Generic Fix Fic

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Fanfiction has been around since forever; it's a chance for writers to get in touch with a world or work of fiction they love.A Lot of good stuff has come out of fanfiction,but for every good fanfiction there's a bad one whether it be characters acting wildly out of character for no explained reason,the world being unnecessarily cruel,or it comes down to it just being badly written some fanfictions just stink.Have you ever looked at one of those fics and said “that sucks and i wanna fix it”then this jump is for you.
1000+CP

Setting:
Alright since this is generic fix fic you'll be going to a fanfic you think needs fixing what that fic is and what you think is the best way to fix it i'll leave it all up to you.

Age and Gender:
Whatever you want

Perks:
You get two discount for each tier of perk, perks discounted 100 CP perks are free the rest are 50% off

Too Crazy To Be True(100 CP)Sometimes you need to get someone to believe something outlandish like you have info from the future or you have evidence of a grand conspiracy this perk helps with that, when trying to convince someone of something they will always at least be willing to listen to you and if you even have the tiniest piece of evidence to backup your claims they'll be hard pressed not to believe you.

Forked Tongue(100 CP)You're a really good liar, you’re so good in fact your lies are undetectable through normal means,if evidence is found that contradicts your lies and you’re questioned about it as long as you come up with a decent enough explanation you’ll be left alone for the time being, if you can't then you might be in trouble.

Bestselling Author(100 CP)You’re a damn good writer but not only in skill,you’ll find that when you write ideas come easier to you and it becomes easier to lead your story in the direction you want it to go and when someone reads your story they’ll never misinterpret your work, and lastly when someone finishes reading your story they’ll really take your ideas to heart and are more likely to tell other people about it.

Proofread(100 CP)Sometimes it can be difficult for someone to understand exactly what you’re trying to say due to language barrier or some other issue this perk will mitigate that issue, when communicating with someone through any means they'll always know exactly what your trying to say or at the very least have a good idea of what your trying to say and never misinterpret anything.

Comforting Presence(200 CP)Something about you is just soothing,when you’re around other people are more inclined to relax and lower their guard, you'll find that people are also more willing to open up to you about things they normally aren't willing to talk about and they find it easier to talk with you in general.

Intimidating Presence(200 CP)You’re clearly not one to be trifled with and other people will realize that,when people are around they get this to feeling watch what they say or do around you even people more powerful than you will at the very least avoid directly doing anything against you, and lastly if you do something actually menacing even the most fearless individuals will find themselves on edge.

Time Is Relative(200 CP)Do you want to start at a specific point in a fic or any other jump for that matter then this perk is for you,pick any starting time and you'll start there.

In Sync(200 CP)Sometimes the best way to get people to follow your thought process is for them to literally do so,this perk allows you to create a link between you and another person, you and that person can hear each other's thoughts and see each others memories this can function as a form of telepathy and can be shut off if needed you can also have more than just you and one other person share this link.

Brilliant Light(400 CP)You’re looking radiant this time of day jumper,you now have an inner light that will grant you a number of boons,firstly you will now be able to draw upon your inner light for a boost to your power,speed and other attributes,secondly if a malevolent force or something similar tries to possess, corrupt, or take control of you they’ll have way more difficulty then they would otherwise, this perks at first will not stop immensely powerful beings possessing or corrupting you themselves but it will very at the least not make it easy,thirdly all of you powers that are of light,divine or similar origins are boosted and finally you can grow the power of your inner light by being positive or doing things that most people would consider good deeds like defeating bad guy,slaying monsters or getting cats out of trees that sort of thing.

Festering Darkness(400 CP)It looks like you have a dark side jumper,you now have an inner darkness like the above perk this grants similar abilities but more themed around darkness,if malevolent force tries to possess or corrupt you not only will it face difficulty but you'll also be able to draw on that force as well as your own darkness for the powers that come with it without the drawbacks,be warned though drawing on the power that's trying to possess you too much can result in you being taken over,like inner light this perk also boosts your other powers specifically those of dark or demonic origins and finally you can grow your inner darkness by being negative or committing evil acts.

The Power Of Friendship Or Love Whatever Works(400 CP)An often mocked trope present in a lot of fiction though it should never be underestimated,when you form a bond with someone this will grant you two things,firstly you'll be able to draw power from it boosting all your attributes as well as allowing you to use there powers,the power of this is dependent on how good of a relationship you have with said being good friends with someone will give a decent boost while being someone's greatest friend will give you an even greater boost the more friends you have and the stronger the bonds you have with them the more powerful you’ll be, and lastly when fighting alongside someone you have a bond with you’ll work amazingly well with each other never getting the others way and your attacks will always synergize well together.

Lone Wolf(400 CP)More of a loner type huh there's no shame in it.When you’re by yourself you find it easier to have a clear head and benefit from it more as well as having your mind and focus sharpened,but the greatest part of this perk comes from fighting groups of enemies, whenever you fight a group of enemies your attributes will be boosted to match them, fighting 5 highly trained soldiers you'll be boosted to match all of them,fighting 500 of a bad guys goons you'll be boosted to be able to take them all on, and if you are stronger than your opponents you'll still get the boost.

Healing Touch(600 CP)You got the touch you got the healing.Whenever you touch somebody you can start healing them essentially you'll be able put someone in a perfect state of health no matter what,this isn't just limited to injuries you can regrow lost limbs, cure birth defects or any disease for that matter, bring back hearing and eyesight,remove infectious growths and parasites, the skys the limit and this applies to yourself as well you'll never get sick and be able regenerate from any injuries.

Destroying Touch(600 CP)This is a simple perk whatever you touch excluding yourself will degrade in a matter of seconds,this applies to everything people, objects, animals you name it, you can make it so when you touch you don't destroy the entire thing for example touch a person's arm you can make it so it just destroys the arm or his whole body or when you touch the wall of a building you can destroy the wall or the entire building.

The Question Is When Are We(600 CP)Sometimes the solution to your problem does not exist in the present but does exist in the past or future that's where this perk comes in.Once a month you can go back or forward to any point in time and once you arrive at that time period you can stay if you want, but if you want to go back to the current time period you have 48 hours to do so once that time passes you have to wait another month before you can use this perk again.

Against All Odds(600 CP)This perk has two parts to it, the first part is whenever you're facing an opponent who is significantly more powerful then you get boosted to their level this by itself won't necessarily guarantee you a win but it will definitely help,the second part of this perk is massive boost to your willpower you could have all your cut off in one strike and still have plenty of fight left in you.

Items:

One discount for each tier of item

Notepad(Free)This is a notepad with infinite pages for all your note taking or general writing needs. Whenever you're looking for something specific within it you'll always seem to flip to the right page.(This item can also be a journal or notebook if you prefer)

Number 1 Pencil(Free)This isn't just any pencil it's the #1 pencil which means it's indestructible and never needs to be sharpened.

Fashionable Outfit(100 CP)What's the point of saving the world if you can't do it in style, this outfit will always look good on you it will also auto clean and repair itself and can change if you want it to,need to go to some formal event but it's raining and you don't want to get your suit or dress wet this outfit can change into raincoat,rain hat and rain boots.(Besides protection from the elements don't expect this outfit to provide any real protection in a fight)

Computer And Phone(100 CP)An unbreakable computer and phone, the computer will always have the best parts and specs and both of them are always up to date and have unlimited storage.

Evil's Bane(200 CP)This is a weapon of your choice that does more damage and inflicts more pain the more evil or sadistic the target is, this weapon is unbreakable and can be anything a sword,pistol,bazooka,nunchucks as long as it's considered a weapon it can used here, you can also import a weapon you already have to get these properties instead(If the weapon you choose requires ammunition like for example a bow you will get a crate full of the ammo that will replenish every hour)

Jumperpedia(200 CP)They say knowledge is power and now you possess one powerful piece of knowledge.This item is a book that will info on the setting you're currently in from important people to powerful artifacts you name it’s in this book.

Weapon Gauntlet(400 CP)This item is a gauntlet which when worn will allow you to copy any weapon you touch with it and summon and de-summon it, even if its weapon you normally wouldn't be able to use or at least use to its full potential you'll still able to copy and use it like it was meant for you without any drawback that would normally be associated with it,and finally if you are unfamiliarly with the weapon you copy the gauntlet will imbue you with the knowledge basic knowledge required to use it.

Soul Eater(400 CP)This item is a gauntlet which when worn will allow you to absorb the souls of those you have slain, making you stronger as long as you wear the gauntlet, you can also suck the soul out of those you touch with the gauntlet.

Unidentified Flying Jumper(600 CP)Your very own spaceship equipped with an ftl drive and the most advanced weapons in setting,this ship will never require maintenance and will auto repair itself if it takes damage the size and look of the ship are up to you.

Jumper Base(600 CP)This item is a base of your choice it can be a castle,military base or a giant underground complex and if you want to change it at any point you can,your base also doesn't require maintenance and will auto repair itself,and to top

it all of you can change the size your base anytime you want,you can have it be small and discreet or have it be the size of an entire country.

Companions:

Import(100 Cp)Want to bring some friends in on the fun or maybe you want to create a new friend.For 100 CP you can import or create a companion giving them 800 CP to spend on things in this jump.

Drawbacks:

Supplement Mode(0 CP)Maybe you're trying to go to a fic that already has a jump or maybe you don't want to fix a fic and just want the stuff from this jump then this is for you,you can use this jump as a supplement to any other jump(How drawbacks function is up to you)

Extended Stay(+100 CP)This drawback will add 10 years to your time in whatever world your in can be taken up to six times

Ebony Dark'ness Dementia Raven Way(+100 CP)Your name(no matter what it is)is to put it simply, sounds completely ridiculous and made up expect a lot of stifled laughter and odd looks when you tell people it, this won't stop you from being taken seriously but don't be surprised if some people have a hard time doing so.

Coddled(+100 CP) You have a habit of coddling others and a strong desire to fix their problems. Your mother hen tendencies are blatant and clear. You'll need someone to inform you that you're doing it to realize you are. This is something you can work on.

Favorites(+100 CP) You have favorites now. You'll grow especially attached to certain people in this world. You will favor them over others. With time, you can learn to make this less obvious.

Slight AU(+200 CP) Different things happened in this alternate universe you're in. That means your meta knowledge isn't 100% accurate: more like 80%. This could impact your ability to predict the future of what will change if you intervene.

No Butterflies(+200 CP) This is the opposite of the butterfly effect. Everyone attempts to follow the canon storyline. Regardless of how you change things. Unless you make certain events impossible. Or you're present to push them forward. You'll need to micromanage people and guide them to ensure you get the outcome you want.

Butt Monkey(+200/400 CP)You just can't seem to catch a break can you,you'll end up being the butt of a lot of jokes whether it be tripping over things, being hit with a door, or unintentionally saying something stupid you will be cause of a alot laughs,all of your incidents will be played in a comdeic way and will never actually harm or

inconvenience you too much.For an extra 200 CP you can forget about that last part most if not all of your slips ups will result in you getting hurt in one way or another,this will never be enough to kill you or severely physically or mentaly harm you but expect it to hurt,alot.

Unforeseen Complications(+400 CP) It's more complicated to solve problems now. People are more suspicious, enemies are a little smarter. It's a variety of small ways that inconvenience you but don't make it impossible. Much harder.

More Problems To Fix(+400 CP) Your allies suffer from bad luck sometimes. Putting them in situations where they'll need your help to get a good outcome. You can't rely on canon's solutions unless you're going to help them do it.

Can This Day Get Any Worse(+600 CP)You know how the first chapter in a lot of bad fanfiction has the main character get continually shit on yeah your first month here is going to be like that,whatever can go wrong will go wrong expect people to at best tolerate you and in most cases will hate you,don't expect to be able to buy anything or get any help from people in general.

Villains Cooperate(+600 CP) Your foes are in the know now. When someone becomes your enemy, they receive a dossier on your abilities. And a general guide to your personality and plans. They're also driven to go and find other people who also dislike you. So they can form an alliance to defeat you.

The Anti Fixer(+600 CP) You have a villainous rival who seeks to do the opposite of everything you've done. They have a build from this jump that has as many points spent into it as you spent here. They'll choose abilities that will help them ruin your life and will hunt you down.

End

Hey good going you fixed the fic you chose or maybe you didn't makes no difference to me here's what you can do now.

Go Home:You go home with all the stuff from your jumps.

Stay:You stay in the world you're currently in with all the stuff from your jumps.

Continue:You keep on jumping.

Notes:

A huge thank you to u/Burkess for coming up with the majority of the drawbacks and helping me with perk ideas.

On Brilliant Light and Festering Darkness:You don't have to act one way for the perks to work 24/7. Their power will never fade even if you do act the opposite of the perk, if you buy them both they will work perfectly fine together.

On Healing Touch:The time to heal someone is a couple seconds max. The same applies to the regeneration of yourself.

On Destroying Touch:The way something is destroyed depends on what's being touched people, animals and plants will rapidly decompose buildings and objects will crumble.

Brilliant Light+Healing Touch:If you buy both of these perks you'll be able to exude a healing aura to heal everything around you.

Festering Darkness+Destroying Touch:If you buy both of these perks you'll be able to exude an aura that destroys everything around you.

Weapon Gauntlet+Soul Eater:If you buy both you can combine them into one item for both effects with an added effect of being able to use the souls you take to empower your weapons.