Generic First Jump

Jumpchain CYOA
Version 1.6
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Every epic story has a beginning, every long journey has a first step, every franchise has a first installment. For each of the vast multitude of extra-dimensional adventurers called Jumpers, there was a first jump.

And for many, the first jump was the last. Too many eager new Jumpers have immediately chosen to visit their favorite settings, not thinking how dangerous those places are to actually live in. The tendencies of first Jumpers to overestimate their own abilities and prematurely end their chains has caused JumpChan to create a tutorial level of sorts, something to ease Jumpers into their new reality, and provide some basic necessities and survival skills.

In order to properly prepare new Jumpers for the wide variety of environments and settings they will eventually have to interact with, instead of a single setting, you will spend one year in each of ten different Levels. Each Level is a generic form of a popular genre or setting. Because of the tutorial nature of these Levels, you will not be able to take anything from them that was not paid for with Choice Points, except for your own memories and any skills that could have been learned in the real world.

Due to the special nature of this Jump, dying does not end your chain. Instead, you have the choice of continuing with your Chain, without any of the purchases you made here, or trying again. Luckily, you do not have to repeat any Level that you have already completed. Also, this Jump can only be done as your first Jump.

So, take these **+1000cp** (**Choice Points**), and pay attention. The life you save may be your own.

Level Selection

These are the ten different Levels you will visit in the course of this Jump. If you choose, you can go to a specific setting that matches the theme or genre of a Level rather than a generic version. If that specific setting has a Jump, you do not use that Jump document, and nothing done in this Jump will carry over to the actual Jump for that setting.

You can do these Levels in any order you choose. A specific setting may fit more than one Level, but it only counts for one of them. In each Level, you acquire an identity that fits the setting, with all appropriate memories.

1. **Slice of Life**

These types of Jumps are very similar to the real world, though there is often a focus on a specific aspect of the world, such as music, cooking, fashion, or even high school.

Examples include: Nine To Five, Generic Roleplayer, Generic Medical Drama, Cooking Show, Comedy.

2. **Survival**

These types of Jumps are worlds where the struggle to stay alive is the primary focus, with threats being widespread and difficult to avoid, rather than having one or more specific antagonists.

Examples include: Carnivores, The Distant Sky Gauntlet, Generic Post-Apocalypse, Fallout, SimAnt.

3. **Horror**

These Jumps are also about survival, but they usually feature more specific enemies and threats, ones that are often difficult to track down or destroy.

Examples include F.E.A.R., Generic Creepypasta, Horror Movies, and anything World of Darkness, Lovecraft.

4. **Military**

These Jumps are focused on the military, on open combat. They often feature more advanced technology than modern day, but the focus in on soldiers, not lone warriors.

Examples include: Platoon, Legacy of the Aldenata, Honorverse, Generation Kill, Earth Defense Force 2025 and X-Com.

5. **Modern Adventure**

These Jumps are set in a modern or near-modern day, mostly normal world, and are focused on the kinds of action that show up in many modern movies, like committing or investigating crime, being a spy, or raiding tombs for archaeological wonders.

Examples include GTA, Investigation, Heist, 80's Action Movies, Modern Action Movies, Hotline Miami, Fast and Furious, Indiana Jones, Tomb Raider, and The Pretender.

6. **Super Hero**

These Jumps are focused on Comic-book style adventure, with powers beyond those of normal human beings. This also includes many Shonen-style Anime settings.

Examples include DC, Marvel, Naruto, Generic Super Academy, My Hero Academia, Hancock, or Generic Magical Girl.

7. **Modern Occult**

These Jumps are set in a modern world or something close enough to it to be recognizable, but also contain magic and supernatural forces. These supernatural elements are often kept secret and considered dangerous.

Examples include Dresden Files, Harry Potter, Supernatural, Buffyverse, Fallen London, Ghostbusters, Hellblazer and Hellboy (Cinematic).

8. **Historical/Alt-Historical/Lost World**

These Jumps are focused on historical settings, or variations thereof. These settings usually have little if any supernatural influence, but may have some fantastic elements, such as the dinosaurs in Dinotopia.

Examples include Age of Empires III, Mount and Blade, Dinotopia, Generic Western, Red Dead Redemption, Uncharted Waters, Princess Bride and Inglorious Bastards.

9. **Fantasy**

These Jumps are set in worlds very unlike our own, with magic and magical creatures being a very strong focus.

Examples include Final Fantasy, Fable, LOTR, King Arthur, Inheritance Cycle, Tortall, and any Xianxia setting.

10. **Science Fiction**

These Jumps focus usually on the future, a time where science and the trappings of technology take center stage.

Examples include Star Trek, Star Wars, Stargate, Eureka/Warehouse 13/Alphas, Babylon 5, Battlestar Galactica, FTL, Dahak Chronicles, Starship Troopers, Red Dwarf, Firefly, and Futurama.

Age and Gender

This category seems a little personal to me. Does it really matter, in terms of being a Jumper? You are whatever gender you want to be, and whatever age you want to be, though your age may be altered to fit the identity granted by the specific Level you are in.

Origins

What kind of Jumper are you? Well, you don't really know yet, so instead, what kind of Jumper do you think you are going to be? Obviously most Jumpers will have aspects from all of these categories, but what is your focus?

The Tourist

These types of Jumpers are in it for the experience. They want to visit their favorite settings, meet their favorite characters, maybe fix a few things the original author got wrong in their opinion. For them, it is all about the world they are visiting.

The Collector

These Jumpers want something and they will scour every setting they enter to find what they want. That goal might be to have all the magic swords, to assemble the best harem, to grab all the Intelligence perks and become the smartest person ever. They are most inspired by Ash Ketchum and his quest to "catch them all".

The Creator

These Jumpers are trying to create something. They may want to assemble an unstoppable army, to build the largest possible spaceship, to create a personal afterlife, to start a chain of fine-dining waffle restaurants, to have a galactic empire following them around the Multiverse, but no matter the goal, they want a legacy, something they created.

The Power Gamer

These Jumpers are in it for personal power. They will take the strongest perks in any Jump, often heaping on Drawbacks to pay for more and more. When they walk through the Valley of the Shadow of Death, they always want to be the biggest badass in the Valley.

Perks

What kind of skills and advantages do you possess? Perks are discounted by 50% for their Origin, and 100cp perks are free for their Origin.

General

Basic Requirements (Free to All)

You will receive whatever special abilities, traits, backgrounds, and skills that are required for basic participation in the Level you are in. For example, if you are going to a Modern Occult setting focused on psychics tracking down ghosts, you would receive general knowledge of the supernatural in that world and enough psychic abilities to match the average in the setting. A Military setting based on the Vietnam War would give you a decent level of fitness and basic training for the military organization you were a part of. A superhero setting would provide powers or abilities to match the average ability of the featured characters of the

world. This also provides in-universe backgrounds, histories, and memories that fit the identity you acquire in that Jump.

These abilities go away when you leave that Level and this perk goes away when you finish this jump. Nothing can be done to retain these abilities, but you do benefit from any practice, training, study, or actual use in the Level itself of any mundane skills.

Body Like A Jumper (Free for All)

You are cured of any physical ailments or disabilities you may have entered this Jump with. You become as physically fit as an average healthy athletic person would be. Your fitness will never deteriorate below this level, or any higher level that you have reached by actual training, unless you wish it to do so, as long as you have sufficient food and water to survive.

You can also render yourself fertile or infertile at will, and can stop or start any menstrual or breeding cycle at will.

Mind Like A Jumper (Free for All)

You are aware of any mental illness, disorders, disabilities or other conditions you may be suffering from as you enter this jump, and may choose to have any or all of them be removed. This does not make you immune to these things, it just removes pre-existing conditions.

Sexy and I Know It (50cp)

Jumpers tend to be rather vain. Almost all of them eventually take some sort of appearance boosting perk, so let's just deal with that now.

You are incredibly good-looking. On a scale of one to ten, you are a perfect ten. The exact details of your appearance, build, and "endowments" are up to you, but you look as good as it is possible for a human being to look and you stay that way no matter what your condition or the circumstances might be. Anything that happens to alter your appearance, such as scarring, amputation, cybernetic implants, or genetic mutation, will always leave you somehow still looking incredible. You may become a rotting zombie, but you will be the sexiest rotting zombie to ever crave brains.

You will retain your fit and attractive appearance, even without exercise or proper diet, as long as you consume enough calories to avoid starvation. You will either heal perfectly, without any form of scarring, or your scars will enhance your appearance in some way. Even if your current appearance is inhuman in part or completely, you still remain this attractive.

You never actually get dirty, always staying as pristine and perfect as you could be, unless you choose otherwise. In which case the sweat, dirt, blood, or whatever else will somehow compliment your looks perfectly. You also instinctively present yourself as well as you possibly can at all times. Your posture and movements never make you seem awkward or unattractive, always showing you in your best possible light and making anything you wear look amazing. Supermodels train for years to stand and move like you, and never quite make it. You never need to brush or floss, having perfect teeth and a great smile, your hair is always perfectly done up in whatever style you want it in, and if you don't want to shave you simply won't need to, facial or body hair simply not growing until and unless you want it to.

Furthermore, you have perfect control over your fertility, and menstrual cycle in the case of females. Any sexual partners will believe you when you tell them you are protected, as long as you are telling the truth. Your voice is equally incredible in some way, whether it be sexy, commanding, soothing, or just pleasant. Your body scent is either extremely pleasant or you have no scent at all, and you can switch this at will.

Common Sense (50cp)

The least common advantage of all. You can tell when something you are about to do is contrary to basic common sense and rationality, or when you are about to do something your Benefactor will punish you for. You can also tell when your emotions are clouding your judgement.

Good Fortune (50cp)

You are luckier than most people. Not to the extent that people will be shocked by it or that you could rely solely on this to keep you alive, but random odds do tend to tilt in your favor. Also, you will not experience any fate that could end your chain solely because of bad luck.

Self-Motivation (50cp)

You have no difficulty motivating yourself, easily putting your full effort into any task, training, or activity. You only procrastinate by choice.

Life Skills (50cp)

You have the basic life skills that everyone really should possess. You can cook, clean, do laundry, drive, perform basic maintenance, balance finances and perform other such tasks that are needed by the average person.

General Knowledge (50cp or 100cp)

When you enter a new Jump, you gain knowledge of the location and culture you start in that is equivalent to what the average citizen would know. You also gain fluency in the local language or languages. For an additional 50cp, all of your knowledge will have the local equivalent added, such as a student of history knowing as much as an equivalently educated student of history in the new setting. This added information never goes away, but is never confusing and does not impair you in any way.

Friendly Sort (100cp)

People like you, you have charisma and charm. Nothing supernatural or superhuman, but you are a very likeable person. This also removes any shyness, social anxiety or similar problems that you possess.

Boredom Immunity (100cp)

You are completely immune to boredom. When engaged in a simple repetitive task, you can choose to fast-forward through it, remembering performing the task without having to experience it fully. This fast-forward ends instantly if something changes that requires your attention.

No Matter Where You Go, There You Are (100cp)

Your priorities, sense of morality and beliefs only change how you desire them to. You will instantly process and deal with any trauma in the best possible way for you, making you immune to PTSD and similar issues.

Veteran (100cp)

You never lose your cool, keeping your head no matter what the situation you are in. This does not mean you don't feel emotions, just that you can control them.

Non-Human Race (100cp)

This perk can be purchased once for each Level, and counts as a Level Specific perk for that level. For the duration of the picked Level, you are a member of a common non-human race existing in that level, such as an fantasy race like an elf or a dwarf in Fantasy Level, or alien race like Roswell Grey alien in Science Fiction Level, or even an anthropomorphic animal race like catgirl in Modern Occult Level. This alters your appearance, and provides ones or two minor advantages, such as darkvision, minor resistance to a form of magic, or a slightly enhanced ability like strength or dexterity. Outside of the Level for which it is picked, and after this Jump, this becomes an Alt-form, but the advantage it provides carries over to all your forms.

Try, Try Again (400cp)

You can instantly negate and reverse any injury, attack, or action that would otherwise result in failing your Chain, after which you cannot use this for ten years or until the beginning of your next jump, whichever comes first. After your chain ends, this can negate anything that would result in your death, but still only functions once per ten years.

The Tourist

The Road Goes Ever On And On (100cp, Free for **The Tourist**)

Your mind is well-prepared for dealing with eternity. You can find joy and satisfaction in everyday life no matter how long you have been alive, you can adapt to new cultures with ease, and you will never find your emotions blunted by the passage of time and ennui.

Seeing The Sights, All The Sights (200cp, Discount for **The Tourist**)

When your primary focus is the experiences you acquire and the stories you could tell, forgetting them is a tragedy. You will never have to worry about that. You have a perfect memory, with instant recall, unlimited storage, tamper-proofing, perfect indexing, and protection from any form of harmful memory. This perfect memory is fully retroactive. You can choose to erase memories, leaving a knowledge that something was erased and a basic description of what that memory was, and can restore that erased memory later. Nothing can detect these erased memories or force you to restore them. Your memories can only be read by an outside force with your permission.

Ride The Rails To See The Sights (400cp, Discount for **The Tourist**)

Maybe you want to help blow up the Death Star, or fight on the walls of Gondor, or fight off the Agent Smith virus. For those events to happen, events before them kind of have to go a certain way. This is your guarantee of that.

Now, as long as you do not deliberately cause large scale changes, the canon plot of a Jump's setting will proceed as expected, adjusting for minor alterations you might have caused. This can be toggled on or off, but once turned off, the butterfly effect may make a return to canon events impossible.

The Collector

Collector's Eye (100cp, Free for **The Collector**)

You can always tell if an item, technique, person or whatever will fit into your collection. You can also instantly determine an object's value and have a perfect memory for the contents of your collection.

Seek And Ye Shall Find (200cp, Discount for **The Collector**)

When it comes to tracking down what you need for your collection, you are quite lucky. In fact, you are lucky anytime you try to find something. You are much more likely to find clues or leads that will tell you where to locate the object or person you are seeking. You are also good at putting these clues together, making you a talented investigator and tracker.

Harmony (400cp, Discount for **The Collector**)

Sometimes, the things you are collecting will clash with each other or are difficult to use together. That is no longer the case. You could safely use both the Dark and Light sides of the Force, channel both divine and demonic energies, wield conflicting forms of magic or energy, mix radically different technologies or biologies, even keep your entire harem in one place, and they will all get along with each other. They will get along with you as well. None of your abilities, possessions, Companions or anything else that belongs to you in some way will be able to harm, corrupt, or alter you against your will.

The Creator

Inspiration (100cp, Free for **The Creator**)

You will never run out of inspiration, being immune to writer's block or any similar form of affliction. You are very creative and imaginative, with high potential in all creative fields.

Form (200cp, Discount for **The Creator**)

The things you create, no matter what they are, will always present the appearance and image that you desire them to. You could forge a sword to be intimidating, design a starfighter to look fast, or structure a company's public image to inspire trust. As part of this, you are very good at public relations. This also ensures that the appearance of what you create never interferes with its function.

Function (400cp, Discount for **The Creator**)

The things you create will always function as they are made to function. They will not wear down, break down or require maintenance, unless deliberately damaged. Your swords will never dull, your guns will never jam, the nation you found will never become corrupt, the art movement you inspire will never become derivative or too mainstream, barring deliberate action to cause such. Your creations work the way you make them to work.

The Power Gamer

Oh, The Possibilities (100cp, Free for **The Power Gamer**)

You have a gift for making the most of your resources. You can find clever or inventive ways of using your abilities or possessions, and figure out how to compensate for weaknesses or downsides. You are very creative when it comes to using your assets.

Hard Work Pays Dividends (200cp, Discount for **The Power Gamer**)

Being the best takes work. You have to spend the time and put in the effort to maximize your potential. Thankfully, the time and effort you require is a bit less than for most people. Any form of training or advancement works five times faster for you than it otherwise would. In addition, your abilities of any kind never fade or deteriorate with time or disuse.

I Have The Power (400cp, Discount for **The Power Gamer**)

It takes a lot of hard work to be the best. But all the hard work in the world still won't be enough if you don't also have the right potential to excel. Fortunately, you now have an exceptional level of talent in any and all fields of endeavor. This perk by itself will not give you new abilities, such as psychic powers or magic, but if you ever gain access to such capabilities then you will have the potential to rank among the very best.

Slice of Life

Expertise (100cp)

You are at an expert level of skill and ability in one real world profession of your choice. This level of skill does not make you one of the best in the world, but it does make you a top-notch professional. This can be taken multiple times, for a different profession each time.

Friendly Friends (100cp)

No matter what you have experienced or where you have been, you have no difficulty in connecting emotionally with other people. You are also a good listener and all around good friend, when you want to be.

Survival

Eagle Scout (100cp)

You are an expert when it comes to survival, both wilderness and urban. You are both talented and lucky at finding the materials and resources you need, in any environment they could exist in.

Lone Survivor (100cp)

You do not suffer any difficulty resulting from isolation or loneliness. Your social skills do not degrade, and you are guaranteed not to start having conversations with a volleyball.

Horror

Run Like Hell (100cp)

You have a talent for running from trouble. You tend to choose the best path to lead to safety, you are a bit faster than would be expected, your endurance is extraordinary, and you are extremely sure-footed and agile.

Be Not Afraid (100cp)

You are immune to the mind-bending or destroying effects of eldritch abominations, are never impaired or disabled by fear, and are also immune to any form of spiritual corruption.

Military

Advanced Infantry Training (100cp)

While you are no Special Forces operator, you have been through Basic Training and Advanced Infantry School, or the equivalent for the setting, and are a highly trained and conditioned soldier. This knowledge updates in new Jumps.

Military Occupational Specialty (100cp)

You have been fully trained in an M.O.S. of some sort. This could be truck driving, vehicle maintenance, cryptography, law enforcement, cooking, or any other non-combat skill set commonly taught by the military in the setting. This can be taken multiple times, for a different M.O.S. each time. This knowledge updates in new Jumps.

Modern Adventure

The Quick and the Dead (100cp)

You think fast, react fast, and move fast. Your reaction speed is peak human, and your thought processes are three times as fast as they otherwise would be.

Sherlock Scan (100cp)

When examining a location, object or situation, the parts of it that are important or relevant to you in some way will stand out, calling your attention to them, without distracting you from your surroundings.

Super Hero

Fists of Justice (100cp)

Pick a martial art. Kung Fu, Judo, Jeet Kune Do, Savate, whatever. You are an expert at this form of fighting. It won't let you fight Superman, but it will give you a handy advantage against someone your level.

Secondary Superpowers (100cp)

Any power or ability that you acquire, no matter where or how you acquired it, you also receive the necessary secondary superpowers to make it function properly. You also have the ability to shut off any of your abilities, or to weaken them to any level between off and full power, at will.

Modern Occult

Psychic Intuition (100cp)

You have a bit of psychic potential. You often get flashes of intuition or gut instinct that prove accurate. You are also an excellent judge of character, can get hints of other people's emotions, and can sense the presence of the supernatural.

Screw the Devil (100cp)

You are completely immune to any form of possession. Outside control might still work on you, but you are the only actual occupant of your body, mind and soul, and you are going to

stay that way. If you allow something else to possess you, you can resume control and kick them out at will. Nothing can stop you from doing so, if that is what you want to do.

Historical/Alt-Historical/Lost World

Simple Convenience (100cp)

Some worlds do not have the modern amenities that we are used to having, making everyday life a little less comfortable. You no longer have that problem. Your clothing, personal equipment, and body are always clean, and you never need to visit the little extra-dimensional adventurer's room. This can be toggled on and off at will.

Student of War (100cp)

The study of history is often the study of war, and you have become an expert at it. You are not only an expert strategist and tactician, you are also an expert at logistics and organization, the unsung heroes of any military campaign.

Fantasy

Cantrips (100cp)

You have minor magical abilities that you can use at will. These abilities are of the same scale as D&D 3.5ed cantrips, useful tricks like cleaning your clothing or creating a small temporary floating ball of light.

Class Skills (100cp)

You have the specialized skills set that best fits an occupation or "class" of your choice, appropriate to a fantasy setting. This does not provide any magical abilities, but can include lore or theoretical knowledge of magic, which will update to your current setting. This can be taken multiple times, for a different "class" each time.

Science Fiction

Universal Translation (100cp)

You can understand, speak, read, write, and think any language you have ever encountered, as long as you have the necessary anatomy. This is retroactive to any languages you might have been exposed to in the past.

Engineer (100cp)

Once you know how to use a piece of technology, you can figure out how to fix it. This does not provide tools or materials, just the know-how.

Items

Each Origin gets one of its 100cp items for free, and a discount on its other item. You can combine similar items purchased from this Jump at no additional cost. Any item can be taken multiple times, but 100cp Origin items are discounted instead of free after the first purchase. If these items are lost, stolen, or destroyed, new ones will be in the Warehouse 24 hours later. You receive a **+200cp** stipend for this section.

General

Bare Necessities (Free to All Origins or 50cp, or 100cp, or 200cp)

You have a job that pays enough for you to live on, assuming you live simply. You also have a home of some sort, a cheap but decent vehicle of an appropriate type, and the various basic sundries needed to live. Basically, you have a life, set up and waiting for you. The job will be something you are capable of performing, and that works with your background, and the schedule will be flexible enough that it will not interfere in your normal jump activities.

For 50cp, you will have a yearly income that places you at a comfortable upper middle class without need to work an actual job. Your home, vehicle and other possessions granted by this item will be enhanced appropriately as well.

For 100cp, you will have a yearly income equal to that of the richest individual in the setting, with all aforementioned advantages and protections. Your home, vehicle and other possessions granted by this item will be enhanced appropriately as well.

For 200cp, you have infinite wealth, with all aforementioned advantages and protections and your possessions being as good as you choose to make them, limited only by what exists in the setting.

All wealth, possessions, and/or income from this item will be inserted into each jump in whatever way is needed to make it readily accessible to you without causing any complications re: wealth appearing out of nowhere or damage to the economy. Any form of income you receive, including from other perks or items, may at the Jumper's discretion be deposited into a trust fund that will follow you from jump to jump. If the Jumper so chooses at the start of a jump, this item may be toggled to a lower level or entirely disabled for the duration of that jump.

OST (50cp)

Thank you for the Music, the Songs and Singing! You have your own soundtrack, which will play appropriate music for any situation. You can turn this on or off at will, set the volume (up to concert volumes) and can decide if others can hear it as well. It is limited to music you have heard in the past.

Favorite Treats (50cp)

You have an unlimited supply of one food item, which could be any type of food, candy, or beverage. You can summon this food at will. You may change what item you summon with a brief period of meditation, but not more than once per week. If you choose a food item that provides some form of additional benefit beyond taste and nutrition, the item will lack those qualities while still providing the full experience of consuming it.

Pictures From Home (50cp)

You have a collection of pictures of the people you love and would miss the most from home. Looking at these pictures will give you the feeling of being in their presence for a short period of time, helping alleviate any feelings of homesickness or loneliness.

Wardrobe (50cp)

You possess an extensive wardrobe that will always include the perfect outfit for any occasion. This includes all accessories required, but is limited to mundane clothing, not armor or any form of supernatural clothing. This clothing and accessories all disappear if you attempt to sell them.

Your Best Friend (50cp)

JumpChan knows what it is like when you lose a pet or have to leave one behind. (She calls her pets "Jumpers", by the way.) So, she has decided to let you bring yours along.

Your Warehouse now has proper housing, care facilities, and supplies for any pets you have or acquire, which includes a veterinary version of the Medbay. This allows them to be brought into subsequent jumps. Pets will be kept healthy and in the prime of their lives, not aging beyond that point. If a pet dies, it will be restored to life and full health in 24 hours.

To be considered a pet, they need to be non-sapient and be registered in the Veterinary Medbay. If you choose, you can have your pets from home already registered and in the housing facilities. This applies even to pets that passed on before your Jumpchain began.

Smartphone (50cp or 100cp)

You have a top-of-the-line smartphone that never needs to be recharged or maintained, will instantly repair itself, is immune to malware and hacking, and always has a signal, along with unlimited data and memory. This smartphone can never be tracked, except by its own GPS app and its signal is completely undetectable. For the duration of this jump, it will assume a camouflage appropriate for the level. For additional 50 CP it will always upgrade to match the best equivalent device in each new jump, and will automatically upgrade to have all the abilities of any similar device that you purchase with CP.

Laptop (100cp or 150cp)

You have an absolutely top-of-the-line laptop. It never needs to be recharged or maintained, will instantly repair itself, and can always connect to Jump-Chan's Wi-Fi network, along with possessing unlimited memory. It also has perfect antivirus/malware protections and cannot be hacked. For the duration of this jump, it will assume a camouflage appropriate for the level. For additional 50 CP it will always upgrade to match the best equivalent device in each new jump, and will automatically upgrade to have all the abilities of any similar device that you purchase with CP.

Franchise (100cp)

After this jump, you will receive something like a comic or cartoon, or even a series of blockbuster style movies, that tells stylized versions of your adventures. These update at the end of each Jump to include the events of it, and no one can view these without your permission. You may have this in multiple media styles. Pick as many as you would like. And you may pick additional ones at a later date if you choose to.

Souvenir (100cp)

You have a souvenir, something special from a particular Level in this jump. This item is self-cleaning and maintaining, possesses unlimited fuel/power/ammunition, and if damaged or destroyed will repair itself in less than a minute. The item itself is some useful item with a minor advantage, such as a sword that can surround itself in an aura of electricity or fire, a phaser that can cut through shields, a suit of strength-enhancing power armor, or a personal anti-gravity harness. This is meant to be a minor, useful tool, not a major power, so please fanwank responsibly. You only get the souvenir once you go to that particular level in this jump.

Vehicle (100cp)

You possess a civilian vehicle of your choice that exists in the real world. This vehicle is self-cleaning and self-maintaining, and never needs to be refueled. For the duration of this jump only, the vehicle will take on a form appropriate to the level.

The Tourist

Camera (100cp, Free or Discount for **The Tourist**)

Oh! That picture reminds you of the time you challenged the devil to a game of tiddlywinks! And that one reminds you of the time you put Gabriel in a Cobra Clutch for a full day! You don't actually get a camera. Instead, every time you do something memorable, noteworthy, or just wish to remember a moment in the future, you will receive a snapshot of the moment, framed at just the right size and from just the right angle, you can always get more copies from different angles if you wish, or receive digital copies on any of your devices. You can also get full video and audio, for an extra 100cp.

Security Pass (100cp, Free or Discount for **The Tourist**)

This name badge will alter itself to be the appropriate credentials to bypass any security. It does not create any background records or add your name to exclusive lists, just provides a perfect fake credential. How else are you going to get to meet your favorite characters?

The Collector

Catalogue (100cp, Free or Discount for **The Collector**)

Now, you know what you want. When you desire it, magazines, catalogues, professional journals and similar periodicals appear, detailing the existence of objects you would want within the world you are in. They won't tell you where they are, but you will get hints towards their location and how to acquire them. These hints become more in-depth if you have something which is part of a set and seek to find the rest.

Stamp of Fiat Approval (100cp, Free or Discount for **The Collector**)

You can apply this mark to any one item of your choice that was NOT purchased from a Jump document. That item is now fully backed by Jump Fiat, and will function anywhere, as well as being restored after 24 hours if it is destroyed. The mark can be removed and placed on a different item, but only once per jump.

This does not let you take anything from a Level in this Jump that you could not already take with you.

The Creator

Workshop (100cp, Free or Discount for **The Creator**)

You have access to an excellent workshop, laboratory, office, art studio, or whatever other facility is required for your creations. After this Jump, these will be connected to your Warehouse. Tools and basic materials are supplied, but special or extremely valuable resources must be acquired for yourself.

Simulation System (100cp, Free or Discount for **The Creator**)

You have a system that can perfectly simulate and test anything you design, ensuring that it will work properly without you needing to go through the annoying prototype phase.

The Power Gamer

Jumper Total Fitness (100cp, Free or Discount for **The Power Gamer**)

You have access to special workout facilities. These facilities, besides being an absolutely amazing gym, will adjust to provide a good, safe workout for you, no matter how great your physical abilities become. It also includes facilities for safely and effectively training any special abilities you might possess, no matter how powerful or dangerous those abilities are. This attaches to your Warehouse after this Jump.

Ultimate Book Of Ultimate Brain Teasers (100cp, Free or Discount for **The Power Gamer**)

This book contains an unlimited number of puzzles, games, riddles, and other activities that are always fun and are always the best possible way to train your mental abilities.

Drawbacks

You can take as many Drawbacks as you want, without limit on cp gained. If you can handle the Drawbacks, you can have the reward. Also, the drawbacks that change the world are altering its condition at the start of the Jump. If you are genuinely capable of changing the nature of the world, fiat will not kick in to change it back. Drawbacks specific to a particular Level only function in that Level.

General

Randomized (+100cp)

Your level choice is out of your hands. Roll a d10. Check the list to see which level that number corresponds to. That's your first level. Survived it? Good. Keep rolling and completing levels until all 10 are completed. You re-roll if you roll a level you have already faced.

Long Run (+100cp)

Why would you want to stay in a tutorial this long? Whatever, each Level will now last a full ten years.

Drawback Keeper (+50cp)

This makes what would be a Level specific drawback into a General drawback. This can be taken up to once for each Level specific drawback you have taken.

Drop In (+200cp)

You do not receive the Basic Requirements perk. Good luck.

Power Loss (+200cp)

How can you have a Power Loss Drawback in a Jump is required to be your first? Simple, for the duration of this Jump, any Level perks you have purchased are now only available in that Level.

Amnesia (+200cp)

Until the end of this Jump, you can not remember the events of any Levels except the one you are in.

Total Amnesia (+200cp)

You have no memories of your time before entering the first Level and explicitly no memories of Jumpchain. You are probably very confused.

That One Drawback No One Ever Takes More Than Once (+300cp)

You are being chased by an enemy that is as skilled and powerful as you are. In fact, this enemy will follow you through all ten Levels of this Jump, taking on an appropriate role in each setting to allow them to pursue whatever grudge they have with you. If you manage to kill this enemy, he will respawn when you begin your next Level. If you survive this, you get an indestructible t-shirt that will adjust to fit any of your forms, with a legend on the front reading “I Survived A Scaling Enemy Drawback And All I Got Was 300cp And This Lousy T-Shirt”.

Slice of Life

Homeless (+100cp)

Regardless of what you’d otherwise have imported into, instead you start out in a homeless shelter with just the clothes on your back and without a dime to your name. The shelter will kindly give you a few days’ worth of room and board but soon enough you’ll have to leave to make room for others. From this point on it’s all up to you.

Accident Prone (+100cp)

You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

Odd Jobs (+100cp)

You’ll constantly be gaining and losing your job, having to learn a new minimum wage task every few weeks. Sometimes you’ll be qualified, others much less so. Still, you’ve got to try your hardest.

Survival

Resource Shortage (+100cp)

Food, water, and other staples are scarce. You will find it more difficult to acquire enough resources to live.

Disability (+100cp)

You have a limp, or a missing eye, or a crippled arm or some other physical disability that hampers your efforts to stay alive.

Horrific Weather (+100cp)

For the duration of your stay in this Level, you will be plagued with bad weather. It will be drought when you need rain, rain when you need clear skies, and alternate between blistering heat and freezing cold.

Horror

Scripted Encounters (+100cp)

You'll run into whatever threat you're dealing with more often. You will not automatically become a priority target, but sheer proximity is likely to put you at risk.

Born to be a Victim (+100cp)

Your common sense is going to be slightly impaired for the duration of this Level. You are going to check out the abandoned house, split the party, or get drunk and decide to skinny dip in the lake. You are not blatantly suicidal, but you are going to take risks and you are definitely not going to be genre-savvy.

Monster Bait (+100cp)

They may or may not be supernatural in nature, but there are monsters here, and they seem to like you an awful lot. Any monster, no matter what its type, will consider you the perfect prey, and will target you over any other person.

Military

I Have Truly Found Paradise (+100cp)

Your chain of command is… sub-optimal. Expect vague orders that are of little help in letting you or your unit know what you're supposed to be doing but still stick you with the blame if anything goes wrong, reinforcements or resupply to be inconveniently scheduled or diverted at the last minute, a stupid emphasis on spit-and-polish at the expense of combat readiness, or whatever else would be inconvenient. This will never be to an outright suicidal extent but it will be damned annoying. Whether you're on the front line or in the rear with the gear, during wartime or peacetime, one way or another you're going to need to game the system and make things happen despite the best that "channels" can do to fuck things up, or your military service will not be the thing that recruiting videos are made out of.

The Meat Grinder (+100cp)

Welcome to the tip of the spear. This Drawback guarantees that your year in this jump will be spent not only in wartime but in frequent, grueling combat. Whether it's because your unit is a penal battalion/slave-soldier dumping ground whose job is to catch bullets that would otherwise hit soldiers who are actually worth something or because your unit is the elite division that the high command entrusts with all the most important missions, either way it ends up mostly in the same place; with all war and no play turning Anon into an unhappy grunt. Your R&R opportunities will be few and far between, your chances to sleep in a proper bunk instead of a tent or a foxhole likewise. Embrace the suck, soldier.

War Is Hell (+100cp)

Any perks that might have helped you deal with combat trauma, overcome fear, or otherwise make being in a war easier will be disabled for the duration of this Level. You are going to have to face the worst of humanity without that insurance.

Modern Adventure

Bad Comic Relief (+100cp)

You have a friend, or comrade, or student, or whatever other reason you might have a person following you around. The thing is that no matter how much you might like this person, they are really more trouble than they are worth. They say or do the wrong thing almost constantly, need rescuing on a regular basis, and seem to be a lot more likely to get you killed than any of your actual enemies are. Unfortunately, there is just no getting rid of this person.

Secret Society (+100cp)

You are being opposed by a powerful and well-entrenched secret society of some sort. They may be religious, political, corporate, or any other type of group, but they do not like you at all, and they have a lot of resources to throw against you.

Retired, Extremely Dangerous (+100cp)

You have skill, talent, and experience. A little too much experience. The fact is that you are just plain too old for this shit. Your body is wearing down, you don't react as fast as you used to, and the general complaints of old age make "adventures" seem more like torture.

Super Hero

Nemesis (+100cp)

There is this one enemy that you can never seem to get rid of. No matter what, this enemy, who is dangerous enough in some way to at least require effort to beat, will always survive or escape anything you do to stop him. You will be dealing with him repeatedly.

Massive Collateral (+100cp)

No matter how careful you are, you somehow seem to always end up destroying everything around you when you fight.

PR Nightmare (+100cp)

Public relations never seems to go the way you want it to. You always screw things up, often presenting the exact opposite of the image you wanted.

Modern Occult

Masquerade (+100cp)

The public is not ready to discover the existence of the supernatural, and part of your job is ensuring that they don't. This could be limited to making sure you don't reveal anything to the public, or it could extend to having to put down other people attempting to reveal the supernatural world.

FBI's Most Wanted (+100cp)

Though they may not be aware of the supernatural aspects of the world, the mundane authorities have discovered enough information, which may or may not be true, about your activities that they are willing to expend a lot of resources hunting you down.

UPP - Uncontrollable Psychic Phenomenon (+100cp)

Whatever supernatural abilities you possess, you have great difficulty controlling them in stressful situations. And if you do not possess any supernatural abilities, you often seem to be the target of odd occurrences such as hauntings or poltergeists.

Historical/Alt-Historical/Lost World

Historical Inconveniences (+100cp)

It is the little things that can make life hell. Things like a lack of toilet paper, or bad hygiene, or scurvy. And you are going to suffer through them, because you cannot bring anything with you, item or perk, that would exempt you from this suffering.

Arranged Marriage (+100cp)

This may not be a literal arranged marriage, but you have been stuck with someone that is essentially useless in any high-risk situation, and you have to keep them safe.

Modern Sensibilities (+100cp)

You will never adapt culturally to this setting. You will always be surprised and shocked at the ways your current home differs from what you grew up in. This is going to cause social problems, and could make you underestimate opponents that you assume are less sophisticated than you are.

Fantasy

Bandits (+100cp)

No matter where you are going, you will be accosted by bandits, muggers, bullies, or someone else that wants to beat you down and take your stuff at least once a week. They may not be powerful, but they will be persistent, and probably ugly.

Siege At Jumper Fortress (+100cp)

At some point in your time in this Level, you will be forced to participate in the kind of large set battle that fantasy blockbuster movies love. It will be bloody and dangerous, and you will be there.

Archmage's Interest (+100cp)

A very powerful, well-connected and influential being of some sort has taken an interest in you. They don't hate you, but they are not necessarily on your side either. They mostly are just finding amusement in your antics, and they want to keep things interesting for as long as possible.

Science Fiction

Three Sea Shells (+100cp)

The future is full of amazing new technology designed to improve every aspect of life. The problem is that you have no clue how to use most of it, cannot figure it out for yourself, and for some reason have difficulty getting anyone to teach you how to use it. This is a quality of life issue that applies mostly to everyday convenience technology. If your life depends on it, you have as good a chance to figure it out as you normally would.

The Glitch (+100cp)

Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is taking aim on you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal, but will make things more dangerous.

Alien Invasion (+100cp)

At some point in your time here, you are going to have to deal with some major event, like an alien invasion, first contact, a robot uprising, or some other world changing event that will pose significant challenge or risk to you.

End Choices

You have completed all ten Levels. Congratulations! Now you can choose to **Go Home**, or **Continue On**. There is no staying here option. As one final reward, you receive these:

Instant Access (Free for All)

You can now summon any of your possessions from your Warehouse to you, or send objects directly to the Warehouse. Objects cannot be heavier than you can lift, and will be properly and safely stored, assuming you have the facilities to store them safely. You always know what is in the Warehouse and where it is located.

Body Mod Reward (Free for All)

All perks and items from this jump (with the exception of **Basic Requirements**) are now considered part of your Body Mod. You will still have them, even in Gauntlets or if you take a Power Loss Drawback.

Notes

Joke or Not

Yes, this is, or at least started as, a Joke Jump. However, I have worked hard to make it worthwhile to use in a serious Jumpchain. I hope you enjoy it, even if you don't ever use it.

Function

The stuff you make has to work in the first place, this is just supposed to be a no maintenance needed perk.

That One Drawback No One Ever Takes More Than Once

Yep, this is a scaling enemy Drawback. I never actually thought I would write one of these.

Souvenir

At the request of DataPacRat, here are a few additional examples of **Souvenirs**, one per level, based on the chosen setting for that level.

Slice of Life - Harry Potter, Pensieve

Horror - Supernatural, Demon-Killing Knife

Military - Star Trek Dominion War, Phaser
Modern Adventure - James Bond, Spy Watch
Survival - Mass Effect (stranded on a planet), Omnitool
Superhero - Marvel Universe, Captain America's Shield or DC, Legion Flight Ring
Alt-Historical - Renaissance Italy, Mona Lisa
Modern Occult - Harry Potter, Cloak of Invisibility
Fantasy - D&D world, Ring of Regeneration
Science Fiction - Doctor Who, Sonic Screwdriver

Non-Human Race

You can be non-human in a level without taking this perk, however, that makes your non-human form part of Basic Requirements, which means you do not get to keep anything from it.

Psychic Intuition / Cantrips

The abilities provided by these perks cannot be trained up or increased beyond what they are stated to provide.

Change Log

Version 1.6

Merged **What's Mine Is Mine** and **Hard Work Pays Dividends**.
Added **I Have The Power** perk.
Changed **Bare Necessities**.
Added Note about **Psychic Intuition** and **Cantrips**.

Version 1.5

Changed **Self-Motivation**, **Advanced Infantry Training**, and **Military Occupational Specialty**.
Changed **Favorite Treats**, **Souvenir**, **Camera**, and **Stamp Of Fiat Approval**.

Version 1.4

Changed the **Friendly Sort**, **No Matter Where You Go, There You Are**, **Screw The Devil**, and **Seeing the Sights, All the Sights** perks.
Corrected typos on the **Smartphone** and **Laptop items**.

Version 1.3

Changed the **General Knowledge** perk.
Added **Non-Human Race** perk.
Changed the **Expertise** perk.
Changed the **Military Occupational Specialty** perk.
Removed the **Fantasy Race** perk.
Added **Class Skills** perk to the **Fantasy** section.
Added **Items** stipend.
Added **Smartphone** item.
Added **Laptop** item.
Added **Non-Human Race** note.

Version 1.2

Changed the **Sexy and I Know It** perk.
Changed the **Seeing The Sights, All The Sights** perk.

Changed the **Universal Translation** perk.
Added the **Bare Necessities** item.
Changed the **Franchise** item.
Added the **Body Mod Reward**.
Added a Note about the **Souvenir** item.

Version 1.1

Added the **Your Best Friend** item.
Changed **Body Like A Jumper**, **Sexy And I Know It**, **Common Sense** and **Secondary Superpowers** perks.

Version 1.0

Created the Document.