Generic DTG Jump v 1.0
By paradoxdragonpaci
With Inspiration and ludicrous amounts of aid from Pionoplayer and co.

Welcome to the Destroy the Godmodder Omnibus Jump. While the various games in the Destroy the Godmodder all vary in their complexity and playstyles, they all share the same overarching plot; that is, to destroy the titular Godmodder, an entity who has somehow, gained control over the very fabric of Reality and seeks(usually) to take over the Multiverse. You will be dropped into one of them soon, as long as it is not DTG2.

A small warning about Godmodders, their powers greatly increase their durability such that, even if you can get past their reality warping defences, it's hard to make more than a scratch on them. They also generally have a few other abilities that would make it difficult for even a Jumper to instantly kill them. Check the Notes for details.

You'll be spending 2 years or one entire Game facing the Godmodder, dropped onto the Battlefield of the War that is about to begin. Good Luck, Jumper, you'll need it.

You begin with 1000 CP, spend it wisely.

Origins:

You may freely select your age and gender. It wouldn't have much of an effect anyway. Any of the origins may be taken as drop-in at your discretion.

Descendants: You're a Descendant, one of those who are given the power to fight against the Godmodder by nebulous entities. As such, you'll be given some measure of Reality-Warping to aid you in your fight. Though, of course, you aren't obligated to fight *against* the Godmodder...

Godmodder(200CP): You're a Godmodder, a person who has discovered and/or given the power to change Reality for better or for the worse. Usually for the worse, but there have been exceptions. The power to freely warp reality usually would lead to Descendants popping up to fight you, but in this case, they will not unless you perform some terrible deeds to force the metaphorical hands of the nebulous forces that govern these sorts of things.

Arbiter: You're...something else. In a Godmodding War, you're the one who operates the Update Terminal, keeping track of what is happening and writing it down. You might think that's just a historian but an Arbiter or the Game Master is usually there to keep the pace of the War going, to arbitrate certain events outside of either Godmodder or Player hands and to be the liaisons between the nebulous forces and the Descendants.

Perks:

All origins get their 100 point perks free, and the rest discounted, as per the usual.

Descendants:

100/200CP- Charging: Any ability you have which has an immediate impact you may choose instead to charge up for a period of time, before unleashing it with a proportional increase in power. Only one ability may be charged up at a time and while charging, the ability cannot be used. If you buy this Perk again for its undiscounted price, the charge no longer needs to be constant, allowing you to charge an ability up while it's safe and not worry about not having an ability to use before it's charge is used. This Perk has a special interaction with Descendancy in the Notes.

200CP- Narrative Protection: You have a small bit of Plot Armour, not enough to change the fates of a War or prevent your death if your opponent makes a concrete and focused effort on making it a fact, but if they are just a bit careless or arrogant with their methods, nine times out of ten, you'll find a way to survive it.

400CP- Entity Creation Logistics: When you are fighting in a War, it is only fair if you have an army of your own. This Perk will give you that ability, whenever you're crafting an entity into being or crafting items and equipment to be used by others, you'll be able to produce twice as much or have the final product be twice as good.

600CP(Free if Descendant for Jump Duration)- Descendancy: This is the power to fight a Godmodder, with limitless creativity potential. It is Reality-Warping in the most classical sense as it allows you to do anything and everything, allowing you to use an eraser to erase foes out of existence, paint the sky red and then have it fall, turn the Battlefield into a minute battlefield and other such things. However, it does have a limit of a planetary range and having most miscellaneous changes being unable to stick around for long.

If this Perk is Capstone boosted the limits on range extend to a Galactic level and the inability of miscellaneous changes to stick around disappears, allowing you to do stuff like bringing down a storm the size of the galaxy or other such feats. Though, be careful. The consequences of this ability *will* stick, for better or for the worse.

Godmodders:

100/200CP- The Veil: A Godmodder usually has many enemies. After all, absolute power tends to reveal absolutely and usually, the kind of people seeking absolute power are not the kind of people who should have absolute power. With their power, however, they usually can veil themselves and their allies from the senses of others, preventing others from noticing them as they prepare, unnoticed. It has a special Interaction with the Ultimate Power Perk in the Notes

This perk allows you to be unnoticed by people, up to even gods themselves until you make your move, so as to speak. Purchasing this power for a second time at the undiscounted price allows you to blur your personal identity, preventing even your history from being known.

This ability refreshes itself if you take an extended break out of perception. It's in this way some Godmodder lived to scheme again after their supposed deaths.

200CP- Evolving Defences: A Godmodder's most feared skill isn't necessarily their power over the world, but rather their sheer stubbornness against Death. This perk grants you this same stubbornness, as whenever you take damage, you become heavily resistant to the same source of damage. It also grants you a very high natural durability such that even attacks that previously send your atoms scattering would instead give you scratch damage at worst. However, as a somewhat weaker Godmodder than the fabled Omega+ Godmodder, your resistances and durability still fails under an attack large enough.

400CP- Turret Creation: The Godmodders have an ability when faced with a foe truly terrifying to face; they create a Turret to deal specifically with that issue. This Perk grants you the ability to create a Turret as well. Only one may be present at a time, if you build another one, the previous one fails to work. When building one you must specify one Foe, like "Memetic Chuck Norris" or "God" and it will take some time to build, even with Godmodding it will take a few months to build. However, while it is still working it can engage with that specific foe to waste their time forever with it until it's depowered, no matter how powerful it is.

600CP- Ultimate Power(Free to Godmodders for Jump Duration): Godmodding is the power to warp Reality to your will and imagination. It is cosmic in scope, allowing you to shape the Galaxy at large with just your willpower. Even the generic low tier Godmodding that this Perk grants you has high-tier reality Warping as the minimum requirement to hurt you. It is indeed a power like no other. The biggest drawback to this is that in this Jump, the actual Godmodder this war focuses on may take issue, along with the various Descendants that may mistake you for their opponent.

When capstone boosted, you gain a Godmodding Power that has the ability to improve itself.It can be by many ways, such as the traditional method of killing a Godmodder of one higher grade than you or by other methods such as gaining more insight into the true nature of the world or just training for literal Millenia, but either way, you'll be sure your power will only ever improve from your current state until...at some point, you may be the equal of that fabled Psi Godmodder.

Arbiter:

100/200CP- Willpower: As an Arbiter, you must see the War you're in charge of to the very end. This Perk grants you a large amount of Willpower to help you do so. If purchased again at an undiscounted price, you gain an Unlimited Willpower that refills infinitely as well that allows you to throw off mental statuses like nothing. It has a special interaction with the Arbitrate Perk in the Notes.

200CP- Behind the fourth Wall: An Arbiter is never seen on the Battlefield of the Wars they oversee, not unless something has gone terribly wrong. Usually, they are in a pocket dimension

overseeing the War. You now have the same capability to go inside a pocket dimension whenever you are, allowing you to safely camp out in that space while any threat passes. The pocket dimension is around the size of a large room so don't get too many ideas here. Of course, anything that pierces through dimensions would hit at this. Though it does need to be specifically targeted at the pocket dimension and not some scattershot, as some weird effect will cause it to be missed.

400CP-Game Master's Knowledge: An Arbiter knows everything that he can see and is nearly never caught by surprise by events on the Battlefield. With this Perk, anything that you can sense has everything about them filled into your mind as you comprehend everything about them, what they are made of, what their intended purpose is and what they can do and more.

600CP- Arbitrate(Free for Arbiters for Jump Duration): An Arbiter is an arbiter in the end, they are there to make the final decisions. With this perk, within your sensory range, you can buff or nerf any ability and/or skill that anyone may have within it, up to 25% in either direction, as long as you know it is there and what it does. This of course, does not work on itself or other Perks that grant multipliers to you.

If Capstoned, you also gain the power to outright nullify any ability within sensory range. This only can be done once every turn, or a day after this Jump, and does not work on abilities that can be considered to be major reality warping(like Descendants, Godmodders or other Arbitrations).

General:

200CP- Metafictional: Some of the various Characters of the Game can see the War in a metaphorical way, for example, like a forum game. This Perk allows you to see things from different perspectives, while a forum game is traditional, you can choose to visualise the Battlefield as a Grid-based Combat or even a MMORPG if you wish. In the future, you keep this ability to see things in different Lights.

400CP- Inspiration: The various Games and Wars that populate throughout the DTG canon all revolve around a few basic points, that their aim is to defeat the Godmodder, and that the solution to that problem is creativity. With this Perk, you gain an incredible amount of Creativity, enough to be able to come up with dozens upon dozens of new ideas every second. As Creativity is such a keypoint to these games, this perk also acts as the Capstone Booster for the Capstone Perks

Companions:

The dangers of these Wars are hardly ones to be faced alone, may as well bring your companions with you for the ride. Up to eight companions may be imported for no cost, gaining 200 CP each to spend however they want. They cannot take drawbacks, but if you want to give them more CP for every 200 CP you spend you may give all of your companions 100 more

which they can spend themselves.

100CP- Extra Sparks: You may bring in an additional Companion by purchasing this option with the same stipulations as above.

Items:

Free- A Collection of Knick Knacks: Here's something for you to remember this Jump for, a collection of plastic figures for each of the Characters that fight in the War! Each is meticulously crafted such as to look as close as their originals. Doesn't do much, but hey, it's free.

100 CP- A collection of Relish Nukes: Most conventional weapons don't exactly work well in Godmodding Battles, they just aren't Creative enough to be useful. However, this collection of Relish Nukes, and other sorts of strange weapons are considered Creative enough that they can be used with some additional effect.

You may find swords of starlight, chains of ducks each wielding AK 47s, or even a gigantic Banhammer.

100 CP- Signature Item: Or maybe you just want your own Equipment to become significant in these Wars. If so, here's the option for you to import in your stuff and have them become imbued with the power of Descendancy, granting them the power to perform well in these wars and make them take unusually well to your own Reality Warping as well as future improvements.

200 CP- A Gift : Ah, a gift from one of the various Descendants in the Wars of this place. Or rather, a destiny that they will eventually give you a Gift that will aid you in this place and beyond. What it does is up to the Descendant who gives the gift, but generally, expect a gift that has a cool mundane use and a boost to a specific flavour of actions that they tend to have, usually up to double the work done for the effort. For example, a gift from a particularly eldritch Descendant might be one of their Brains which can be used as a weirder CPU, and boosts actions done in its vicinity that of the eldritch bent.

200 CP- CP Bank: No, not that kind of CP. This Bank however does allow you to store any and all sorts of things you might have, and not necessarily physical ones either, like a Unit of Nights spent on the Beach, or First Kisses and that kinds of things. Things stored in the Bank, of course, will accumulate interest. And, as a preferred banker, you would have a rather high interest rate on your things, perhaps even doubling their quantities every 5 years.

400 CP- Pocket Alchemiter: This nifty little device will let you make alchemies of your own. All you have to do is provide codes pertaining to other items you've seen or possess (the pocket alchemiter comes with a scanner to retrieve these codes) and it'll mix them to make brand new equipment up to any level, perhaps even the vaunted Level 10. However, this variant does need some Grist and a few hours to fulfil this function, but luckily, it comes pre-attached to a Grist

Recycler in order to turn other items into Grist.

400 CP- A Small Light: You receive a Hexahedron, which is one of those things in FEZ that helps keep the Universe running. You receive only the one, which is just enough to create and sustain a small Pocket Universe even in the corrosive properties of the Void. Just keep in mind that those things are highly sought after, as they are literally the fragments of destroyed universes and certain parties may wish to recreate a certain dimension that has been lost with them.

600 CP- End Poem: You receive the Source Code of Minecraft, a thing that has been thought to be lost forever since the conclusion of the second Godmodding War, this if combined with the correct implements like a full 64 array of Hexahedrons or other such reality-sustaining constructs, can allow for the Minecraftian Multiverse to be reborn. But even without that, it is a potent tool that allows one to harness the endless Creativity of its World to unleash devastating attacks, allowing one to at least defend oneself from a Horde of Descendants, but not necessarily fight back against them, not the least to say about godmodders.

Drawbacks:

Of course, you may choose to pick up to 600 CP worth of Drawbacks from this section to buy the Perks and Items above. It is only fair after all.

Weak Point (+100): You have a specific weakness against something, which allows other to deal much more damage against you than otherwise. While it may not be found straight away, and may take time to be accounted for by your foes. Striking it repeatedly will surely bring your Death in short order.

Easy Pickings(+100):You seem to be easy prey for some hostile entities, perhaps it is the way you are clothed. Expect to be constantly hunted down by the various hostile entities that seem to want your guts. Though they can be fought off, they will never stop coming, wearing you down across your entire stay here.

Goodie Bag(+100): You've been marked as a boss and not in a good way. Mostly just that you will drop a powerful and curious device on your proper, final death, something that can perhaps turn the tide of a War in the bearer's favour. Expect to be relentlessly hunted by everyone, even your nominal allies if they decided that the Drop is worth more than your Life...

Wrath of a Distant Chessmaster (+200): In most games, there have been certain distant players at work behind the scenes, who treat the games as part of their grand conspiracy for their objective. Whether it be the Employer, that Orchid entity of pure hatred, or perhaps the Beast behind Luck Rolls, that entity now wishes for nothing less than your utter obliteration, causing a multitude of its servants to target you in the process. You may take this up to 3 times, targeting different entities for each time.

Entities' Union Strike (+200): As it turns out, entities in some games are less...strictly obedient

than others. Some perhaps, might even rebel against their masters and form their own faction. Eventually culminating in disaster. Unfortunately for you, the first entity you summon is now guaranteed to turn against you and cause great upheaval. Hope you can bear to put them down when the time comes.

Tragic Destiny (+400): As it turns out,whether through Stable Time Loops or Fate being turned against you, you are doomed to die in a tragic manner. Although it is inevitable, you might be able to postpone it until your Jump is over, or perhaps find the source and make it seem like you died permanently. Just don't get cocky.

Ire of the Curses (+400): Normally, the OP Scale and the Curse of Repetition here would be more lenient with your other powers, where they would be less likely to strike them and perhaps not even at all...However, with this Drawback, they are fully effective on your powers from elsewhere and will be very strict, ignoring Perks that would have let you automatically bypass them. Hopefully you will be able to find creative ways to use your powers that don't exceed their power tolerances.

Authorial Malefesance(+600): Now, even the very essence of the story which governs over reality, hates your guts. While it will not directly act against you, expect just about everything to go wrong, from the exclusion of you from the deus ex machinas it provides to others, to just a string of terrible coincidences . Everything will be set against you. As a final kicker, any and all Luck and Plot Armour Perks will be sealed until the end of the Jump.

The Choice:

Now than, you still have one more choice to make here...unless you died of course.

Head Home: Maybe the chaos of this place finally made you wish of the stability of your home world? Or, more likely, you died here.

Stay Here: Although this is a frankly unwise decision, you can choose to stay here. Who knows, maybe you can carve out a stable place here.

Move On: Onwards and outwards to new adventures, I wish you the best of luck.

Notes:

Generally speaking, while Godmodding can set the rules of a War, even it cannot easily change them once set. And Descendancy can only alter the state of the Battlefield

The OP Scale is a conceptual balancing power that a Godmodder has, it makes it so there is no actual disparity between a god coming to battle against the Godmodder or a Surprisingly animate piece of Cloth imbued with the Spark of Descendancy. It also prevents the

most...egregious abuse of Descendancy a Descendant can come up with so...be careful if you have a perk to dispel it. It is rather lenient and at the base, all it prevents is the complete trivialisation of enemies with Descendancy, forcing it to a base level of damage that can be accomplished at a time and “only” giving each Descendant 3 separate uses of this ability in a “turn”, but you can fanwank exactly how whatever else the Jumper has fits onto the Scale, whether they are extra Actions or an enhancement to existing Actions.

The Curse of Repetition is another conceptual ability the Godmodder has which prevents Descendants from repeating the same attacks often. It’s the main reason why Descendants are heavily encouraged to use the creative potential of their ability to its maximum as it’s the ability that safeguards the Godmodder from damage most of the times, being something like an evolving defence in that case while also generally preventing Descendants from using an attack over and over again. It does gloss over if the repetition is due to a motif or a style of combat though.

Finally, the Godmodder themselves usually have altered their forms to the extent that it is less Reality Warping that is supporting their Durability but rather the very laws of Reality themselves. Just treat them as immensely durable, though they do seem weak at taking damage from Narrative events as the War continues…

Descendancy normally allows you to Charge up your personal reserves, by turning Actions into Charge Points for later use. With the Charging Perk, this becomes boosted to let you use Passive Charges, which allow you to set a seed of Charge Points and letting it grow over time into a larger amount for a specific time.

The Veil combines with Ultimate Power in order to allow you to escape Death itself, granting you a 1-Up as you managed to trick Death into ignoring you. Of course, using such power is rather obvious and thus Death will not be fooled again for a decade or until the next Jump, whichever comes sooner.

Willpower combines with Arbitrate, allowing you to extend your powers just a bit more, allowing your Buffs and Nerfs to extend to the 50% mark, instead of their previous 25%.

Strictly speaking, a Descendant has more versatility in their Reality Bending, but a Godmodder has a “stronger” Reality bending-that is, their ability to manipulate Reality usually overwrites other attempts to do so. As such, their defensive capabilities, even in the face of a group of Descendants, is usually formidable.