

Dream SMP

Jump By U/PriorPossible834

This... is an odd world, it can't seem to decide whether it is a collaborative piece of content created by a group of friends or a life-or-death struggle for supremacy in a deeply brutal world.

Whatever the case you will arrive on the same day as Wilbur Soot, a firebrand with a master plan to create and secure his own legacy.

Take these you'll need them

(+1000 CP)

Origin

European

You are one of the people who for reasons indiscernible in this world are called Europeans, in a few days I imagine you'll receive an invitation to join the fledgling nation of L'Manburg.

American

You are not a European this means that while you will not be welcomed in Wilbur's nation you are a citizen of the Greater Dream SMP and a personal if not close friend of its leader Dream.

Perks

All perks are discounted to their origins, discounted 100 CP perks are free instead.

General

Minecraft Physics (Free/400)

The Dream SMP operates on the same logic as the game Minecraft. How odd... your body as well as the world around you function according to minecraft logic giving you all the benefits of a player. This perk is free for this Jump but costs 400 CP to keep

Canon Lives (Free/600)

Like the people of this world you have a questionable relationship with death, when you die you will appear in the last place you slept restored to perfect health, however you can only do that three times. After you lose your third life, if you die you will end up in a personal limbo where time is distorted, if you are revived before 10 years pass in the real world you can continue your chain. This perk is free for this Jump but costs 600 CP to keep.

European

Orator (100)

You are a master of public speaking, being skilled in both political speech and debate. This allows you to at least pretend to be a capable statesman

Passionate Writer (100)

Your passion for whatever you are writing shines through allowing a reader to experience exactly what you feel about a certain topic, although this is simply elevated understanding rather than mind control.

Underdog (200)

Fate seems to have a soft spot for you, the more advantages your opponents have over you the greater your luck and tactical brilliance becomes.

This Is Now Mine (400)

Gaining legitimacy has never been easier! As long as no one lived in a location beforehand you simply claiming it as your property will be considered perfectly legal! Now

the nation that owned that land before you may not be too enthused, however...

Declaration Of Independance (600)

Once per jump you are able to declare independence from one of the restrictions on your powers. Say you have a power-up that damages you? You can declare independence from that damage and render it void.

American

Accepted (100)

Even the most bigoted and hateful person will judge you by your actions instead of any characteristic outside of your control.

Peaceful (100)

You are a remnant of a more peaceful time on this SMP, and if you want to remain peaceful everyone seems willing

to accept that. As long as you remain neutral all sides of a conflict will respect that.

Terrifying (200)

Much like Dream himself when he shows his dark side you can be batshit terrifying! This effect scales to your level of power and skill compared to your opponent.

White Flags At Dawn (400)

When you make an ultimatum it gets followed damn it!
When you make demands you find that the targets are more compliant than they really should be under the circumstances, this effect scales to how much power you have compared to the target.

Galaxy Brain (600)

Your mind is truly a thing of wonder... while there are many geniuses who will one day call the Dream SMP home you have only one equal Dream, while this doesn't grant you the knowledge it does give you a mind powerful

enough to one day understand even the building blocks of creation! Now if only you knew where to start...

Items

Three discounts to be used as you please

Resources (200)

Like most these days you have bigger things to worry about than resource gathering, but it would be a shame if you fell behind the times so have this instead. Every week you will receive a chest filled with all the items a Minecraft player could collect within 24 hours of work.

Jumper Manifesto (200)

This is a document that perfectly sums up your ideology in such a way that it could inspire a movement based on your ideals within days of being published.

Final Control Room (400)

Sometimes there's no choice and the thing you've fought for was never meant to be, in those situations, betrayal is sometimes the only solution. You can place the control room anywhere you would like in each jump, anyone who willingly enters the room can be killed with a push of the button in the center, you are immune. The circumstances of the deaths vary but this effect is absolute.

Hot Dog Van (400)

This is where it all began... in later days it will be almost nostalgic. This is a van with a stylized Hot Dog on top of it however internally it is a fully stocked Drug/Potion lab with restocking amounts of all ingredients you need to make any chemical you know how to make.

The Discs (600)

Please take these off our hands. It will save a LOT of trouble later on. These discs play the songs Melohi and Cat but they also have a strange effect on the people around them, it starts out as a passing whim, a feeling that

they would like to have these discs but if it is not satisfied it quickly becomes an obsession. If you use them for a trade or otherwise lose them you will receive a new set after one year has passed.

Your Own Symphony (600)

You are now in possession of a genuinely massive patch of land, the size L'Manburg would come to be after the war, it has an anomalous effect on people that encourages feelings of patriotism towards any countries founded here.

Companions

Wilbur (100)

An ambitious and deeply intelligent man, he decided to found his own empire on the Dream SMP and would be willing to (with some cajoling) travel with you to spread his legend across the Omniverse.

Tommy (100)

A rash and impulsive young man, Tommyinnit is easily driven by his passions. If you can befriend him he will gladly follow you to the ends of all realities.

Dream (200)

The unreasonably cunning and obsessive Dream has chosen to follow you for reasons that are his own, he says his goal is to learn everything in the Omniverse but you could swear that he seems happier when he's just having fun with you and the other Companions maybe there's more to him than you first thought...

Drawbacks

Getting Involved In The LORE! (0)

You must take the Dream SMP volume 2 Jump immediately after this one you will begin where you left off, if that jump hasn't been made yet disregard this message.

Generic Item Loss (300)

No fancy toys for you! You lose access to your warehouse as well as all of your Fiat-backed items from outside of this Jump.

Generic Power Lock (300)

Now you have to play by the same rules as anyone else, all out-of-jump powers you possess are out of your reach for the duration of this jump.

No Canon Knowledge (400)

There are a lot of twists and turns later on and we don't want to spoil the surprise, do we? You lose any knowledge you may have about the Dream SMP's canonical events.

No Canon Lives (600)

You have one life to give, will you find a true calling? You are unable to benefit from the canon lives perk in this jump and any One-Ups you may have are also disabled if you die and don't get revived. That's it

Dream's Ire (600)

Dream considers you a disruptive force to his server on the same level as TommyInnit he will turn his considerable mind towards finding a method to control you or failing that kill you.

Ending

Go Home

Stay

Move On

Notes:

Jumpable

Estimated work time: Three Hours...

I plan to make volume 2 soon enough however as you progress through the lore things will get more complex and the document will get substantially bigger.

The Font is larger than usual in case anyone with poor vision wants to read