

Generic Skeleton Jump
v1.0
by LJGV/Sin-God

Skeletons! Skeletons are a very fun undead enemy or minion, and variations of skeletons make for intriguing enemies or amusing allies. But what if *you* were the skeleton? In this jump, you are a skeleton in a fantasy world with all sorts of magic and you get to experience life, or rather undeath, as a skeleton. Enjoy the decade you will spend in this spooky scary land!

Take **1000 Calcium Points** to fund your adventures.

Starting Location

*Roll a **1d5** to determine where you start, otherwise pay 50 CP to choose your Starting Location.*

Graveyard
You are a skeleton in a graveyard. Perhaps you are newly arisen and have to punch your way through a coffin, or perhaps you're working on lifting coffins out of graves.

Fortress
Ah so you're a skeleton that got a little luckier than most. Nice. You start this jump off in a fortress inhabited by other skeletons and necromancers, perhaps ones gearing up for a war of some sort.

Manor
Oh this is an interesting option. You're a skeleton that was raised in a manor. The most likely cause for this is that you're a maid or butler skeleton raised to serve necromantic nobility, perhaps an aristocratic vampire or someone along those lines. Another possibility is that a magical disease claimed your life and upon your death your skeleton

arouse and freed itself from your skin, a gruesome process but one that many in this world have seen.

Battlefield
Are you a knight of vengeance? How intriguing! If you arise on a battlefield, either a necromancer found you, or something occurred on the battlefield that filled you with a powerful urge for revenge, for justice, or some other emotion.

Free Pick.
You are free to choose from the available options.

Age and Gender

You're a skeleton. Your age and gender are up to you, as either has a negligible impact on your time here.

Origins
All origins here give you a skeletal alt-form that you can don at will in future jumps.

Skeleton Citizen [+200 CP]
The miscellaneous option for skeletons who are used primarily as non-combatants. Skeletons make for excellent laborers and excel at a number of careers that are non-violent and this option is for those who wish to have specialized abilities and skills that are focused on others other than battle.

Skeletal Warrior [Free]
A classic option, this origin is for those who wish to be a terrifying skeletal warrior. Martially inclined skeletons are quite potent in power and some of them can become tactically adept, even terrifyingly so from time to time. Skeletal generals and great reapers are incredibly rare but they are genuine nightmares when they appear.

Skeletal Mage [-200 CP]
Skeletal mages are incredibly rare, but they are naturally adept at magic that ends lives and unmakes things. Typically a skeletal mage is the result of a failed attempt to become a lich or is the end result of a mage who had the pride to try and overcome death and the humility needed to know that becoming a lich was beyond them so they settled for something a bit less impressive but that still earned them something akin to dark immortality, at least if they prepare well enough in advance. All skeletal mages can create undead, and they can control two undead they make. Without perks you can only raise two skeletons a day and if you are controlling skeletons already you cannot seize control of new ones without releasing the control you have over at least one of the ones you control.

Perks

Origins get their 100cp perks for free, and the rest are discounted to 50%.

General [Undiscounted]

Skeletal Stats [Free & Mandatory]
You are a skeleton. While the hyper-specific details of this will be impacted by your perks and origin(s), some universal facets apply to everyone who comes to this jump where the whole gist is being a skeleton. Whenever you are in the skeletal form you acquire through this jump these rules apply.

Firstly, as a skeleton, you lack basic bodily needs. You are undead, and while you are not a vampire and thus cannot blend in with the living (barring something like the usage of clever disguises), you are not a rotting zombie in need of brains or a thirsty vampire that is always suffering from a depraved thirst. As a skeleton, you are also incapable of feeling exhaustion and are ageless thanks to the magic that reanimated you. A final thing of note is that this alt-form protects you from the rage of mindless undead who are filled with instinctual misanthropic urges in this jump and future jumps, but only while you are in this jump's form, meaning you can choose to be ignored by mindless undead in future jumps if you wish.

The magic reanimating you does give you a slow but thorough healing factor, one that you can speed up by consuming calcium. The healing factor by itself heals everything to peak health over time, but things like cracks do not heal by themselves (they aren't weak spots or anything like that, though they are visually distinctive and can serve as a means by which others can identify you from a distance if left untreated through the consumption of calcium). The calcium you consume disappears when it enters your mouth and heals you. The more calcium you consume, the bigger the boost to your healing factor.

Who's That Monster? [400 CP]
This is a Capstone Booster
It's an evolving skeleton! This perk gives you a rare power, though one not so rare as to be unique. In this world, everyone and everything can grow, though this rule of nature isn't mechanically spelled out in the form of levels or experience. Some rare individuals, even individuals zombies, skeletons and ghosts, as well as non-sapient wild animals, can grow so much they undergo a full evolution, morphing into thematically similar but noticeably better creatures, ones that are stronger, have a wider range of powers, and are whole new species or subspecies of beings. This perk extends this nature to all of your forms in the future, including your human one (though if you take a power suppressing drawback that locks out your perks, you return to your default forms for all of any accessible forms for the duration of that jump). You have an intuitive understanding of roughly how far you are from your next evolution, and progress is tracked separately across alt-forms, but any meaningful activity gives you at least an iota of progress. Each time you evolve it becomes more challenging to evolve again (at least as far as that specific, evolved form goes).

In this particular jump, this power is quite strong when you lean into it and do things related to your chosen origin. Essentially, this means that behaving in ways that align with your origin provides considerably more progress towards evolution than doing other things. Your evolutions are also colored, somewhat, by the methods you took to reach them (meaning that, for example, a skeletal mage that evolves after using a lot of healing magic would be more saintly and maybe even holy, whereas one that focuses on destruction magic would be more aligned with destruction), and you have a firm instinct for what sort of new abilities you'll get through evolution that sharpens as you get closer to actually evolving.

Skeletal Citizen

Civil Skill [100 CP | Free for Skeletal Citizen]
In life you were a nonviolent person who lived a nonviolent life. Pick one standard, mundane civilian skill, and you find that even in undeath, you are a remarkable expert when it comes to that skill. With this skill, it may even be possible to convince the living that you mean them no harm, especially if you actually mean them no harm and simply want to live, or rather exist, in relative proximity to them.

Composure [200 CP | Discounted for Skeletal Citizen]
Something about you is actually soothing to others. You have an uncanny ability to help people stay calm and prevent them from flying off the handle, which can be an incredible skill when it comes to diplomacy. You are even capable of extending this effect to other undead, which has the remarkable effect of soothing the aggression of normally mindlessly hostile undead, though such beings can and will still defend themselves against aggressors. This effect is incredibly effective on the living, making it far easier to interact with them peacefully.

What They Need [400 CP | Discounted for Skeletal Citizen]
You understand the needs of others and can predict how to go about ensuring their needs are met with regard to the powers you possess. You can also factor the powers of others into this ability if you understand them well. You are also eerily calm and patient, and can easily debate hotheads and schemers alike to get them to go along with your plans. These effects are especially potent with regards to other undead, allowing you to more easily find, and when possible do so ethically, the materials some undead need to stay sapient and sane.

Bone Baron [600 CP | Discounted for Skeletal Citizen]
You are an eminently skilled leader and politician. You have astounding charisma and a clear eye for what sort of issues may arise in a range of different scenarios, making your predictive power and sobering assessments of geopolitical situations quite astute. Beyond that you are charming to people, no matter their status as far as being living or dead goes, allowing you to easily build rapport with many different types of being and making you a skilled negotiator able to arrange for all sorts of deals. You could easily build a small kingdom where the living and the dead coexist, even if there are areas where there is tension and disagreement.

Skeletal Sovereign [Capstone Boosted]
The living have had a range of great leaders across a thousand different worlds. Now it's the dead's turn. You are a prodigiously skilled monarch of the undead, armed with titanically powerful charisma keyed to the undead. This charisma is such that unintelligent undead do not attack you unless directed to do so by powerful necromancers, and that intelligent undead are incredibly likely to propose deals, alliances or even serve you willingly, especially if your goals openly align with their objectives and needs. Beyond this, in territory you control, there is a subtle miasma that, if a living creature dies in it, guarantees they will rise as simple undead. Over time they become more intelligent, especially if you pour energy into them and they become better at non-violent skills, as well as regain their memories and full sapience, along with a powerful loyalty to you. Every undead you lead subtly buffs your charisma, and if you convince living people to study necromancy or even willingly become undead your charisma also grows, and how much your charisma grows is determined by the strength of the undead you lead or the magical might of the person you persuade to study necromancy.

Skeletal Warrior

Skeletal Soldier [100 CP | Free for Skeletal Warrior]
You are a master of a single weapon and an expert in two others. You also know, instinctively, how to do things like use armor and ride a horse. This does not improve your ability to get along with other soldiers or lead them, but you are quite skilled at things that only need one person.

Undead Mentality [200 CP | Discounted for Skeletal Warrior]
You are an undead warrior, and it wouldn't be good if an undead warrior could be affected by simple status conditions, would it? You have a colder mind and are immune to things like charming spells, fear-inducing spells, or other mind-affecting magic. Magic that stops mortals and makes them sleep, or makes them tremble in fear, has no effect on you and does nothing to deter you.

Skeletal Endurance [400 CP | Discounted for Skeletal Warrior]
You are a terrifying skeleton. You exude an aura of intimidation that grows in power as you become more experienced and powerful (and while this aura works on other free-willed undead it is stronger against the living), but you are also untiring, capable of endlessly doing the same thing over and over, such as hunting someone down to the ends of the world, or monotonously digging a hole deeper and deeper into the ground. You embody the notion of endless endurance, and actually get better at something the more you do it in short order, such that if you try to cut down a forest by yourself you'll actually get better at cutting down trees as you chop each one down. These boosts are temporary, but when you do something similar in the future the boosts you get are a little better and you get them a little faster and if you do the same thing you've previously done the boosts reappear even faster and are stronger each time you need to repeat the same activity.

Bone General [600 CP | Discounted for Skeletal Warrior]
You are a skeleton who stands above other skeletons. You are a skeletal soldier other skeletons look up to and admire, one blessed with intense battle acumen and a powerful

martial charisma that allows you to strike fear into the hearts of enemies while giving even simple undead soldiers a boost of morale. You understand the importance of the environment, of tactics, and strategy, and you are a stunningly skilled strategist and trainer, able to train even mindless undead to be better warriors. These effects are more potent when you lead other undead and are also bolstered when you're facing down living foes and these boosts stack if you are facing down living foes and commanding other undead.

Reaper [Capstone Boosted]
You are more than a general of the undead, you are a reaper. As a reaper you have a powerful scythe infused with entropic energy (and wield it with supernatural strength and grace), and can summon a skeletal steed whenever you wish. You have an aura with a surprising range that starts off personal in scale but grows as you spend more time commanding armies of the undead and waging war, and this aura empowers undead under your command as well as weakens living foes, making them unable to get healed or receive supernatural buffs. Those you personally kill with your scythe will rise as undead. At first this raises them as simple skeletal warriors they'll be able to grow in ways that fit their physiques and martial inclinations (if they had any) and as you grow stronger you'll find that skeletons you raise this way are themselves stronger, while on rare occasions you may unconsciously resurrect someone as something other than a skeleton that best suits their martial abilities and passions in life (this happens most often when you slay skilled mortal and immortal warriors). Your martial prowess grows for every living being you slay and the more skilled and powerful someone you slay happens to be the greater the buff to your charisma.

Skeletal Mage

Arcane Bones [100 CP | Discounted for Skeletal Mage]
Skeletal mages are invariably keyed to a specific school of magic. That specific school of magic differs from skeleton to skeleton, and even choices like holy magic and biomancy are available to you if you don't mind the thought of being an odd skeletal mage. This perk gives you a wellspring of skill in a chosen school of magic that will update in future jumps where the relevant magic exists, and gives you a learning boost that applies to all schools of magic. Magic you cast that is destructive in nature is more effective against the living and magic you cast that is restorative or otherwise beneficial in nature is more effective when applied to the undead and can buff them even if it normally wouldn't be able to, the magic seeking ways to buff them however is appropriate to their kind of undead (such as magic that increases a zombie's intelligence instead making them faster).

Skeletal Resource Recovery [200 CP | Discounted for Skeletal Mage]
Magic in this setting costs mana. Each being recovers mana at a same rate, and intelligence is roughly proportional to mana recovery. This perk buffs your magical resource pool and improves your ability to recover mana, but also gives you a new means of recovering mana; the destruction of others. When you destroy your foes you regain some of your mana. This effect is particularly powerful when you destroy living creatures rather than when you unmake the undead. This perk also gives you the ability to command mindless undead, with the upper cap of the number you can command at once being determined by a mixture of your intelligence and overall power.

Necromantic Soul [400 CP | Discounted for Skeletal Mage]
Efforts to seize control of you are incredibly difficult even for the most skilled mages. You are poisonous to mind control, and even things like outright necromantic efforts to take control of you either fail or are stunningly difficult for the mightiest mages, scariest liches, and the like. Perhaps gods of undeath could seize control of you but it'd be difficult for them to stay in control of you, and you feed on efforts by others to control you, growing stronger as they wrestle with you. Efforts to control you, even just to fill you with fear and send you running, can be fatal to those who try them, and the greater your strength the greater the effect this has on others. If someone dies trying to control you, you can feed on their magic and draw it into you. If someone wants your loyalty it'll have to be earned. You can share weaker versions of this with other undead (and while it'll never match your own version of this power, the power of this perk in other undead is proportional to their own power), which can be extremely scary for necromancers relying on the easiest and most efficient tool against simple undead.

Skeletal Sage [600 CP | Discounted for Skeletal Mage]
You are something powerful and dreaded: a skeletal sage. Skeletal sages are rare beings, sorcerous skeletons of immense magical potential. By joining their ranks you start off as a necromantic skeleton of frightening power, capable of raising even the long-dead as skeletons if you have their whole bodies. Skeletal sages receive a frightening 10x learning boost when it comes to necromancy and destruction magic, as well as find their necromancy three times as effective and three times cheaper than it ought to be. Your destruction magic is also twice as strong when used against the living, and lands destroyed by your magic become places infused with necromantic energy, raising the dead as skeletal monsters uncontrolled by you (but susceptible to your efforts to seize control of them).

Lich [Capstone Boosted]
You have become the greatest common-enough type of undead to stalk the multiverse: a lich. As a lich you are a terrifying sorcerer-king of the undead, and a true master of both soul magic (broadly) and necromancy specifically. One object in your possession of your choosing has become fiat-backed and been made into your phylactery, which will guard you from permanent death so long as it exists, allowing you to respawn until its destruction. You learn necromancy a full ten times as fast as you did before, learn destruction magic and other forms of offensive magical abilities eight times as fast as you did before and learn every other form of magic three times as fast as you did before, and living beings who fall in your presence or to your attacks automatically rise as the strongest possible undead they could realistically become, which for many will be skeletons of some sort while greater beings become lich-like creatures loyal to you. This grants you a great mastery of arcane diseases and supernatural maladies, ones which are devastating to the living and could even empower the undead. Your magical might grows every time you turn someone into an undead, based on the power of the person in question.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Skeletal Citizen

Keyed Items [100 CP | Free for Skeletal Citizen]
This is a small enchanted device that lets you bind objects to people. When you bind something to someone, they become the only people who can use them, but in exchange the item becomes better in every way, and this buff is especially notable for non-violent devices and tools.

Town Map [200 CP | Discounted for Skeletal Citizen]
This collection of maps grows as you accumulate political and social power, and the more political power you have over a place the more of that place is shown in a map. These maps can be keyed to specific goals and show you the most effective routes for achieving those goals. You get a new map for every town, village, or city you visit and maps can be connected together to show you how to get from town to town as quickly as possible.

Skeletal Style [400 CP | Discounted for Skeletal Citizen]
Don't look away, you witness a king's sense of fashion. These skeletal outfits accentuate your looks and buff your charisma perks, as well as make them especially effective when it comes to interacting with necromancers and the undead. They are also as effective as steel plate armor when it comes to blocking blows but do not hamper your ability to move. With these outfits you'll be far more compelling to those who'd normally try to control you (and while this is most effective when it comes to necromancers it's true of all manipulation-type enemies just to a lesser extent). Your allies who see you wearing these find their morale buffed and they work harder than they would otherwise to see your goals achieved.

Skeletal Warrior

Skeletal Gear [100 CP | Free for Skeletal Warrior]
This is a pair of basic weapons and an armor set of your choice, both of which are enchanted to be more effective against the living, be it in terms of protecting you from their blows as well as when it comes to dealing them harm. The weapons include a ranged weapon as well as a melee one (the specifics of both are up to you), and the armor type can be any reasonable, generic armor, such as steel or fur.

Skull Squad [200 CP | Discounted for Skeletal Warrior]
This is a set of generic followers who consist of a small group of skeletal soldiers. This tiny army totals 20 skeletons, ten of which are melee combatants and ten of which are ranged combatants. They come fully equipped with their own armor and weapons, and have the same healing factor you do.

Skeletal Fortress [400 CP | Discounted for Skeletal Warrior]
This is a heavy-duty fortress somewhere far from civilization, which is now your home base! This fort is staffed by skeletal servants and maintained by magic, and is your territory, affected by any and all auras, territory-based perks, or anything else like that that you happen to possess. This fortress is protected by the magic maintaining it and repairs itself over time, though you can bring corpses to it to upgrade it and to speed its rate of recovery from harm.

Skeletal Mage

Bond Wand [100 CP | Free for Skeletal Mage]
This is a simple, magical accessory, one that makes spells cheaper, makes them stronger, and makes them harder to block. This effect is dramatically more powerful with destruction and necromantic magic, but effects all spells to some degree, even holy and healing magic, though they get the smallest buffs from this.

Magical Materials [200 CP | Discounted for Skeletal Mage]
Plenty of magic needs handy ingredients, or is at least easier to cast once you've obtained magical goods to consume as you cast the spell in question. This is a stockpile of ingredients for necromancy, though it doesn't include corpses, but it does include plenty of smaller bones which can be individually animated if you want. The ingredients here vary in rarity and potency, and the rarer something is the longer it takes to respawn.

Necronomicon [400 CP | Discounted for Skeletal Mage]
The book of the dead. Very edgy. Very cursed. Very… loyal to you, actually. This is a necromantic tome that is all yours, filled with powerful spells related to the undead that gains more spells as you move from jump to jump. This book also has a friendly spirit within it who is loyal to you and possesses anyone else who tries to touch the book but doesn't have your permission, using their bodies and doing as you say, meaning this can be quite a nasty weapon if you're clever.

Companions

Companion Import/Companion Creation [50-200]
With this, you can spend CP to import companions into this jump, giving them 600 CP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 CP per person you do this for, or you can spend 200 CP and create or import 8 such individuals.
New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 CP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 CP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 CP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Spooky Skeletons [100 CP]
This is a tone changer for this jump. It makes everything related to the undead much spookier, and makes them frightening even to you, and yes this includes you scaring yourself. You only scare yourself a little, but other skeletons, even friendly ones, frighten you.

Trombone [100 CP]
You are now haunted by an invisible trombone. It follows you and will play at inopportune times.

Holy Nuisance [200 CP]
This drawback gives you a weakness to holy magic, and amplifies any weakness to holy magic you natively possess, and makes religious iconography and faith far more present in this jump. This also dramatically improves the potency of clerics trying to *turn* the undead, particularly for you.

Hostile Undead [200 CP]
Mindless undead are normally not hostile to you due to your nature as a skeleton. Now they are once more hostile to you. If you want to add more fuel to this fire, you can make it so all mindless undead are suddenly hostile to all non-mindless undead, exempting ones under the control of other creatures, such as necromancers or stronger undead

with controlling powers, a change which makes this drawback worth 400 CP instead of 200.

Malicious Necromancer [400 CP]
This drawback causes there to be an arch-necromancer who is obsessed with capturing you and taking control of you. This figure will have the power to do so, and if you are undead, their control when the jump ends it will count as a jump failure. If you kill this figure another one will emerge a few days later, giving you only a small reprieve and this happens every time you kill this necromancer. If you wish this drawback can be buffed and you can be facing a lich instead, which makes this drawback give you 600 CP instead.

Just A Bone [400 CP]
Well… this is unfortunate. You are now just a bone. You have the power to roll around and find the rest of your bones, and collecting them and reassembling yourself is perfectly doable, just challenging. Somehow your bones have scattered to the winds and finding them all will be tough since the fewer of them you have the less of your powers are available to you. You can, thankfully, decide which bone you'd like to start off as, and some have obvious advantages (you cannot speak without your skull, for example, though if you had psychic powers you could still use them to communicate if you wanted). Your powers are also weaker the fewer of your bones you have, and until you have at least 10% of your bones you can't shift out of your skeleton form, and even when you can you still won't be at 100% until you get 100% of your bones back.

Holy Crusade [600 CP]
So some holier-than-thou deity has decided "Undead are bad" and "Necromancy is evil". They've ordered their clerics and followers to go on a purge and to rid the land of the undead. Honestly it's weirdly violent language given that this deity is some lawful good type dedicated to life and all that. This makes this setting worlds more dangerous and outright hostile towards the undead.

Darker Times [600 CP]
Another big tone-changer, but one that makes this setting far more dead and undead. Anyways there's a new lich-king type BBEG running around creating a nation of the undead, but he really doesn't like competition, and all of his scrying and divination stuff is telling him you're bad news. He's a city-destroyer, armed with armies and plagues and he's ready for some violence.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.