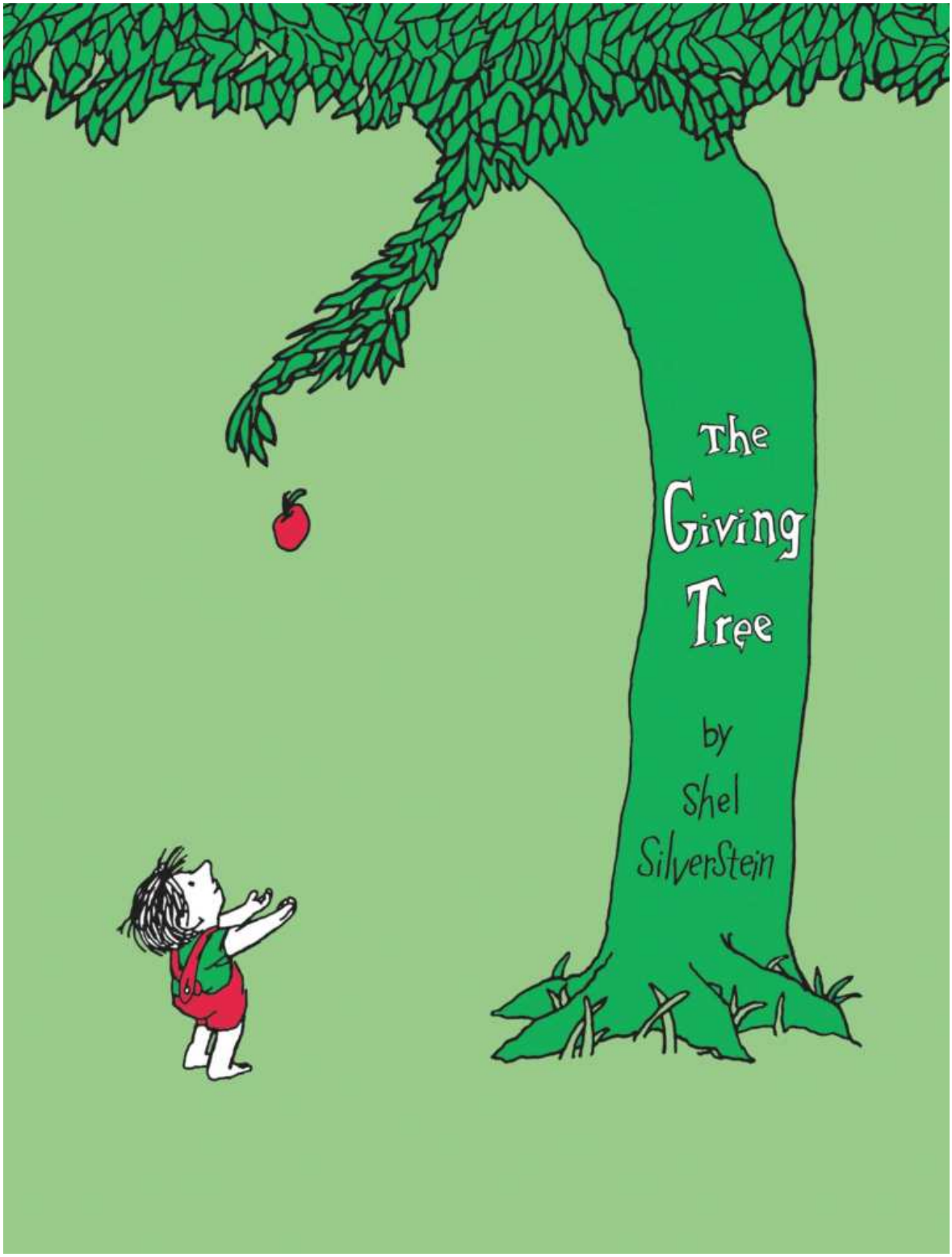
The Giving Tree Jumpchain 1.4
By EYouchen/MadaMada



Once there was a tree… and she loved a little boy.

-Shel Silverstein, The Giving Tree, 1964

Welcome to the world of the Giving Tree. This is a famous children's book by none other than Shel Silverstein. There is a tree. There is a boy. They love each other. But the boy grows up. The Tree gives too much. The boy takes too much. Piece by piece, the once-mighty tree is reduced to a stump. Eventually, the boy, now an old man, returns. The Tree has nothing left to give him, but he only wants a place to sit - a stump.

And the Tree was happy.

Take this 1000cp and be happy.

Location: There's no roll or choice here. Depending on your origin, you start under or nearby the eponymous Giving Tree.

Origins: Who are you? You may choose to be a drop-in if you like.

Child: You are a local child. You live in a small town. You know the Tree and her boy, and you are a friend of both. If you're a drop-in, you'll meet and befriend them soon. You are 4 + 1d4 years old. You start under the tree.

Tree (200cp): You are a sentient Tree. You can somehow see and talk despite being a Tree. You are tall and strong and can move your branches like arms. You have fertile soil and bear much fruit. You start next to the tree - yet another in the forest.

Perks: All perks here cost 100cp unless otherwise stated. You get four apples which are not edible or sellable or plantable and can only be traded in to get any one perk or except for the two perks at the bottom that cost 500cp - you must trade in two apples for one of those. You may buy perks multiple times, providing an additive bonus.

Arborist: You are an expert in caring for plants. You know botany, horticulture, agriculture, but your greatest skill is at being an arborist - somebody who studies and cares for trees. You are competent enough to raise any tree from the ground and ensure it lives a long, happy life.

All Take, No Give: You are good at convincing others to give you things without being grateful or reciprocating.

And The Jumper Was Happy: You can be happy as long as any of your loved ones are.

Builder: You have experience in building houses. With the right materials and enough time and effort, you can build good houses from the ground up.

Haggler: You are good at finding bargains and buying and selling things at good prices.

King of the Forest: You are good at taking natural things like flowers and leaves and making pretty things from them like pressings or crowns.

Climber: You are good at climbing things and swinging around. Especially Trees.

Shipwright: You know how to make different kinds of boats from wood.

Empathy: You are an empathetic person, and are good at instilling the value of empathy in others.

Boundaries: You know when to set boundaries and say no, how to stand up for yourself.

Pastry Chef: You are good at baking, especially if it includes fruit.

Tree Fightin': You are somewhat educated in the art of fighting. If you are a Tree, this means you can slap people with your branches and throw apples around. If you're a child, you have cursory experience with boxing.

Take My X: You can shed pieces of your body to give to others, provided it will benefit them in some way. Even if you are a human.

Me + Y.L: You are a hit with the opposite sex and will have no trouble getting a date. Even if you are a Tree.

Lumberjack: You are good at cutting down trees and taking their parts for your use.

Wood Chiseling: You are good at carving wood. Whether it is making carvings or sculpting wood sculptures, you're a good hand.

Carpentry: You're skilled at making or repairing things in wood, whether they be furniture or other things.

Caretaker: You are a good caretaker and friend to children. You can make sure that any child you raise grows into a kind, well-adjusted person.

Tree-Friend: Sentient trees are predisposed to like you and help you out.

Poetry: You are somewhat good at making poetry.

Cartoonist: You are good at drawing.

Altruistic Regeneration: You can always regenerate parts of yourself that you lost, provided that you selflessly gave them away to help somebody else.

Bestow Sentience (500cp): By touching any normal tree, you can make it sentient like the one in the book. The trees will love you, but otherwise they have their own free will.

Mokuton (500cp): You have Hashirama Senju's Wood Release Kekkai Genkai from Naruto and the same amount of chakra Hashirama had. You also know all the Wood-Style Jutsu he did. You can even enter sage mode through drawing Senjutsu chakra from trees.

Companions:

Import: You can import as many companions as you like for free.

Recruit: You may recruit anyone, given you convince them.

Lost Tree-Person (200cp): A treant got lost and fell into this universe. This treant is either Treebeard or Groot. Your choice. You can befriend them and they will be your loyal friend.

Items: If you didn't spend all your apples in the perk section, you can trade them in for items here. All items cost 100cp unless otherwise stated.

Source Material: A copy of the book. The Giving Tree, by Shel Silverstein.

Apples: Ten baskets of delicious apples. They do not rot. They can be sold for a good amount of money, in which case they will replenish the following week. These are normal apples and cannot be traded in for perks or items.

Apple Pie: Mmm, tasty. A replenishing supply of the best apple pies in this world. You get three and they replenish weekly.

Baking Supplies: Ingredients and tools for baking and an oven.

Gardening Supplies: Supplies for gardening. Tools, pesticides, you name it.

Educational Courses: You have an acceptance to a culinary school and an online course for small business administration. Go learn something now.

Boat: A wooden boat of your specifications. Good for sailing.

A Laptop: A nice laptop with a long-lasting battery. Be sure to close it when you're done with it.

Wood: A weekly replenishing supply of any wood you desire. Go do some woodwork.

Flower Crown: A flower crown that makes you look nice when you wear it on your head.

Stump: A non-sentient tree stump. It's good for sitting.

A House: You have a house to live in. Furnished, comfortable, with running water and electricity.

$20 Bills: You have a (once again, weekly replenishing) roll of $20 dollar bills.

Ax/Chainsaw: What you need to cut down a tree. Will not wear down.

Trees: A replenishing supply of Cannabis. Guaranteed to never have any adverse effects on your health.

Drawbacks: Each of these gives 200cp unless otherwise stated.

Leave Early (Incompatible with A Complete Story): You can leave this jump after you read the book.

A Complete Story (Incompatible with Leave Early): You can stay here from now, when the boy is a child, to when the boy is an old man. You can leave anytime you want after the first 10 years.

Good Ending (Incompatible with Taking Tree): You go to the world of The Tree Who Set Healthy Boundaries, where the Tree refuses to give the boy her branches and teaches him empathy, resulting in a happy ending for everyone.

Taking Tree (Incompatible with Good Ending): You go to the world of the Taking Tree, where the Tree is a selfish jerk who milks and abuses the boy, who cuts it down in the end right before he dies.

The Taker: You will befriend and care deeply for a person who just takes and takes from you without giving anything back.

Power Lockout: You can't use powers from outside of this jump in this jump.

Item Lockout: You can't bring items from outside the jump into this jump.

Warehouse Lockout: You can't access your warehouse.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Be the Main Character: You are either the Giving Tree or the Boy.

Old: If you're a child, you're instead a weak elderly person. If you're a tree, you're just a stump now.

Future:

Go Home, Stay Here or Move On.

Jump Notes:

Jump Number 8. Number 7 was Thor: Love and Thunder, but I forgot to put my name on that one.
Mada Mada Plus Ultra.
The parodies are pretty good. *The Taking Tree* and *The Tree Who Set Healthy Boundaries*. Empathy, Boundaries, Tree Fightin', Baking Supplies, A Laptop, Educational Courses, $20 Bills, and Apple Pie are inspired by those.
Thanks to Burkess for posting that Supermarket Template yesterday. It helped. It was really nice doing this jump - it was so much easier.

Hopefully this stays under the radar.

The location categories - I'm counting this one as Not Earth because most of the movie isn't spent there:

- Not Earth: 3 - Peter Nimble and his Fantastic Eyes, Sophie Quire and the Last Storyguard, Thor: Love and Thunder
- Earth, Unspecified Location: 2 - Toaster Dude, the Giving Tree (honestly this one probably happens in the States, but I'm saying it's unspecified because it has to be stated clearly.)
- Earth, Global: 1 - DCeased
- Earth, Specific Area: 2
    - Canada: 1 - The Troop
    - United Kingdom: 1 - Rise from Ashes

Changelog:

- Jump first made 9.12.2022 for the first-ever monthly jump challenge. This is my entry. I wanted to do the Amazing Spider-Man, but I'm very busy at the moment.
- Finished 9.12.2022
    - 1.1 - Link Shenanigans
    - 1.2 - 500cp perks are now 1000cp - thank you Xexilf.
    - 1.3 - Returned to 500cp Bestow Sentience/Mokuton, added Lost Tree-Person companion and Caretaker/Tree-Friend Perks, spaced out quote text from actual intro.
    - 1.4 - Mokuton Senjutsu Clarification