The three body problem:
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jumpchain compliant

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introduction:

Welcome jumpers, to the dark forest, the dusk of a universe ravaged by wars that shook existence, drying reality and reducing the number of spatial dimensions to our familiar three dimensions. I do not recommend entering this verse for your first jump as the dread civilisations that roam in it might be too much for a jumper without any nifty perks, nevertheless, take these **1000CP**, you're gonna need it .

Age and Location:

Your gender can be freely decided here as this doest really affect you, while your age is within the possible life span of your species, the location is anywhere not heavily guarded in your homeworld.

Era:

this is where it gets interesting, you get to chose the time period of your starting line in reference to the earth, chose carefully:

DETERRENCE ERA (+100) *from 2208 to 2272 AD*

BROADCAST ERA (free) *from 2272 to 2332 AD*

BUNKER ERA (50CP) *from 2333 to 2400 AD*

GALAXY ERA (50CP) *from 2273 to UNKNOWN*

BLACK DOMAIN ERA (100CP) *from 2687 to 18906416 AD*

ORIGINS:

Both of them can be taken as Drop-in to not deal with those pesky memories, or you can be introduced as an average member of your civilization, either way, the paperwork and timeline will be as if you've always been inside the system.

Human(free): the bog standard human, i hope you don't expect an explanation cause i'm not giving any your average in every way, so don't expect to outrun professional athletes.

Other(200/400): OH! my apologies it turns out your one of the many other 3-dimensional races that littered the universe, for 200CP your a low entropy race like the tri-solarians and their destroyers you don't get any superior biological abilities beside some nifty tricks unless they come with a big disadvantages, your not genetically engineered afterall, for 400CP your on the same level as the singer's race or the zero-homers, originated form a higher dimension that were forced into lower one to survive your biology is much weirder, your lifespan is ageless and you get genetic memories, cool right ?

perks:

100CP perks are free for their origins and other perks are discounted for the associated origins.

undiscounted:

Hope(100)
this is a rather existentially draining universe but no matter what, you will always find a light in the darkness, you just have to be able to reach it.

Three body problem (200)
It's a sci-fi universe, it would be embarrassing if you didn't understand any of it. You get a slightly improved brain, enough to be a genius, but not enough to rival the likes of Einstein or equivalent of your species.

Dimensional adaptability(400)
quick spoiler, but the universe was 10-dimensional, the members of blue space could navigate the fourth dimension, you get something better, you gain the ability to modify your mind and body to not survive but comprehend the near infinite amount of information found in higher dimensions, the bigger the difference the longer it takes, it takes a year to go from 3 to 4, after this jump you will be able to understand in time higher realms dimensionally speaking, thought platonic and conceptual realm are a bit beyond you for now, unless you have a capstone booster that work for this.

The spark of life (600)(Capstone-booster):
the greatest threats civilization has to face are other civilizations, and the reason for this are technological explosions, you gain the entirety of the technological prowess of your race, or at least have your brain boosted to its peak when it comes to climbing the technological tree of your race up to the second book. combining it with a 600CP perk will add every invention of your race up to the end of the series.

Humanity:

Will of humanity(100)

it's surprising how motivated the human race is against an uncaring cosmos, your will scale to match the danger your civilisation, personal hurdles would make you seem very determined, threats to the universe, you will make match a demi-god of willpower

Deterrence theory(200)
you possess a near supernatural capacity and understanding of deterrence theory, and how to navigate in such a way as to put a superior race into a lose lose scenario, it's not a guarantee though. you also gain a boost to create hidden message, but just enough to go from beginner to somewhat competent, an expert at finding hidden message would find it in a hearthbeat

On the brink of defeat(400)
you possess the ability to make technological leaps, reduce the time needed to reverse engineer and integrate alien technology, though not the concept or technological tree born from alien thought process, however this activates and increase in response to deadline and importance, the more urgent it is the faster you brain will make connections and breakthroughs.

Death Ends (600)
the message of the remembrance of earth has a surprisingly optimistic outlook on the human race, and you embrace a part of that spark, simply put you are more likely to survive something that should have killed, a photoid attack might not destroy a gas giant and you gain the instinct to find such location. Capstan-boosted: not only do you embrace a spark but you spark an entire inferno,first you are almost guaranteed to instinctively be at such location,next you gain the blueprint of every human invention of your era inside your head, and the instinct to create technological explosions to complete the technologic tree, you also remove the limit to include all human inventions.

Other:

Patience(100)
while humans, forget within a few generations any slight you have made, your thinking process can be measured in centuries, it will not be particularly complex, this simply increase the scale of your plans

Cultural Appropriation(200)
Originally, tri-solaris civilization did not understand the concept of deception, however, having observed humanity act they were able to understand it to such an extent so as to fool an entire planet, you too gain the ability to understand alien concepts and add them to your arsenal.

The dark forest(400)

the hiding and cleansing genes, are the most noted as to be distributed among the races of the cosmos, you get something better, you have a much better instinct and skills when it come to hiding from the greater self, be it a society or the greater universe, but also measure the amount of energy needed to annihilate a target as surely as possible

Redemption of time(600)
the most powerful creations were never humanity it was the others that inspire dread and awe, you gain the ability to create of weapon of mass destructions that were emblematic to the verse, from the sophon to the probes to the photoid and everything in between, moreover, you have the ability to astute which of them the enemy likely never prepared for, like a small whisper in your ear, easy to overlook.
capstan-boosted:
the most terrifying weapon in the universe are the laws of physic and you can add them your arsenal, from the dimensional collapse to reducing the speed of light to zero or bellow, you have an amazing ability to create fundamenta weapons, as well exploiting the laws in unusual way such as a hull that were filed using the strong force instead of electromagnetism, not only that a your luck is boosted to such an extent that if you destroy the vast majority of a target it is highly likely that the surviving members become non-threatening, if not outright destroyed, think of it as a counter to the survivable parts of the death ends perk. truly a force that can shake the heavens.

Items:

100CP items are free for their origins and other perks are discounted for the associated origins.

Human

hard cash(100): the equivalent of 200000 dollars per month
position of power(200): still not a king
blue space(400): yes that spaceship with a crew and equipment, the fuel isn't infinite thought, but you have the curvature propulsion system

Other

sophon(100): you gain two that are already linked
probes(200) you gain four of them and gain a new on if one is destroyed after a month interval
dual vector foil(400): the nightmare and destroyer of human civilisation, or at least nearly if their luck wasn't so impressive, you can cause a dimensional collapse that can be controlled to extend to a maximum of a solar system, you

can point with accuracy and it launch and travel at light speed, you gain a new one every 10 year.

undiscounted

solar system(600): no not the human one, but the one the our bit that orbit the star DX-3906 and this include the star, of course all of that is in a pocket dimension only you can access at will, if you have a warehouse you can attach it to yours and warp from it to any place inside that solar system

Drawbacks

take as many as you are willing to try

the long run(variable): normally you would be stuck for 10 years, taking this you will need to be awake for 50 years for 100CP, for 200CP you will need to be awake for 50 years uninterrupted

the end of an era(200): you need to be awake, witness and survive the end of the era you were first introduced, failure to do that will simply cause you to do the same in the next era.

the wall-facers(200): Congratulation, it seem you were chosen to be a wall facer, if you are a human you will replace Luo Ji and must put tri-solaris in a deterrence situation yourself, and while you may keep your memories of this verse, you will not remember the exact way he did. as an alien, you will be given a device to communicate with the E.T.O and reveal the plot of one of the wall facers, if you fail you may keep the 200CP, if you succeed, you will freely gain an E.T.O agent or a partner that helped you achieve this

the wall breakers(+200, need wall-facers): you have a particularly competent wall breaker, trying to defeat you, non-lethally then lethally, or a really incompetent one to guide, is it really worth it

to witness the end(400): huh, with this you will be starting form the day Ye Wenjie reply to Tri-Solaris and will need to be one of the surviving races and join with the zero-homers and piece back the shard of space-time needed to revive the universe back to 10-dimensions. you temporarily gain the ability to stop your biological clock for this.

Cheng Xin(400): or at least a relative, you are just as naive, i hope you dont doom this world jumper.

to witness the beginning(600): the Zero homers, are a mysterious bunch, turns out the reason for it is that a interdimensional being told them how to restart

the whole process and move the clock past twelve, if you didn't get it, that mean you must unite the surviving races and undo the damage done to reality.

Microcosm(exclusive from existential horror)(600): instead of being drop in the greater universe proper, you are instead stuck inside a subatomic particle randomly chosen in the universe, you have 10 years to consume, escape or grow out of it before it is destroyed, its rather obvious why i don't recommend it as a first jump

existential horror(exclusive from Microcosm)(600): you lose any and all perks and items that were not purchased here, you Poor fool.

Companions:

organism-9816(50): an interdimensional energy based being from outside this universe managed to escape their captor, and find themself attached to you, maybe you remind them of their lost homeworld, their not particularly smart or strong but are as useful as a pet i guess?

Import(100): they gain 600CP to play with and can chose their drawback too

Cannon(200): you will be able to magically convince someone to join, with added bonus of reinforced loyalty, though it's not that strong to mind control and such, so be careful, personally that the only thing that i found to make it worth it, the characters aren't THAT interesting. but you do you.

Ending:

Do you want to stay?
Do you want to go home?
Do you want to continue?