Generic Dreaming



Version 1.4 by SpazzWave

Dreams, the mental experiences someone has when they are asleep. From nightmares to good dreams everyone dreams and when they dream their ego sleeps and their spirits awaken. There are many types of dreams and many more types of dreamers. Here, take these 1000 **Dream Points** and choose what type of dreamer you will become.

Origins

Any Origin can be taken as a Drop-In. Choosing an Origin gives you discounts on their respective perk trees.

Daydreamer:

You dream awake, seeking infinite possibilities in your own dreams.

Dream-Seer:

You seek to see inside the dreams of others, seeing their souls and what they can become.

Dream Shadow:

See the dreams of reality, from the smallest pebble to the greatest of buildings. The past itself is a type of dream.

Dream Hunter:

You are something unnatural, a predator which uses dreams to satiate a dark hunger.

Tulpa Maker:

Dreams can conceptualize spirits of themselves, but they forever sleep until a blessed one b like yourself awakens them.

Location

Since this world is basically the same as the real world, but with more dreams and dreamers, you can start in any public location in any city, in any country.

Perks

Nightmare Protection (Free to all).
You are now immune to experiencing nightmares in your own dreams. Never have to deal with these pesky problems again.

Sleep (Free to all).
You are now capable of sleeping any time you want. Any time you sleep you wake up refreshed and full of energy, regardless of how many hours you slept.

Sleep, why? (100 DP).
You are now capable of going for days without sleeping. Why buy this in this jump? Because this also gives you immunity to anxiety, much more patience and the ability to delay your own gratification, regardless of what tries to tempt you. It is wise to know when to sleep, and when to awake.

Oneiro-creativity (100 DP).
Dreams refresh your mind and inspire your subconscious, giving you boundless inspiration, creativity and imagination. Additionally, you can buy this more than one time to give yourself superhuman talent in any type of creative endeavour, such as painting or writing.

Deja Vu (100 DP):
Your affinity for dreams protects you from illusions, mind control and even time loops. Your willpower is boosted and under these things it temporarily grows even further, helping you restore your lucidity and breaking anything that tries to get a hold over your mind. If you are caught in a time loop you instantly perceive anything out of the ordinary and your intuition on how to break the loop also gets boosted.

Dream Guardian (200 DP)
The guardian of your dreams, it's a spirit animal that follows your orders and protects you from danger. It has your physical and mental attributes. Additionally, you are now protected from the effects of loneliness and isolation.

Deep Sleep (200 DP).
By immersing yourself in a deep sleep you are capable of healing your mind and soul of any affliction.

The Power of Dreams (400 DP).
Dreams can be anything. A life you never had, inspiration of a masterpiece or even an omen of things to come. It is good for you that you are now forever safe from anything that seeks to harm this time of importance. You are now immune to depression, fear and despair, and are now capable of great forgiveness both to yourself and for others, for you will always know your dreams will be there for you.
And when you sleep you are protected from any harm and bad luck that tries to reach you. For what makes someone more vulnerable than a good dream?
Additionally, once per jump, or once per ten years when you would otherwise have died you dream yourself back to life, as if everything that has happened was only a passing dream.
Alternatively, you can exchange this ability for another Origin and its respective discounts.
This is a capstone booster. A capstone booster expands the effects of a 600 DP perk.

Daydreamer.

Daydream (100 DP, free for Daydreamer).
You can instantly dream anywhere without sleeping. You are also always lucid in your own dreams and can dilate your dream time, letting you dream for days within a second of normal time. Additionally, you can mark any object with a sliver of dream essence to let you know its location anywhere at anytime.

Dream Pocket (200 DP).
You have a pocket space that lets you store anything you can carry in your hand. You can add or remove things at will. This space is unlimited, but it cannot store anything bigger than 3 meters in any dimension. You can manifest anything from this space outside instantly, in any way or form as long as it's near your body. Yes, you can also manifest things as if they were thrown by your arm, with the speed determined by your strength.

Dream Library (400 DP).
Your dreams can access the collective unconscious of humanity, manifesting anything anyone alive has ever seen as books you can read. This library is intuitive for you but is divided by how far people are from you, with people from other cities distant by walking 10 minutes and people from other countries by walking an hour.

Monolith (600 DP, requires all previous perks).
You now have an internal dream that acts as an entire pocket dimension, being an entire world the size of earth and storing anything. The more you dream, the greater this dimension becomes and also your ability to store things. With a year of dreaming you could be capable of storing entire skyscrapers in your mind and having a world the size of the sun.

Capstone Booster.
This also expands your own dreams, making any normal dream be a simulation of reality where you can live entire lives different from your own. Your dream library now lets you manifest any book of information from anyone that is alive, no matter the distance.

Dream Seer

Aura Seeing (100 DP, free for Dream-Seer).
You can see the auras of living beings in your line of sight, even behind walls. This shows you if they are alive and if they are dreaming. And if they are dreaming you can now access their dreams, one at a time, seeing what they are dreaming. You can not affect their dreams, only watch them. This ability slowly improves with use.

Spirit Seeing (200 DP).
This ability lets you talk to the spirit of someone dreaming, showing to you their aspirations, personalities and outlooks on life. This gives you exceptional insight in how to help them best, be with their personal problems, depression, or talking to them.
Your ability to peer in dreams now shows you their fortunes, giving you omens of their future one year in advance. You can use this to change their future, for best or for worse.

Eyesight to the blind (400 DP).
Your mind's eyesight grows, increasing your multitasking and the number of concurrent thoughts you can have at the same time to 10. You can now see and access the dreams of multiple people at the same time and change their dreams. While this looks like a weak ability at the first, this gives you intuition and power to heal any mental disorder, both of yourself and others. This power also can be used negatively, to inflict mental disorders no matter their strength of mind. Use this cautiously, Jumper.

Eidolon (600 DP, requires all previous perks).
Your spirit seeing and multitasking grows to the point you can access the minds of an entire city. Additionally, you are now capable of extracting their dreams into reality, letting you invoke psychic guardians related to their innermost desires and with the physical abilities of the animals they are. These summons last 12 hours and protect them from any harm.

Capstone Booster.
As long as someone is dreaming in your range, the psychic guardians are indestructible. They now follow any order you have and are selectively intangible, even from other intangible things.

Dream Shadow

Psychohistory (100 DP, free for Dream Shadow).
No, not that one. You now have psychometry, letting you see the past of any object a minute per second. This expands according to your mental attributes.

Psychoseeing (200 DP).
You can now see without seeing, for your senses now work in a diameter around yourself, letting you see beyond your eyes, hear beyond your ears and feel beyond your skin. It starts at 10 meters and it integrates with your psychometry, letting you see the past of objects and the very ground you stand on.

Psychomemory (400 DP).
You have an eidetic memory with perfect remembrance and the ability to null unwanted memories. Additionally, your psychometry now slowly grows with experience, and if it couldn't before, you can now see an hour per second.

Psycho Archon (600 DP, requires all previous perks).
All your abilities are now developed even further. Your psychometry strengthens to the point you can see months in a second, and your aura expands to the point you can now sense and see the past of an entire block. You can also focus your aura, increasing the potency of your psychometry to the point you can see years in a second or or increasing the potency of your sensory ability to the point of hearing things too silent for your ears to hear, seeing inside things or feeling even the smallest vibrations of something.

Capstone Booster.
Your psychometry now gives you the skills of any past that has a person using a skill in it. See the past of a bakery and learn to bake with its best bakers, see the past of an army base and learn how to be a soldier from the experience of all soldiers that have been trained there.

Dream Hunter

Collective Unconscious Resonance (100 DP, free for Dream Hunter).
You are now capable of discovering the name of someone by seeing an image of them. Knowing the name of someone connects you to them and tells you if they are sleeping, dreaming and if that dream is a nightmare or a good dream.

Dream Door (200 DP).
You are now capable of entering dreams of anyone you are near or have a dream connection like Collective Unconscious Resonance. This puts you in the dream as an invisible apparition and lets you observe the dream or assume the role of a background character. Background characters can influence the dream in small ways, like speaking about things the dreamer knows to force a recollection.

Dream Corruption (400 DP).
You are now capable of corrupting dreams in order to affect them. You could turn a green forest into a haunted one, a bright interior to a dark one or change the appearances of people into emaciated ones.

Eldritch Ascension (600 DP, requires all previous perks).
You shape yourself into a dream and transform into something greater. You are now a dream essence form capable of any shape, appearance or form. This immunizes you to all mundane weaknesses except heat and fire. Your evolution also affects your powers: you are now capable of knowing the real-time location of anyone you know the name of, manipulate their dreams in any way you want and fuse the dreams of different people together. You are also capable of locking people inside their dreams and hurting them through it. They can only escape through extreme acts of willpower or defeating you in the dream, and if you are defeated, you cannot invade their dreams again for 6 months.

Capstone Booster.
You can now pull dreams into reality. It manifests as a field around the dreamer that you have complete control once you are in it. It only lasts until the sunrise.

Tulpa Maker

Awareness (100 DP, free for Tulpa Maker).
Like water you are clear of reflection. You are now perfectly aware of yourself, what you desire and what you hope to be. No matter how you change or what the world throws at you, you can always choose to remain yourself. You can now see unawakened Tulpas on things.

Gift of Life (200 DP).
You can awaken Tulpas on a large variety of things, including plants and even food. A Tulpa is a small, invisible, spirit, connected to the representation of something and seeks to improve it's purpose. A tulpa awakened from a hairbrush would bless anyone who uses it with well-groomed hair, while a tulpa awakened from a tree would create sweet apples.

Spirit-Tongue (400 DP).
You can silently communicate with Tulpas. Tulpas know everything that has happened around them. The Tulpa from an ATM might tell you about the passwords of everyone who has used it while the Tulpa from a river might tell you about all the generations of animals who drank from its water. You can also activate, deactivate, select who can use the Tulpas blessings and change the behaviour of the blessings themselves. A Tulpa from a lock can be convinced to open the lock for you or even break the lock when another person tries to use it.

Ancient Ritual of Animus (600 DP, requires all previous perks).
You are now capable of awakening on a large-scale, creating Greater Form Tulpas. Awakening the Tulpa of a farm will create a Nymph that will bless it with good crops even under the worst of weathers, awakening the Tulpa of a factory would create a Golem that would automatize every machine while awakening the Tulpa of a river would create a Naiad that would make its waters purify from filth to even diseases in people.

Capstone Booster.
You are now capable of sacrificing objects to create companion Tulpas for yourself. A companion Tulpa is a visible, human-like Tulpa that follows any of your orders and has their own personalities and abilities according to what object you sacrificed. A companion made from a sword will be able to cut with its touch while a companion made from a computer would be an incredible hacker. The quality of the object defines how powerful the companion will be.

Items

Fret Not (Free for all Origins).
You have the normal job of your dreams, a home, a vehicle, a trust fund, an ID and everything you need to live a normal life. This item follows you to future jumps and can be toggled off.

Comfy Pajamas (Free for all).
You have a comfy pair of pajamas that are self-cleaning and comfortable.

Comfy Bedroll (Free for all).
You have a comfy bedroll that is self-cleaning and somehow good for your back. You can sleep in this bedroll anywhere and no one will question it.

Sleeping Pills (100 DP).
You have a jar of sleeping pills which dissolve in water. Drinking it causes anyone to have an uninterrupted comfortable sleep of 8 hours. This jar refills itself after one day.

Dream Amulet (100 DP).
This amulet that can be worn or put on your bed protects your dreams against anything that tries to invade or corrupt your dreams.

Companions

Create/Import (50 DP for 1, 200 DP for 8).
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 DP to spend.

Drawbacks

(0 DP) Supplement Mode
This jump can be used as a supplement to another jump, allowing you to merge the two settings or take all your purchases into a different world entirely. Drawbacks cannot be avoided through this option.

(0 DP) Alternate Universe
You may enter an alternate version of this setting with specific changes of your choosing. Modify existing elements or introduce new ones.

(0 DP) Dream Sequence Supplement.
Instead of entering the world that you supplemented you can, alternatively, Jump to a dream sequence that happened in it. You carry all you bought here.

(+100 DP) Time Extension
Add ten years for the jump's duration. You can select this drawback only twice.

(+200 DP) A Midsummer Night's Dream
Every now and then you will daydream about things happening in your life. This will worry your friends and family, and real events will never turn out to be anywhere near as good as you imagined they were going to be.

(+200 DP) Delusion
Sometimes you will daydream of yourself being a superhero. While harmless, people will laugh about you for it and you will feel ashamed of yourself.

(+200 DP) Sleeping Beauty
You are now forced to always sleep eight hours per day. No one can wake you up until you sleep enough.

(+200 DP) Tulpa Bane
Somehow, someway, you have an aura that inconveniences nature Tulpas. Plants rot near you, pools of water darken and even fruits taste bad for you.
For + **200 DP** it also affects technology. Computers, cellphones and even cars wear out and rust in your presence. Hope you can live your life as a farmer.

(200 DP) Narcolepsy
You now have narcolepsy, a condition where your brain can’t control your ability to sleep or stay awake, often making you fall asleep during the day.

(+200 DP) Sad Song of the Ages
You’re often gripped by a sense of ennui, the weight of time wearing down on your spirit. It comes and goes, but it never goes for good.

(+200 DP) First Time
Your out-of-jump perks are disabled.

(+200 DP) First Time
Your items are disabled.

(+200 DP) First Time
Your warehouse is disabled.

(+200 DP) Naked Mind
You lose any protection you have to nightmares and after every normal dream you will have a nightmare which will make you wake up unwell and feeling not rested enough.

(+400 DP) Sonny, you need to focus!
You hear the echoes of fallen generations, inciting you to dark thoughts and dark desires. While you are capable of resisting this, this will take a large amount of effort from you.

(+400 DP) Amnesia
You have total amnesia from before the jump, including entering in a jumpchain in the first place. You also feel sad every time you try to remember about your past, feeling the loss of something you will never know.

(+400 DP) Naked Spirit
You lose any protection you have to mental disorders.

(+400 DP) One, two, freddy's coming for you
A predator with the entire Dream Hunter perk tree knows your name, and is coming for you. He cannot be stopped by anything, and will haunt you for the entirety of your stay here and the only way you can survive is defeating him in your dreams. However, this only stops him for 6 months, after which he will come back.

(+400 DP) Awakening
People all around the world now awaken with the origins listed here and their respective perks except the capstones.
(+400 DP) They now awaken with the capstones
(+400 DP) The amount of people who seek to use their powers for their own interests grows exponentially

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Notes

Sonny, you need to focus! is inspired by Sonny 2, one of the best flash games ever made. I highly recommend you to play it once in your life.

The **Dream Shadow** perk tree is inspired by Barefoot from Zaxaramas. The fic really endeared psychometry for me and I'm surprised no fiction ever has executed the concept like it. I really recommend anyone to read this fic if you are interested.

A thanks to the Reddit community who helped improve the jump.

Changelog

Version 1.0 - Created the document.
Version 1.1 - Added the **Dream Hunter** perk tree. The **One, two, freddy's coming for you** drawback. The **Comfy Pajamas, Comfy Bed, Sleeping Pills** and **Dream Amulet** items. Small fixes and rebalancing.
Version 1.2 - Small fixes. Added the Capstone Booster to **Dream Hunter.** Rewritten the **Daydream** perk.
Version 1.3 - Added the **Tulpa Maker** perk tree. Added supplement options. Added the **Tulpa Bane, Sleeping Beauty** and **Narcolepsy** drawback. Remade the **First Time** drawback. Small fixes and rebalances.
Version 1.4 - Changed the **Capstone Booster** to give the option of acquiring another **Origin** and its discounts. Added the **Dream Sequence Supplement** option. Added a watermark. Changed **Spirit-Tongue.** Small changes.