Generic Setting
V0.04 (wip but jumpable)
By Nuthenry2

Pick the following options to build your own custom location or setting. This Jumpdoc does not offer any discounts for perks or items. you have 1000 CP to spend.

Origin:
Age - Pick Any
Gender - Pick Any
Race - Any built for the setting or alt Form you possess
Background - you may drop-in with generic information or have a generic background

Average Setting Power Level:
Low - this amounts to cantrips or a gun
Medium - capable of destroying a house
High - capable of wiping out of cities blocks

Setting Comfort Level:
Primitive - the average being may spend all year collecting food and then starve to death
Modern - lots of labour saving devices, plumbing, lighting and decent medicine
Futuristic - Highly Automated Society

Setting Flavour: (pick and combine as many as you like)
Technology
Magic
Psy
Ki

Setting Aesthetic: (pick and combine as many as you like)
Arctic
Apocalypse
Biopunk
Dimensions
Eastern
Mediaeval
Megacity
Modern
Roman
Space
Steampunk
Supernatural
Tropical
Wasteland
Water
Western

Average Setting Mood:

Welcoming
Peaceful
Neutral
Tense
Hostile
Warring
Xenophobic

Race Traits: (pick and combine as many as you like, you may build multiple races)
Alt-Form Import
Animal
Aquatic
Artificial
Human
Human-like
Identical
Morphic
Mythological
Non-corporeal
Totally Alien
Uplifted
Void Adapted

Perks:
My Body, My Choice (Free)
you may freely choose your gender and age for any jump, as long as it is within the jump possible choices.

Common Tongue (Free)
You understand, speak and can read/write the most Commonly Spoken Non-Magical language near the start of the jump. This update for each new jump and you never get confused about which language you should use and who is speaking what language.

Nomad (50 CP)
You can freely pick your starting location for any jump

Mr Property Owner (100 CP)
You may insert any of your properties into a jump, placing it in-jump before you arrive. You can also start on or inside this property.

10 More Years (150 CP)
At the end of a jump you can decide to spend 10 more years in the jump. These 10 extra years count as you're in the jump, so if you die without a 1up you could fail your chain. Also there is no limit to the amount of extra 10 years you can have in a jump, just make sure you can't die of old age that would be embarrassing.

Retroactive Update (200 CP)

isn't it annoying when you have something that's updated with each new jump but you've already been to some interesting jumps. Now anything that's updated with each jump will be retroactively updated for all your previous jumps and as an added bonus get updates just before the jump ends as well.

Items:

On Your Feet (Free)
It would be cruel to throw you out into the cold, so at the start of a jump you gain a voucher which can be traded for a place to sleep and full board dining for 2 weeks.

Jumpchain Gift Shop Catalogue (Free)
By feeding CP to this Ursine catalogue, it will allow you to store CP to spend in the Jumpchain Gift Shop. you may purchase things mid jump and it can store up to 1000 CP.

Companions:

Import Companions (Free)
You may import any and all companions, they do not receive any CP but the jumper may give them some of their CP.

Recruit Companion (100 CP Each)
you can recruit a companion in this jump by getting them to agree to come with you.

Modes:

Media Mode - instead of building your own custom setting you can select any setting from any Media. If you Desire you can modify the settings with this jump doc.

Supplement Mode - you may use this doc as a supplement to other jumps to change the setting.

As Long As You Need Mode - After the time in the jump is up, you can choose to stay in the jump as long as you want. Any chain failures occurring during this time does not end your chain but rather send you onto your next jump.

Repeat Mode - you can use this doc as many times as you like but you only get the 1000 CP once.

Notes:

By combining Primitive comfort level with Space, Mediaeval, Megacity and Wasteland. it could mean that you're on a ruined mega structure which is inhabited by primitive tribes.

By combining Artificial and Human they could be cyborgs or homunculus or living dolls. If you add animals to that they could be Furry Robots.

By combining Psy with Animal and Non-corporeal they could be anima spirits.

If a jumper has the ability to jump multiverses, they could usually go to any of the settings. so long as it makes logical sense go for it.

Change log:

0.01 - my first jump initial release

0.02 - added origins, co mpanions imports and changed Desolate to Xenophobic, added some more Aesthetics and race options, As Long As You Need Mode, minor spelling and grammar

0.03 - Added perks and items

0.04 - Named creator (me), added more aesthetic and race traits, recruit companion, Retroactive Update and 10 More Years Perk. edited supplement mode