Alternative Living Jump

V0.99 (No beta we don't like men) By Nuthenry2

Welcome, for the next five years you'll be staying in a mundane world similar to earth. Although there is one main difference is that living in a city or subaru and working an average job is dull, boring and soul draining, fortunately living an alternative lifestyle will counteract this.

Take these 1000 Choice Points and enjoy your time here.

Origin:

You may choose to have a generic background, replace someone or drop-in with no history and possess both a legal identity and a bank account.

Homesteader
You are determined to forsake the hustle and bustle of the cities and cast away the 9 to 5 soul destroying job to farm the land and carve out a living on your own terms.

Traveller
You're a wander, travelling the land, visiting grand vistas, ancient forests, breathtaking wild flower meadows and never staying in the same spot for too long.

Ocean Strider
The ocean, a harsh mistress but the tropical Islands, brilliant sunsets and the feeling of freedom make it more than worth it for you.

Age, Gender and Location:

You may pick any age. Pick what gender you want including being trans if you desire. You may pick any starting location, the country you possess citizenship with and your ethnicity.

Perks:

Enjoy Life (Free)
Life is beautiful and now you can enjoy the small things like the changing of seasons, the blossoms of spring, the starry night sky, the dawn on a glass blue sea or just a simple cup of tea made from tea leaves you grow your-self. Because you can enjoy life blessings you don't sweat the small things as there is always a silver lining. Additionally you can live your life one step at a time, easily dealing with the uncertainty and stress a non-standard and constantly changing lifestyle may bring.

Travelling Vaccinations (Free)
It would suck if while travelling you get struck down with malaria or worse. Now you are automatically vaccinated with all available in-jump vaccines and booster shots, this update

every time a new one gets developed and no side effects whatsoever (Even if it's intentionally designed to include said side effects).

Youtuber (100 cp)
You're a skilled youtuber. Capable of recording good videos, speaking to the camera and doing voice overs, managing sponsors, ensuring that your videos are monetized, setting up alternative revenue streams and editing all of your footage and audio together quickly. Additionally you can easily spot any out of context and unexplainable things in any footage that you work on and any viewer is more likely to overlook or dismiss such things.

Friend Maker (200 cp)
A friend in every port is what they used to say, lucky you're a nice guy. You can easily make friends, have polite conversation with anyone, join social groups and clubs and additionally even the most murderous isolation groups will hesitate to harm you on first contact, Although you may be warned to leave never to return If you cannot win their trust.

Polyglot (300 cp)
Your brain retains the elasticity and rapid neural formation of when you were a small child. Normally people associate this with learning languages, But you can learn any mental skill in a third of the time need, In addition to this you can understand the bare basic of a language and culture with about a day's worth of constant exposure and never get confused when you have multiple sets of similar but different information, like when you need to remember the history of a similar but slightly different jump or if you are speaking to someone with a language with multiple versions of different dialects.

Farming Skill (100 cp / Free with Homesteader)
You're an experienced farmer. Capable of growing crops, raising animals and operating farm equipment, this even extends to non-standard forms of agriculture like permaculture, aquaponics and restorative agriculture. Of course you can't work the land if your equipment is not in shape, so you also have knowledge and skill on farming equipment maintenance and some basic fabricating and metalworking skills, so you cobble together solutions to your problems.

A Days works (200 cp / Discounted with Homesteader)
It's not much but it's honest work, although it's a lot of hard work. Luckily you have the mental and physical endurance to work 18 hours a day, day in and out for months at a time. Additionally you are also good at managing your time and can plan out your day's work, meaning you don't waste time running up and down your farm because you forgot something and can work on multiple tasks at the same time, saving time instead of running all over the place.

Taming The Land (400 cp / Discounted with Homesteader)
The untamed wilderness while beautiful is a harsh place to survive in and taming it takes a lot of time and effort. Fortunately every action you take to modify the land tends to be effective and long lasting, a pruning a tree will mean its fruits will be better and it starts to grow into the patterned you pruned it into, pesticides will be more toxic for pests and effects

them for longer, removing weeds will mean less will return later and irrigation trenches will be more effective at water plants and last longer. This scales all the way up to terraforming deserts or even whole planets.

Driving Skill (100 cp / Free with Traveller)
You're an experienced Driver. Capable of driving Cars, Motorcycles and even Trucks, this extends to being able to drive stick, double clutching, towing heavy loads, driving on ice and sand and other similar things with ease. This also comes with read road maps and some basic mechanical knowledge that will enable you to do some roadside repairs and diagnose problems while keeping it well maintained in the long run.

Survival Expertise (200 cp / Discounted with Traveller)
Without the trappings of civilization and support structures it can be hard to survive, lucky you're quite good at it. From sun scorched desert to Lush Jungles and urban wastes, there is no biome where you can't find edible plants, drinkable water sources and other resources if there exist. Additionally you are good at identifying which plants are safe to eat and adapting to different environments, as long as you have the right gear you'll be comfortable in the coldest reaches of the arctic or heat of the hottest desert.

Wayfinder (400 cp / Discounted with Traveller)
You can instinctively navigate harsh lands, deep snow and sand, swamps, mountains, canyons, lush jungles, great bodies of water and even the irradiated void of space, as long as you have the required equipment like a boat for crossing the ocean or snowshoes for snowy wasteland you can cross it. This also helps you with illegally crossing borders and escaping dictator regimes however this does not give you protection from the environments themselves nor guarantees your survival, but you do get an instinctual urge for the equipment needed or anything that will make the journey easier and safer.

Sailing Skill (100 cp / Free with Ocean Strider)
You're an experienced Sailor. Capable of sailing any sort of water vessel this extends to manipulating sails, ropework and splicing, navigating, celestial navigation, plotting and charting maps, operating the radio, docking and even boat repairs and maintenance for all the time you will spend hauled out or quickly patch a sail. As a bonus you never get sea sick and you instantly gain your sea legs. Do note that you're still just one person and large vessels will require multiple people to properly operate it.

Weather Man (200 cp / Discounted with Ocean Strider)
The weather is a harsh and unpredictable mistress, Luckily you can read her whims. You can read the local air and sea temperature, humidity, light and UV level, air pressure, rainfall, wave height, water and wind direction and speed all with machine-like precision. With this date you can predict the weather and ocean currents with great accuracy for up to 36 hours in advance and if you have more data from external non-local sources you can predict even further into the future.

Seas Born (400 cp / Discounted with Ocean Strider)

You are born of the ocean, fear it not because you can breathe any oxygenated medium without issue and slowly adapt to any pressure, meaning you can hold some rocks to dive to the bottom of the Mariana Trench and back in about 6 hours without worrying about drowning, pressure, the bends or oxygen toxicity. Note that you are still required to have a sufficient amount of oxygen In the medium you breathe and will still be affected by the medium itself, additionally you have an instinct that tells you If you're descending too fast or if there's not enough oxygen in the water.

Items:

Items will respawn or mend themselves after a month if lost, damaged or destroyed, so will consumables when used. Any modifications or upgrades made to any items will be kept. You may freely import items into similar items and may purchase an item as many times as you like, but only receive a discount and freebies once.

A Ride (Free)
It sucks if you are stranded without a vehicle, while this isn't an item per say it's more of a service instead. When you are in need a friend or locale will help you out with a lift if it's not too much hassle, although it may cost you a pack of beer or covering fuel costs. Additionally if you need transportation for longer periods of time you can easily find a cheap vehicle to rent or buy then sell when unneeded, you may even make a profit if the vehicle is in a better condition when bought.

Passive Income (First Free / 50 cp)
At the start of a jump you gain the local equivalent of $25,000 and every week after you gain an additional $25. This money is legal, with all taxes paid. You may choose to have the money deposited into a bank account, receive it in cash or as trading goods. Each additional purchase doubles the starting money and the amount per week.

Smartphone (Free)
You have a top-of-the-line modern smartphone with all the bells and whistles. Additionally it has unlimited data and memory, with all data on the smartphone being restored when it respawns.

Personal Identification (Free)
You have the appropriate identity documentation and paperwork for the Jump you are in, like a birth certificate or social security number. This also comes with a passport and licences for common in-jump vehicles you have the skill and knowledge to qualify for.

Four Season Backpack Tent (50 cp)
This tent can sleep two men and has a porch capable of storing your backpack and can be used to cook if you keep the door open. The tent's double walls made from premium materials and study design make this tent a good all-rounder for all types of weather conditions. This also comes with a single four seasons sleeping bag, Air sleeping pad packed into a hiker backpack with a week worth of MIR, Canteen kit and a Backpack Gas Stove.

Pet (50 cp)
You now have a well trained pet of any species, gender and temperament. This pet is fairly easy to train and with a bit of effort you could train it to herd sheep, talk with touch buttons and break bad habits. Additionally it easily adapts to different climates, changing locations and can return home or to you no matter the location even if you're travelling a lot. It comes with a month of dried food and basic care items like brushes and collar with leash. Pets will always be sub-sophont unless they are imported as a companion.

Crate Full Of Food (100 cp)
This wooden crate holds about 10 Litre of random unprocessed and raw fruits, vegetables, nuts, grains, seeds, eggs, and meats that contain all needed minerals and vitamins. The crate will top itself off with more food daily, items will come in paper bags or card boxes and anything stored in it will not spoil, rot or decay. Additionally you also gain a 750 ml glass bottle with a metal screw top that will fully refill itself with fresh crisp drinking water over the course of an hour.

Mailbox (100 cp)
When this mailbox is hammered into the ground, mail and packages meant for you will be delivered to this mailbox if you desire with larger packages being placed next to it. This will always be a legal address and be known to the post office, delivery company and online order forms. If the Mailbox is moved while the delivery is in transit it will be rerouted to the new location, all though you may have to pay an extra postage fee.

Portable Infinite Battery Bank (100 cp)
This neat battery bank is the size of a shoe box but don't let its size fool you. By pushing a plug into it it will morph to fit the plug perfectly and adjust the voltage and frequency. It also works with wireless charging by placing the device onto it, but the best part is that it never runs out of power, unfortunately it can only supply a maximum total of 3.4Kw or 30 amps at 110v. Enough to power 3 microwaves or charge an EV overnight.

Homestead (100 cp / 200 cp / 300 cp / Free or Discounted with Homesteader)
You can’t work your land if you don't have any. You gain a plot of land of about 10 acres with a canvas Yurt with a wooden base, wood burning stove, pump well, shipping container for secure storage, some solar lights and an outhouse. Additionally you can choose a main feature for your land to have, like mountains, old wood growths, a large river and lake, being on the coast line or even being a private island. Alternatively choose a Wall Tent or a Iranian Alachigh of similar size for your building.
For 200 cp this upgrades to 50 acres of land and a log cabin or cottage with a small solar setup, solar heat system, indoor plumbing, utility connections if locally available and a shed or garage.
For 300 cp this becomes 150 acres and a large house of your choice with a large barn, grain silos, huge solar and wind array, enough to run a full house even on cloudy days.
Alternatively you may choose an earthship.

Post jump you can choose to import your land into the setting or have it in a pocket dimension attached to your warehouse.

Mobile Home (100 cp / 200 cp / 300 cp / Free or Discounted with Traveller)
This converted van is well built and to your specifications this includes things like insulation, water tanks, solar panels and a house battery, heater, cooker and bed. Of course the van itself possesses all the mod cons like aircon and GPS. You may alternatively choose a 4x4, a car with a micro caravan, motorcycle with sidecar camper or a Wagon and pulled by a two-wheel tractor. If you want it to be pulled by horses or another animal you will have to supply them yourself or you can buy them with the pet item.
For 200 cp this upgrades to a large camper van or a converted bus, coach or box van.
For 300 cp this becomes a towable tiny house with a powerful towing truck.

Boat (100 cp / 200 cp / 300 cp / Free or Discounted with Ocean Strider)
Ah the sweet salty breeze, although you'll need a good boat to properly appreciate it. You gain a small ocean capable boat that's around 30' (9.1m) or under. It will have most of the mod cons like radio, AIS, GPS, chart plotter, radar, solar panels and a house battery and the likes. You may alternatively choose a catamaran, trimaran, converted lifeboat, raft, barge or a narrow boat.
For 200 cp the boat upgrades to a max size of 60' (18.2m).
For 300 cp it upgrades to a max size of 80' (24.3m) although do be aware that large boats are very difficult to solo sail and are a money pit to maintain and pay docking fees.

Something Exotic (600 cp / Discounted if no other item discounts are taken)
Perhaps the other options do not tickle your fancy or perhaps you want something different, This is the option for you. You can have your own private jet aeroplane, a road train made of lots of houses, a converted container ship, underwater habitat, giant hovercraft or even the space shuttle. So long as it is a way to conceivably live in it and can be created with modern technology you can take it as an option. Just remember even if you own a nuclear submarine that does not mean countries will let you dock it or even let it anywhere near their borders without blowing it up, Never mind selling you the uranium to fuel its reactor or hiring the specified staff.

Companions:

Import (50 cp Each)
Import or create a companion. They receive an origin, freebies and 300 cp to spend wherever they like. You may save it for an earmarked companion, although if you don't use it before the jump ends it will be wasted.

Earmarked Companion (Free)
Applies to anybody in this jump that you have explained what the jumpchain is and that they agree to come with you as a companion. They will be available to be imported as a companion in later jump, even if they are dead.

Drawbacks:

Supplement Mode
This Jump will become a supplement to any Jump with all starting choice points kept separate. You may apply drawbacks interchangeably between jumps and give the choice points to the selected jump, although you may only use any single drawback just once.

Alt Setting Mode
Instead of the jump being a generic modern day, you pick any mundane setting. Maybe you want to meet Walter White from Breaking Bad, sail the ocean of Waterworld or walk with the ancient Egyptians, as long as there is no magic or super tech you can go there. With Supplement Mode you may pick the jump to be set in an AU or fanfic version of the attached jump as long as it does not alter the meta of the jump too much.

Power Lockout (+200 cp)
All powers and perks from before this jump are sealed away, reducing you to just your body mod.

Warehouse Lockout (+200 cp)
Your warehouse and all of your items are locked away, although you may still deposit items into your warehouse but they can not be removed once deposited.

Notes:

Inspired by Homestead CYOA by JayMous, Generic Mundane Work Jump by Hidden One and all the boat life and homesteading youtube channels that I watch.

Items comes with documentation, licences, insurance to prove you can legally own and operate them and common everyday accessories you will expect him to have, for instance a homestead will come with hand farming tools and eating utensils but not a tractor, a car will have a puncture repair kit, jack stand and a small set of wrenches while a boat will come with sheets, lines, life jackets and the likes.

You may pick something from the real world as an item as long as it fits the criteria, pick something made with mundane tech, a kit to build or just get it in blueprint form and build it yourself, as long as the final product follows the basic design of the blueprints which will turn at ash and the resulting products gains fiat backing.

A Iranian Alachigh is a tent made from wood and felt, in which the posts are placed in pits and the top of the dome is tied and anchored to the ground with rope and a huge metal stake. This tent is very good for high wind loads and mountain weather but requires more effort to erect.