Welcome to the Multiverse, Jumper.

No no no. The OTHER multiverse.

Ages ago, a race of sapient flora discovered that the act of creating fiction actually carved little pockets out of infinity where the stories took on a life of their own. It was only later with the advent of fan-fiction that they realized it was possible to inflict changes upon existing stories and the people within them, the so-called 'Word-Worlds.' While these changes eventually collapse under the weight of canon, particularly horrible fan-fiction causes very real pain and destruction.

Enter the Protectors of the Plot Continuum.

Founded by the Flowers-that-be, the PPC works to ensure the health and safety of 'fictional' beings by slaying destructive Mary-sues, untangling improbable crossovers, and removing nonsensical additions to canon. The scale of their work ranges from great to small, from the assassination of individuals all the way up to the destruction of entire SUE-spawned star systems.

It's tedious, vile, poorly-paid, violent work that few live to retire from, but the agents of the PPC wouldn't have things any other way.

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NOTE: Before coming here, the Flowers-that-be and your benefactor had to haggle over a few things. Firstly, the jumps you have visited before and will visit later are considered separate from their matching 'Word-Worlds' - actions in one will not affect the other. Secondly, you are not permitted to take companions or anything of real value from Word-Worlds, to prevent abusing this jump as a way to circumvent existing rules. Thirdly, at the end of ten years, you'll be invited to Room One for a job performance review by the Sunflower Official, first of the Firstborn. Don't disappoint.

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All origins begin in the PPC headquarters, a sprawling, labyrinthine, non-euclidean mess of hallways that link offices, response centers, storage rooms, and major departments. The building itself is constructed entirely of Generic Grey Surface, and some hallways dip into other worlds through naturally-occurring Plot Holes. Oh, and bring a distraction with you. If you concentrate on where you want to go, you'll never arrive.

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OCs have the same age and gender as their last jump, but may reduce it for free if death by old age is a possibility. Agents roll 18+2d10 for age, while SUES start at 16 years old. Both keep their gender from the previous jump, and any origin other than Flower may pay 50cp to freely change gender or age. Flowers have no gender, and roll 5+1d4 for age.

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Origins

Original character (Drop-in)

The PPC takes all kinds, and not all fanfiction is bad. Many decent fics have spawned characters who are left aimless once the fic ran its course, leaving them to be snatched up by the perpetually-understaffed PPC. As your last jump ends, an Agent reaches through a portal and yanks you into HQ to begin your new life.

SUE
Dangerous entities that warp canon by their mere presence, PPC agents make brisk trade in SUE scalps and tips on washing glittery blood out of their clothes. But some SUEs are not beyond redemption. A merciful agent has taken you under their wing in the hopes of helping you to become a consistent, well-rounded character...err...person. All SUEs have sparkly glitter for blood. Post-jump, you may disable this feature if you wish.

Flower
The Upstairs, the Department Heads, the Flowers That Be. You are an ambulatory plant and one of the directors of the PPC. Very young compared to the others, you have just recently awakened to sapience and have been assigned to assist the Floating Hyacinth in the Department of Floaters. This department handles agents that are generalists and temporarily assigned to tasks outside their specialty, whenever extra help is needed or cross-training mandated.

Agent
The first, last, and only line of defense against badfic, the Agents of the PPC track down disruptions to canon and STAB THE EVERLIVING FU-that is, they carefully follow PPC procedure to locate, identify, assess, and repair damage to the Plot Continuum. You are a new recruit, assigned to the Department of Floaters as a pack mule-APPRENTICE to more experienced agents until you graduate to full Agent status.

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Perks
100cp perks are free for their origin, and others in that category are discounted 50%
Perks with (*) have clarifications in the end notes sections.

General

Free/300cp - The Words

By squinting, rolling their eyes up or some other trick, it is possible to read the words of a story you currently inhabit. This makes it less traumatizing for agents when they run into sudden timeskips, tense shifts, and otherwise disturbing situations by focusing on a distant and impersonal description of events. Purchasing this perk allows Words to be read in other jumps as well. The Words are imprecise, and it is impossible to do anything like pilot or fight by the Words alone. The main advantage of reading the Words is that doing so breaks the Observer's Paradox, allowing any sense the jumper inherently possesses to observe their immediate environment without interacting with it. As a result, things that trigger upon observation like mimetic hazards or magical anti-divination traps do not trigger when the Words that describe them are read.

Original character

100cp - Hidden depths

OCs are incredibly varied, but almost all have a talent for...something. You are a master of a single mundane skill and weapon. Being able to play an instrument is quite common, and swords are the go-to weapon for most warriors, but the choice is up to you. Either way, you find it easier to meet and greet people with a similar skillset.

200cp - Fanfiction university
As part of your introduction to the PPC, you attended a semester at Fanfiction University. It's a prestigious faculty that helps authors improve their writing skills...and also acts as a bootcamp for terrible writers that inflict literary abominations upon the world. Besides becoming a much better writer, working to adhere to canon has improved your observational skills.

400cp - Part of the story
You came into existence by inserting yourself into ongoing events, and it's easy for you to do so again. As long as you can look and act the part, your presence won't be questioned among whatever organization or nation you move among. You cannot use this perk to replace singular leaders or expand a group with a fixed roster, though you could slip into such a group if there was an open seat without going through any kind of vetting or testing. The effect is broken if you do something blatantly out-of-character where others can see you. This includes failing to display abilities or qualities that are required to justify your current position.

600cp - I exist
At one time you existed only by the grace of another, living as part of their story. But now you have come into your own, and if someone wants to kill you they'd better be prepared to work for it. Against things you would otherwise have no hope of surviving, like being retroactively erased from existence through timeline manipulation, hit with an 'inescapable' curse or exposure to something so terrible that it is a fiat 'you die' effect...Somehow there's a catch, a bit of wriggle room, or something they overlooked. You'll always have a chance - a tiny chance, but a chance nonetheless, to survive an attack, to set things right, to escape a fate forced upon you. This quality also applies to any unwelcome alterations to your being - with time and great effort, any changes can eventually be undone.

SUE

100cp - I'm the fairest
Sues are universally fascinating. Even if you are personally hideous, offensive, or belong to a group they would never normally associate with, people can't help but want to meet you. Unlike a full SUE, making this feeling last beyond your second meeting requires actual social skills.

200cp - I knew that
SUEs know everything. A healthy dose of reality has purged your system of that sickening perfection, but you share in knowledge or skills common to the area...a little. On arriving in a new country you can speak a few basic phrases. You have sea legs when living with fishermen. On the battlefield, you keep your shield up. You always have a minimum level of proficiency when trying something new, and will never screw up horribly. Any skills gained through this perk fades unless you put in the effort to practice it.

400cp - I'm special
SUES flaunt the rules to show how much better they are then everyone else, and old habits die hard. When only the weapon of legend can kill the demon king, the SUE's family heirloom can still put some scratches on that hide. When fighting a creature completely immune to magic, it will still feel your

spells, if only by a tiny degree. Against your power, absolute defenses become only nigh-absolute.

600cp - It's all about me
Some of the most despised SUE-forms warp the course of canon so that the story is all about them. Once per jump, or once per 10 years for longer jumps, you may distort canon so that for an event to come to pass you must be involved somehow, logic be damned. This could be as simple as being brought into a top-secret operation for no real reason, or maybe people decide that a military invasion cannot go forwards until you have been removed from the picture. Such broad strokes are the most detailed you can define your involvement as, and the effects of this perk last for a year at most. How people view you and what happens afterwards depends entirely on what you did and how you comported yourself during that time.

Flower

100cp - I am a plant
Water, sunlight, and appendages dipped in rich soil can substitute for the food that meat-people need. You also have the patience of a plant, able to sit in your pot on your desk for long periods of time while surrounded by Generic Grey Walls with nothing to do but paperwork without going bonkers. You can slowly walk on your roots, and your stems are flexible and surprisingly strong. Choose a mundane plant small enough to fit in a pot on a desk, this becomes an alt-form after the jump.

200cp - Organized madness
You know how to run the day-to-day operations needed for an organization like the PPC to function, and not just in the bureaucratic sense. The rank and file of the PPC is composed of such a diverse group of oddballs that you'll wish you had employees that could be described as merely 'quirky.' On top of that, you've got to get a few hundred different forms of magic, superpowers, and hyper-tech working together in a place where the standard rules of space, time and dimensions aren't always so standard. But that's fine. No matter how bizarre the environment or employees, you know exactly how to work with (or around) problems, and get everything and everyone organized and working efficiently together for common cause.

400cp - Plothole research*
You have been entrusted with fragments of the Flower's research into the creation of plotholes - little areas of wonky space-time that allow for travel over great distances, or even through time or across dimensional boundaries. Creating a plothole needs only a bit of literary creativity and the suspension of disbelief, but there are limitations. Plotholes run on rules of drama, not physics, and so cannot bypass dramatic obstacles. A plothole can get you into a prison, but not into the cell of the one you wish to rescue. It can get you into the dark lord's fortress, but not past the dragon guarding the lich's phylactery. Lastly, a plothole used more than once may become canon, creating passages that others may find and use.

600cp - Flower power
While not one of the Firstborn your mental faculties have begun to expand, giving you a measure of their powerful psychic abilities and great intelligence. Even without normal sensory organs, you can psychically perceive your surroundings as a substitute for any of the five mundane senses. You can easily read surface thoughts and transmit messages over long distances telepathically, and can defend yourself with waves of telekinetic force. The flora-minds of Flowers are also highly resistant to attempts to control or manipulate them.

Agent

100cp - Catnap
The schedule of an Agent is a schizophrenic one. By necessity you have mastered the art of taking short naps, falling asleep and waking on demand. You still need as much sleep per day as you usually do, but you can spread that time out among many small segments without any ill effects or drowsiness.

200cp - Assassination arts
Anyone can shank a spleen, but Sues often have improbable combat skills, smitten followers acting as bodyguards, and sometimes spontaneously develop new powers to solve problems. Besides gaining superb talent with a single weapon, you have a knack for setting traps, separating people from their protectors, and finding a chink in a person's defenses and psychology that can be exploited to leave them vulnerable to assault or manipulation. You also know how to inflict ironic punishments on the defeated for maximum humiliation.

400cp - Canon senses tingling!
You recognize when things are Not As They Should Be. In this jump, alterations to canon are painfully (VERY painfully) obvious to you. After this Jump, the headaches go away and the sense also applies to hostile or unwelcome alterations or your surroundings. Shapeshifting curses, mind control, timeline alterations or outright reality warping...you won't immediately know why or how, but you'll always know if someone's tampered with the natural order.

600cp - Setting things right*
Killing is secondary (but often required) to fixing disruptions in canon. Once you've dealt with the problem one way or another, Word-Worlds revert back to the way things should be. Outside of the PPC jump, reality runs on causality, not canon, and is thus much more resistant to change, but change is still possible...within a hard limit of 24 hours. By activating this power upon killing someone, history will be re-written as if your targets dropped dead 24 hours ago, undoing all that they did between 'then' and 'now.' This can cause people to be resurrected, plans to fail, worlds to be saved...and may cause any number of unforeseen events to occur as history is violently re-written. Do be careful with this one.

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Items

Free for Original Characters/50cp - Portable plot hole
A tiny plot hole, this allows you to bypass non-dramatic locks and obstructions. Simply pull the plot hole out of nowhere, apply it to something, and reach in/through/around and pull something small enough to fit in one hand out of a locked box, from underneath a pile of rubble, or from an inattentive person's pockets.

Free for SUEs/50cp - SUE blood
A detoxed, hypoallergenic vial of SUE blood. It sparkles in all colors of the rainbow (and a few outside of it) is very eye-catching, and is an absolute bitch to wash out of hair. Most mundane cleaning products won't suffice. Refills each day.

Free for Flowers/50cp - Platonic pot
This is a very nice pot. It ensures ideal conditions for anything planted inside, making it almost

maintenance-free. The pot cannot supply exotic needs should you put in something that requires human blood, crushed gemstones, or anything else that can't be found in the average patch of dirt in nature. Reappears the next day if lost or destroyed.

Free for Agents/50cp - Somebody Else's Problem field generator
Brought over from the Hitchhiker's Guide to the Galaxy, this piece of technology has become ubiquitous among PPC agents. Small enough to wear on a sleeve and commonly attached to an Agent's uniform, this device works by causing the wearer to be ignored unless they draw attention to themselves. This is not invisibility, more like enforced disinterest. In-jump, SUEs and non-canon characters may notice a wearer. Out-of-jump, entities with mental defenses, exotic senses or extremely non-human mentalities will be unaffected.

100cp - Mini
Every time an author misspells someone's name, a mini is born. Minis are just that - miniature versions of existing creatures, with far reduced powers, and each Word-World has its own unique sort of mini - LOTR has mini-balrogs which may be named after the dragon Smug, Harry Potter has mini-Aragogs named after the wizard Hairy, and so on. You've adopted one of these minis, and they will happily assist you with small chores, mauling fangirls, and inflicting misery upon SUEs. Minis do not count as companions.
There is a list of available Minis here (http://ppc.wikia.com/wiki/Mini) but you are free to create an appropriate mini for an unlisted setting.

100cp - Keepsakes
A favorite pastime among agents, whose work often takes them to exotic and beautiful locales. You've acquired a rather large stock of high-quality photos and memorable souvenirs from a variety of worlds. These cannot be anything of real value or use beyond their appearance. As long as you don't overdo it, your benefactor does not mind if you travel to Word-Worlds matching previously-visited jumps to collect a few knickknacks and mementos.

200cp - SUEvian paint
SUEs are not content with common colors, like the kind used by people who obey the laws of physics. No, they need colors as special as they are. The descriptions of these super-special colors were so bad that many acquired odd properties, like 'Blood Shot Red' a very deep red that shoots out streams of blood, or 'High Pink' a pastel color that smells like burning marijuana and can get people high just by looking at it. Or Urple, the 'ugliest possible mixture of pink and purple' causing deep disgust or even temporary blindness in viewers. You have cans of each known SUEvian color, and they refill after use. You monster.
The full list of SUE colors is here. (http://ppc.wikia.com/wiki/Urple)

200cp - Sword of SUEness
A generically beautiful weapon for generically beautiful heroines, which is often a knockoff of an existing famous weapon. It has gone through decontamination to make it safe for non-SUEs to handle. Light, strong, and impossibly sharp, it retains an aura of fascination, making it very difficult for people to pry their eyes away from the blade, and they will always assume that it is valuable, magical or otherwise special somehow. It can be something other than a sword if you wish, and you may import an existing weapon to imprint these qualities on it.

200cp - Character Analysis Device
The CAD is a standard piece of equipment among agents. It displays a character's name, race, general

status, and how Out-Of-Character they are when under the influence of fanfiction. The normal model won't function outside of this jump, but the CAD purchased here works everywhere. Point it at a person, and the screen displays a kind of 'status window' that lists various information about a person, as well as anything that the target suffers from such as illness or mind-control, in an easy-to-read videogame-style format.

200cp - All the drugs
Despite everything else, the PPC does have excellent healthcare. And drugs. You have a large, replenishing stock of the most common drugs used by PPC agents in the course of their duties. Having a steady supply of Bleeprin (brain bleach) alone will make you many friends in the PPC, if you share. Most of these are designed purely for SUE-related conditions - but won't it be fun to experiment?

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Warehouse Attachments

100cp - Escape route
Sometimes you don't want to leave the Cosmic Warehouse the same way that you came in. By building a small plot hole into a corner of the warehouse, just close your eyes for a moment, spin yourself around, and start running. The door to the Cosmic Warehouse will close and you'll find yourself deposited back in the world a short distance away and out of sight. Placement is otherwise random, and the plot hole isn't large enough to be used to bypass obstructions requiring dramatic effort to overcome.

200cp - Canon console
Having lost its full functions (and obnoxious beeping noises) when you stole it from the PPC, this small console can still be used to gain an overview of the current jump. It can tell you such things as the current year, describe the world(s) in general terms, read off an overview of past large-scale events, and list the canon date of major events yet to come. Basically it's like consulting a wiki, giving you general knowledge of a jump in a convenient package.

(300cp) - Remove spoilers?
The console only gives basic information, but this upgrade gives it all. Anything from details of a villain's strengths and weaknesses to secret information only a single character mulled over in his thoughts. If it was displayed in-series or explained by WOG, the console knows it.

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Companions

200cp - Quirky roster
You may import up to 8 companions, they may choose from among the Original character, SUE, and Agent origins with 400cp to spend. To help flesh out your 'supporting characters' companions are allowed to take drawbacks other than 'The League of MARYSUE Factories.'

100cp - Sprout
In what was most likely a hilarious, horrible, and/or embarrassing series of events, you somehow acquired a seed from one of The Flowers That Be. Provided that it is planted and well cared for, it will develop sapience at the beginning of the next jump. By nature it has the 'I am a plant' perk, and after

10 years or so, will have matured to the point of developing the 'Flower Power' perk. Its default form is a mundane if larger-than-normal real-world plant of your choice.

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Drawbacks

You may take a maximum of 600cp worth of drawbacks.

+100cp - Glitter-blood (Cannot take with SUE origin)
Like a SUE, your blood has been replaced with colorful glitter. This is harmless, but will get you lots of wary glances from PPC agents, as sparkly blood is one of the first signs of SUEification. Expect regular check-ups for SUE diseases and some distrust if it becomes common knowledge.

+100cp - BEEPBEEPBEEPBEEPBEEPBEEPBEEPBEEPBEEPBEEP
The Laws of Narrative Comedy must be appeased somehow. Your console, equipment, and everything that could possibly do so (even if it wasn't built that way) will beep loudly and irritatingly, especially at inopportune times.

+200cp - Lust Object
Almost all SUEs and many agents have a lust object - a character they are extremely attracted to. You have one now, and you tend to obsess over them quite a bit. Your thoughts go askew in their presence, and threats to that character are met with a disproportionately violent response. If you can't control yourself, you will be forcefully escorted to FicPsych's Room B9, also known as the Multimedia Anti-Salivation Division, where you will be forced to watch No-drool videos. You really, really, really won't like that.

+200cp - Disturbing Acts of Violence
Agents are expected to be highly efficient killers, and killing a SUE is never considered murder. And while coming up with ironic methods of execution and disposal of SUEs is part of the PPC heritage, you tend to take things...a little extra when SUEs or enemies of the PPC are involved. Way, way extra. Like holy hell calm the fuck down. Seriously, they're in twenty pieces and mostly charcoal, just let them die already. Damn son. Expect many visits from Ficpsych to review your mental health.

+300cp - The Laws of Narrative Drama
Your benefactor demands entertainment, and has allowed certain quirks of this universe to take full effect upon you. While trivial things (for an ordinary human) are still trivial, the dramatic and dangerous will never be anything less, no matter what perks you have. You will lose the ability to no-sell attacks, to easily bypass hazardous obstacles, to instantly fix problems. Attempting to do so will see you dead, off-course, or flatly failing. You still have all your abilities, it's just that you'll have to work hard and be creative to earn victory no matter what perks, powers or gear you possess.

+300cp - SUEification
You've contracted a nasty case of Sueicosis. You're arrogant, have terrible spelling, will fangirl over attractive characters and your social graces take a massive hit. Treatment is possible, but you must be careful not to let the condition worsen. By casually solving problems with overpowered abilities, by being too much of a speshul snowflake, by trying to make yourself the most important person in the jump...these things and others accelerate your degeneration. If the disease reaches the terminal stage, you'll become a full SUE, a sociopathic, self-absorbed turbo narcissist whose very presence warps reality

to fit your own flawed beliefs. Oh, and you'll be hunted down and killed by PPC agents, ending your chain.

+300cp - World limited
Being ridiculously overpowered is a sure sign of being a SUE, and no one wants to be a SUE, right? For the next ten years, your powers and warehouse are sealed. You only have access to the perks and items you purchase here...except for when you visit a Word-World that matches a jump you've previously visited. In that event, you regain the use of any items or perks you purchased for that jump, but will only keep them as long as you are within the matching Word-World. While a little extra help is always nice, keep in mind that the average SUE will still have the edge in sheer power.

+600cp - The League of MARYSUE Factories
Long ago, the Mysterious Somebody created the first SUE-factory and began mass-producing SUEs as part of his plans to manipulate the PPC. When the Mysterious Somebody was killed during an assault on HQ, his scattered factory complexes united under the Venomous Tentacula. Now the SUEs have decided that you are their greatest obstacle to defeating the PPC. Or maybe they just think you're icky. Or they've fallen in TRU WUV with you. At least once a year for ten years, a Super-SUE will attempt to kill, capture, or subvert you. They know you very well, have twisted, sparkly copies of all your abilities, gear, and companions, and are just plain better than you. The only way to defeat them is to discover the flaw in their existence, the logical paradox unique to each SUE that allows these impossible, contradictory beings to exist, and exploit that weakness to break through their defenses and kill them.

NOTES

Plothole research
What is a plothole? Exactly what it sounds like. It is a snarl in the narrative that allows for shortcuts and asspulls. In this specific case they are used as methods of travel, and have three restrictions.

- Firstly, plotholes run of the Rule of Drama. Like a travel montage, it can take you quickly over large sections of landscape, but will drop you off shortly before a planned ambush by the forces of evil. It can bypass most kinds of obstructions, but not lieutenants or fiendish puzzles guarding macguffins (even if you have enough power that neither would normally be an obstacle.)

- The range of a Plothole is immense...but being powered by literary tropes, there must be some pre-existing condition that you can exploit. It you want to travel through dimensions, find a dimensional rift. Between star systems, find an unstable wormhole. You cannot simple declare that the ground swallows you up and deposits you wherever you wish.

- You benefactor has set the usual condition of forbidding time-travel through plotholes, but if you are sent through time against your will, plotholes can be used with the usual conditions to return home.

- Once you acquire a spark, the above restrictions are removed.

Setting Things Right
You retain knowledge of the original, unaltered timeline, and are protected from paradox. You do not, however, know exactly how re-writing history will change things, so take possible changes into account if you don't want to have to kill more people to get the desired effect, and be careful not to create a

problem that can't be solved with murder.

Flowers and the Benefactor
For extra !!FUN!!, it's up to you if having a terrible review at the end of the jump is the same as failing to keep your benefactor entertained, with whatever consequences that come as a result.