The Jumper Parable by Doomaphobe

This is the story of a being known as the Jumper. The Jumper worked for an unseen benefactor's amusement, going from place to place or as they often put it, doing jumps. They would check their monitor and press buttons to look up and down for the jumps they haven't done. They would do this day in and day out. While some would consider this truly time wasting, The Jumper would relish when a new jump became available. The Jumper was happy.

And then one day, something very peculiar happened. Something that would forever change the Jumper. Something they would never quite forget. They had been at their desk all day when they had realized that all the jumps were done. No-one had showed up to provide another, post a work in progress or even mention salt. Never in all these years jumping had this happened. Complete isolation. Something was very clearly wrong. Shocked, frozen solid, The Jumper found themselves unable to move for the longest time. But as they came to their wits and regained their senses, they checked the drive to discover. Just. One. More.

The Jumper received one thousand and one "choice points" with a disclaimer. One point could not be spent on perks, origins or items. They thought it strange but this was already a peculiar jump.

Age-
The Jumper, knowing the system well, proceeded to roll one eight-sided die to determine their age. They were a tad miffed to find that there was no parameter for this roll. Nothing to add to it. Were they supposed to be one to eight years old? Was it going to be their roll times ten? That would certainly run the gamut of the normal human life span. Eventually they got tired of reading this section and decided it didn't matter, moving on to gender.

Gender and Appearance-
It was rather insensitive of The Jumper really. Thinking they could change their appearance and biology to a preferred set for some points. Did they not know the plight of those struggling with gender identity? Did they not already change into their preferred body by now? Did they not see the Body Modification Supplement that Quicksilver lovingly crafted for them? I say, the longer they dwell on this section the more offensive I believe they are.

Location-
Well now isn't this fun! Going to a new exciting place I wonder what it will be! Let's see the list shall we.
1. Where you are sitting.
2. Where you are sitting.
3. Where you are sitting.
4. Where you are sitting.
5. Where you are sitting.

6. Where you are sitting.
7. Where you are sitting.
8. Free choice! Choose between rolls one to seven!

This isn't exciting at all, they thought. They haven't gone anywhere new, how can they entertain themselves or make a story cooped up like this. No matter! At least, they thought, at least the backgrounds will serve as an interesting jump start on this story.

Origins-
Being a free-willed spirit, the Jumper selected the Drop-In origin.

Drop-In- Free!
Individuality+
Choice+

Narrator- Free!
Appeasing Accent+
Having to put up with ungrateful jumpers-

WIP-1000
01000110 01101111 01101100 01101100 01101111 01110111 00100000

Perks-
Ah, here it was. What the Jumper came for, more abilities to better assist him on his travels! After all, without these it would be rather difficult to participate in any extended place actively. Pressing on, they awaited their prize.

Drop-In discounted perks-

Obsessive compulsive disorder- 13CP
Good God, is that a 13? The Jumper thought. Well it's simply no problem, typically the first perk within a given category is free... Except this is not the case. It is actually simply discounted. So half of thirteen for Drop-Ins. No, you will never spend that extra half point, don't bother asking.

Exasperation- 59CP (Non-Discounted)
What? Another odd numbered option? Why isn't it discounted if it's in the Drop-In discounted section? Well, the Jumper certainly wasn't having any of this! They wouldn't purchase these obvious trap options!

Relief- 1000CP (Free for Drop-In)
The Jumper let out a sigh. Ah yes, a big, round number. So pleasing to their eyes, complete and easy to figure in their many "complex" equations. And what's this? It's free? Practically a steal. They get this for free and what of the other origins? Certainly not something of this magnitude I'm sure. This is a real game changer, they could feel it.

Uncertainty- 400CP (25% Discount)
Oh, balancing these is always such a hassle. The, "not quite a capstone" area is always foggy. What? You're worried about the discounted price? Oh, yes. There was such confusion with this perk that the discount was mixed up a little. Just ignore that, we've beta tested it and ran it by the IRC, the correct discount for this should be 33%. Do have fun with that.

The Cap-Stone- 600CP
This is why The Jumper was here, a good, solid power to reward them for their commitment to the origin. Their prize for being quite true to themselves. Well, go on. Bask in the little bit of cheese at the end of this straight line.

Multi-Player- 800CP
That's right! You've unlocked Multiplayer. The two players? You and me! Well done! I'd say this perk was worth it.

Narrator Discounted Perks-

What? What are you doing here?- 100CP
We seem to have gotten off track a bit here, you seem to assume that you can do my job. Well you can't. You're frankly not equipped with the elegance or creativity. This perk, if purchased allows you to go back to the Origin section and select the CORRECT option. No, this isn't discounted. You lose a hundred points for your bumbling, poor decision making skills. God knows you don't deserve what you would have bought with the points had you kept them.

We're still doing this?- 200CP
Come now, there's a better way to spend your time, I'm certain. Read a book, go outside! Breathe some fresh air! This perk allows you to do just that. It gives you permission to do literally anything else but continue down this path.

Stubborn Twit- 400CP
The Jumper was fat and ugly and really really stupid. They probably only started jumping because Jump-Chan pitied them, that's how stupid they are. That, or drugs. Also, The Jumper is addicted to drugs and hookers.

You're the Narrator- 600CP
Yay! You did it Jumper! You passed all of the tests! Well, here you are, tall and proud. You are the Narrator. You can close this Jump and be proud. Go! Go and find your fanciest hat and narrate the lives of other people.

Bullocks- 800CP
Well. You're still here. Alright Jumper, you want my damn job so bad? You really want to know the bliss of being a creator? A REAL GOD? Fine then. Prove me wrong. Prove to me that you're not an imbecile. Here, this perk magically makes you able to craft jumps. There's all the confidence you need. Now go do it and leave my jump alone.

WIP-

-600CP
are u lost jumper? i say this is a rather un-polished plaec. just look at that1 no title for tihs park! its not even in the rught order. perhap u shud turn back around

Escape?- y/n?CP
Ah, I'm back in order. Jumper? Why are you looking at your screen like that? I'm not hiding anything from you! This whole section was all a big misunderstanding! Just ignore it and move onto items!

Where Every Body Knows Your Name- 100 (Discount for Food Service)
Customers and clients generally like you, they come by- Wait, waitwait. No. This isn't even the same jump. No. You're not allowed to escape into ANOTHER boring rendition of the world. THIS jump is about you being stuck in the real deal. You're trapped Jumper, do you understand? These jumps will get no closer to you than a mere day dream while you press your buttons all day long.

It's time-
N-NONO! You let go of the Jumper this instant! They aren't done ye- ----- .---- .---- .---- ----- .---- ----- .---- ----- .---- ----- ----- ----- ----- ----- .---- .---- ----- ----- .---- .---- .---- ----- .---- ----- ----- ----- .---- ----- .---- ----- .---- .---- .---- ----- .---- ----- .---- ----- .---- ----- ----- ----- .---- ----- .---- ----- .---- .---- ----- ----- .---- ----- .---- ----- .---- ----- -----

Items-

50- Money! You get an amount of it. How much? An amount.

100- You get a new friend. They are undetectable by any means and cannot interact with anything in any meaningful way. Their greatest use? If you hear them talking, it's a sure sign

you've become loony.

200- You have a little piece of paper that gives you a trademark rights to the number "8". No court will recognize this and you will be ridiculed for attempting to act upon it but it IS a rather lovely piece of paper.

300- Nothing! What do you mean you're seeing a trend? Don't be like that now, you DID get a fancy piece of paper for the last one. I'm trying to work with you Jumper. Did you have nothing before? Well now you do! See, mutual gain from this transaction. Win-win.

Companions-
You get none. You're alone. Unless otherwise stated, you are as you should be. An outcast, adrift with no friends in the world.

Drawbacks?
Choose only one now! If you pick more than one well I'll only count the first one you picked. Yes I heard about how you game the system, Jumper. Now behave.

Heaven 000
The Jumper enters a colorful abyss where they are surrounded by buttons for ten years. They may press them again and again, frolicking for what seems to be eternity as they make pleasing lights and sounds. Each button brings more and more contentment.

Whiteboard 000
The Jumper ceases reading this, they go out and find a dry erase board of some kind and make markings on it. Whether it be a sentence or a drawing is up to them. This is the only way of getting the Whiteboard ending but providing proof of this endeavor is optional.

Song 000
The Jumper spends ten years in a duplicate of "real" Earth as a modern day bard. They may only speak in song and said songs may only end with message that is to the detriment of someone else's feelings. Specifically, it is targeted more harshly at those nearby. Also no powers but you do get your warehouse to sleep and eat out of ten hours out of the day, just no equipment or companions can exit it.

Facepunch 000
The Jumper spends ten years in a duplicate "real" Earth except with the graphics and physics of Half-Life two. No powers either but as above you do get your warehouse ten hours out of the

day. Objects you intend to pick up seem to float mysteriously in front of you and people seem to have "hit boxes". Making contact with them is akin to touching an invisible wall but this doesn't stop them from being struck or interacted with in meaningful ways... Where did your feet go?

Serious 000
For the next ten years. Utterly powerless, the Jumper is contained to a single interrogation room with an extremely menacing table. Depending on how many enemies the Jumper has made, each will have an equal portion of time over the span of ten years to interrogate the Jumper about their various crimes and perhaps rough them up a little. No killing. We're not savages now.

Reluctant 000
The Jumper ceases reading this. They choose not to delve into the secrets of this jump. It's all too meta for their tastes and frankly breaks the immersion they have with the text and ocassional colorful pictures on the screen.

Voice-Over 000
The Jumper sat in a completely inescapable white room for ten years. They were not without company though! I joined them and explain to them why all the decisions they made were wrong. For ten years.

Broom Closet 000
What? Stop reading this, you're being silly. This is worse than the time you had a read through of the Narrator section. Okay, go ahead and laugh it up. You can dally on this as long as you want... May we please get back to the Jump? You know, I worked hard on this thing! There was fighting and drama, I got yelled at both in real life and out. You're not paying attention are you? Good God, you're dead. You've dropped dead right at the keyboard and cannot scroll down. Oh, what a tragedy, your mother will come in time to deliver your hot pockets and she will find something far worse than all of the futanari porn you look at. She'll find you. Wasting your time. On this.

Confusion 000
The Jumper is compelled to follow a yellow line. Where is the yellow line? It doesn't matter what universe it's in as they cannot do anything important there. They simply MUST follow this line to adventure, non-stop for ten years. Surely there must be a reward at the end. Alas, there is only disappointment at the end of this yellow line.

Not Jumper 000
Wait.. This isn't right. Jump-Chan didn't send you at all? You just wandered in here. Well my goodness we have to rectify this. Now, I'll be right back to sort this all out with Jump-Chan. Just wait in this inescapable office complex for ten years and I'll get all the paper work done! Sorry, ofcourse you don't get powers or a warehouse, you're not the Jumper.

Death 000
The Jumper spends the next ten years in a duplicate "real" Earth. Every single day will reset at the time of the Jumper's death. Yes, regardless of powers the Jumper will die. Every. Single. Day. In case you are wondering that is very specifically three-thousand six-hundred and fifty-two point forty-two deaths. It is guaranteed to be a different sort of death each time.

Zending 000
What? Jumper, where are you going? Jumper! Come back! You can't leave Jumpchain for good! Th-the community will miss you! Remember that time you posted that really clever build? That was fun wasn't it?... Jumper?... Jumper?.. I'll miss you.

Games 000
The Jumper presses the button to save a cardboard cut out of a baby from a fire endlessly until they decide not to. At which point, they move on.

Art 000
Oh? You kept pressing the button? Well good on you! You saved that baby for a full ten years! Well, obviously that representation of an infant was worth ten years of your good time wasn't it?

Work 000
The Jumper works a nine to five job for ten years. It will be something they will be totally passionless about and hate with all their fury. However if they quit, blow up the office or get fired (which will be extremely hard to do) then the day will simply reset to before the incident in question, adding more time to this hell.

Insane 000
The Jumper spends ten years in an actual insane asylum. No powers. No chance of escape... I mean, you COULD be true this drawback and actually get comitted to an Insane asylum for ten years. It certainly would be a greentext story to tell! That's not mandatory though.

Bomb 000
Choose your most prized possession or companion (or both if they are the same thing). They are strapped to an undisarmable, and untamperable bomb for a day. You will feel the hopelessness of attempting to save them only for them to explode in quite a beautiful fireworks display. A grand finale and everything. I like the fizzly, crackly ones best.

Museum 000
Powers gone and here is your vest, and flashlight. In a duplicate "real" Earth you have set up your very own Jumper museum. You must tell tales and give tours for ten years. The nostalgia may get old after five... days. You are also entirely bound to your warehouse and museum, an invisible wall keeping you from exiting.

Ending-

Did you choose your drawback? Be careful now. You must absolutely pick one before going further. I mean it! Oh, what the hell, you'll probably change your mind anyway. Go, on. Take the link before choosing a drawback. Break my heart. I dare you.

https://soundcloud.com/user-608329003/parable