Shelter Jumpchain

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Version 1.0

Welcome to the world of Shelter, Jumper. This is a world based off of the six minute short film created through the collaboration of Porter Robinson and A-1 pictures based on a song of the same name. While admittedly vague in nature due to its open-endedness, and thus up for debate and tweaking per each instance, what is concrete is that the earth will be struck by an incredibly large meteor within three years, likely spelling the death of the entire human race. While it is not known if this is truly the end or if other survivors exist, what we do know is that somewhere out there is a young girl named Rin who will one day learn that even the memories that hurt you will make you stronger.

Yet it would be foolish to leave you here in this world without any assistance. Have **1000CP**, on us.

*Location

For the sake of this Jump, this is left intentionally open-ended to allow more freedom for the Jumper. You may start out in any location, so long as it is based on the Planet Earth.

*Backgrounds

There are only two archetypes that matter, in this world...

Those Who Pave the Way (for): You are an adult in this world, aware of the apocalyptic situation that you are facing and the weight of your mortality quite literally looming above you with each passing day. Will you fritter the rest of your time away aimlessly, or perhaps search for a chance for those who have yet the chance to live? Maybe even figure out a way to save yourself?

Roll 1d15+20 for age.

The Future: Just a child, you're innocent and naive to the undergoings of the world as everyone waits with bated breath for the end times. To be quite frank, you're going to have quite the rough

growing up, if you survive. Even so, you must not lose hope. After all, soon you may be all that's left of humanity.

Roll 1d6+8 for age.

For the sake of standard Jumps, you may choose either of these options and instead retain your nature as a Drop-In, forgoing any memories and history in this world while still maintaining purchased perks and items.

*Perks

100CP Perks are free to their origin.

*Those Who Pave the Way

Give The World To Your Children (100CP, Free Those Who Pave the Way): Even at the end of the world, the goal of a good parent (or mentor) is to raise the next generation. You understand this concept quite well, being aware of the proper way to raise a child happily and healthily even in extreme conditions such as the one this jump might present.

Carry On For Us (200CP, Discount Those Who Pave the Way): But sometimes...you can't be there for them. Perhaps it's something low tier such as distance, or being separated by the wall of life and death itself. Even then, you'll know that those you care for will carry on. Through nurturing others in how they should live their life, you can rest safe knowing that their willpower will not falter even after you force yourself to let go. Not even Jumpers last forever, after all.

Technological Genius (400CP, Discount Those Who Pave the Way): While it isn't quite covered, it's assumed that the technology of this world is sufficiently advanced enough that a single father was able to build a spaceship all on his lonesome to save the life of his only child. Now, you too have the know-how to replicate similar feats with the dubious science of this world, utilizing what you've learned to make such futuristic constructs. Here's hoping you can make an impact before it's too late.

I'll Give Them Shelter (600CP, Discount Those Who Pave the Way): Your wife has passed away and left you alone with a single child. Scientists are yelling that the end times are coming. People panic in the streets as each day that dreaded ball in the sky draws ever closer.

But none of that matters to you.

While the above case might not apply to you, the mindset of 'saving others' is one that's engrained itself into your very being to the point of manifesting itself as almost a special ability. When casting your own self and devoting your very being to others, to keeping them from

harm's way, you'll find the world itself will bend and break to allow your will be done. Expect minor miracles to occur around you as you force your way to the desired outcome you wish for, although in the face of the absolutely impossible even you may find yourself at a loss. In addition, you'll also find your willpower strengthened to reflect the fact that you've likely needed to steel yourself to the fact that you yourself might not make it or the fact that those who you've saved may or may not hate you for having moved on without them. You will give them the Shelter they need.

*The Future

A Child's Innocence (100CP, Free The Future): Truly it is wondrous, to be a child. To have everything be new and fresh, to be carefree of all the horrors the world has in store for those who live long enough to comprehend them. And now, you'll always keep a small spark of that innocence within you. No longer will things every seem humdrum nor monotonous unless you will it so, everything seeming new and exciting even if you've done it a million times. Even stuck inside of a box for years you'll find yourself just as cheerful as you were before, back when you were young.

Creative Genius (200CP, Discount The Future): Does the little Jumper think they can draw? Apparently, you can at least. Starting out at 'above average' talents for what would be considered a middle schoolers level with enough time and practice you can find yourself drawing pictures so realistic one would almost be unsure if they were paintings or windows. Perfect for those creative types, or at least as a way to express oneself.

Like You've Done For Me (400CP, Discount The Future): It is the duty of the young to learn from the old, and when their time comes to teach the new young. Its a good thing that you're a natural at this. The concepts that you've learned from others are ones that you can teach easily once learned, provided that these teaching sessions are one on one (or at least in a small group). Expect those under your tutelage to grow much faster than they would normally in whatever regard you are tutoring them compared to what would be considered the average for that particular subject. You may be the student now, but it time it will be your job as well to guide the next generation.

They Make Me Strong (600CP, Discount The Future): Someone made a choice for you. Someone left you and you can't get them back. It hurts like you wouldn't believe…but it makes you stronger. In situations where you find yourself bereft of all happiness and all others fall to despair you'll still be able to find the strength within yourself to recognize that not all hope is lost, that somewhere out there there is (or was) somebody out there who believes in you. That there are those who gave out their hopes towards your living a good life, and even now still do so. It may hurt to remember them, but in the end it is those echoes that make you strong.

*Items

100CP Items are free to their origin.

*Those Who Pave the Way

A Memory of Me (100CP, Free Those Who Pave the Way): Pick any mundane object from the size of a stuffed bear to a swing set. Congratulations, you now have that single object for you to do whatever you wish with. While being totally useless to yourself, save for being of good make, in the hands of others when distressed it can trigger flashbacks to positive interactions between you and the holder, provided you have the relationship to do so.

Blueprints for Another (200CP, Discount Those Who Pave the Way): An empty blueprint scroll, with no schematics whatsoever. That is, until you learn of there being an imminent danger that affects the wellbeing of another who you care deeply for. Then the hidden diagram is revealed, showing a device that could possibly save that person, in whichever way that means. This refreshes once per jump, with each jump the old schematic being wiped blank in preparation for new plans.

Holographic Workshop (400CP, Discount Those Who Pave the Way): A futuristic workshop built to handle the advanced technology seen in setting. While largely consisting of an empty warehouse save for a large amount of holographic computers (which run off of energy from an unknown source) it also has a nice freebie in that every month a new delivery of miscellaneous parts arrives at the front door, which can likely be put together to something resembling the tech from this world with the right amount of time. Post jump this workshop can either appear in your warehouse or somewhere in the world after you enter the next jump.

The Shelter (600CP, Discount Those Who Pave the Way): A spaceship built for one. The shuttle pilots itself and is incredibly durable, able to manage itself for years without any human input simply due to its excellent craftsmanship. Within is a seat with multiple wires which when attached to an occupant send them into a stasis where they seemingly don't require any form of nutrients, instead existing within a virtual world completely conscious while their body lies dormant. Now, the question remains. What will you do with this one chance at survival?

*The Future

Holographic Touchpad (100CP, Free The Future): A really nice touchpad of unknown making, transparent as though a sheet of glass until turned on. While it doesn't seem to be anything special compared to most normal tablets, it has a large amount of miscellaneous drawing software on it along with the ability to materialize a stylus to go along with it when accessed. In virtual worlds this touchpad can manifest itself to the owner, allowing for them to interact with it inside whatever simulation they may be in.

World's Comfiest Bed Set (200CP, Discount The Future): Not actually just a bed set, this room can manifest itself as an 'inner dimension' within the owner's head or be found in any virtual reality program should the owner have access to one. This odd room is about the size of a small apartment, with an incredibly comfy bedroom and adjoining bathroom.

A Light in the Dark (400CP, Discount The Future): This…this could be either the most worthless item here, or the most valuable, depending on your situation. Once per jump, when you find yourself on the brink of despair, this mysterious letter will find some way to materialize to you. Maybe its an email on a mobile device, or a scroll that somehow drifted on the wind. Regardless of the method, this is a letter written by loved ones long since past to you. Deceased family members, the best of friends, it matters not as long as they had significant enough attachment to you to write it. This can even transcend across worlds, being penned by those who you left behind in previous Jumps if the situation calls for it. The contents of the letter consists of positive messages and all of the good feelings they had towards you, and while it may be with a heavy heart you read it you'll find yourself cured of any mental trauma you had beforehand and stronger for the experience. Even if a new letter appears the old one will remain, although it becomes simply a letter with nothing special about it.

World Creator (600CP, Discount The Future): This mystical program is on the cutting edge of this world's technology, able to seamlessly integrate with drawing software and other technology in order to create entire worlds. A simple child's drawing is enough to make an entire forest, while in the hands of a skillest artist concepts such as floating ice thrones in the middle of a chasm and trees with strange cubes of different colors impaled on them are a possibility. This can even be interacted with through virtual reality, provided you have the right equipment for it.

*Companions

Direct Import (Free/100CP/300CP): You'd bring others here, at the end of the world? Suit yourself I suppose, I can't stop you. For free you can bring in all eight companions with no CP to spend, but a free origin and items associated with it. For 100CP they each have a stipend of 300CP to spend, and for 300CP they gain 500CP instead.

A Loving Family (Free): In a world such as this, at the end of civilization itself, it would be a travesty to not have something such as this. They have 800CP to spend and have the opposite origin as yours. For Those Who Pave the Way this manifests as your child (or an appropriate equivalent, such as a sibling, niece, student,etc.) While for The Future they come as a mentor (Parent, family member, mentor). You can also choose to import a companion into this slot for free.

*Drawbacks

You may take as many drawbacks as you want, but do try and be reasonable.

+100CP Silent Beside You: Nobody talks much, in this world. You'll find that speaking becomes something seen less than not, and this is guaranteed to bother you as time goes on. Complete isolation may even drive you completely mad, if you don't start talking to yourself just to fill the air. Its almost as though all the mouths in the world had suddenly stopped speaking, all at once.

+100CP I wonder, I wonder, I wonder: Something you'll be doing a lot frequently. Whenever you find yourself in a dull moment you'll be struck with painful moments from your past, in fleeting fragments that leave you perturbed to full on recollections which leave you devastated without proper reflection on the ordeal. Have fun with your generic form of PTSD.

+100CP Unimaginative: You're...a bit of a dullard? Yeah? Excuse me, that was insulting. Nevertheless you have a rather close-minded thought process, finding creative processes difficult to undergo on the best of days and impossible the rest. Forcing yourself to think on these will produce passable results, but always result in headaches or some other degree of mental strain.

+200CP Weak-Willed: Not everyone is built to last through such trying circumstances as these, it's understandable. Even so, it's a shame that you too are one of that vast majority, for the duration of this jump. All mental perks that would shield you from negative emotions are turned off and you'll find yourself passively gravitating towards negative thoughts, dwelling on them longer the more you don't actively move to distract yourself from them. Who knows what you'll do if left alone for too long...

+200CP Suppressed Memories: Your memories of your Jumping days are buried deep within your psyche, locked under walls of mental restraint and intense trauma (either from past experiences, present, etc). While you may be able to undo this in time, this will be a difficult process as each time you try to dive back into your memories you'll be confronted with the worst things you've been through without any protective perks to balance it out due to the nature of this drawback.

- +100CP Have You Noticed I've Been Gone? (requires Suppressed Memories): Now, it is not only you that's been affected. Your companions too have lost their memories, but unlike you have no capability to recover them during the course of this jump. Of course, that won't stop them from having flashbacks to lives they've never lived before, of people they've never seen yet have. Can you bear the weight of forcing this sort of thing on others, Jumper?

+300CP Until... : You want your time in the limelight? Very well. You take the place of Rin, the main character of Shelter, entering this jump instead on the day before she is placed into her rocket and launched into space to survive the apocalypse which will soon destroy the earth.

However, in exchange for this your powers and memories have been sealed, similar to Suppressed Memories and Challenge Edition without any hope of recovery until the end of the jump. I hope you like wild and emotional rides, because it's going to be a rough one for you. Taking this sets your 'A Loving Family' to Shigeru by default.

You may also choose to instead take the place of Shigeru, if you please. In this case this still plays out with the start date and restrictions, but your 'A Loving Family' Companion is Rin.

+600CP Save the World (incompatible with Until…) : You…really think you can? Very well. Before the meteor/planet/asteroid that collides with the earth you must find a way to safely ensure the survival of humanity. Whether by destroying the planetoid or figuring out some way to keep the survivors safe from the ensuing devastation, you must ensure that at least 10% of the current human population is alive by the end of the Jump or you will fail and be doomed to spend the rest of your days on this dying planet.

- +200CP CHALLENGE EDITION (requires Save the World, incompatible with Until…): Want a bigger challenge? Very well. In addition to the above conditions, all of your out of jump powers have been sealed and your warehouse sealed. Also, the percent of humanity remaining for jump success is now raised to 20%.

*Ending

You actually did it, huh? Survived the end of man as we know it. Congrats.

With your ten years over, you have a choice to make. All drawbacks are removed, of course.

- Return Home- Yeah, I'd get why you'd want to go back where it all began after a place like this. Your affairs in other worlds will be dealt with and you may spend the rest of your days in peace.

- My Shelter- You…want to stay here? All right, I suppose. I'll set your affairs in order in those other worlds and you can spend the rest of your days here in…whatever state you're in.

- Next Destination- You still have the will to continue onwards? Very well. Continue forwards, with all you have gained.

*Notes

-Yes, this is a rather short document.
-Yes, many of these perks don't directly work on you, the Jumper. One of the main themes of the short film was self-sacrifice, after all.

-Yes, there are only two origins. Quite frankly, attempting to add anything more would be a parody of the original work, this Jumpmaker's intent is to provide the basis for anyone who wanted to explore this world which we've only been able to see through the eyes of a six minute window.
- Perhaps other worlds exist, perhaps they don't. Perhaps the rest of the songs written by the writers describe the rest of the events of this universe. It's all up to you, the writer. The song itself is purposely left open ended for interpretation, along with the film.
-Challenge Mode isn't completely impossible, although it might seem that way. If one man could save one life...what could an entire world do?
-Wanking helps.

***Changelog**
1.0- Created the jump basis. Freyr may or may not have teared up after listening to Shelter for the first time in two years.