GENERIC AEHRIMAN JUMP

Jump by a Certain August Personage

Across the multiverse, scribes and scriveners and bookish types hunch over their desks and tablets and holoscreens, crafting balanced (relatively) Jump-docs for fun and the use of your Benefactors. But the multiverse is *infinite* and even working as hard as they can poring over lost tomes of lore and obscure fandoms, the Jumpmakers struggle to keep up with demand.

And yet, doesn't everywhere deserve an Aehriman Jump?

Well, look no further, here is a Jump whose destination is decided by you, the Jumper! Just like Generic Jump and Generic CYOA and.... Well, you get the picture. Make your purchases, prepare for a decade in your favorite niche setting. You have **1,000 caffeine points (cp)**. Go!

ORIGINS

I don't know. Come up with a background that makes sense for the setting you want. Or go in as a Drop-In.

LOCATION

Someplace Really Cool (-100 cp): Jackpot! You wind up starting where the protagonists do, or inside the treasure hoard with the ultimate sword, near a sympathetic archmage or someplace else that is just terribly convenient.

Someplace Neutral: Eh, some small town or wilderness, much like any other and not particularly in the way of plot stuff, for good or for ill.

Someplace Gnarly (+100 cp): A dungeon, a dragon's cave, the bedchambers of a jealous king, or just a low and decaying orbit. You're gonna need your wits about you just to survive, was it worth the points?

AGE, RACE, SEX, ETC.

Whatever works for you. Change it, keep it, I don't care. Nobody worth your time does.

FRIENDS

You can't always put power before friendship.
Can't put a price on friendship, everything here is free.

Aehriman

An overweight, mid-thirties nerd who is often called Amish or, oddly, Abraham Lincoln for his beard. Teaches professionally, was a boy scot but those skills have long-decayed to uselessness. Uptight, impatient and arrogant on a good day, wants to be a nice person but is spectacularly bad at it. Wrote some decent Jump-docs though. Favors magic over most power sources, but believes Jumpers and their Companions should diversify their skills. Will reluctantly work with evil Jumpers but try to guilt them constantly.

Jenny Everywhere

The Shifter, a woman who is present and aware of a shared knowledge pool from, duplicates of herself in every universe. Jenny has teleportation and plane/dimension shifting powers. She is extremely capable, having passed several hundred iterations of Starfleet Academy and every special forces training, but besides her Shifter powers has no magic or special abilities and is loathe to escalate to her true capabilities because Jenny lives for adventure. Jenny's appearance and occasionally gender can change to fit in with local customs, often to her annoyance, but she tries to never go

without her signature large red scarf and aviator goggles. Her most common appearance is a young woman with short dark hair, either Asian or Native American. *The character of Jenny Everywhere is available for use by anyone, with only one condition: This paragraph must be included in any publication involving Jenny Everywhere, that others might use this property as they wish. All rights reversed.*

Ursine The Mad Bear

You will be joined on your extradimensional adventures by that fuzziest, most lovable and most lewdable (or so I have been informed) of death-dealing machines of ultra-violence, Ursine! I know, it is what you always wanted. Ursine will possess copies of all the perks and items you purchased in this jump, and will be loyal and friendly to you, as long as you do not annoy him or try to take his food. He also has a real working lightsaber, because reasons.

No Such Entity

You are accompanied by No Such Entity. He is well educated, passed basic training for the Army of his nation of birth, is a good shot with a m4 carbine, is familiar with most source media, and is a generally good companion to have on your multi-versal journey. He is a good sounding board, second opinion, or devils advocate for any planning that goes on. and is quick to argue for a cautious plan with fall-backs and contingencies for failure. He is a student of history, and can use that knowledge in a variety of interesting ways. Despite his military experience, he is not someone who should be used as a melee combatant but will work well as a crafting, support, stealth, or ranged attack role. He is willing to be used as a CP perk and gear "battery / mule", or figurehead/strawman, so long as the above are within reason. He can work with evil jumpers, or idealistic hero jumpers, but will try to advise both types into smarter, more long sighted choices. He is also willing to take discomfort drawbacks within reason provided he gets useful perks from it.

Ir_Fane

You can choose to be accompanied by ir_fane. While some would call her lazy, she does have some good points besides basic intelligence. She doesn't mind being imported into odd races and origins, playing support, or being used as a 'perk battery', so long as it isn't entirely one-sided. She's quite happy to be a figurehead when needed, such as when jumper is a child and needs an adult guardian or chaperone, wants control of their businesses while on the run from the law, needs someone with group-affecting perks in a given position or just needs a friendly cop/teacher/doctor/driver. Generally a laid back friend, just put her stuff back when you borrow it, and expect her to mooch from your internet, libraries, and infinite pizza type items. That said, ir_fane is vegetarian, refusing to eat meat outside of actual necessity and she will either sabotage or reject blatantly evil jumpers. She tends to be a bit pedantic and fond of order, personal courtesy, and routine. Helpful for nitpicking and support dealing with many drawbacks, less so for entertainment and livening up parties.

ADeshantis

ADeshantis, or, if pressed for a more pronounceable appellation, Adam, is a True Neutral kind of person who just really wants to get out of the figurative rut and do something, anything. He's a psychology and justice sciences graduate, and a veritable Swiss army knife of beginner level electives. Adam loves tabletop gaming and would be absolutely over the moon to learn magic, Kung Fu, or pretty much anything else you pick up on a chain. He's probably most useful for analyzing data and devising psychological experiments and evaluations. Makes a bad therapist, though.

Nobodez

Nobodez is a nice guy who's just happy to be nominated to be your Companion. He's currently studying to be a High School Math Teacher, but has worked in retail and in a call center. He's currently quite a bit overweight, but I'm sure there's an appearance perk or two he can pick up to take care of that issue. He's also got no problem being the support to your hero, and is perfectly willing to spend half of his CP allotment from

imports as a perk/item mule for you. He's also perfectly fine going as a girl if you'd prefer the harem route. If you're a less than heroic Jumper, he's willing to either play the angel on your shoulder if needed, or help you devise some diabolical schemes. He enjoys roleplaying games, board games, sci-fi and fantasy, and reading in general, and will gladly help you with your math, science, history, or grammar needs as well.

Heridfel

Heridfel has a wide range of knowledge, and some of it is even useful. The latter includes wilderness survival, emergency medicine, copy editing, cyber security, electrical and biomedical engineering, and beer brewing. Any perk which assists in memory retrieval or anti-skill degradation would only improve these capabilities. However, his primary role as a companion would probably be to act as a Jiminy Cricket/shoulder angel for the jumper.

DataPacRat

While this SBer enjoys being a hiker, a furry fan, and playing with obscure and obsolete methods of computation and communication, they are also aspiring to be an actual rationalist. Less of a straw Vulcan, and more trying to figure out the best ways of figuring things out, and taking those ways seriously enough to apply them. This leads to seemingly odd behaviour, such as signing up for cryonic preservation while believing it has a 4% chance of success, or more relevantly for your chain, wanting to spread backup copies of their mind across as many unrelated universes as possible. If JumpChan were to let them, they'd happily pay you a rent of 5 CP for every Jump in which you kept them alive, sane, and reasonably intact.

Velk

Velk is an overweight twenty-something who would give just about anything to be a Jumper or the companion of one. But given that he's offered as a companion, he is content with the latter. Willing to put up with most people, this companion will

generally listen to you out of enlightened self-interest. He has a talent for stating things as he sees them, a preference for min-maxing and gravitates towards magic and/or druidic builds.

Songless

Songless is just your everyday average late-twenties introverted nerd, with the minor claim to fame involving a PhD in biotech and unpleasantly large amounts of insomnia. When not attempting to twist nature into Things Man Was Not Meant To Know, he spends his time daydreaming about the countless book, movie and video game settings he'd love to visit and/or help improve. Likes just about anything that scratches that imagination itch, but he never really got into comic books or manga. He's determined to make the world a better place, but is somewhat hampered by his complete lack of superpowersand the sheer scale of shittiness in the world today. Unsurprisingly he's rather sarcastic and cynical, but he's got your back forever if he's your friend. Best suited as tech/magical support, decent at teaching, *very* poor choice for social-fu and the charismatic leader role.

Sonic0704

Biologist with master's degree, quite knowledgeable on all topics within te biology field, including evolution, genetics, biochemistry, physiology and anatomy. Familiar with most source media for jumps, also quite knowledgeable on history and mythology. Got a wide variety of interests, some of them relatively underrepresented among the jumpchain community, so a good option to bring him along just for that. Prefers to avoid conflict, but is willing to go through all means deemed necessary. Could be considered a social butterfly, so he will try to convince you to bring along a number of new companions in each next jump. Willing to disagree if he has a different opinion, but tries to keep an open mind and allow to be convinced otherwise.

SKILLS

Two discounts per price tier, except the first.
100 cp perks when discounted are free. You get six 100 cp discounts.

Sign of the Times (free all)
You speak all common languages of your new setting, are both immune to and incapable of spreading all diseases, and can safely digest local foods.

Ageless (-100 cp)
You will not age past your physical prime, but can adjust your apparent age as convenient. You don't need to worry about boredom, laziness, apathy, dissociation or any of the common mental traps of immortality.

Alternative Start (-100 cp)
Sometimes you get thrown into the deep end. However, barring a choice that would preclude this, you can choose to start any Jump up to three months early and spend the time in a safe place to master your purchases, a 'tutorial zone' if you will where you can get used to magic or sweating explosives or whatever.

A Watched Cheetah Never Bevels (-100 cp)
Turns out the secret to time travel is to not overthink it. Don't ask questions and especially don't ponder he implications of time travel just as you hit the button. Fortunately, you have long ago mastered the challenging art of not thinking about things if they are harmful to you, and distracting others from memetic hazards. You are also immune to changes in the time-stream, cannot be erased and remember what was.

Body Control Immunity (-100 cp)
It's not just the mind that's at risk. There are powers that can subvert your control over your own body, leaving you a helpless observer whatever your mental resistance. No longer. You only move when and how you want to. That said, it will feel like they're

succeeding and you will always be aware of the attempt and what they try to make you do, if you feel like playing along for a bit.

Dragonbrother (-100 cp)
Dragons tend to accept you as an equal, and really like you, being willing to do small favors. And avenge your death, as they would upon any dragonslaying knight. You can speak draconic if dragons can understand language.

Fairykind (-100 cp)
Fairies of all varieties tend to accept you as an equal, and really like you, being willing to do small favors without tricks or expecting repayment.

First Impressions (-100 cp)
You are extremely fortunate and have excellent instincts when it comes to making a good first impression. Almost everyone will walk away from a first meeting liking and respecting you, at least a little. Even mortal enemies. You can still ruin things with poor behavior in the medium and long-term, however.

Fraud (-100 cp)
You're very convincing as someone who knows what the hell you're talking about it. Fake it til you make it works quite well for you.

Healthy (-100 cp)
Your immune system is enhanced, to the point that any normal disease has no chance. Even exotic creations of powers and magic are unlikely to work, and will be much reduced in strength if they do. Any injuries you take heal in a quarter the normal time, without infection or scarring.

Invisible Presence (-100 cp)

You cannot be perceived by any remote means of information gathering, thinker, precog or mind-reading powers. Your fate and luck cannot be altered in any way detrimental to you.

Generic Commando (-100 cp)
You were trained with the very best in special forces and can shoot with the best of them, fight hand-to-hand, jump out of a plan and exfiltrate a hostile nation with a VIP in tow.

Generic Copper (-100 cp)
You know the law of your setting, how to calm and manage a crowd, interrogate a suspect. Investigate a crime, read a crime scene and generally be a fine police officer and/or detective.

Generic Thief (-100 cp)
You know how to spot a mark, run a con, get into safes and out of cuffs, scale a building, pick a pocket, cheat at most common gambling games and generally survive as a thief. If that makes you sneaky and underhanded, good, you're paying attention.

Generic Sailor (-100 cp)
You know everything there is to know about sailing, whether in the third century or the twenty-first. You can navigate by the stars, rig and make ready a ship, predict the weather and know a dazzling number of knots and songs.

Invictus (-100 cp)
Your will is boundless. You can stay focused and aware through unimaginable pain, endure any hardship for your goals. Torturing you is pointless.

Knockoff Harmony (-100 cp)

Within you there are two wolves... one cuddly and one grumpy. Alright, alright, but really you can use all kinds of evil powers without being corrupted or harmed, generally won't be harmed by your abilities, and won't disqualify yourself from sainthood by using necromancy or anything like that.

Knockoff Smack Wiped Off The Streets (-100 cp)
When you solve a problem, it tends to stay solved. More, your actions ripple out, inspiring others and having a disproportionate impact, so busting a few drug-dealers could keep a city clean for decades.

Learning Master (-100 cp)
Your ability to learn new things is enhanced to a level geniuses envy. You understand things with little prompting, automatically internalize new information and connect it to things you already know, and retain it with ease.

Like Yesterday (-100 cp)
Your memory is truly infinite, with perfect retrieval as well. Whether the taste of a childhood meal, or a glance at a schematic a thousand years ago, you can remember it like it just happened.

Magic Knight (-100 cp)
You have mastered one melee weapon about as well as humans can, and one system of video game magic. This can be taken multiple times to diversify your skillset.

Metacognition (-100 cp)
Better called "thinking about thinking." You spend a lot of time reflecting on how your mind works, the habits and routines and biases you've developed. This means you notice biases and bad habits, and where they hold you back. As a nice bonus, you can always and immediately recognize outside influence for what it is.

Mind Control Immunity (-100 cp)
You are flatly immune to any attempt to influence your mind or emotions with powers, magic or such.

Navigator (-100 cp)
You are always aware of the direction you are facing. You have a profound memory for landmarks, subtle terrain alterations, and the number of turns taken. You could be thrown in the trunk of a car and driven erratically around town and still be able to point to your precise location on a map.

Noctis (-100 cp)
You don't need sleep. You will never feel too tired to function, or get stressed because you haven't taken a nap this decade, or any other condition from sleep deprivation.

Offroad (-100 cp)
You are unbothered by such inconveniences as you could expect from a long walk in the woods. You remain clean and odorless, small insects ignore you by default, you are untroubled by the temperature, rain or wind. You still need to eat and drink, but can safely and comfortably ignore those needs for ten days. Anything edible you consume will satisfy all your nutritional needs, no fear of scurvy. Your body fully processes all waste so you never need to use a bathroom.

Professional (-100 cp)
Pick any mundane job. You now have enough experience to be considered an above-average professional in the field, anything from cooking to piloting, surgery or martial arts. This can be purchased multiple times to diversify your work experience or doubling up, becoming a top professional.

Teaching (-100 cp)
You are highly skilled at teaching others. You quickly and easily adapt to each student's needs, and are great at framing things in a way they can easily understand.

The Once And Future Thing (-100 cp)
Lots of artifacts can only be wielded, sometimes even approached by those meeting a certain criteria. Worthy, the blood of the rightful king, an innocent with a heart free from malice, someone who killed fifteen bugbears. Whatever. Point is, you always qualify for these kinds of arbitrary tests and restrictions to the power system. Isn't that nice?

Why Aren't You Batman!? (-100 cp)
What an exceptionally well-adjusted person you are. You handle stress and trauma in incredibly healthy and mature ways. You aren't afraid to cry or ask for help, and certainly won't bottle up your feelings until you become a hyper-violent vigilante. Given time, you will work through all your issues in a healthy and reasonable manner.

Wolfwalker (-100 cp)
So much cooler than being a werewolf. When you sleep, your spirit leaves your body and takes the form of a powerful wolf. If either body gets hurt, the other is as well, but otherwise your sleeping body has a kind of stasis where if you keep eating you won't even have bedsores if you leave your corpus for years.
Oh, and there's a powerful healing magic that's bolstered by having wolves around and howling.

Cahr Awen (-200 cp)
Sometimes magic fades, but that doesn't mean you have to accept it. With a touch you can repair long-shattered artifacts, recharge relics, purify what was fouled and

cursed, and restore fonts of magic while wearing away anti-magic fields. This happens passively over time, restoring things, but touch goes a whole lot faster.

Environmental Adaptation (-200 cp)
Your body instantly adapts to its environment, whether the lights, noise and stuffy heat of a nightclub, or the crushing depths of the ocean, a desert, even space. Will not save you from a star or black hole, but if there's the smallest chance for life to survive, you'll be fine.

Evolve or Die (-200 cp)
You have no limits, and are always learning, always growing. Your intellect, your skills and powers, none of these are fixed. Hardship and struggle only make you develop faster.

Nine Lives (-200 cp)
Pretty basic, you have nine lives that replenish each new Jump/decade, whichever comes sooner. You can burn one of these lives in a blaze of glory to succeed in something you could normally never do.

Reality-Defying Soul (-200 cp)
Your soul is immutable and protected from any attacks that would target it directly. Any instant-death effects, including those that would edit you out of time or reality, fail. Any attempts to transform or teleport or banish you, transfer damage or debilitating effects to you, or trap you in a time bubble or loop will Fail.

Strong Lifeforce (-200 cp)
Your powers cannot be copied, drained, suppressed or stolen. Any attempt to drain your lifeforce or rapid-age you would feel successful, but fail.

Supreme Kai Survival Kit (-200 cp)
You have superhuman (Magnakai) skill in hunting, foraging, tracking, stealth and proficiency in all medieval weaponry. You have a keenly honed danger sense that sometimes gives you prophetic visions of important plot points, small object telekinesis, can endure extremes like fire or acid, fog your enemies' minds for a tactical advantage, shield yourself from mental intrusion or influences, and talk to animals. You have great medical skill and slow regeneration. You know a small smattering of helpful spells: shatter, shield, power word, lightning hand, levitate, mind charm and (line of sight) teleport.
You may choose three of these skills to upgrade.

There Are Pokemon In the Tall Grass! (-200 cp)
You have a very particular luck when it comes to plot hooks and side quests and random encounters. When you want something to pass the time or feel like an adventure, they're all around you. When you aren't feeling it, they give you a miss.

... The Hell is a Cytonic? (-400 cp)
I mean, the short answer is you are. Other than that, it's kind of like a psychic? Cytonics are used as both living FTL drives (instant teleportation across intergalactic distances) and comms. There are countless tricks like mindblades and TK, but the first and most obvious sign is the ability to multitask better, react faster, than AI.

Knockoff Merlin Returned (-400 cp)
You have an insane talent with all forms of magic, an effectively infinite mana pool and throughput where relevant. Your learning speed for magic systems, once exposed to learning materials, is basically 'yes.' You can bend or break the normally ironclad rules of the magic system, and modify spells even mid-casting.

Magic is Wonder (-400 cp)

Your magic and powers can be a complete out of context problem, something no one in the setting can comprehend. Your foreign magic systems act like they're the same as local when you want to detect things or counterspell, but something totally else, eldritch and non-interacting when it's convenient for you.

But Science is Understanding (-400 cp)
There are no mysteries that cannot be studied, understood, and eventually replicated and improved upon with technology. It's just that you can do so in an actually useful timeframe, including coming up with devices to aid or disrupt supernatural powers or eldritch beings.

Green Fields (-600 cp)
It is believed the world over that when a righteous ruler seats the throne, the spirits smile upon them and their lands, and times of plenty and peace follow. Conversely, drought and famine are signs the ruler has lost the spirits' favor. You may not be righteous, but over all lands you rule, even just in name, the fields are bountiful and fish fill the sea so that men merely need cast out nets and bring them in full a moment later. Indeed, your territories seem destined for greatness, as sickness dwindles away, business ventures boom and matters of trade, diplomacy and even war are quickly, almost effortlessly, resolved in your favor. Winters are less harsh, the growing season lasts on and on, and natural disasters give you a miss. You could lift not one finger for your entire reign and be remembered for ages to come as a great ruler who brought about a golden age.

Knockoff Path to Victory (-600 cp)
Oh for- It! Was! An Accident! But here we go, there's always a way to win, and if you but ask, you'll get a step-by-step guide to doing so with efficiency and style.

That One Perk (-600 cp)

You have combined in you the genetics, powers and potential of Superman, Goku and the God-Emperor of Man. Yes, yes, that's including the ability to go super-super-saiyan-god-saiyan-super-bubbly-rosé or whatever the latest mode is. No oozaru though.
But as a bonus, I'll throw in a 200x general upgrade to all aspects of brain function, a mana super-reactor in your chest that grows like 0.1% with every breath you take, stronger force potential than Anakin Skywalker, some basic shapeshifting, regeneration, weather control, kinetic energy charging and from Heroes Sylar's, Peter's and Hiro's powers without the psychotic compulsion aspect of the first one. Finally, you can set a power limiter on a scale of 1-10, and absorb energy from being worshipped.

GEAR

2 discounts per price tier, +600 cp just for this section.

HUD (-100 cp)
You have a visual overlay with a helpful VI specializing in data analysis, providing augmented reality. It will provide relevant and up-to-date information like price estimates or a bullet count as needed, and is easily customized.

Generic Armor (-100 cp)
A quality suit of armor that updates to match your needs and local standards. You can combine any armor or clothing item with this to gain their qualities.

Generic Car (-100 cp)
A quality suit of armor that updates to match your needs and local standards. You can combine any similar vehicle with this to gain their qualities.

Generic Gun (-100 cp)
A quality firearm that updates to match your needs and local standards. You can combine any similar item with this to gain their qualities.

Generic Jewelry (-100 cp)
A quality ring or necklace that updates to match your needs and local standards. You can combine any similar item with this to gain their qualities.

Generic Shield (-100 cp)
A quality shield that updates to match your needs and local standards. You can combine any similar item with this to gain their qualities.

Generic Staff/Wand (-100 cp)
A magic focus that updates to match your needs and local standards. You can combine any similar item with this to gain their qualities.

Generic Sword (-100 cp)
A blade that updates to match your needs and local standards. You can combine any melee weapon with this to gain their qualities.

Money (-100/200 cp)
Makes the world go round. Basic purchase grants you a middle/upper class income, equivalent to a really good doctor or lawyer or athlete. For 200 cp, you are frankly the richest person in the world, wherever you go.

Combinamabob (-200 cp)
A cardboard box with "Combinashun" scrawled on the side in marker. Can combine any similar items in case Aehriman forgot to spell out that capability.

Ghal Maraz (-200 cp)
A most holy warhammer, with powerful runic enhancements. Can kill greater demons with one hefty smack. One careless previous owner.

Magic Box (-200 cp)
Something looking like a microwave oven, complete with a turning dish. Three buttons - white opens the door, green makes it go, red makes it stop. The Box can analyze any scientific issue, like an alien plague or brain parasites, and produce a solution within forty-five minutes. Not always reproducible, but enough to solve the conundrum or crisis at hand.

Tech Archive (-400 cp)
An updating database of all technology in every setting you've visited. Even the long-lost ancient stuff and highly classified prototypes.

Magic Archive (-400 cp)
A tome of all magic in every setting you've visited, including long-lost spells. Neatly organized with a search feature that flips you to the right page.

Vaguely Advanced Starship (-400 cp)
A spaceship with the size and appearance you like best. Has the best systems of each ship you've seen or imagined from fiction. Best FTL, best shields, best weapons, best control setup, etc. The more you know, the better your options.

Green Lantern Ring (-600 cp)
Or any color corps but white, no Jumper of my will be wearing a White Power Ring. A hypertech computer and omnitool that can shape plasma into constructs for everything from blowing up planets to micro-brain surgery. It's also a spaceship.

Omnitrix (-600 cp)
A universal translator upgrade the universe's dumbest genius created to atone for building a doomsday weapon. It turns you into aliens so you can communicate in their native tongue and pheromones and body language. But when you can turn into a Kryptonian or a Celestialsapien…. Well, whatever superpowers you want, there's probably something in the Omnitrix for it. You have full master control, and the various ultimatrix, armored and biomnitrix upgrades.

DRAWBACKS

Time Extension (+100 cp)
You may take this up to six times, adding another ten years to your stay for each.

ADHD (+100 cp)
You're not dumb, just easily bored and distracted. But then you find a good book or something, hyperfixate, and wonder where the day has gone.

Enemy (+200 cp)
You have made a deadly and powerful enemy, by local standards anyways. This can be taken up to three times.

A Prize Worth Dying For (+200 cp)
You're an adrenaline junkie. Can't stand still, can't take a vacation. If you can't find a challenge worthy of your skills, well, you'll just have to make one, won't you?

Wanted (+200 cp)
The authorities in your starting location want to bring you in. This could get nasty.

No Killing (+300 cp)
You won't kill, no matter the circumstances. An admirable position in many world, a very foolish one in more.

Issues (+300 cp)
You have a serious internal problem that dogs you. Crippling guilt, imposter syndrome, jealousy, depression, a vicious hair-trigger temper, things that take years of therapy to properly address. Can be taken up to three times if you really want to suffer for your points.

I Never Go Back On My Word (+400 cp)
You really don't, even if it's awful. Worse, you feel the need to make impulsive bets and oaths.

Impoverished (+400 cp)
You can't take any items from previous Jumps here, and your Warehouse is sealed against you. Well, almost any items, Kamen Rider, Sentai and Power Ranger items are permitted.

No Golden Finger (+600)
I'm afraid your powers and perks from previous Jumps didn't make the transition with you, though you retain knowledge and skills. At least, besides any powers or magic from other isekai Jumps.

END

What now? Home, next jump, retire...?

NOTES:

How does this bit [X] work?
I dunno, fanwank responsibly.

Are you serious?
Sometimes. Not today.