Generic "I don't want to go to a Jump" Jump

1.2

We have all been there, sometimes when you are looking for a particular perk, item, or whatever else you could need in your Jumpchain adventure. However what exactly you're looking for is in the Jump you don't exactly want to go to. Maybe you're not familiar enough with it, or maybe you just don't like it. Either way, this jump is for you. For the next ten years, you will be trapped in an original setting, the lore of which will somehow give you these perks or items.

Here are 1000 Choice Points. Good Luck

Age and Gender

Pick whatever you want for both

World Genre

This on the other you, you do not pick (At least, not without paying). Roll 1d8 to decide, or pay 50 CP to pick yourself.

1. **Fantasy:** Any flavor of Fantasy you wish, whenever it be high or low, epic or dark,
2. **Sci-Fi:** Laser, Spaceships, Time Machines, Aliens, whatever weird sci-fi nonsense you choose is up to you.
3. **Modern Day:** A message to future jumpers, I hope your modern day is better then mine.
4. **Horror:** Things are about to get pretty spooky
5. **Historical:** For this jump, Historical means anything that hasn't happened in the last 20 years whenever you do this jump.
6. **Surreal:** You don't really know what genre this world will be in, in fact, you don't even know what is going on half the time.
7. **Combination:** Roll you 1d8 two times, reroll on 8, then combine genres you rolled. If you get this number again, roll another 1d8 and combine that with the other genres.
8. **Anything Goes!:** Pick whatever Genre you want, even if it doesn't fall into any of these categories (somehow).

Perks

Whatever you wish for (Can be picked multiple times, varies): Pick a perk from any jump you have not gone to. You pay the amount of CP (Whatever the jump's equivalent is) for the perk. If the perk is exclusive to an origin or a different perk you add cost of the origin or perk to the purchase, though if no cost is given and not free just add 100.

Items

Whatever you want (Can be picked multiple times, varies): Pretty much the same as Whatever you wish for but for items. Exclusive items work the same way as exclusive perks do.

Others

And for everything else (Can be picked multiple times, varies): Works likes Whatever you wish for and whatever you want but for things that don't fall into those two categories. Exclusive things work the same way as those.

Companions

New Companion (100): Want somebody new on your team? For only the price of 100 CP you can make a new companion, whenever it be something original or a character you like. Heck, it can be from a jump not chosen here.

Returning Comrades (100/300): Import one companion for 100 CP, or import eight as a batch for 300 Cp. Each one of them gets 600 CP to spend on stuff.

Toggles

Supplement Mode: If you wish, you can use this as a supplement for a different jump.

The Weirdest Body Mod: These perks you are buying are now your body mods. If you use this toggle, you are unable to buy items, companions, or take drawbacks. You can also use any amount of CP you want for this, though personally I recommend 1000 CP for normal chains, 500 for hard chains, 10,000 for easy chains, and unlimited if you want to do a weird version of creative mode where you only get powers from the first jump.

LET'S PLAY A GAME: Okay, this is going to need some explaining. First, throw out all of the stuff about CPs. Second, open all of the jumps you are thinking about taking stuff from as well as the place you keep all of your jumper's information, then study all of them well. Now, delete all of the tab/apps except for your jumper's information and begin a countdown of 120 seconds. This will be the amount of time you have to reopen all of the jumps and copy/paste all of the stuff you want into the Jumper's profile. When times up, you gain all of the perks/items you were able to copy/paste in for free. If you use this toggle, you will be unable to purchase anything in this jump with CP.

The Only Jump You Will Ever Need: This is one is great for chains where you gain points through other means like quests or typing out a story. Basically this is the only jump you will use for your entire chain besides supplements, which you can buy for 500 (or whatever you feel is balanced) CP. Like the Weirdest Body Mod, you are locked out of Drawbacks, however unlike

the Weirdest Body Mod you can still buy items, companions, and can buy the Power is Earned, Not Given drawback.

Drawbacks

Whatever you didn't wish for (Can be taken multiple times/varies): Pick a drawback from any jump you have not gone before. You gain CP that the drawback gives while suffering the effects of the drawback for the entire jump.

Longer Stay (Can be taken 10 times/100): Every purchase of these drawbacks extends your stay but 10 years, to a maximum of 100 years.

Power is Earned, Not Given (200): you know all of these perks and items you bought with your CP, well with this drawback you don't start with them, you have to earn them. For perks, you have to find special crystal balls which you must smash in order to gain the power. For items, you have to find them and steal them.

Nerfed (300): All of your perks and items that you got out of this jump no longer work, minus your body mods. meaning you have to use whatever

Everywhere at the End of the Jump (300): For the entire time you are in this jump, you have extreme memory loss, and have a hard time remembering your past, how to use your perks and items, your friends, important details, and everything else.

Death to the Skipper (600): So it seems like the people of the jumps you have chosen are not happy with the fact that you took their perks and items without their world. So, they have all banded together and come to this world in order to kill you. They will not stop until you are dead or the Jump is over. Even if you kill them, they will come back the next day. I hope you have a safe house ready.

The End

You have three choices

-Stay Here

-Go Home

-Continue the Jumpchain

A little reminder for you before you go, any jumps you stole stuff from will be inaccessible until you get your spark. Also this jump can be taken multiple times.