

Camping Jump
v1.0
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Welcome to Earth, jumper! This jump takes place in a modern Earth where camping is a touch more popular than you might think, one perfect for anyone from hermits to survivalists, as well as glampers and casual camping hobbyists. You can start this jump at any point between 2005 and 2025. Have fun on this decade-long excursion to a world that is really into camping.

Take **1000 Camp Points** to fund your adventures.

Starting Location

All origins start in one location: a nice camping spot

A Nice Camping Site
No matter your origin, you begin this jump safely tucked away in a nice camping site. Your camping gear is already set up, and you can begin this jump appreciating your purchases. You can decide the sort of campsite where you begin the jump.

Age and Gender

You can determine your age and gender freely for the sake of this jump.

Origins

Backpacking [Free]
Backpacking refers to a specific type of camping. Backpacking, sometimes known as hiking camping, refers to campers who carry all of their gear to their destination, which is itself only accessible by foot. After reaching your destination you then sleep in a tent. This is what plenty of folks think of when asked to think about what camping looks like to them.

Survival Camping [Free]
The most extreme type of camping, this form of outdoor survival pits humans against nature. This form of camping most often involves a range of survival skills, particularly ones related to making shelters, gathering food, and even emergency first aid. This form of camping challenges you and pushes you.

Glamping [Free]
Who says you can't have a luxurious experience outdoors? Glamping is short for glamorous camping and revolves around (among other things) fantastic tents, cabins, RVs, and other technology that brings indoor convenience to outdoor beauty. This origin is for people who want luxury and convenience even when in a range of places you

Perks
Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Basic Camping Skills [Free]
You have a litany of basic skills related to camping. You understand what you need in order to have a fun camping trip, you're a decent cook, outdoorsperson, more athletic and enduring, and you have the proper planning skills needed to successfully plan and execute a camping trip. You're also a little better at telling campfire stories, playing games around a campfire, and you are altogether a more fun person to go camping with.

Jumper Scouts [200 CP]
Once per week, you can summon a troop of scouts and have them help you with any camping/outdoorsy activity for up to two hours. They can help with farming, hunting, campsite preparation, cleaning, etc. They will be helpful enough but are not intended to be uniquely skilled or masterfully adept. Nonetheless, they can and will be of more assistance than you may expect. They want to get merit badges and if you give them some, even made-up ones, their skills improve over time, though they do have a hard skill cap of peak human in any of their skills.

Backpacking

Efficient Packer [100 CP | Free for Backpacking]
You have a somewhat unusual, though remarkably handy, skill. You are fantastically skilled at efficiently filling backpacks and other types of bags. You can even, to a tiny though still noticeable extent, compress objects, which makes them smaller and allows you to fit more stuff in even small plastic bags. Additionally, compressed objects weigh worlds less than they should, making it possible for you to pack as much stuff as you can into backpacks and carry them with remarkable ease.

Equipment Expert [200 CP | Discounted for Backpacking]
You are quite masterful at using basic, especially but not just minimalist, camping equipment and know how to repair and maintain such tools with ease. You can effortlessly set up a camp with a tent or sleeping bag, and you even know how to fix your stuff. You can get the most out of your equipment, and you can tell when something of yours needs some tender, loving care, I.E., maintenance. In future jumps, this gradually, though slowly, expands to include equipment relevant to origins you pick and is quicker with equipment you actively use.

Camping Visualizer [400 CP | Discounted for Backpacking]
This is an unusual ability. This power lets you shut your eyes and visualize what a campsite would look like in your immediate vicinity based on camping equipment you have or can easily make. If you decide you like the campsite you can see in your mind's eye you can shut your eyes and will the campsite into being, at least if you have all the stuff you need on your person or can make it somehow (and it consumes or at least uses the materials as well).

Hiker's Constitution [600 CP | Discounted for Backpacking]
Traveling does not fatigue you. Walking and running do not wear you out, or lower your energy, and their benefits are tripled for you, meaning they constitute a workout three times as intense as it should. You don't sweat, and while you're traveling, you're much more resilient to the impact of the environment on you, meaning while you're moving, you're less likely to overheat or suffer from frostbite. You travel about a quarter farther than you'd think, buffing your ability to efficiently get places, regardless of the form of travel you opt to take, even ones you don't directly control (though this is toggleable). You also have a local mini-map in your mind's eye, though without studying an actual map it only displays places you've been and things you've seen, and while it shows you other living beings the range on that feature starts off small and requires you to spend time outdoors and in nature before it grows enough to be useful.

Survival Camping

Experienced Environmentalist [100 CP | Free for Survival Camping]
You have tremendous resilience to the adverse impact of the environment around you, protecting you from overheating in hot places, freezing in cold places, and even letting you see better in the dark and swim more effectively. Beyond that, you actually get a small buff keyed to the environment around you (and thus which changes if you go somewhere else), something which gives you an ever so slight edge at surviving in even extreme and hostile environments.

Hunter-Gatherer [200 CP | Discounted for Survival Camping]
You are a stunningly skilled hunter and forager. You understand how to do things like identify poisonous and venomous foods and animals on sight and can make handy weapons, traps, and spot traps yourself. You can find animals worth eating a bit easier than you should be able to (and your skills at tracking animals are noticeably improved), and when you find non-meat food items, you find more of them, and they are healthier and tastier than they should be. Your weapons and traps are a touch more effective, slightly easier to maintain, and are more altogether better when you use them to hunt, as well as easier to make and keep ready.

Animal Friend & Animal Foe [400 CP | Discounted for Survival Camping]
More so than other types of campers, for survival campers, animals matter. You have two "Modes" that you can choose between at will and toggle on or off freely (though you can't have both on at the same time, however, clones can have the other form chosen if they wany). You have an "Animal Foe" mode, which makes animals hostile to you and focused on you, enough that even animals that'd normally run would be likely to stay and fight you, and which makes you stronger against animals and more resilient to their strikes and abilities. You also have an "Animal Friend" mode, which makes animals friendly towards you, curious about you and makes you better at taming and befriending them, allowing you to get animal allies. This is strong enough that it'd take an animal being commanded to attack you for them to do so, and allows predators to ignore you and prey animals to like you. Animals you've tamed and befriended are exempt from the effects of "Animal Foe" (and you know when an animal has become tamed and is thus exempt from "Animal Foe's" effects).

Hermit [600 CP | Discounted for Survival Camping]
You have the perspective and skills of a hermit and survivalist cranked up to 11. You are immune to the negative effects of social isolation (and your social skills do not degrade over time), and you innately understand what it takes to survive on your own. Beyond that, you are a one-jumper construction crew, capable of doing feats like building a makeshift cabin in an afternoon and you know how to create and maintain a variety of tools, furniture, and equipment needed for things like cooking, staying warm, staying dry, etc. You can even do things like preserve food and meat with a touch, and can purify such things as well, curing them of illnesses they carry and destroying any poison or toxins inside of them, making them safe to eat. You can be as unsocial as you wish, and not only get by, you could thrive.

Glamping

Four Wheel Driver [100 CP | Free for Glamping]
You are not only a terrifically talented driver of large vehicles in general, you are capable of making any vehicle the equivalent of a 4 wheel drive. This, generally, means you can make any vehicle better suited to handling all sorts of environments and more ruggedly durable.

Tech Head [200 CP | Discounted for Glamping]
You are adept at not only using high-tech camping equipment but also designing it! You have the skills needed to create innovative, fun, and useful camping and outdoor survival equipment but you can even make it aesthetically pleasing and do so cheaply and easily. You also have the skills and appearance needed to be a camping influencer, easily skilled with editing videos and capturing excellent footage of the great outdoors. Beyond that, you can easily clean items just by touching them. Your items will never be dirty again!

Social Camper [400 CP | Discounted for Glamping]
You excel at getting others excited about camping and convincing them to try it out. You know how to encourage people to come camping with you, and you understand what to prep friends for, as well as how to plan fun outings keyed to them specifically. Beyond that, you have a natural ability to make camping more fun and to remove some of the less pleasant parts of the camping experience, allowing them and you to enjoy nature while still having a fun and luxurious time!

Natural Recharge [600 CP | Discounted for Glamping]
You have a rather fun ability: you can recharge technology by exposing it to nature! How fast something recharges depends on a number of factors, most importantly its purpose and size. It is more than easy to charge something such that so long as you are outdoors and in nature it can never run out of battery. With this, even battery-powered tech can last so long as you're in the great outdoors. This, curiously, never harms the batteries or other power sources, and is only a boon to you.

Items
Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free, with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%. All items aside from the Basic Camping Gear can be repurchased once at the discounted price, and any subsequent purchases (a third purchase, if you initially had a discount) will be made at full price.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Basic Camping Gear [Free]
This is a completely free jumper's-first-camping kit with all of the barebones basics you could ask for. It has a small, lightweight pack filled with food, some changes of clothes, a small first-aid kit, a knife, a lighter, a tiny tent, and two refillable water bottles. This all replenishes daily, and the backpack is a tiny bit bigger on the inside than it should be, but all of this is only enough to keep you alive.

Backpacking

Wilderness Map [100 CP | Free for Backpacking]
This little beauty is a perfect, updating map that keeps you aware of all of the local trails and wilderness spots up to a few miles away from your immediate area. If you don't have any then it points you in the direction of the nearest ones. When you are in a wilderness area the map can always show you the way to a trail, or how to get to beautiful, scenic areas that are not marked on normal maps.

Hiker's Outfits [200 CP | Discounted for Backpacking]
You have a set of self-cleaning, self-repairing, always comfortable and highly protective clothes that are perfect for hiking. These clothes are neat, stylish, and enhance your mobility and endurance ever so slightly so you can always go the extra mile while staying safe and stylish. These clothes even adjust ever so slightly, just enough to keep you from being hot or cold as appropriate to the environment you're in.

Hiker's Backpack [400 CP | Discounted for Backpacking]
This remarkable backpack is much, much bigger on the inside than it seems. It is 10 times bigger on the inside than the outside would have you believe, and it can compress items to up to half of their actual size and weight, and that's before taking into account what you can do if you have any appropriate powers!

Survival Camping

Survival Gear [100 CP | Free for Survival Camping]
This is a set of comprehensive gear, everything from handy weapons to a much nicer first aid kit and a compass, that are all geared towards ensuring your survival. This even includes a simple gun and a replenishing pack of bullets. None of this is particularly high tech, but it is nice, high quality, and enduring.

Jumper's Best Friend [200 CP | Discounted for Survival Camping]
You have a pet of some sort, probably a dog or a cat, who can help you with things like hunting and keep you company. This animal companion is immortal and recovers from any kind of wound, given enough time, though if something would kill a normal member of its species, it is sent to your warehouse or simply disappears for a week before respawning overnight. This animal is especially good at stunning and distracting creatures, and can eat any kind of food without complications (and is stronger, and sharper, when it regularly eats).

Cabin In The Woods [400 CP | Discounted for Survival Camping]
This is a pristine, well-maintained cabin somewhere in the wilderness that is yours in every way, including legally. This cabin comes with a well-stocked kitchen, decent amenities, and is big enough for you and several friends or loved ones to live very comfortably in. It is also next to a staggeringly beautiful natural vista of some sort, such as a lovely lake or a vast forest. You can relocate it twice per jump and it'll appear where you want it to be over the course of a few minutes. You can also use this as a sort of base for a business, such as renting it out and it is self-cleaning, self-repairing, and self-maintaining, plus the kitchen restocks itself every night. Any resting that happens here is extra restorative, and time spent in this place tremendously helps people reconnect with nature and discover themselves (including you).

Glamping

Influencer Gear [100 CP | Free for Glamping]
This is a perfect camera, for both video and photos, and computer for taking and uploading pictures and videos of nature. All of this gear is fantastically high-end for the purpose, and has many of the same properties given to such devices attained through item purchases, such as unlimited storage and battery, and self-repairing abilities.

Camping Accessories [200 CP | Discounted for Glamping]
This is a set of high-tech, easy-to-use camping equipment, such as a tent fitted with a portable AC unit, a clean and portable unit for going to the bathroom, and solar chargers for keeping equipment and technology powered up. This is a healthy range of equipment and comes with several pieces of fiat-backed camping tech and gives jumpers a lot of range as far as what they can get with it. Such technology has small quality of life things like unlimited battery, and self-repairing qualities.

Jumper's Camper [400 CP | Discounted for Glamping]
This glamorous camper is all yours jumper. It is many times bigger on the inside than on the outside, retains changes you make to it even across jumps, and is a perfectly suitable home for jumpers, their families, friends, and loved ones. It has unlimited gas, is swiftly self-repairing, has as many rooms as it has bathrooms, and has an excellent kitchen that is well-stocked with a range of foods and replenishes itself daily. It also has an inbuilt navigation system that, if engaged, will take you on scenic road trips to beautiful campsites.

Companions

Companion Import/Companion Creation [50-200]
With this you can spend CP to import companions into this jump, giving them 600 CP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 CP per person you do this for, or you can spend 200 CP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this you get a token that if you give it to someone allows them to instantly understand what a chain is and what it means to be a companion and who is given the chance to come with you. If they say no you get the token back, it is recharged and you can give it to someone else. Each investment of 50 CP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [+0 CP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, powers, your warehouse, or any combination of the three. This can be reduced in intensity, making you lose access to your other perks, items, or warehouse, but not all three, in exchange for dropping how many points this gives you. If you only lose access to one of the three, you only get 200 points; if you lose access to two out of the three, you get 400 points; and if you lose access to all three options, you get the full 600 CP.

Climate Change [+100 CP]
Whenever you go camping you find that it's noticeably hotter or colder, whichever would be less convenient and less liked by you, than it should be. This sad trend persists every time you go camping, which is extremely unfun but hardly impossible to overcome.

Unprepared [+100 CP]
You have a strange tendency to not prepare properly for camping. This makes camping trips somewhat more inconvenient but it's usually only small stuff, and you can usually prepare enough to avoid making dangerous mistakes. Still, this will certainly make camping a bit less convenient, which is never fun.

Camping Hero [+200 CP]
Camping sure has attracted a lot of people in this world! Now many of them are not good at camping. Some of them have no idea what's going on. You'll frequently come across these folks and feel a strong urge to help them, which will be a bit time-consuming and somewhat annoying, though some of them will help you out in return. Not all of them, mind you.

Primal Camper [+200 CP]
It is much harder to effectively and successfully use assorted tech camping tech. For some reason your camping equipment is just less useful than it really ought to be. I sure hope you have actual camping skills!

Law of the Wild [+400 CP]
This isn't as primal as it sounds. This drawback makes camping much more litigious and makes all outdoor activities and hobbies become far more politicized. Essentially this drawback sharply increases the number of laws that are a part of going camping and doing other outdoorsy hobbies. It also dramatically increases the penalties for breaking these laws.

Animal Adversary [+400 CP]
Animals do not like you. This makes animals noticeably more skittish, if appropriate, and noticeably more aggressive, if not.

Manmade Problems [+600 CP]
Your camping trips are plagued with humorous, though sometimes dangerous, problems. For the most part this won't be anything wildly out of pocket, but this is a problem multiplier that makes your outdoor excursions more hectic, more adventurous, and goofier, in ways that are not nature-based (that's another drawback).

Natural Disasters [+600 CP]
Each time you go camping, your benefactor flips a coin. If it lands on heads, then your weather is fine. If it lands on tails, then you face a natural disaster of some sort. If you try to game this drawback by not going on camping trips in this camping jum,p then your benefactor gets a little more aggressive with this and flips this coin once a week no matter where you are, and the natural disasters get a little worse.

Decisions
You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.