Generic Going Home Jump

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Maybe you got everything that you wanted, perhaps you just couldn't bear the road anymore. I'm sure that a lot of the people on this great journey have said the same thing at one point or another.

"I want to go home."

For this you are lucky because sometimes you can go home again, but it's not always the same, sometimes that's just because you're not the same anymore.

You can either use this Jump as if it were an ordinary jumpchain or you can use it if you have selected the option to "Go Home" at the end section of a Jumpchain.

Gain ***+1,000 CP***

Origin:

Although this is the "Generic Going Home Jump" you don't actually have to go home at least not yet. Each origin offers you the option of a "**practice run"** before you go back for real, you can if you'd rather not do a practice run, select to go back to the **"Real World"** while selecting any origin in order to receive the respective discounts for that origin.

The Everyman

You're back home, same time and place that you left, perhaps you want to change the world for the better, maybe you just want to live in it instead. Regardless this will be the closest to reality that the practice runs get.

The Reboot

Your life has probably been full of ups and downs. Perhaps there were things that you didn't like or things you wish you could have done differently. Well this practice run starts from the day you were born and the jump lasts until the day your jumps began.

The Neverman

Have you ever wondered what the world would be like without you? What choices would people have made if you weren't there? If you want your practice run to be in a world where you never were then this is the choice for you, you will arrive at the same time and date you left but things may be far more different than what you expect.

The Observer

Perhaps you're curious what the world would be like if you had never left but you don't actually want to become who you were. With this practice run you can let another you take your place, one who has never seen the worlds you've been too and cannot do what you can. This can be set to start any time within 100 years of when your jumpchain began.

Perks:

All 100CP Perks are free for their origin and all other perks are discounted by 50%.

Everyman:

Only Human -100CP

You can completely deactivate all perks and items to become as human, as when you started jumping or the equivalent to the in jump humans. Unless you specifically select for this perk to be set otherwise any of your immortality or 1-up perks will auto activate if needed.

Arbitrary Skepticism -200CP

Just because magic is real doesn't mean ninjas are and with this perk you can instill this skewed skepticism onto others. So long as someone hasn't actively interacted with a specific style of what they would normally consider fiction, you can select for people to automatically respond to these strange occurrences by dismissing it off-hand rather than considering it, even if they see and experience other bizarre events on a daily basis, they will believe their type of "fantastic" is normal and the other is far-fetched fiction.

Bounce Back! -400CP

Perhaps something bad has happened to you out there, something really bad but no matter what it is, it won't stick. Shortly after an event anything that was lost or broken, physically, emotionally or mentally can be restored as if the event never happened with it never needing to be mentioned again.

The EveryMan -600CP

This Origin was not meant to be literal but now it could be.
First off you will have a passive awareness of all the clones of you that exist regardless of how they were made.
Second you can make identical or slightly altered copies of yourself which you will have passive control over as a hivemind extension of yourself.
At the start you can only make one but with time you can learn how to make more.
You can instantly remerge with any clone descendant created as an extension of this perk, regardless of their condition and imprisonment, however the child of a clone is considered the jumper's child in regards to any perks, skills or other such abilities.
If you remerge with a clone they will disappear from their location and you will gain all of their knowledge, memories and experiences with their body becoming available as a new alt form.
In case of emergencies a dynamic filter will be in place to protect you from absorbing any hazard separating it into a control module that you can choose to inspect then selectively absorb or destroy.
Each created clone is able to use this perk to a slightly weaker degree being able to create 1 less clone than their creator could.
If a clone did somehow get separated from your hive mind they would function and think as though they were you however they would consider you to be the true you and a parental figure who they would vaguely like to remerge with if the option was available.

Reboot:

Theme-inator -100CP
You have been to lots of worlds and seen many different holidays. Sometimes you may miss the styles of those worlds but you can recreate them whenever you want.
With this perk you can select any theme whether brand oriented, seasonal or franchise oriented and you can apply them as thematic changes to any object, structure or system resulting in stylised alterations to the target.
These changes will in most cases be surface level and not change any mechanical aspect of the target however if it has been applied to prize oriented systems such as a gacha machine, leveling system or shopping channel you could receive thematic variations of the rewards and/or prizes even if the variation you get would never normally exist.

Always Someone Better -200CP
Whenever someone commits an action or does an activity you can choose to show an overlapping illusion of the alternative version of that person, who is the best at that activity from within the local multiverse and alternate timelines.
Doing this will allow the person to quickly grow in this skill until they reach the same level of proficiency as the alternative version of themself.

Chekhov's Skill -400CP
Perhaps there is something you have always wanted to learn but never got around to. Perhaps there is some training in some kind of skill, ability, or knowledge that could come in handy later.
With this perk once per jump you can instantly learn a skill to the degree of a master but much like Chekhov's Gun, everyone you meet in that jump will become aware of that skill but due to the fickle whims of fate for the duration of the jump that skill will never be useful.

Fresh Start -600CP
Have you ever wanted to restart a jump, perhaps you made a mistake and don't like the result or you have completed one but want to relive the fun.
If you use this perk during a jump you and all your companions will be sent back in permanent cosmic time to the time and place your jump started.
This will prevent alternate timelines or augmented alternate realities leaving you guilt free for pressing the reset button however this resets the time spent in jump so far back to zero meaning you will have to go though the full jump time duration from start.
Once In Between jumps or as many times as you would like post spark you can use this perk to start jumps you have previously completed as a blank slate.
You will not gain a budget to purchase new Perks or Items but you can import up to your amount of active companions for free.
These companions can gain an origin and any freebies but do not gain any CP or stipends.
If you or your companions take drawbacks you gain no points and if you have ways to gain companions without spending CP you can.

Neverman:

Who's Going To Help? -100CP
Sometimes people need help and sometimes the people around just can't do anything to help. With this perk whenever someone is in genuine need of help, you can choose for the nearest person who can genuinely help them, to find their path unexpectedly turning towards the one in need and with the subconscious awareness that they should help them.
If the person does help then for 24 hours that person will have a notable boost in good luck and if they did lose anything from helping that person whether economical or personal they will find it restored within the lucky 24 hours and then some.

Mimes Aren't Real -200CP
Once per day you can alter the passive knowledge of any one person, this knowledge is not forgotten, just mislabeled in their mind.
The person from then on will believe that the selected topic is either completely fictional or completely factual depending on which you choose at the time.

Guided Amnesia -400CP
With this perk you can select a total of 24 non-consecutive hours of anyone's memories and seal them off effectively erasing them.
This perk can be used on multiple people and can erase different sections of time from the target's memories, should you exceed the 24hrs limmit you will need to select memories to unseal before you can seal new ones.
Unsealing a timespan within someone's mind does not automatically allow the person to remember those memories but there is no longer anything preventing them from remembering them should something jog or trigger that memory.

Not Seen Nor Heard -600CP
With this you can go beyond simply not having existed in the past to not existing in the present, you can completely erase yourself from the perceptions of others.
Using this perk you can move around completely untouchable, being able to move through the area that you perceive yourself to be in by passing through any state of matter without it affecting you or you affecting it.
While this state is active you are undetectable by any senses, technology or supernatural abilities of any kind.
Not only do you become undetectable but you do not remove anything from the space you occupied as anything that should be where you are appears to be there.
This perk can be toggled at will but while this perk is active, you cannot interact with the rest of the world even through non-physical means such as telekinesis or the force.

Observer:

Shoulder Nephilim -100CP
Have you ever wanted to be the angel or devil on someone's shoulder?
Well now you can be, with this perk you can telepathically communicate with someone from any distance with them believing that you are merely an aspect of their subconscious.
As an added bonus you can make it so that if the target does follow your advice you can alter how proportionally severe or beneficial the results of those actions may be.

Fool of Fate -200CP
Whenever you meet someone you can choose to learn two things, first what the general result of their life from that point onwards would be if you do not interfere with them any further and what they consider a fate worse than Death. Also whenever someone commits a crime you will know what would be the most poetically ironic punishment for them specifically.

Who Am I -400CP
This perk allows you to generate theoretical alternative simulations of yourself, who have made different choices within their life ranging from simple coin flips, to what Jump Chains and perks they have selected.
If this perk is taken with the perk "**The road not taken**" then you can choose to gain the knowledge that your alternate self learned. This does not fiat-back any new supernatural skills gained this way and it does not grant you any new perks or knowledge from perks however it would allow you to learn what your alternative self had learned from using their perks.

The Road Not Taken -600CP
Normally when you enter a jump you gain the lifelong memories of who you could have been with your origin but why stop there with this perk you now gain all the knowledge, skills and abilities that was possible for you having been born into that background. Did you take the commoner background well now you have all the skills you could have gained from your potential professions from armor polishing to zoo keeping. However what about the more esoteric origins did you choose to become a mage? Well now you have all the magical knowledge that would have been possible for your origin to learn up to the point your jump started. This perk applies retroactively for all your previously selected origins and backgrounds.

Meta:

Something Old -50 CP Per
You can purchase any single item or perk from any previous jump using CP from this jump with discounts applied.

Something New -50 CP Per [Requires ***O'***]
You may purchase any single item or perk from any other jump using CP from this jump without discounts applied.

Items:
All purchased Items will reappear in a warehouse attachment after a day if lost or stolen.

Internet Hard Copy -100CP
You get a solid state hard drive with inputs available for any accessories. When plugged into any monitor or computer an internet browser becomes available for each jump that you have been to with its own version of the internet. The browser will allow you to access everything that was available on the internet at any point while you were there.

Business -100CP Per
You are now the proud owner of your very own business. You can choose what it does and where it is located but for this price it earns a minimum net profit of 1 million a year.
This can be purchased multiple times to either be a new business or to multiply the net income by 10 times.

Island -100CP Per
You get your own brand new previously unknown private island fully licensed as your own property. This island is no larger than 1 mile in diameter, but can appear to be a natural island or an artificial man made island. This can be purchased multiple times to either be a new Island or to multiply the maximum size of the island by 10 times. Post jump you can add this as a warehouse attachment with controllable weather conditions.

Companions:

Import/Creation -50/200CP
You may import, create or recrute one individual for -50CP or up to 8 for -200CP. Each imported and created companion gains +800 CP and can choose any background gaining all discounts.

Take Away -0CP
Anyone who would like to go with you across the multiverse as a new companion of their own free will, can do so no more questions asked, no price to pay.

Drawbacks:
No limit.

Fictional Reality +0CP [Practice run only]
You can now use any other jump as a supplement with the world being a setting where the events of that jump are historical fact rather than fiction so Lucas may be right and star wars may actually have happened a long time ago in a galaxy far far away.

The Other Guy +0CP [Practice run only]
Perhaps in this practice run you don't want to be yourself and you would prefer to be someone else, a celebrity, a wealthy entrepreneur or perhaps just someone that you used to know just pick and play.

Extended Stay +100CP [Cannot be taken with **Till Death**]
This extends your time in the setting for 10 more years. Can be taken multiple times.

Only Human +200CP
It seems that all of your alternative forms and alternate races have now gone away, with this drawback you are restricted to your base form for the duration of this jump, on the bright side this doesn't affect your perks or items.

All by myself +200CP
Sorry no followers no companions and no refunds if you paid for companions in this jump they still get their perks but they don't get to come along.

Empty pockets +300CP
Yep it's a shame but now any of your out of jumps items, including the warehouse, are inaccessible for the duration of this jump.

Powerless +300CP
No perks, no powers, no mutant abilities, with this you can only rely on your body mod and if you haven't already got rid of them your items and your alternative forms on the bright side you still remember what happened right.

Do you remember? +300CP
No you dont with this drawback everything that has happened since the start of your jump is gone you are just you.

Till Death +300CP [Cannot be taken with **Extended Stay**]
You are forced to stay in this jump until the second you would have ‘Canonically’ died had you not gone on Jump Chains.

Vengeance +400/800CP
Any and every enemy you have made throughout the douration of your jump chains will now come to get you. If the same person became your enemy in multiple jumps they merge together, gaining all the benefits that each of them would have had separately and overcoming any weaknesses that any of them have learned to overcome.
For **800CP** total these old enemies return with all the perks and items from the jumps that they became your enemy in.

Don't Get Canceled +600CP
This may or may not be your last jump but from Jump-Chan’s perspective it's your last chance if you don't keep them entertained you will get a chain failure.

Jumpers Among Us +200/400/600/800/1,000CP
You're not the only one who has done your jump chain collection, with this drawback many other people have but they may not have selected the same perks, items scenarios or drawbacks you did. For 200CP one other person on earth has done the same jumps as you, for 400CP ten people have, for 600CP a hundred have, for 800CP a thousand have and for 1,000CP ten thousand have.

World of Jumpers +1000CP
Well you're definitely not the only jumper now, everyone on earth will roll 1D100 and do that many random JumpChains succeeding and returning home. If taken with "**Jumpers Among Us**" those people complete these random jumps before doing your previous jumps.

Anti-Jumper +2000CP
You may not want to take this as it looks like you have an arch enemy, they have completed at least twice the amount of jumps you have with the sole goal of killing you. They have completed every jump you have done and many others you haven't, they will also benefit from the drawbacks "**Jumpers Among Us**" if you took it and "**World of Jumpers**" if you took it. They have had full knowledge of all your jump purchases from the start of their Jump chain and have been preparing every step of their chain with the full intent to permanently kill you in this jump.

End Jump Scenario:

O' +1000 CP
This is the big one, you must become a zero point origin, a Self contacted loop of your own creation and existence up until this point.
You will have as much time as needed but using only yourself your perks, powers, items and abilities you must perfectly recreate yourself and the world around them from within a multiversal dimension that is completely separate from all other space time.
This recreation must live your life exactly as you did with no deviation including all the jumps you have been on where you will be acting as jumpchan bestowing them with perks, abilities and items. Any mistakes you make are allowed but you will have to deal with your failed creation and restart the simulation.
This will also require your recreation to make the same mistakes that you did at the same points when they are working on this scenario.
The recreation may only notice you behind the scenes at the same point in your history that you noticed your previous version doing the same thing.
You must watch them live their life up until the point that their recreation starts this Scenario
Keep in mind that after this you will only have what you gave your copy so if you made a mindless puppet you will suffer the consequences when your strings are cut.
With this task completed you gain your spark and become a permanent fixture which no power can undo, you cannot be removed and you cannot be undone for you are truly self made.

The End:

When you have completed, the jump all drawbacks are rescinded and you have these options.

***Go Home* [Practice run only]**

Go back to your home, keep everything you've gotten at this point.
You can have +1000CP

Stay

Home sweet home Kind of maybe this is a world you used for practice or you really went home but right now it's your favorite option well good luck.
You Won +1000CP

Continue on

Moving on Up moving on out Nothing can stop you.

Thanks:

A Great Big Thank you to **Nerx** for always helping me when i'm stuck while building a Jump