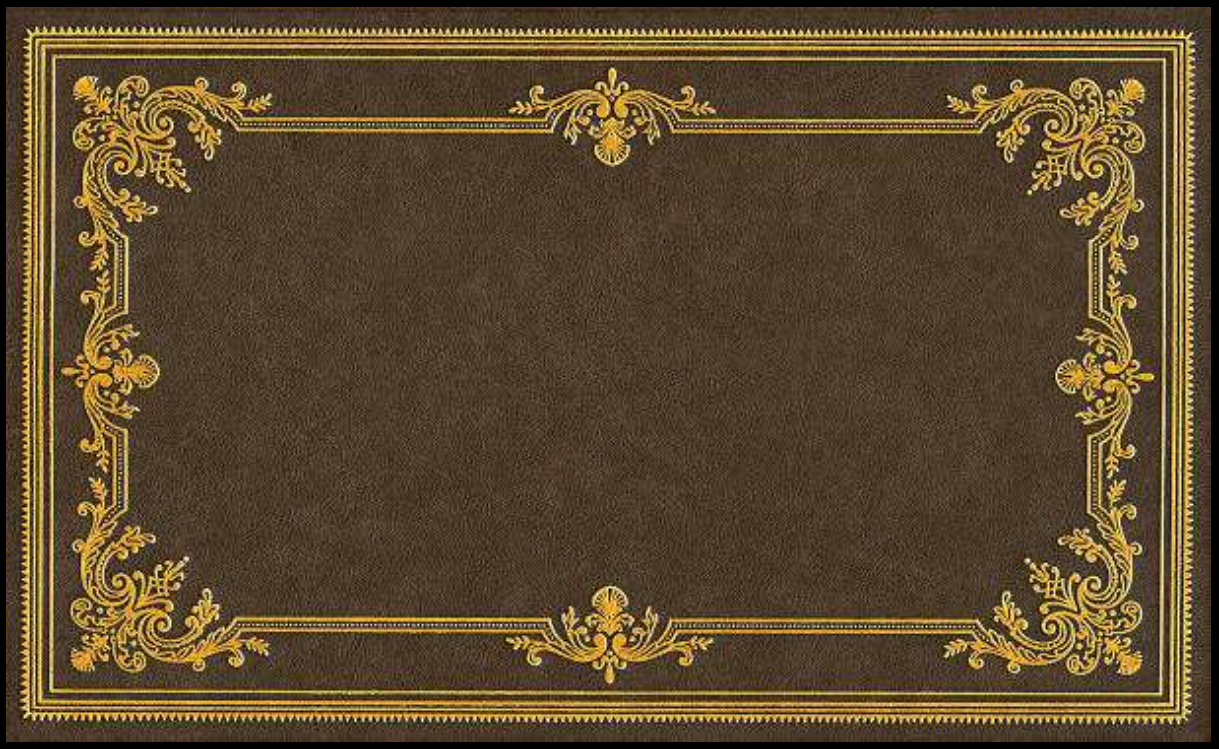


“The Start. Chapter 1”

Generic Novel Traveler Jump

Version 1.1 (Tri-Sevon Edition)

In a blank void, you end up finding a floating book, with a nondescript cover. It then opens and reveals blank pages as they begin to fold and break apart. The folded pages then collect together and take the combined form of a strange humanoid figure that then has the book’s exterior wrap around their limbs.

“Greetings, Jumper. You can refer to me as ‘Covel’ if you wish. And I welcome you to the Realm of Novels. The realm where you can visit any Novel made in the past and present across any world. And where you can create your own, if you wish.”

The paper figure then extends out a paper crystal, before saying, “Inside here are **1000 Novel Points** for you to use while you are here. So when you are ready, we can begin your time here…”

Introduction Chapter (Starting Location)

These are a selection of various locations around this setting you find yourself in. And in case you wish, you can roll some dice to determine where you start instead. Take your time to pick where you wish to arrive.

Franchise Novel

As it may say, this is an option to bring yourself into well-known settings or worlds that develop over time and perhaps across the span of times or different interpretations.

(This is an option to explore a more established novel series or larger franchises that have novels intertwined with them. Examples such as Warhammer 40K/Fantasy, Harry Potter, Etc…)

Independent Novel

This is perhaps a different option, to explore the more uncommon and individual settings that exist out there that are not well-known. And that can be its own fun, as I can say…

(This in essence, covers non-franchise works that exist out there and/or one-offs that are not as known or widely mentioned compared to others.)

Fanfiction Novel

Perhaps the most open choice of all compared to the two above, given that this allows you to instead pick the countless stories made by others that were not the original creator…

…Though I do warn you, be aware that blindly picking this without any knowledge is taking a massive risk if one ain't ready for what is to follow.

(And yes, this is for Fanfiction or Fanfics if you wish to explore this option.)

Realms of Novels
Where you are right now. There are countless places to read and explore while staying here…And while I am not the only one here, there is little danger here if you care about that one way or another.

(A custom setting for you to use, if you would like to imagine what makes up this place. And yes, it is left wide open for interpretation, alongside Covel's words being accurate or not.)

Nexus Portal (Other)
In case any of the options do not suit what you want, you can use this special portal to designate where you wish to end up, even if the end location does not in fact hold any connection to novels…

(In other words, in case any of the above are not what you are looking for as a choice or you wish to go somewhere very specific in general, this is for you.)

-Chapter 2-

Index Table Chapter (Backgrounds)

While you are initially given a challenge to achieve if you wish, we can also easily allow you to determine the background of who you are in your final starting choice. This does include age and other personal details, if you wish to influence what exactly they may be.

(You can also use dice to roll up whatever age you end up at as well.)

Character Introduction Page (Species/Origin)

You can retain what form of life you wish to be, but we do also offer a chance to gain an alternative form for you to start as in your venture.

(The options below can also be picked by rolling dice if you wish to opt for that method of choice.)

Organic
If one would wish to take this option, you can pick any form of organic life to be. Though it would help to…

Metallic
The question of being alive, even with being made of the inorganic metals is perhaps one to explore with this option.

Esoteric
The muddy ground that can be perhaps a mix of the above and those that are perhaps more than just mere mortals or creatures beyond the known cosmos.

Other
In case you wish to be something else that isn't offered above.

(In essence, this is the Free Choice option to use whatever you want in case the options above aren't exactly what you want or don't fit any of them somehow.)

-Chapter 3-

First Event Chapter (Perks)

*You gain **4 Page Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 400 NP to use.*

Novel Care [100]
In case you find any damaged written (or typed) works that are made of organic, metallic, or exotic materials...You will find that your mere touch or having them in your possession will repair and clean them gradually.

However, there is a limit in that this ability will only restore what still exists inside said works…

Covel's Immunity [100]
Ah yes. This is a simple one, but you will never find yourself able to get a paper cut again after getting this. And you will also find yourself with a very small defensive boost to all forms of cutting/slashing damage no matter the source as well.

Speed Reader [100]
You find that you can adjust your reading speed to be faster, while not hampering your ability to read, think, and decipher whatever you are engaged with. This also will help in case you are in the middle of something else going on that is perhaps just as urgent or important…

Origin Point [100]
With any form of book or physical reading material, you can easily discover what was used to make it, but also who was the one that created the version you have if there are multiple…

…This does mean that you could find out if what you have is a 'First Edition' that was actually made by its original writer, or someone else trying to claim it is.

Visualization [100]
This ability allows you to transfer the digital or written text to a visual format that you may wish to have instead. For example, you can use this to make text made in ink become visible to you via a hologram or some esoteric effect…

…Or say if the digital text is visually dull, you can make it look as if it was written with old-inkwell ink, modern pen or pencil, or perhaps your own handwriting.

Audiolization [100]
In case you wish to use your sense of hearing as well, this allows you to have the works being read be 'audiably' be read to you. You can also freely designate the

voice(s) being used with your own, your companions, or anyone/anything you have met.

And yes, you can turn these voices on and off at your whim, while also being able to control how loud and quick they ‘speak’ or ‘read’.

Organized Penmanship [200]
This allows you to be able to write ambidextrously with either hand if you are human, but also accounts for having other forms with multiple hands (or other equivalents) as well as long as you are able to write

And to sweeten the deal, this same ambidextrously can be developed to carry dual weapons or as mentioned above multiple arms (or equivalents) at the same time with smooth dexterity, speed, and control.

Literacy Spreader [200]
You find that you can easily teach various levels of Literacy with anyone, but what makes this special is that this can make a strong influence spread around exponentially, even across worlds and the cosmos…

…However, this won’t also force people to do this, but just make it more likely than just doing nothing.

Ink Magic [200]
This is a specialized set of magic, namely being able to manipulate the form of unused and used liquidly ink. Some ideas of what this can be used for is to create your own writings, act as a possible trap or form of camouflage, or perhaps as a means of offense…

…And yes, you can in fact also use the modern day styles of ink within pens and so on. Meaning yes, this can be used creatively in a artistic sense as well.

Paper Magic [200]

Similar to Ink Magic, except this focuses more on the physical medium most associated with books and other forms of print media. However, this also includes the other variations of ‘paper’ that can be made as well…

…And yes, you can make armor and weapons out of paper if you wish. But then perhaps, one could make a case of why paper does beat rock and then some.

Book Magic [200]
And yes, this is what it seems like…But the matter is that you can also control how it can be read by others, protect it with magic to ensure they never get damaged, or even fix what was once there…

…And yes, you can also help make books into an actual weapon if you wish to.

(If you do also happen to have Ink and Paper Magic, you also gain the special combination of being able to restore books, novels, and other damaged prints made of ink and paper to their original state fully. Meaning you can read them all you want, but also retrieve lost information…)

Ink Elemental [300]
An ability to transform into an alt-form based on any other you own made entirely of ink. You find that this provides an innate ability to change the color of the ink around to act as camouflage or for your vanity.

…And also, allows you to travel around as a form of ink, into areas that may be inaccessible or hard to navigate if you aren’t small or thin. You can also control the amount of liquid or solid you are in your ink form as well.

*(If you also have **Ink Magic,** this makes you into a **Master of Ink Magic,** with being able to control other liquid materials that can be used as substitutions in the creation of print books and media, with also a strong enhancement to speed/agility based spells and effects.)*

Paper Elemental [300]

Ah yes. One very much like Covel's own form. This allows you to make an alt-form based on any other you own into one composed entirely of paper. Of course, you can also do things such as folding yourself like the art of origami to improve and design your form…

…Or be able to augment enchanted paper into your gear as well.

*(And if you have Paper Magic, this makes you a **Magnus Of Paper Magic,** which allows you to easily add and subtract other forms of paper-like materials into your form for improving yourself in many physical areas, while also offering a strong boost in all manner of defensive/protective spells and effects.)*

Book Elemental [300]
Normally, this would be an alt-form that makes you composed of a book like the previous ones…Except this one is special since you got two options. One that is just a singular book with as many pages to make up 'you' as needed…

…Or a form made of entire books, albeit with them being of similar materials to each other. And yes, this does mean you can easily disguise yourself as an inanimate object if you wish.

*[If you do have Book Magic, you become a **Emperor Of Book Magic,** which can also compose your 'book forms' of different things like metal, bone, and organic/inorganic components, with a strong boost to offensive spells and effects.)*

Root Language [400]
No matter what you end up reading, you will always be able to interpret in the most appropriate language you know of. Sure, the actual bigger meanings and contexts still need to be worked out…

…But you could look at the most ancient and lost runic language, or the most obscure alien text out there and still understand the translation to your own most used language.

(And yes, you can also use this to help as a translator, or perhaps try to make your own universal one as well…)

Writer Block [500: Can't use Page Token]
A strange ability that allows you to create a sort of mental block into a target, that will disrupt any creative thinking. You may question why this is useful, but if your foes rely on-the-spot thinking or planning, this will disrupt them massively.

You also find that this can also be used to on yourself and other if you wish, but doing so will develop and also enhance your more basic skills, abilities, and powers while it is in effect…

…And if you do wish to reinvoke this block (and if your companions would want to), you can simply do so by will. Your enemies, however, will either have to wait for it to pass, resolve it themselves, or find others to help them…

The Power of Writing [600: Can't use Page Token]]
A simple power to basically have what you write gives you power. No, not in the sense of rewriting reality to your whim…

…But rather, earning power by how much you can write and add onto the words, sentences, paragraphs, and pages you can write. To give an idea, writing a single page will provide from a range of 0.1 or 1% increase in terms of say your physical might, magical regeneration, or any mystical abilities.

There is a method you can use where you stick to a specific writing style, novel format, or using specific tools…Though with this 'method', the boosts of what you create will be larger, in the range of 2-5 times more effective depending on the challenge you undertake and the quality you produce.

So are you ready to begin writing?

(To expand on the alternative method, imagine that if you write a 'Horror' Novel, the skills, powers, and abilities related to the subject matter or genre themes will be the

focus. Or say, if you write an action movie, you would have the related development go towards those related ends.

It also works with mixing multiple of these together, but while there is room thanks to subjectivity with the quality, you do have to make a sincere effort in keeping the balance right to achieve the maximum development rates offered by this Perk.

And to reiterate, this is part of the design. And what you put in is what you get out, unless you don't care.)

-Chapter 4-

Sub-Plot Chapter (Gear & Equipment)

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.

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.

Blank Book [Free]
A blank book of modest size for a human, that will auto-adjust to fit into your hands (or equivalents/methods) that can freely be designed and rebound however many times you wish.

It will also clean and repair itself, to make sure whatever you write in it will stay safe. While also having a specialized countermeasure appropriate to its form for those not allowed to read its contents.

Covel's Collection [100-200]

A collection made by me of the various Novels and related print media that will collect more and more from the settings you visit. And they will be in any format you wish to experience them with…

…However, this will only be the most common and well-known ones out there in said settings. Of course, if you do wish to spend more…

…This collection will include the more rarer ones, perhaps ones that will be special for their own reasons. And do not worry, for these versions will not harm you for merely holding, reading, or even being near them.

Scan Novel Ring [200]
This is a small techno-magical dark black ink ring that can scan other people in subtle and unsubtle manners. With either method, you can then make the data collected be easily translated into the contents in a physical or digital manner to read…

…And in case you wish to share what you found, it can be made legible to the person you scanned, or made illegible to help hide your information collection you did.

(This can also be used on yourself and your companions, if you wish to use this as a method for evaluating or sharing information about each other.)

Mobile Library Portal [300]
A specialized marble-like object that can be focused with to summon a portal connected to a pocket dimension that can act as a means to transport, store, and retrieve the various novels and reading material you wish to bring along with you.

And yes, you can also opt to bring in magical items as well, as long as they are close enough to fit being either Tomes or Grimiores in form.

Infinite Inked Paper [300]

A special book that is full of regenerating perfectly preserved ink stored in a special component and holds the finest quality of paper with countless pages to use with said ink. The book itself can allow the user to manipulate the ink and paper pages to make wherever they wish to put down as well…

…But if you also happen to have either **Ink Magic or Paper Magic**, this provides a portable source of either to use in your magic as free material. Or if you are have the accompanying **Ink Elemental** or **Paper Elemental**, this can be used to help edit and add onto your equivalent Alt-Form.

Pocket Translator [400]
This is a small magitek scanner that has two main functions. One for scanning texts, words, symbols, and anything else written in other languages to collect and interpret. The other is to then connect the mysterious device into any form of physical book or digital device to display what it has translated over fully in whatever you can best understand with.

This device is also modifiable as well, to be able to scan other things and materials as well, if you wish to make use of it for learning other forms information about say biology, environmental, or various magical/esoteric energies

A Novel Of Another [500]
This device is an odd one at first, given that it resembles a mundane necklace made of mundane metals. However, when you activate a hidden switch (or perhaps do some subtle action), it changes into its real magitek form.

As for its function, it exists to target a specific individual to study over and compile what would be either a ‘Bibliography’ or ‘Autobiography’ about them. It would then turn this into a physical form such as a book or data readable in a digital format.

As far as the contents go, it will primarily focus on their background in both what people knew of them (and other accounts) if it was made in *Bibliography*. While it would focus more on the target’s knowledge and experience they had themselves, rather than what others think of them in the *Autobiography* version.

So when you have compiled enough (and you'll know when that will be with the device's advanced systems), you will have 'A Novel Of Another' to read if you wish…

…Or perhaps, this should be read by the target, or person instead. Up to you.

(To explain a bit more, this magitek necklace allows you to learn of a person's past in a subtle manner than most others through external and internal lenses.

However, while this will give you loads of information about their past, it works far less efficiently in collecting fully accurate information to their present. And it will offer even less aid in predicting/inferring their future.

As a way to explain it, this device works best with collecting on what has happened to an extremely detailed manner and consistency, rather than what will happen which is more vastly vague and inconsistent.)

-Chapter 5-

Extended Cast Introduction (Companions)

Companions can purchase more companions.

Import [200-300]
You can bring along 8 companions for 200 NP. They will each individually get 600 NP to spend for themselves or instead receive 4 Paper Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 NP to bring in as many as you want.

Recruit [100]
If there is anyone you meet on your travels, this allows you to bring them along as long as you can convince them to join you. If they end up saying no at the end, you will be refunded for the NP you spent.

Covel Companion [100-200]
You wish for me to join you in your travels? I do find it interesting, but I do have to decline…

…Albeit, because I will instead be sending one of my **Disciples** to join in my steed. They exist inside an object much like the one you've seen me form out of, but as for who they exactly are…

…That is up to you to figure out. That said, they are not the most offensive given what their form consists of, but they will offer their aid as best they can.

And if you wish to have someone a bit more well-versed, I can offer to contact an **Elemental** associate of mine.

They may be of **Ink**, **Paper**, or **Book** (like myself) and they will have the ability to teach their respective magic and skills if you wish to ask for training or lessons. And given that is their (respective) form…I do believe they will have plenty to share.

So what is your choice?

*(For the record, a Covel Disciple Companion costs **100**, while a Covel Elemental costs **200.** And yes, they do have open-ended backgrounds in being whatever kind of person you want them to be to compliment or contrast your own if you wish.)*

-Chapter 6-

Author Notes (Supplement/Crossover Mode)

You can choose to use this jump as a supplement and attach it to another jump. Alternatively, you can Import another jump of your choice if it fits the Location option you selected.

(You will have to fill out the second Jump Document, while keeping the point totals separate. The setting (any other attached parts) you selected will then merge into one.)

-Chapter 7-

Damaged Papers (Drawbacks)

You can take up as many Drawbacks as you want, just don't make it impossible for yourself…

Extended Writing Secession [+100]
You can use this to extend the project time you spend here by 10 years each, but any further time extensions past 3 will not give you any additional NP.

Plenty of Paper Cuts [+100-200]
You will find that you will, on a rare occasion, get a paper cut out of the blue if you are reading anything made out of paper. This can be avoided of course…

…But for an additional 100, it will happen regardless if there is even nary a trace of paper around you for miles and miles.

Thankfully, these paper cuts will be minor nuisances and will just as quickly heal fully once the string of them is over.

Heavy Literature [200-300]
You will find that books and any other command reading material will not just be slightly heavier than normal. Though this does also mean that any dropped material will also be that bit heavier upon impact, especially if it is your feet…

…And for an additional **100**, you will find that you will be dropping your books and reading material far more often on your feet or limbs, even without your input if it can happen with the surrounding environment/

Thankfully, this will only offer minor discomfort and will never occur during truly dangerous moments.

The Magnetism Of Reading [300-400]
In short, you find that you have this thought or feeling to pursue reading instead of other actions. This won't force you to doing this all the time and it can be ignored if you have the willpower easily…

…But for an additional 100, you will also get a push back against reading as well, when you do wish to engage in it when the previous condition isn't active. This too won't force you, but does require a bit of willpower to ignore it as well.

Covel's Assignment [500-600]
Do not fret, this is not a dangerous task. I merely ask that when you have any free time in your journey and travels to repair any materials I send you. And I will never send you anything that you cannot fix by yourself…

…But for an additional **100** to offer as an incentive, I will increase the materials sent for you to fix by 2/3 times the amount. I will make sure to let you know when it is either case and you will still have time to work on them.

If for any reason you cannot fix all of the materials before your time in this 'Jump' is over, I will give you all the time you need to do so before you go onto your next Jump.

And sincerely, thank you for taking this if you do wish to tackle this request of mine.

Writer's Jump Block [+600]
You have no access to any outside Perks, Gear/Equipment, or your Warehouse. Anything you get from here will be all you get, outside of any companions you bring in (if applicable). Good Luck!

End Page (End Results)

So with your time here over much like the end of the novel, what do you do next?

A New Novel (Next Jump)

It is perhaps time for you to go onto your next destination. Take what you learned in your travels in this chunk of your time and use them however you see fit. I will remain here, continuing my craft.

Continued Sequel Novel (Stay)

You wish to stay? In case you have a particular novel, that can be easily arranged. And if the case needs to be the Realm, it can be done as well.

Home-Bound Conclusion (Home)

Longing for home or some other matter? Before you go, take one of these special books with you. You may never need it, but take it if you wish to keep a connection to your time here. And if you wish, I'd recommend discussing your plan with whomever is accompanying you if you haven't already.



"Final Page: The End"

-Covel