Meet Dave

v0.2
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Introduction

Meet Dave is a 2008 movie directed by Brian Robbins and starring Eddie Murphy. This world is a relatively normal version of Earth with little to supernatural occurrences, with the exception of a recently arrived extraterrestrial ship named Dave Ming Chang. Dave Ming Chang is a Nillian spaceship that resembles a human man(Eddie Murphy) and has traveled to this world in order to steal its oceans and deliver the salt within them to their home planet Nil, so that they can solve its energy crisis. You arrive in this Jump just as Dave lands.

Gain **1000 CP**

Starting Location: You may choose or roll for any of the below options.

- **1. NYC, Times Square**
- **2. NYC, Just outside Gina's apartment**
- **3. NYC, Josh's School**
- **4. NYC, Amusement Park**
- **5. NYC, Police Department**
- **6. Planet Nil**

Choose your age, sex, and gender.

Origin

- **Drop In - Free:** You spontaneously appear.
- **Resident - Free:** You are a normal resident of your starting location, having grown up there and lived a relatively normal life.
- **Crew - 300 CP:** You're a visitor from another world, by default a Nillian, you can freely choose to start instead as a low ranking member of Dave's crew.

Perks

All Perks except those marked as exclusive may be bought repeatedly. 100 CP Perks are free for each Origin. All Perks are discounted to half price for their respective Origin.

General Perks

- **Nonchalant - Free:** Someone eating a pile of hotdogs like a vacuum cleaner? A guy throw someone across the room with one hand? A suspect repeat what clearly sounds

like an intercom being left on to a private conversation? That's just New York for you! You can now effortlessly shrug off any weirdness you encounter and carry on with normal conversation as if nothing happened.

- **Shake it! - Free:** I lied about there being no supernatural qualities to this Earth, nearly everyone seems inexplicably talented at picking up dance moves and incorporating them into impromptu dance numbers with little practice. Now you can do this too! With just a brief view and a few hours of practice you can perform complex dance moves like someone who's practiced for years, and with a few days practice dancing you'd be an undeniable expert in the art of dancing.

Drop In

- **My Name Is - 100 CP:** When introducing yourself to someone for the first time they'll accept any name you give them and use it to refer to you until you correct them to something more reasonable. Feel free to introduce yourself as "Lord Jumper His Magnificence IV" but I hope you don't get tired of hearing it.
- **Captain of the Crunch - 200 CP:** When someone directs questions towards you that you don't wish to answer you can easily misdirect them by answering with something nonsensical and comedic. So long as they aren't especially determined to find the answer they'll drop the subject and not bring it up again, allowing you to go on in anonymity without issue so long as you don't make a point of drawing suspicion.
- **Jumper's Such A Goofball! - 400 CP:** People will easily dismiss any bizarre behavior you express as just you joking or being a somewhat silly person. As long as your behavior doesn't directly harm anyone or physically impede their agency to a great degree then they'll let you get away with it with only as much as a strange look, and likely a laugh. Overtime you could end up seeming like a funny and endearing person just by acting outside the ordinary consistently.
- **Let's Get You Inside - 600 CP:** Doesn't it suck when you're a Drop In and have nowhere to go, no one to turn to? Not anymore. This perk ensures people will be unnaturally hospitable to you, looking after your safety and well being, and even inviting you into their home as long as they're not especially cold or reclusive. You will quickly find yourself ingratiated with them and a part of their everyday lives if you make an effort to involve yourself. This perk works best on the common folk but even an especially kind high class royalty or powerful figure could come under its effects if the situation presents itself. Otherwise when in need this perk will eventually engineer a situation that brings you under the care of a random average person.

Resident

- **Profession and Hobby - 100 CP:** This perk grants a practical level of knowledge and skill in one profession, and unusual talent in one hobby. The profession and hobby are of your choice, the only limitation is that they must be found somewhere on your starting world.
- **I've Got A Feeling - 200 CP:** This perk draws you towards persons and things of interest, it's not a direct process but so long as you'd want to find something enough to

make up for having things derailed you'll find yourself moving towards it on hunches and feelings.

- **You're a Giant, Jumper - 400 CP:** You ever wanted to get through to someone, anyone at all, just get some kind of meaningful connection, but everyone always brushes you off, and overlooks anything you do for them? Never again. This perk causes your actions to become much more meaningful and impactful on a personal level to the people you interact with. So long as you're actively involving yourself in someone's life and consistently helping them they'll never forget you, or what you've done for them. People affected by this perk will be eternally grateful to you and can easily be influenced by you. Enough so that you could alter their social habits forever and indirectly convince them to abandon a world saving plan, just because it would've put you in danger.
- **Savior Of Two Worlds - 600 CP:** Sometimes things just seem outside your ability to handle, like no matter what you did you couldn't possibly fix them. But you often have to anyways, and with this perk you might just find you're able to after all. This perk causes the impact of your actions to resonate outwards influencing larger events in a noticeable fashion. This works better the larger scale and more 'important' the events you're trying to influence are, and you have to be making a consistent effort to do something about them. If you're trying to stop a company from discontinuing a flavor you like you'll only really see your petition getting attention faster than you'd usually expect. But if you're trying to prevent the death of a friend and the fall of two worlds then just being a sufficiently loyal friend might prove to be enough to save them more often than not.

Crew

- **Tiny Person - 100 CP:** This perk shrinks your size down to just under an inch in height, or a relative amount as compared to an average adult human. You will remain healthy and functional at this size the same as normal but all the numerically measurable expressions of your abilities will be proportionally lessened as well. After this Jump is over you can freely toggle this on or off at will.
- **They Call This… - 200 CP:** With this perk you can quickly and easily pick up on foreign cultures and customs, learning skills related to them at a rapid pace until you could equal a native, all within the span of a few days at most.
- **Crew Number # - 400 CP:** This perk grants you expansive skill and knowledge in profession related to the operating of a spaceship. The specifics are roughly up to you but it must fall within the bounds of a clear specific stereotypical SciFi crew member, and grants you enough skill and knowledge to be considered an expert. Examples include alien engineer, weapons specialist, pilot, systems manager, and captain.
- **Captain Jumper - 600 CP:** This perk grants you an aura of authority capable of cowing all but those with the absolute most confidence in their in their refusal of your command, so long as they've agreed to accept it at some point in the first place. Your general skills at managing people are also noticeably increased, and you gain a slight improvement to your intuition in any crisis situation. You are the Captain now Jumper.

Items

All Items may be bought repeatedly. One 100 CP Item is free for each Origin. All Items are discounted to half price for their respective Origin. All items can have a similar item freely imported into them.

- **White Suit - 100 CP(Discount Drop In):** Despite what the name says this item can technically be any normal mundane outfit, this outfit will always stay immaculately clean and fresh, is perfectly fitted to you regardless of your proportions, highly resistant to damage relative to your own durability, and will be fully repaired upon leaving your sight when not on your person, including from total destruction, or otherwise slowly repair any damage over the course of a day.
- **Flier - 100 CP(Discount Resident):** This is a plain sheet that when filled out with information about something you're looking for will garner unusual interest from those who see it, the **Flier** also draws the eye easily, this will raise the chances of getting help or attention when you want it when posted somewhere. Whenever put out, lost, or destroyed a new one will spawn one week later.
- **Blaster Rifle - 100 CP(Discount Crew):** This is a fairly generic SciFi blaster rifle, it's comparable to the best man portable rifles in real life, handles easily, has infinite ammunition, and will be fully repaired upon leaving your sight when not on your person, including from total destruction, or otherwise slowly repair any damage over the course of a day. During this Jump it'll be scaled down to fit the size of **Tiny Person** but can be scaled up for free when the Jump has ended.
- **Stuffed Frog - 200 CP(Discount Drop In):** This stuffed animal(who's mundane nature is actually of your choice) is the perfect gift. Anyone will accept it as a thoughtful gift regardless of their preferences, how many they've received from you before, or whether or not they know you well enough to receive a gift from you. This will not work if you've tampered with the stuffed animal in a negative way(as viewed by the other person). Whenever given out, lost, or destroyed a new one will spawn one week later, and you may change the variety of stuffed animal you receive when it does so.
- **Nice Apartment - 200 CP(Discount Resident):** An upscale apartment you legally own, with free rent and utilities. At least 2 bedroom and bath, with high quality kitchen/dining room and a furnished entrance way. This apartment will retain any upgrades made to it and can freely be attached to your warehouse or inserted to a Jump at your discretion whenever you enter one.
- **Crew - 200 CP(Discount Crew, Captain Jumper, free if both):** This is a **Crew** of 100 all with the first three perks of the Crew origin. They have appearances of your choice based on any of your alt forms or your Body Mod, with normal deviation expected of a distinct population, but are of demographics of your choice. They are permanently locked to the decreased size of **Tiny Person** and abilities not exceeding those available in the Body Mod scaled down to their size, unless you upgrade them with some other method. Replacements will spawn in a week if any are killed or permanently lost, and they are

guaranteed to always remain loyal to you, and immune to traditional subversive tactics. For Nil.

- **Metal Ball - 400 CP(Drop In):** This golf ball sized metal ball is an advanced piece of Nillian engineering designed to harvest resources from alien worlds. It sucks up water and all its contents quickly upon contact, storing it without impacting its own size or weight. The ball absorbs water fast enough to drain a fish tank in seconds and exponentially faster every second afterwards, with an upper limit of absorbing and storing the entire oceans of an Earth-like planet, and can release the water again at a similar speed. If lost, stolen, or destroyed the **Metal Ball** will be replaced in one week.
- **Precinct - 400 CP(Discount Resident):** This isn't necessarily an actual police precinct, though it can be, this is a secure building you legally own with a secure interrogation room within it. If someone is interrogated within this interrogation room fate will conspire to make them spill the beans, if they are actually guilty of what you suspect and there is a theoretical situation where they could be made to reveal this to you in this room then it will play out every time. The building has(mundanely) strong solid walls, free utilities and requires no rent or property tax. The internal space is bare beyond the interrogation room if you don't fill it in yourself but is otherwise can be as large and developed as the average police precinct.
- **Meet Jumper - 400 CP(Discount Crew, Captain Jumper, free if both, requires Tiny Person):** This item is very strange indeed, a copy of your body. It has a large interior space full of enough modest personal quarters to house more than a full **Crew**, has a full life support system including water and food, and just enough power generation to maintain this life support indefinitely. It is more importantly a vehicle of some sort, a ship even you could say, which can be operated from a central command station by you or from an extensive control system spread across its interior that would require the greater part of a **Crew** to operate, and when doing so in your absence will always act as if under the **Goofball** drawback, due to the lack of your own fine control. The ship has openings for entry and exit at every orifice and possesses all your capabilities at their full capacity, plus those added to it or described for it here or elsewhere in the Jump. For an extra **400 CP** this can be upgraded further, either into an android/gynoid body or otherwise with extensive cybernetic enhancements. This adds a great deal of extra capabilities including but not limited to, strength capable of at least effortlessly throwing adult men, manhandling cars, and bending steel with its fingers, speed and precision capable of at least effortlessly intercepting normal human punches and dominating in competitive video games with only one hand, durability at least able to take impacts from adult human unarmed attacks and full collisions with cars with only minor injury, energy shields that when active are capable of at least withstanding gun fire and a crash landing from atmospheric entry with no damage, scanners capable of quickly recording the makeup of mundane materials and technology, with manufacturing units able to quickly reproduce such things, blasters capable of at least effortlessly blowing holes through thick stone walls and metal structures, advanced communication equipment and scanners able to at least access radio, television, and the internet over a large area, and fast interstellar travel(that has a long lift off sequence and can't on its own be used for

normal locomotion). **Meet Jumper** starts each Jump with enough power to at most operate these upgrades in moderation for a few days before running out, but it can easily be powered from outside sources and after this Jump can even operated by your own bodily processes, including eating.

Companions

All companion options may have **CP** donated to them at a 1:1 ratio, this **CP** is handed out across the board to all companions bought/imported in this Jump(unless for some reason you want to exclude someone).

- **Number # - 50 CP:** Import or create one Companion. They get **400 CP** to spend in the Jump doc and an origin of your choice with freebies and discounts.
- **Met Someone - 100 CP:** This can be used to recruit anyone in this world as a companion so long as you can convince them to come with you.

Drawbacks

There is no drawback limit.

- **Time For Me To Leave - 0 CP:** You may leave this Jump as soon as the main plot has been fully resolved, with the Earth guaranteed safe from the original **Metal Ball**.
- **They don't shake hands where you're from? - 100 CP:** You will have noticeably bizarre reactions and comments during your time here, whether or not this drawback actually changes your behavior is irrelevant, people will behave as if it is strange and may judge you or avoid you for it.
- **Wanted - 200 CP:** The local police want you for questioning, and they won't take no for an answer, willing to use force if necessary. They'll inevitably accuse you of something absurd, and if they actually get to question you will be assured their accusations were well founded.
- **Goofball - 300 CP:** For the duration of this Jump you'll have an unreasonably hard time controlling your movements, struggling to perform even basic tasks consistently unless concentrating on them intensely. If you have **Meet Jumper** you can take **100 CP** off of this to have it only apply to your **Meet Jumper** while you're using it.
- **On A Mission - 400 CP:** You lose access to all out of Jump capabilities, rendered to just your Body Mod and what has been purchased here. For an additional **200 CP** this applies to in Jump purchases as well.

Final Choices

After ten years in the setting you are required to choose one of these options:

- **Return home**
- **Stay here**
- **Move on**

Notes:

- **Meet Jumper** does not need to be the same alt-form or Body Mod as your current body if you have multiple.
- After this Jump is over **Meet Jumper** will gain a unique connection to your Warehouse, this will allow any property than can be connected to or added to the Warehouse to instead be integrated into **Meet Jumper** at the appropriate reduced scale. Normally if you were to open an entrance to your Warehouse within **Meet Jumper** it would simply open a proportionally small entrance into the Warehouse much like the opening in its orifices, but after this Jump is completed you can choose for any entrance to your Warehouse to instead open as a normal sized entrance within the Warehouse, anything brought through this entrance into **Meet Jumper** will be scaled down in size under the effects of **Tiny Person**. Objects taken back through the other direction will not be sized up unless they were sized down from having passed through before.
- Once this Jump is over **Meet Jumper** can be operated as normal for your body so long as you're within it and can either afford the concentration or have some kind of multitasking ability. The interior can also be aesthetically redesigned/refluffed once for free once this Jump has ended with little to no limits so long as it doesn't grant any mechanical/practical advantage to it. **Meet Jumper** will retain any upgrades made to it, and maintains itself and anything integrated into it as well as your own body can.

Changelog:

V0.2

- V0.2 Revised **Meet Jumper**'s limitations.
- V0.1 Just finished the initial version.