggars and even muggers will be drawn to you. You can expect to deal with at least one annoying interaction daily.

**A Total Push Over** (+200/300cp) - From family members to co workers, your acquaintances will be constantly asking you for small favors. Be it five dollars for lunch or a ride to the airport you will constantly be getting roped into doing favors for others and you just can't seem to say no. For an additional 100cp the favors are a little bigger such as babysitting on short notice or coming and picking them up from the bar in the middle of the night.

**Discrimination** (+200/300cp) - For whatever reason you will constantly deal with discrimination, whether it be sexism, racism or something else you will constantly be harassed and treated unfairly. For +100cp you will have to deal with the occasional violent attack.

**Addiction** (+400cp/500cp) - You have a strong addiction to some substance or activity. It may be alcohol or sex but you absolutely can't go without it for very long. For an additional 100cp, it's an illegal drug.

**Homeless** (+400cp) - You are totally homeless. Any properties you may have (including the home granted by "A place to hang your hat") are disabled for this Jump, and you may not purchase a home, nor may you rent a home or apartment or even stay in a hotel for the duration of this Jump. You may also not spend more than two hours per day inside your warehouse. You are going to have to tough it out on the street. This won't stop you from living out of a vehicle or a tent but you cannot spend the night in a fixed structure.

**A Totally Mundane Life** (+600cp) - Your out-of-Jump Perks and Powers as well as any magical or extremely advanced items will not function for the duration of this Jump. Any Perks that simply grant you mundane skills are fine as are totally mundane items, but anything else from out of this Jump won't work for you.

**Prison Break** (+600cp) - You start this jump in prison. While you can escape, if you do so, the authorities will search for you relentlessly, and absolutely everyone will either run in fear from you, alert the authorities, or try to take you in themselves. You can stay in prison for the duration of this Jump and be treated like a normal prisoner, but you will have to deal with prison life. Taking this drawback causes “Diplomatic immunity” to not function for the duration of this Jump.