

In one world out of an endless multitude, an invention is made. A special suit that allows one to travel to completely different dimensions. This technology is naturally quite experimental. There is no way to know what dimension you'll end up in without taking a leap of faith. One brave explorer steps up to make that leap. The suit immediately malfunctions after its first dimensional leap, leaving the explorer stranded in a strange dimension. Their only choice is to continue jumping through dimensions until they find some way to return home. All the while they are faced with various trials and forced to question their own role in the multiverse, or more accurately, their lack thereof.

You may choose to be an Explorer in your own right. Who in one way or another found themselves stranded in an alien dimension. You could also be just a regular intelligent Native to one of these dimensions. Perhaps you are even a kind of Monster, a wild beast or even an invading force to one of these dimensions. Any of these may choose to enter the world as a drop-in. You may also choose age and gender freely.

Whatever the case, take these 1000 Dimension Points to prepare yourself.

Home Dimension

The first dimension you find yourself in. You may choose any of the below options for free. You may gain 50 DP to roll a 1d10 to determine your dimension. Descriptions given only describe the kind of environment you're most likely to find. It's possible that other areas in this dimension may have completely different topography.

Dimension 000 [Graphite] - Free / Rolled 1
This world is quite similar to the modern Earth you might be familiar with, barring more developed interdimensional technology and humans having bizarrely long arms.

Dimension 001 [Colored Pencils] - Free / Rolled 2
A colorful forest world filled with a variety of strange alien creatures. Some of these are far more hostile than others. There are no immediately obvious signs of civilization.

Dimension 002 [Charcoal] - Free / Rolled 3
A snowy world filled with eerie structures and strange (but surprisingly friendly) inhabitants. There are dangerous things hiding in the shadows of this world's ruins.

Dimension 003 [Watercolor] - Free / Rolled 4
A vibrant ocean filled with a wide variety of sea life and the ruins of a fallen civilization. Even though this civilization has fallen, this world is not devoid of intelligent life.

Dimension 004 [Acrylic] - Free / Rolled 5
A mountainous land. At the top of certain mountains, one can find peculiar monks with bodies of animated stone who wish to assist pilgrims in attaining enlightenment.

Dimension 005 [Pen & Ink] - Free / Rolled 6
A society ruled by the circle race, who meticulously imprison any squares or really any non-circles out of their belief in the circle's inherent superiority over all other shapes.

Dimension 006 [Oil Pastels] - Free / Rolled 7
A cozy forest populated with gigantic and sometimes sapient versions of various types of insects and other small animals often found on Earth.

Dimension 007 [Collage] - Free / Rolled 8
A world quite similar culturally to modern Earth (even if not aesthetically). In a relatively short time, the world will be assaulted by an alien being embodying pure entropy.

Dimension 008 [Gouache] - Free / Rolled 9
A surreal dimension resembling an infinite white void with various simple shapes and lines floating in the air. Gravity and physics tend to behave strangely here.

Dimension 009 [3D] - Free / Rolled 10
A world resembling an art gallery. In truth, each artwork is a portal leading into one of the various other dimensions, starting with the 9 mentioned above. However, you could also choose to continue exploring the gallery to find an entrance into a completely new dimension that has never been seen before. Just know that each of these portals is one-way. Meaning whatever dimension you settle on is what you're stuck with.

General Perk

No discount.

Multi-Medium - Free this Jump / 50 DP to keep
Every dimension in this multiverse seems to possess a unique art style and soundtrack. By paying for this, that trait will continue into future Jumps. Not only will different Jumps have observably different art styles and inexplicable background music, but so will any alternate dimensions within the local multiverse. Perhaps one world has a retro PS1 art style while an adjacent world might more closely resemble more advanced 3D graphics or maybe even something like pixel-art. It seems that you're the only one who is able to actually perceive this phenomenon. You may decide whether your Warehouse changes in art style to suit the current dimension, or if it always remains the same style.

Explorer Perks

First Perk free and others half-off to Explorer origin.

Noble Soul - 100 DP
In your chest is the heart of a hero. You are obscenely brave and resolute in pursuing your goals. You have the nerves and quick-thinking to challenge colossal beasts head-on or stare an eldritch monstrosity in the eyes without flinching. Of course, whether you survive this interaction is another matter.

Heroic Timing - 200 DP
You frequently stumble into those in need of help/salvation. Whether it's helping find a lost child escape deadly ruins or freeing a wrongfully imprisoned race from captivity. Should you succeed in these quests, you'll almost always be provided with some kind of rewards that can help you in your overarching goals. Togglable.

Born to Ride - 300 DP
There's nothing in this multiverse you can't ride. As long as an unintelligent being isn't inherently hostile, you'll be able to ride and control it as if it were an extension of your own body. You'll intuitively know how to control it and what abilities it has you can take advantage of. Their loyalty does not persist once you dismount.

First Contact - 400 DP
Who knew English was so common in the multiverse? You are able to communicate with any being possessing intelligence similar or greater to a human, even if it makes zero sense for them to know your language. You'll also find that others are bizarrely forgiving of any insulting remarks or social faux pas made without ill intent.

Power is Power - 600 DP
The term "power" covers a bizarrely wide variety of phenomena, but you'll find it matters little. Whether you use magic crystals instead of batteries in your TV remote or pour gasoline into your steam-powered airship. Even abstract forms of power can be harnessed into literal energy (the reverse is not possible), like recharging a car battery by clamping it to a king's crown. Frequent use of unconventional energy sources do risk causing damage or malfunctions in whatever you're trying to power.

Native Perks

First Perk free and others half-off to Native origin.

Ancient Insight - 100 DP
You have an eye for people. You can tell just by looking at someone that they can be trusted, even if their first instinct upon seeing you is to draw their weapon. This insight in turn makes it quite easy to de-escalate situations and convey your own lack of ill intent to them. This only reveals one's character, not their competence (or lack thereof).

Mechanist - 200 DP
Technological levels vary drastically between worlds. Your own skills are comparable to the circles in dimension 005. That is to say, similar to modern technology, but very rarely approaching sci-fi levels. Guns, cameras, automated doors, etc. If you really apply yourself, you could even create something akin to the mech utilized by King Circle.

Inborn Royalty - 300 DP
You were born to rule. Others instinctively view you as a natural-born leader (regardless of your actual competence). This won't overpower strong wills or established power structures, but weak-willed allies find it natural to obey your commands. Should they find themselves in need of a new leader, you're usually one of their first picks.

Outer Science - 400 DP
Your mastery of interdimensional science is a match to some of the greatest experts in dimension 000. You can use this to analyze, study, and eventually travel between different dimensions/universes. Considering the level that 000 is currently at, this field of study has much room to grow. Cannot reach between Jumps until post-Spark.

Collateral Immortality - 600 DP
Sometimes it pays to be a background character. You are effectively immune to collateral damage. If you are killed by an attack you weren't the intended target of (including indiscriminate aoe attacks), caught in a trap as a result of an ally's incompetence, or crushed under falling debris through sheer bad luck, you'll simply reappear a few seconds later in perfect health. You receive no such protection if you are the intended target, or if such a scenario is set up deliberately to harm you.

Monstrous Perks

First Perk free and others half-off to Monster origin.

Minor Adaptation - 100 DP
You possess some minor natural ability. This is something relatively simple. Whether it's sturdy, rock-like skin, natural claws, the ability to crawl along walls and ceilings, some kind of defense mechanism like retracting into a sturdy shell, wings, etc. Basically, this must be a natural defense that could easily evolve in a mundane Earth organism.

Major Adaptation - 200 DP
You aren't a mere beast; you're an apex predator. You are significantly larger than most organisms, ranging between the size of an elephant to the size of a small bullet train. This comes with a proportional boost to your overall physical abilities. You may choose a single stat to boost exceptionally high, whether it be durability, speed, strength, etc.

Elemental Adaptation - 300 DP
You have some natural affinity with and ability to manipulate a particular elemental force. Whether you can emit and control powerful electrical discharges, possess a body of animated rock and psychically levitate stone, move at impossible speeds in cover of darkness, breathe fire and swim through magma like some kind of dragon, etc.

Spatial Adaptation - 400 DP
You possess some ability that allows you to manipulate the very laws of physics to some extent. Perhaps you can tear physical gashes in spacetime, or produce crushing gravity wells, or slow time for brief periods, etc. This also grants you the ability to transform into a self-propelled meteor for interstellar travel.

Entropic Adaptation - 600 DP
You are a physical manifestation of chaos itself. You are able to emit a corrupting aura that causes anything you touch to transform and mutate at random. You can even have this chaotic aura rapidly spread through the environment. Simply walking through a small city could see it reduced to incomprehensible eldritch madness in a matter of minutes. You can toggle this aura, but this does not provide you with the means to limit what is affected or to reverse the damage done.

Equipment

One discount per tier, unless specified otherwise. Discounted 50 DP items are free.

Artifacts - 50 DP
In future Jumps, you will rarely come across strange objects that appear to come from completely different dimensions (maybe even other Jumps). Basically, their only inherent value is as collectables or research subjects.

Gallery - 50 DP
A peculiar art gallery is added to your Warehouse. It contains a different artwork representing each of your past Jumps. A new piece is added for every world you visit. Post-spark, each piece acts as a portal to whatever world/dimension they represent.

Power Crystal - 100 DP, Can take multiple times
A large crystal, battery, crown, or some other source of power. This holds a somewhat small charge of a versatile energy that can be used to fuel just about any device that runs on any kind of energy. Requires 48 hours to recharge.

Firearm - 100 DP
A large rifle resembling a blunderbuss. These fire large ovoid projectiles with lethal force. This never seems to run out of ammo, but the rate of fire and the projectiles themselves are quite slow, making them relatively easy to dodge.

Grappling Hook - 200 DP
What more could you ever need? This gun-like device fires a barbed spear attached to a long rope. Once lodged in a surface, the rope retracts, pulling the gun and you with it. This allows you to traverse areas that couldn't be travelled on foot.

Skittering Steed - 200 DP
A creature resembling a large beetle, spider, bee, or some other bug. Though, the key difference from Earth bugs is that these are the size of a horse. They are oddly easy to steer and will happily carry you wherever you need to go.

Power Armor - 300 DP
An odd mechanical suit of armor akin to that driven by King Circle. You may choose whether this mech is designed to resemble an oversized version of your own body. In addition to being quite protective, it is equipped with a variety of features and weapons. It can suspend itself on any ceiling, launch giant fists that produce lethal shockwaves, rapid-fire projectiles, and produce a variety of energy projectiles and attacks.

Great Shrine - 300 DP
A sprawling temple with an ornate platform at the center. Even a nonbeliever who lays down on this platform will be able to astral project and receive enlightenment from the stars, revealing “who they are, who they were meant to be, and who they are destined to become”. Visions are quite symbolic and easy to misinterpret. The temple is manned by a variety of golem-like stone monks that will try their best to interpret these visions.

Dimension Suit - 300 DP / 400 DP (No discounts)
A suit identical to the one used by the Explorer. Starting with the basic features, this suit allows one to survive indefinitely underwater, perhaps even in the vacuum of space. Wearing this enhances your physical strength and agility to almost superhuman levels, allowing you to lift large objects, jump great heights, and scale rough surfaces.

Obviously, the most notable trait of this is its ability to travel between different dimensions/universes. Attached to the pack are two Jumper cables that can be used to draw energy from literally any source of power (even sources of symbolic power, like a king’s crown) in order to fuel a Jump into a random nearby dimension/universe. Unlike the Explorer’s prototype suit, the recall function on this has all the bugs ironed out. This means that you can set up a terminal in one universe, allowing your allies there to wirelessly communicate with you and call you back if need be. If you overuse this function in a short time frame, it may begin to malfunction, causing dimensional leaps to trigger at random, even if you’ve yet to secure a power source to fuel such a leap. Perhaps further study might let you harness this phenomenon to allow you to improve the suit to make controlled leaps without a power source.

For a small plus-charge, this has one more feature that the original suit lacked, the ability to record the coordinates of any universes or dimensions you’ve previously been to, allowing you to return there whenever you please.

No matter which version you take, it should go without saying that you cannot use this to travel between different Jumps until post-Spark.

Companions

Visitor - 50 DP, Can take multiple times
With one purchase, you may create/import a companion with 600 DP to spend. Each additional purchase doubles the number of companions you can create or import.

Local - 50 DP, Can take multiple times
With one purchase, you receive a slot that can be used to recruit a native of this Jump as a companion. Each additional purchase doubles the number of slots you receive.

The Explorer - 50 DP / Free*
The intrepid Explorer has managed to reign in their malfunctioning suit by syncing it with your signature. Since they are using their own mechanism to follow you between Jumps, they are not technically a companion. They cannot be imported, but you don't need to pay to bring them into a Jump. *This can be taken for free if you manage to help them fulfill their destiny (delusions) of becoming a multiversal hero.

Setbacks

Crippled - +100 DP, Can take multiple times
With each purchase, one of your major limbs or senses has been crippled or severely mutated (like having your hand transformed into a clumsy crab claw), rendering it useless. For some reason you are unable to restore this body part.

Dreamer - +100 DP
You can't seem to keep your head out of the clouds. You tend to take even the most meaningless coincidences as signs of your intrinsic importance. This can lead to you taking unnecessary risks and butting into matters where you have no business.

Shapeist - +100 DP
Despite how you might protest otherwise, you thoroughly believe in the intrinsic inferiority of all beings that have a significantly different shape than you and can easily justify to yourself any discrimination or outright subjugation of "lesser" shapes.

Crucified - +200 DP
Your body has been skewered by several enormous metal rods. These cause you constant pain and compel you to lash out at anyone who gets too close. For some reason, neither you nor any of your immediate allies are able to remove these.

Nocturnal - +200 DP
You are a being of the darkness. Whether natural or artificial, your body and senses are exceptionally sensitive to any direct light exposure. Even a simple torch would cause you immense discomfort, though it won't actually cause you significant harm.

Drifting - +200 DP
You find yourself in an odd relationship with the multiverse. At random moments, you will be forcibly ripped out of one dimension and thrown into another. Taking this disrupts any means you might have had to travel between dimensions of your brown volition.

Brittle - +300 DP
It seems you were not as diligent as you should have been in your training. Your body is absurdly fragile. Even if you have superhuman physical abilities, one good hit from a particularly large beast or even falling several meters onto a hard surface can prove instantly fatal. Each step you take must be done very carefully.

Failure - +300 DP
There's no nice way to put this, you are a colossal fuck-up. 4 times out of 5, your efforts to help others are either completely ineffective or backfire horribly. The alien invader effortlessly brushes you aside, the starving family is poisoned by the food you brought them, the old woman dies of a heart attack as you retrieve her stolen purse, etc.

Anomaly - +300 DP / +600 DP
Your nature has caught the eye of a rather dangerous existence. They are a physical embodiment of pure entropy. Anything they touch succumbs to chaos, distorting beyond all recognition or logic. Entire worlds can topple in a matter of days, and even if you escape into another world, they always manage to find their way to you eventually. For a plus-charge, this is not a single being, but an entire species of entropic entities that will continue their pursuit no matter how many of their numbers fall to you.

A Hero's End

Does a hero ever truly die, or do they simply realize they were never a real hero?

A Return to the Familiar - Go Home
You conclude your Chain and return to your home dimension.

Home Away From Home - Stay Here
You conclude your Chain and remain in this local multiverse.

Chosen by the Multiverse - Move On
You continue your Chain and explore a new infinity of worlds.

Notes

Jump by Gene.