



Version 1.00 A jump by patience_endures

Earth. A small planet in the Sol system of the Milky Way galaxy. For many years its occupants believed they were alone in the universe. However, life is never able to just pick one place and stay there. There are numerous worlds for someone to go. Plenty of new experiences just waiting around the corner. One man on earth had is own close encounter, found a wife, and settled down to be a proper salaryman.

Your story may be similar. Perhaps you will have your own encounter. Perhaps you are a visitor from some other world studying earth and trying to make it part of your life. Either way, your time here will start in Earth year 2006 of its modern callender. You will be here for ten years. If events go as in the manga, that means Earth will be awakened to the Galactic Community at large halfway through your stay.

Here's 1000cp. Use it well.

Locations

There are many places to start in this jump. Roll 1d8 or pay 50cp to choose.

1. **Ryoujou City, Japan, Earth** - A metropolis of an island nation near the continent of Asia. There are many sights to see and jobs to be had. You start here with the key to an apartment in the complex where the Makabe family had moved in and are beginning to start their family. Your first month of rent and security deposit are already paid.
2. **White Star Ranch, Japan, Earth** - A wonderful ranch with a petting zoo. Many tourists come out here just to see various animals. Starting here puts you with a tour group and you have an apartment in the nearby town. Perhaps you might be able to get a job here?
3. **Kaua'i, Hawai'i, USA, Earth** - Sand, Sea, and lots of vacation spots. Kaua'i also has sandbars that occasionally develop into 'vanishing islands' in the middle of the pacific ocean at low tide. Starting here puts you up in a nearby hotel for the next month.
4. **Venus** - Home of the Venusian plot to invade other planets secretly and take them over by force once interbreeding with the locals. Warlike Venusians take survival of the fittest to an extreme. This world is rocky, difficult to live on, and possibly hostile. You'd be staying in spartan room in the nearby spaceport. Maybe you should go elsewhere?
5. **Mars** - Where all the cool kids hang out. Part of the popular hangouts for those that recently got their first spaceship. You'll have a small house with a garage. Just don't expect the spaceship to come with it.
6. **Spaceport Mall, A Distant Planet, Galactic Federation Space** - The home planet of Ms Makabe and a comfortable galactic tourist spot. There are plenty of things to enjoy here from Shabaz House of Many Skins, the Lapa-Lapa Spa, a lively eatery and more! Starting here has a decent hotel room rented for one month.
7. **Planet Schadj** - Home of the Toloimok, a bug-like species with high flexibility. In a few years time, these creatures will be started to be distributed to various schools to be used as a safe alternative to most playground balls. You'll have a small house here, maybe time to start life as a rancher?
8. **Free choice** - pick one of the locations above or perhaps someplace else on Earth or the Galactic Federation

Backgrounds

There are many walks of life in the universe. So what do you happen to be? Your gender is the same as last jump and your age is 1d8+18. This may be changed for what you desire with the small cost of 50 cp. All backgrounds offer the option of forgoing memories to be a drop in.

Domestic

With the power of someone that knows how to keep a household running, you go about performing skills that will clean house and prepare everyone for the day ahead. Time Management, adaption, and supervision skills are your bread and butter.

Salaryman

Hard work and punctuality are key! Sure, it's a lot easier with someone supporting you, however you can manage making money at your job. Keep your nose clean and your productivity up and you can expect the company to take care of you in return.

Invader

Your home planet wants you to do your part for the secret takeover plan by going to other planets, creating families, and then use your family and other familial cells across the planet to overthrow it and bring it under venusian control. You **MUST** choose Venusian as your race if you select this background. You may change your starting location to Venus for free.

Federation Citizen

The Galactic Federation has much to offer in the ways of jobs, education, and long distance travel. Sure, what you do may be up to you in terms of what kind of job you'd like. Just remember that the galaxy is a huge place, and you are just a part of it. Humans that choose this are actually half breeds or prior 'abductees' that moved in to life off of earth.

Races

Human

The base race of planet Earth. Known to be highly adaptable and possess an average amount of skill in many areas. Perhaps one day they will be more than what they are now. Also one of the few races in the galaxy that wear clothes.

Venusian (100cp)

The base race of Venus. Mostly warlike and dominating, they have a large hunger and tend to be physically fit. Many are also schemers, planning their grand strategy for conquest in many levels of society. You also get 200 cp for the Alien Builder section.

A Lovely Alien (200cp)

As a member of one of the numerous races in the Galactic Federation, you have quite a number of benefits. While there is no standard size or shape, you tend to be humanoid in many aspects for the majority of citizens, strange powers and appendages not always needed. You also get 400 cp for the Alien Builder section.



Perks

All perks are discounted for their background or race, with the 100 CP perk being free

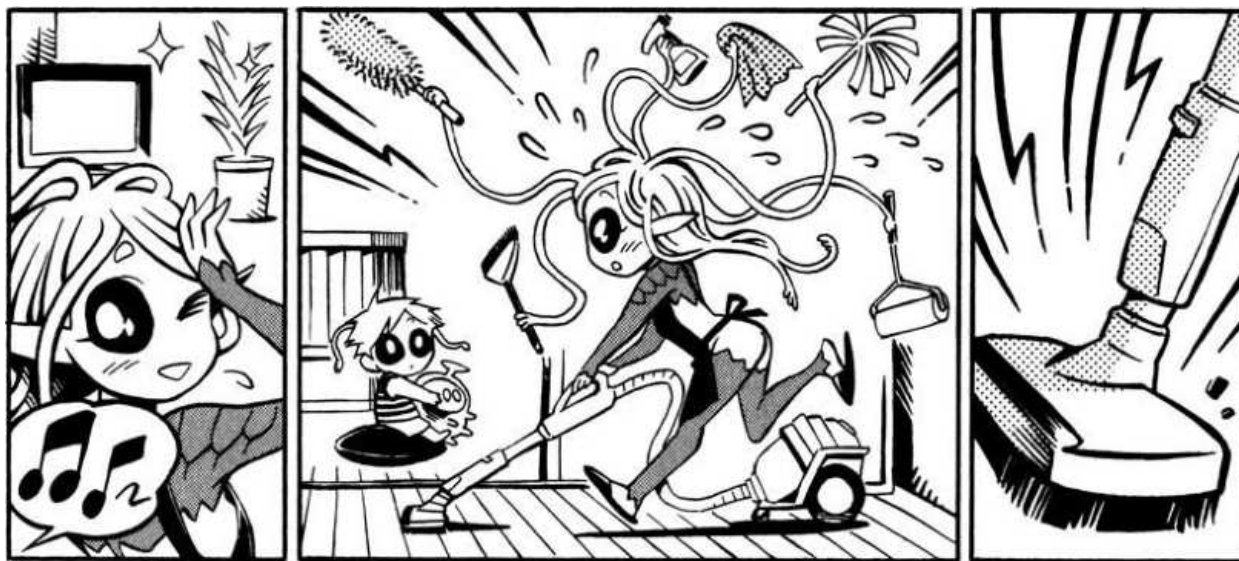
Domestic

Homecare 101 (100) - You know the ins and outs of taking care of any building, home, or domicile. Cleaning, cooking, maintenance, you can do it all. Furthermore, doing chores and maintenance takes less time for you to get everything done.

Eyes on the Back of Your Head (200) - You don't literally have eyes on the back of your head (unless you actually have eyes there, not judging). However, you have a preternatural sense for those under your care near you. If caring for someone, (child, client, patient, or the like) you can detect anything they might need or need protected from. This is a combination of awareness and danger sense to the person or persons in question.

Deals of a Lifetime (400) - When it comes to using what resources you have at hand, you can get quite a decent amount without expending much. It is almost as if various retailers and dealers are throwing themselves at you to get your business. When you are making certain that those you are buying for get the best deal they can, you spend 25% less on what you buy along with having perfect accounting skills to keep everything balanced.

Adaptive Multitasking (600) - You are good at doing multiple things at one time. Need to schedule appointments while doing laundry and cooking a meal? Easy. It starts raining and now you need to repair a dryer while getting the clothes to dry? Little tougher, but can be done. With this perk, you can perform up to four physical tasks as one, adjusting each task as necessary to ensure its completion. Constant adjustments may take slightly longer, but you will get them done.



Salaryman

Punctuality (100) - You are always on time, almost to the point of it being a superpower. The world somehow makes things work out so that you will arrive to work and meetings on time. This does not stop possible hijinks and side adventures.

Nose to the Grindstone (200) - Dedication is more than just working long hours for little recognition. It is about making sure projects meet deadlines and proper deals are in order. It is about giving your all and pouring your heart into your work. Now, when things want to sidetrack you from the task at hand, you can double down and make sure you are unswayed by things that lack importance. This gives you a boost to researching, document creation, and overall work ethic to ensure you and your coworkers can get the job done.

Actual Business Acumen (400) - Beyond normal rank and file paper pushers, you actually have talent for running a business or maintaining a company department. Keeping workflow moving through the well oiled machine that is your department is simple. You know how to perform your tasks and keep things moving.

Soul of the Modern Samurai (600) - Business is like war, and you conduct business. Like the time honored tradition of salarymen everywhere in asia, you studied and learned from the great Sun Tzu. You can manage the world of Supply and Demand like military generals of days of yore. Direct workflow like organizing troops. Inspire synergy between departments with common and easy to understand language. You can now use any combat related skills you have gotten from other jumps to promote business and expand your profit margins. Likewise, you can also use business skills to conduct yourself in battle as well.



Invader

Background Character (100) - It's obvious you're not the focus of the current world's story. With your outside of context abilities, you can just blend in to the background. This isn't invisibility. You just become part of the background crowd. This doesn't work if there isn't a group of people to get lost in.

Odd Jobs (200) - In various worlds you may go to, finding some kind of employment may be difficult. No history means no reference. Your degrees from other worlds don't even translate well to a world where a college hasn't been invented yet. Now, that barrier to survival is removed. When getting a job in a world outside of where you got your skills, you can now apply your areas of learning to the job market. No matter what, you and your skills will be given a fair chance.

Carnal and Primal (400) - In order for the invasion plan to succeed, Venus needs children. With this perk, you have at your disposal all the skills needed to enchant a mate. This isn't a guaranteed success. It won't work on those of high willpower or self control. Also, this won't break up a happy marriage or a couple that are soul mates.

Survival of the Fittest (600) - Venus isn't the nicest place to raise a kid. With the constant focus on being the best you can be, it can sometimes be a free for all. Fortunately, this has turned you into a well oiled machine. Contests where you are actively striving for first place will see you pull ahead of the pack. From simple things to tests and fights, or more complex affairs like getting your company project funding or even winning a long distance car race. You will be first amongst the ones being considered.



Federation Citizen

Ticket to Ride (100) - Travel across the galaxy has gotten cheap enough that you can get to anywhere you need to go just by getting a lift from someone nearby. Expect to be able to get to anywhere in the galaxy except rather remote locations that require a spaceship, like Like the Sol System where Earth is located.

Polyglot (200) - While the Galactic Federation has a common trade language, sometimes you want a more personal approach to talking with people. With this, you can learn local languages and dialects easier than most, with new languages being learnable within a year and local dialects learnable in a month. All without the aid of a translator unit. With one, you can learn even faster. With new languages in a month and local dialects within a week!

Incorruptible (400) - You may not be pure of heart, but you definitely won't be turning evil anytime soon. With this perk, you gain a massive resistance to any corrupting influence. From liquids that cause hate all the way up to temptations of an almost irresistible nature, you can be certain that you will stay you.

We Come In Peace (600) - You are a perfect diplomat, even to the point it becomes magical in a way. You now are capable of 'Diplomacy' a non-magical discipline that grants almost inconceivable results for the effort put in. While you are not always granted the best outcome of your results, you will get favorable results. Even if your proposal is turned down or your treaties not signed, they will lay groundwork for something better down the road.



Human

Unbiased (100) - While you may be against humans and aliens cohabiting, you don't let your opinions in the matter ruin what might be a perfect match for someone else. You are able to see things without personal bias clouding your judgement.

Fair and Square (200) - Cheating isn't your way. And neither is it the way of your opponents. When in a contest with someone, you can be certain that it will be a fair test of your and their abilities.

Determination (400) - You won't let things get in your way. You see an increase of willpower and the ability to resist the commanding presence of someone else's will. You will push yourself in the presence of forces greater than yourself.

Venusian

Toughness (100) - You have the constitution to go the distance. This makes it slightly easier to shrug off damage and last longer with endurance where it counts.

Peak Performance (200) - You are the ideal physical shape for your species. Strength, dexterity, flexibility, you have it all in spades. This ensures you are at the pinnacle of what your race considers its top form.

Commanding Presence (400) - Your will is evident to all. Animals recognize you as a higher being. Other sentients will actively avoid your ire. All will try to stay in your good side. However, this does not apply if you are trying to muscle in on someone's friends or relationships. As long as you don't instigate a hostile encounter, expect none to stand in your way.

A Lovely Alien

Animal Friend (100) - Maybe it is because you never implanted devices in them. Maybe it is because you just have a calm heart. For some reason, animals love you. This may cause funny things to happen, like getting jumped by rabbits. This perk applies to creatures of animal level intelligence, so expect it to work on Toloimok bugs and Delaro-sa as well.

A Favor Repaid (200) - When you do someone a favor, you can expect it to return back to you. It's just fair to get a rare delicacy because someone cooked a good meal. Or to get a welcoming committee together when you visit friends and family. With this, maintaining relationships ends up being easier. Besides, friends stick together.

Quite Lucky (400) - Things may be plotting against you, but those plots are thwarted by the very luck you have and the random situations that help you out. Works best when keeping relationships going, or starting friendly new relationships.

Items

Items are discounted for their race, with the 100 cp item being free. 50 cp items receive no discount.

General Items

Oh, My Sweet Alien! (Free) - The series that this jump is about! With this, you can keep abreast of all the things happening in the Makabe household with this handy two volume set. Just, don't take it out of your warehouse in this jump...

Oh, My Sweet Jumper! (50) - A manga about the daily life of the adventures of Jumper! Relive your adventures with this and reminisce about times gone by. This updates with more volumes every jump and has special side notes from Jump-chan!

A Decent Salary (50) - You seem to already have a job. With this, you get a bi-weekly stipend to live on that will cover slightly more than half a month's worth of average middle class expenses. No one knows what your job is, but just accept this as fact.

Take-out Bento Box (50) - From out of seemingly nowhere, you can summon up various Bento and Take-out boxes. Ramen, Sushi, Chinese, and even homemade box lunches! Each summoned box comes with a pair of disposable chopsticks for easy eating.

Cosplay Closet (100) - This closet comes with standard cosplay outfits, (like maid, nurse, and police officer) along with more rare ones, (like soldier or high-schooler). Updates every jump with new outfits. Clothes from the cosplay closet are just normal clothes and not really good as armor. They are always clean and fit perfectly when you take them out.

Human

Closet of average clothes (50) - You have a closet of average clothing ranging from jeans and tee shirts to proper business attire. Expect tee shirts to be for various bands from the 1970's to the 1990's. These always fit, and are always clean and ready for wear when you take them out.

Renters Insurance (100) - With this, non-cp bought items have a limited amount of protection. You can get non-cp purchased items replaced once per jump. CP purchased items that do not respawn now can respawn once. Sale of the item voids this protection. This does not cover items that were stolen by you or your associates.

A Decent Car with Decent Parking (200) - You get a nice car or SUV suitable for starting a family. It rarely needs maintenance, never needs fuel and furthermore, wherever you go, you always seem to find parking in a location near where you need to go.

Hot springs Hotel (400) - This hotel with connected hot springs can either be a place in each jump you take, or an attachment to your warehouse. It tends to attract visitors no

matter where you place it, turning a decent profit. Furthermore, some of the visitors end up being people you made friends with in past jumps! Have fun and relax!

Venusian

Super Hypnosis Gun (50) - One pull of the trigger from this gun, and the victims from this will be knocked unconscious for an hour at least. Great for stopping muggers or hiding that one of your friends is revealing their alien nature to the local populace. It is a relatively close range weapon with a max range of ten meters. And it has selective targeting, so you don't hit your allies.

Transformation Pendant (100) - This necklace has a pendant with a small jewel on it that can transform your body into one that matches the dominant sapient race of the planet you are on.

Transport Pass (200) - This pass will get you access to any public transportation. This is limited to normal hours of operation and how to access the transport. This only covers common transport for where you need to go, so no private limo with a fully stocked bar.

Invasion Coordination Supercomputer (400) - This giant display, console, and interactive communication device, can keep you and all your family in constant contact, no matter where they are. Using special quantum computing technology, you and your family have real-time updates on all important information of the planet you are on. Have fun with that.

A Lovely Alien

Translator Unit (50) - For those of you who don't have the time to learn a new language, this translation unit can, like a babelfish, turn nearby conversations into understandable speech. For privacy, it only has a two meter radius. Don't expect animals to talk to you with this, it is for sentients only.

Closet of Skins (100) - According to the local dealer, there is nothing that beats the feel of skin on your body. This housing or warehouse attachment adds a veritable mini-storefront itself filled with skin-suits to make you look like almost any race you will encounter. It updates every jump, adding more beings to the collection. Due to special technology, these near-indestructible suits auto-adjust to fit your form, come with a plethora of customizable options, and are machine washable!

A Saucer Spaceship (200) - It's a relatively new model, with built in cloaking device and teleportation unit. Sure to make a flashy entrance when it comes to whatever planet you land on. Even comes with a small remote to make sure it doesn't get stolen.

Interplanetary Buffet (400) - A wonderful business that follows all local health regulations and serves literal out of this world food. Whether as a planted in-world business that follows you or as a warehouse attachment, this large buffet will continue to turn a profit no matter where you place it.

Alien Builder

Venusians get 200 cp to spend on special attributes in the alien builder section. Lovely Aliens get 400 cp. Humans get no special cp for this section, but if they buy abilities, they end up as half-breeds.

Alien Visage (free, needed for Venusians and Lovely Aliens) You may have similarities to humans, but look nothing like them. Your base form for this jump has the basic look of two arms, two legs, a head with two eyes, nose, and mouth.

Extra 'other' limbs (50 per) - You have more regular arms and legs than normal. Maybe you even have a tail you can use like a limb. Each purchase of this gives you another usable limb. Remember, arms and legs work best in pairs, as do wings.

Size (50) - Everyone starts off as a medium size (4'-7' tall). With this purchase, you can be small (2'-4') or Large (7'-14'). Additional purchases either half the lowest you can go, or double the tallest you can go. Max 3 purchases.

Expressive Eyes (100) - Your eyes are rather expressive, showing emotions that may be difficult to express with just your face alone. Expect to be able to get your point across easier with someone looking at the windows to your soul.

Sleek physique (100) - You may not be peak performance, but you are definitely beautiful! Expect your body to turn heads and make waves of people interested in you. Definitely a must when trying to attract someone of your preferred gender.

Optimised Innards (100) - You have a highly developed internal structure. When it comes to eating, you are a highly efficient and capable being. This makes it easier to get enough to eat and develop a proper amount of mass for other abilities.

Tentacle 'Hair' (200) - You don't actually have 'hair' per say (or maybe you mostly have hair and a few of these, you half-human) you have small, thin, and extremely stretchy tentacle limbs with grasping nubs on the end. These are one-half a meter long and can stretch out to a maximum of 5 meters.

Chameleonic (200) - You can change Color almost at will, changing skin, hair, and eye colors easily. Doing this too much at once will leave you a speckled mess and a lot hungrier. Once you train enough, you can make custom tattoos on your body.

Gendershifting (200) - It is common knowledge that there are more than just two genders in the universe. Now you have the ability, with a few hours prep time, to shift to a new gender. This will use your own biomass to perform the shift, including the energy to change. Do this too much and you'll be hungry and shriveled!

Telepathy (200) - Mind to Mind communication without the need of a translator. The ability is rare in many cases. Some races even only have it for a short time. However, something inside you has been left turned on giving you this ability. Remember, almost all

the races in this world speak verbally, so speaking in their mind is something that can be shocking.

Psionics (400cp, requires Telepathy) - Seems more has been left turned on than just being able to communicate. With this purchase, you have basic control over telekinesis and the ability to start working on other psionic disciplines. These are very rare abilities in this world, so expect to be treated with a level of wonder and amazement.

Specialized Adaptation (300 per) - Each purchase of this adapts your body to be able to survive and thrive in one kind of special environment. Environments include, but are not limited to, Aquatic, Deep Space, High Temperature, Low Temperature, High Gravity, Low Gravity, High Wind, Caustic Atmosphere, Wall Climbing, and many others!

Squash and Stretch (400) - Your body is a bit more rubbery than most. With time and training, you can stretch most of your body to twice its length or half its size.



Companions & Pets

In many worlds, it is dangerous to go alone. Why not find yourself a companion for the journey?

Toloimok Bug (50 cp) - This pet is an oversized pill bug that, with its durability and relative harmlessness, will eventually be used as playground balls for children. Loves to unfold and tickle people. Easy to care for and does not take up a companion slot.

Delaro-sa (50 cp) - This little organism feeds off light. While under normal circumstances this might turn it into a giant monster, your Delaro-sa comes with a special star-shaped chip that helps regulate its size. This little shapeshifter is a perfect playmate for a child, able to help keep watch while parents are busy. Comes with its own sunlamp and doesn't take up a companion slot.

My Sweet Human (200 cp) - Your very own human significant other, or maybe just a really good friend. They get the Human racial discounts with access to either Drop-in, Domestic, or Salaryman backgrounds. They get 800 cp to spend along with the Freebies for the perk trees chosen. Feel free to import a companion to this position.

Invasion Partner (400 cp, Discount Venusian) - Sometimes, the buddy system is for more than just show. With this, you gain a venusian to help keep you on task for the mission at hand. Comes with discounts and freebies on the Venusian and Invader perk and item trees along with 600 cp to spend on them. Non-venusians taking this end up having the Invasion partner being a significant other. Also available for companion import.

Out of this Worlder (400 cp, Discount Human or A Lovely Alien) - So you have had a close encounter of your own? Got a lovely alien to fancy you as much as you fancy them? Your new significant other gets the A Lovely Alien racial tree as well as access to one of the following trees; Domestic, Salaryman, or Federation Citizen with 600 cp to spend on perks and items. They get the freebies and discounts for those trees. You can import a companion to this slot.



Drawbacks

Don't have enough CP? Don't worry, you can take up to 800 cp worth of drawbacks to help alleviate the strain of wanting more.

Animal Ire (+100) - Maybe you implanted devices in cows. Maybe you just smell funny. For some reason, animals hate you. This may cause problems if you are an alien. Don't go to any zoos, farms, or pet stores and I'm sure you'll be fine... maybe.

Bad Luck (+100) - There is no doubt about it, you are just filled with bad luck. Nothing hostile, mind you. Just expect the occasional hiccup with transportation, dropping coins when buying stuff from vending machines, or just plain bad weather. This negates any fate altering perks you might have, including Punctuality, Deals of a Lifetime, and Survival of the Fittest.

Cry-Beams (+100, must have Expressive Eyes) - You tend to get rather emotional at times. In fact, at one point in history this might have been a defence mechanism, but now it is just an inconvenience. When you cry, a beam of energy comes out that warps non-living items. Toys, coffee pots, even movie screens. Expect to be replacing a lot of things, or ducking out of the area quickly. You can control these after the jump.

Super Hungry (+100) - Your body needs more than the normal human allowance for nutrition. While the high metabolism might keep you slim, not eating enough might lead you to starvation. Salaries and other forms of money acquisition don't scale up to include this desire to feed.

Ten Seasons (+200) - Instead of staying here ten years, you need to keep the jump alive by making sure it has a good enough following with the multiversal community by having the jump last ten televised seasons on air or through ten large volumes of manga. Either option will keep you here longer than the normal ten years in jump. Failing to keep people entertained and having the jump canceled counts as a fail state. To make sure you know how you are doing, you can check your ratings while in the warehouse.

Weak Willed (+200) - You just are a pushover. Expect sudden confessions to sweep you off your feet, or dominating presences to cow you in fear. Over time, you can find your backbone again, just expect it to be a long time coming.

Ignorant of Human Culture (+200, Lovely Alien Only) - You don't know much about humans. To say the least, when in school studying about Earth, you barely paid attention and the information was incomplete at best. And strangely Esoteric at worst. Expect a hard time fitting in on earth society. Furthermore, you are forced to start in Ryoujou City and can't leave earth.

Not adhering to the Mission (+200, Venusian Only) - It is important that every venusian adhere to the mission to take over Earth. Unfortunately, you have fallen in love with a non-earthling while on this mission. They will constantly snub your advances and generally

be ignorant of your feelings for them. Other venusians will mock you for failing to attract a human. How about you double down on your feelings and try attracting them even harder.

Only Human (+300) - You are stuck to your body mod form and gain no benefits of powers you have gained in this jump or over your jumping career. You are an average human living an average life. You won't find this strange until the presence of aliens existing on earth is revealed, at which point memories of your jumper life will start to emerge. Combining this with Ten Seasons drawback is almost a guaranteed fail-state. Please don't do it.

Stranger in a Strange Land (+300) - Your time here, while maybe not filled with danger, is one of constant struggle. You see, you came into this jump unprepared. While you may already know earth languages, you won't understand the galactic common language. You are now stranded at the spaceport of A Distant Planet and fate conspires to keep you off of Earth. Translator units fail to work for long around you. People seem to eye you as a foreigner, even if you are an alien yourself. While this doesn't stop you from living a perfectly normal life, expect difficulties when learning the taboos of a society that is not your own. This will be the case for 8 years of your stay here, as people will eventually start to realize you are someone from Earth that never knew the rest of the universe.

Ten years are up...

So, you made it through the ten years of being here. Drawbacks are now nullified. Now you got some other options to consider. Do you...

...Go home?

Perhaps being here has made you long for where you belong at your home dimension. No fault for wanting to return there. You keep everything you have. Perhaps your home dimension has much to learn from what you gained here?

...Stay here?

Maybe you found a soul mate you were looking for? This world has much to offer, especially with the galaxy at your fingertips. Feel free to explore a happy life now that the world is in a new era of peace.

...Continue onward?

The galaxy is not enough, let's have the jump chain continue onward!

Notes:

Special thanks to everyone in the IRC. Especially the fluffy one, the one who digs eagerly, and that other eldritch abomination like myself. Also the others that looked at my jump and thought it wasn't all that bad.

V1.00 One last image added, Alien Builder done for now. 1st pdf version.

V0.75 Added images, Alien Builder, more perks and reworked an item or two.

V0.01 Started the document, got a decent part of it done, had it up for viewing.

