



Porter Robinson Discography Jump
v1.0
by LJGV/Sin-God

Porter Robinson is a DJ, singer, songwriter, and record producer who lives in and works out of North Carolina. He has released multiple albums, collaborated with several different musicians, and is known for his stirring music, which takes electric and electronic sounds and uses them to inspire introspection and emotion, becoming an incredibly well-known figure in his particular musical area. This jump draws inspiration from Porter's discography and allows jumpers to take perks and items that are inspired by songs from all three of his albums: *Worlds*, *Nurture*, and *Smile!* :D.

This jump allows jumpers to enter a world that, if they wish, feels incredibly similar to the one many of them may hail from, or as a gateway to a world more in line with the various albums Porter has released, though they can also use this as a supplement to another setting. For the duration of the decade you will spend here you will have the chance to gain abilities, skills, and items that take cues from Porter's music.

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

Author's Note: This jump is extremely experimental but is intended to be a sort of love letter to the works of an artist who has inspired and filled me with hope at a time when I

truly needed it. It is my hope, first and foremost, that this encourages people to go and check out Porter's discography, but also I am someone who loves jumpchains and I often express feelings by relating things to jumpchains. There are jumps that have inspired this jump, most notably the *Inferno of Elegance* flamenco jump and the *Generic Power Metal Song Titles* jump.

Starting Location

There are a number of possible places this jump can allow you to visit. The first is a simple mundane Earth, with you selecting any year from 2014 to 2024 to begin this jump, with *Worlds* having released in 2014, and *Smile! :D* having been released in 2024.

The second option for visiting this jump is to go to a world that is colored a rather obvious Porter Robinson style hue, one filled with fantasy, anime, video game, and sci-fi elements. This generic world will be a pretty soft place tonally, but will have adventures for braver jumpers and will give them opportunities to both create art and also adventure.

The third option for this jump is to use it as a supplement, fully sending a jumper elsewhere but with perks and items from this origin tacked on as extra accessories. In this case if you take drawbacks from this jump they will still manifest in the new universe you end up spending a decade in.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

All origins are drop-in compatible. If you opt not to be a drop in then you gain memories keyed to the build you have in this jump, with perks and items being tied to your new in-jump identity in ways you can select freely.

Worlds [Free]

Porter's debut studio album is *Worlds*. This exploration of electric music and emotive soundscapes takes electric music in a new direction using it as a way to remember one's childhood and the fantasies that filled the minds of many who were children in the 80s, 90s, and early 2000s. This album is fantastical, cinematic, and nostalgic, taking electric music in a direction that many fans of the sounds associated with electric music weren't super conscious of. Selecting this origin gives you a free, subtle boost to your creativity when you are trying new things, and when you are encouraging others to try new things, as experimentation is a big part of this album.

Nurture [Free]

In the aftermath of the success of *Worlds* Porter felt pressure, writer's block, and even self-doubt when it came to music. It would take some time for *Nurture*, his second album, to come about and even more time for it to come out due to these struggles. This

album is intimate, introspective, and, for many, healing. Selecting this origin gives you a subtle, free, buff to all of your creative endeavors when you make them personal to you.

Smile! :D [Free]

Porter's most recent album *Smile! :D* was released in 2024. This album alternates between sincere, introspective musings on the nature and consequences of fame and more satirical takes that highlight some elements of celebrity culture. *Smile! :D* is a fun album that is often high energy, entertaining, and absurd. By selecting this as your origin you get a small but real buff to your ability to accumulate fame and notoriety.

Perks

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

General [Undiscounted]

Man And Machine [Free]

Technology can do wonders when it comes to enabling both the creation and the distribution of art. And few people know this better than you do. This perk gives you an impressive ability to use technology to create art, with this boosting your creativity the more technology you thoughtfully mix into your art. It's also easy for you to find relevant devices and technology, which can make the process of making art much easier. This buff is strongest when you use it to make music and to learn about making music but it's also universal so long as you are somehow using technology to make art of some kind.

Passion Of Youth [50 MP]

Much like a certain artist you find that even as a young person you possess both a true talent for creative endeavors, particularly but not just, music and you have the courage needed to go and put yourself out there even when many of your peers your age or younger would be afraid. This courage has a curious tendency to be rewarded, and you find that even if what you create isn't perfect the act of having the courage needed to share it will be rewarded in ways that help you in the future, be it making friends out of peers in your industry or inspiring people to create new opportunities for young people. Your age will not stop you, and can even inspire creatives in your age group to do the same thing. This perk takes your jump age into account and factors in things like how young you'd be for a member of your given species.

Spitfire [50 MP]

You have a curious level of talent when it comes to mixing together expressions of creativity. You're not defined by genre or by medium and you find that you are able to blend different genres and expressions of creativity into one seamless package in ways that keep audiences guessing and entertain and enthrall people. One easy application of this is an ability to put out music that blends genres, but other applications include making paintings that mix different styles or writing books that seamlessly weave together different genres and perspectives, and of course this is quite nice when you move to do creative, multi-media works. Purchasing this perk also improves the chances that the first time people encounter your works will come across something that vibes with them specifically, improving their impressions of what you do and making them more likely to become fans of your works.

Clarity [200 EP]

Clarity has a curious history as a track, with it beginning as a collaboration between Zedd and Porter (though Porter would eventually ask to be removed from the song's credits) that for years was not something that was widely known. That said the song is among the most famous songs in its genre, and is a beautiful, well-known and incredibly well-received work of art. You have an ability to collaborate with other creatives that well and truly inspires them, moving them to be in top-form and they have an ability to inspire you and to push you to be at the top of your game. The more creatives you work

with the more clarity you all feel, and thus the more spectacular the end result of your collaboration will be.

Worlds

Lionhearted [100 MP | Free for Worlds]

Courage and authenticity are important for both jumpers and creatives. By attaining this perk you gain an unflappable heart and a mind that can withstand fear, granting you the courage to move through real fear and an immunity to supernaturally induced fear.

Never again will fear stop you from doing something, whether you're afraid of initiating a social interaction, afraid of failure, or afraid of a giant spider that stands between you and a friend in trouble, you'll have the courage you need to stand up and act.

This perk also makes you resolutely immune to peer pressure, such that even the consequences of peer pressure don't work on you.

Fellow Feeling [200 MP | Discounted for Worlds]

You have the power of empathy. You can see in others what they hide and what they seek, and you can reach out to them even in the midst of a chaotic scene and let them know that they have been seen and are found. You're also quite skilled at showing others what you're hiding, what you're seeking, allowing them to see the true you and to become your fellows in ways that matter. With this you can easily deepen your connections to others, and help show them that you mean them no harm.

Flicker [400 MP | Discounted for Worlds]

But sometimes people don't know what they're seeking. And when you come across someone in need of a helping hand in terms of finding themselves and learning who they want to be, all you need to do is tell them *Watashi wa chōdo nani ga jūyō ka mitsukeyō toshite iru*. Well, not literally, though you certainly could if you wanted to do so. Instead you have a keen, actively supernatural ability to help others figure out what, exactly, is important to them.

When you encourage someone to look for what matters to them they will do so. How effective this will be depends on them but their closeness to you (and vice-versa) and/or how much they respect you (and also vice-versa), will serve as a bit of a buff, meaning that if you tell this to your best friend, or a sibling you care for, it'll be quite powerful. This also gives anyone this perk is used on, yourself included, a buff to their effectiveness specifically keyed to things that matter to them. This buff scales to match how important the thing in question is to them, with the buff making you half again as good at the things that matter the most to someone benefitting from an instance of this perk and then scaling downward proportionally to the loss in how much a given thing matters to them.

Sea of Voices [600 MP | Discounted for Worlds]

The power of transcendence is an enviable ability, and *Sea of Voices* is all about that. It's about transformation, shedding physical limitations, and moving towards something new. You now possess the power to help others transcend.

This immense power is not easy to pull off but by doing a ritual with someone else you give them the ability to transcend in a limited but real way. The people you do this ritual with find what holds them back will gradually disappear over the course of the next few days, allowing them to enter a new phase in their lives. How powerful this is depends on

how many people you've done this ritual with in the past (whose voices become the sea of voices that surround you when you perform this ritual), and how close you are to them, with your closeness making the ritual more powerful.

At a minimum this ritual is powerful enough to do things like erase debts (provided the debts aren't enormous; to the tune of hundreds of thousands of dollars or the equivalent of that amount of currency in future jumps) and give people new jobs in line with their skills and interests. Each time this ritual is successfully performed an echo of someone's voice is added to your sea (and this echo persists across jumps so you don't have to worry about starting from zero with this ritual in future jumps), and it becomes a little easier for you to push the ritual in a direction similar to and stronger than the ritual was when you last performed it. As you perform this ritual over and over, adding new voices to the sea, the ritual becomes stronger and it becomes easier for newer and newer effects to be possible through the ritual. You can influence the direction these effects manifest in, and as the sea of voices will do a lot of work to heal people and change places for the better, pushing all things towards harmony and a shared, positive destiny.

Voices added to the sea stay with you and when you are quiet you can hear them in the back of your mind, singing a song that resonates with your heart and helps you stay centered, able to envision a better future.

Nurture

Musician [100 MP | Free for Nurture]

For some people the act of creation is itself a joyous, wonderful, celebratory thing. You are one such person.

This perk gives you knowledge of how to make music, a knowledge base which will update in future jumps, but more than that it makes the process of creating things restorative to you. Making things, from music to plays to potions to meals, is healthy for you and fills you with an incredible, but healthy, rush of joy and excitement. This also, minorly, improves your ability to make a living through acts of creation. All of these effects are strongest when applied to music but they are fairly universal so long as what you are doing involves creating something.

Look At The Sky [200 MP | Discounted for Nurture]

Creative endeavors are challenging in ways that direct, physical battles aren't. The dangers that affect creatives are an altogether different sort than the kind that many jumpers fear. Everyone can experience creative burnout, even you, but this perk gives you a guarantee that you'll recover from creative burnout and even turns that recovery process into something that nurtures and bolsters your creative spirit and inner font of creativity.

Lifelike [400 MP | Discounted for Nurture]

There is something curiously authentic about your creations, jumper. When you create something and pour your heart and soul into it, it becomes more lifelike, gaining qualities reminiscent of life, and being boosted overall in terms of quality, and the closer these qualities hue towards you the stronger this becomes. If you were writing a song about joy and you were a joyful person this song would fill those who hear it with a shadow of the joy you feel, and the song itself would be more beautiful and moving for being closer to who you are as a person.

Mother [600 MP | Discounted for Nurture]

It would be unfair and unwise to pretend that parenthood isn't one long, messy, act of creation. Becoming a parent and/or parental figure is a difficult, taxing, important, and yes, creative, process. It wouldn't be fair if you were good at creating music but not providing love and support for your family. This multifaceted perk first and foremost gives you truly incredible parenting skills, from a deep well of patience and compassion to knowledge of what your children need to be successful and to feel loved, two critical parts of being a good parent.

Secondly this perk gives you the ability to use crafting perks in child-rearing, translating them into helpful abilities related to child-rearing. A perk that reduces how much material you need to craft something becomes an ability that allows you to keep your children healthy and whole with less food, while a perk that gives you the ability to use more materials as a way to bolster the quality of a created object allows you to turn the act of spending time with your children into bonding that fills them with joy and admiration for you and pushes them move towards both their own potential and who you'd want them to be.

Smile! :D

Kitsune Maison Freestyle [100 MP | Free for Smile! :D]

Kitsune Maison Freestyle is notably satirical but this perk's effects aren't. With this perk you can find unironic joy in consumerism and materialism, experiencing real moments of contentness and peace when you make a purchase that brings a smile to your face.

Beyond this your creative endeavors are noticeably buffed when you engage in consumerism and materialism. If you're wearing the latest fashions and you spent big bucks on your outfit (and/or if your outfit is fiat-backed) then everything creative you do becomes better, proportionally to the amount you spent on whatever is on your body, as well as proportionally to how fashionable your fit would be considered. Fashion works, jumper, and you know that better than most. These buffs also make your works more likely to become successes in ways that make you famous, such as songs becoming more catchy the more you lean into this perk, increasing the likelihood that your creations will go viral.

Knock Yourself Out [200 MP | Discounted for Smile! :D]

Fans have a warped perception of those they are fans of. Normally this is something negative, but this perk allows you to turn that into something positive. You have a supernatural awareness of perceptions of you and you know how to positively lean into them in ways that can either strengthen them or push them in more healthy directions. With this you have a naturally keen ability to create artistic personas, and can more easily separate your art from yourself, which can be quite healthy for an artist.

This perk also allows you to derive satisfaction from the work related to life as a musician, such as going on tours and constantly creating new works, making burnout less likely and also allowing you to find true happiness in the constant work that goes into your life if you choose to embrace this lifestyle.

Smile! :D [400 MP | Discounted for Smile! :D]

For a creative, life itself can be an inspiration for their greatest works. You are exceptionally talented at drawing in inspiration from your life into creative wellsprings from which you can tap and find ways to create things that your audience will respect, appreciate, and find evocative in ways that reflect your emotional state when you make them (and take into account the emotions you hope people will feel when they consume something you create). When you make art that is personal to you it will touch people's hearts, even if it's imperfect, and the impact will be all the more significant for it. The more intimate and true-to-life you make your art the more intimate the impact it'll have on your fans, both old and new, as they come to see you in new, thoughtful lights. This also makes things you make that are evocative more likely to end up in the hands of those who need them, which in turn improves the likelihood that someone could end up becoming a fan of yours.

Cheerleader [600 MP | Discounted for Smile! :D]

Being a famous creative is difficult in a lot of ways. The more famous you become, particularly for artistic endeavors, the greater the pressure you face and not just from yourself but from your fans. It is easy to crumble under all this pressure, but this perk serves to help alleviate that. This gives you a small, personalized buff for every fan of

yours, one that is personalized in the form of its potency being dependent on how much of a fan they are of yours and secondarily that the area where this buff is the strongest is keyed to what made them a fan of yours. Essentially someone who is a casual admirer of your modelling career will give you a small buff to your attractiveness, while someone who is a huge fan of your music will give you a significant buff to the quality of your abilities as far as musical composition goes. These buffs follow you across jumps.

Items

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

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

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

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

Worlds

Fresh Static Snow [100 MP | Free for Worlds]

This glass case contains beautiful ornate snowflakes. These snowflakes can be attuned to someone, either you or someone else (at your discretion), when you or the person who is attuning to a snowflake touches it. These snowflakes are perfect, unmeltable, and static, and if you're attuned to one it will point you in the direction of someone who'd be a perfect fit for you. What perfect means in this context is up to you, it can be someone who'd be a perfect friend, a perfect romantic partner, both, or what have you so long as it's an emotionally significant connection (and when attuning to the snowflake you decide what kind of connection you're seeking). As you move closer and closer to this person the snowflake slowly warms up, and when you're face to face with them it'll melt. You'll know this has happened even if you aren't holding the snowflake in front of you when it happens. When a snowflake has melted another one will appear in the case, and it holds up to five at a time.

Sad Machine [200 MP | Discounted for Worlds]

This piece of technology is a rather curious thing. This robot is your perfect partner, someone who has the appearance, intelligence level, and personality that makes them an incredible match for you in any area you'd like for them to be a match for you. There's a strange sadness to them in quiet moments, and if pressed about this they'll reveal a fear that you're going to leave them someday, if not through genuine willingness to leave then through death.

This robot is especially good at things that are natural compliments to your skills, such as being a particularly good piano player if you happen to be a gifted singer, or being really good at camera work if you're a talented actor. They also write music and are an uncommonly talented composer when it comes to making electronic music.

Goodbye To A World [400 MP | Discounted for Worlds]

This is something that, in the right worlds, and even in the right moments in history in a mundane Earth, is cataclysmically powerful. This simple program is something that ends digital things. It ends digital worlds, digital beings, websites, and applications. It manifests however you need it to manifest, be it in a USB stick, as a computer file you can email, in a floppy disk, or in appropriate ways in futuristic worlds. Using this item,

be it plugging into a computer, sending it as an attachment in an email, or installing it onto a server, deletes what you wanted to delete, and this item has a curious effect that smoothes over and prevents unwanted side effects from rippling outward, making the deletion of problematic or dangerous things only as silly in scope as you intend for it to be and not, for example, unleashing a whole host of viruses being held back by an AI you deleted, or permanently destroying someone's precious memories they had stored on a website you deleted. This helps people accept what you've done, and also allows digital entities you're deleting to feel a sense of peace and acceptance as they vanish.

Additionally, the more powerful the deleted thing happens to be the harder it becomes to recreate it. If you delete a single instance of a simple virtual assistant that's one thing, but if you use this to delete a super intelligent AI that was the result of decades of computing and secret government programs, well... recreating it would be essentially impossible.

Nurture

Meadow [100 MP | Free for Nurture]

From here on out you now own a lush green meadow that naturally resides inside your warehouse (or whatever equivalent you happen to own) but can be summoned to anywhere appropriate (you can't summon it in a desert, but you could summon it in a park for example). When you lay face down in this meadow you begin to recover faster (and this goes for anything that is naturally restored over time, such as stamina or creative energy) and experience minor surges of creative inspiration. Once per day you can lay down in the meadow and begin to channel a significant boost to your creativity that grows stronger the longer you let yourself lay face down. You can freely allow others to get these benefits as well.

Mirror [200 MP | Discounted for Nurture]

This item is a simple object with a powerful deeper meaning. It is a simple, unadorned mirror. When you look into it you can see and clearly hear your inner critic, the small voice inside of you that needles everything you do. This item gives that critic a chance and a place to materialize and turns them from a harmful, negative foe into something altogether more useful: a voice that can allow you to consciously hear and contemplate what you fear, what holds you back, and work to unpack and overcome it. By listening to what this critic has to say, processing it, and working through it you can not only free yourself from these fears and doubts but also, very importantly, figure out how to become more creative, how to refine your creations, and also make your inner critic into an ally who helps you move towards your truest, most fulfilled self.

Dullscythe [400 MP | Discounted for Nurture]

Well... not STRICTLY a scythe. This is a tool. Its form depends on what you need. By default this is a scythe but with a moment's intent it can become anything you need it to be so long as it's a tool that plays a role in creating something. It can be a paintbrush, it can be a pan, it can be a canvas, it can even be a tool for gathering things that are needed to create other things, hence its ability to be a scythe: a tool used for gathering crops (which can be turned into delicious meals). There's a quirk to this item's appearance that makes it seem subpar in some way, but despite the appearance of the item the actual use of the object in question is never negatively affected.

This unusual tool has a very strange property. The longer it takes to do something the better the end result. With it the more time you spend on a task the greater the end product will be, whether you're using it to write a paper, to cook a meal, or to make music, your patience will be rewarded if you take your time. If you need something that is both high-quality and quickly created you can instead use this item to inflict frustration and other negative emotions on yourself, with the more intense the emotions causing your final product to become proportionally better. These feelings fade when what you're using the dullscythe for is finished.

Smile! :D

A Simple Cup [100 MP | Free for Smile! :D]

This simple cup contains a “Magic Potion” that tastes different to every person who drinks it and is delicious to them.

Whenever you feel unfair demands, such as someone demanding that because you are famous you somehow have less of a right to privacy than someone else or when someone questions you about when you plan to release your next creative work just minutes after you release something, a new drop is added to this cup. By drinking this drink you induce a state of healthy relaxation in yourself (or whoever you share this cup with) and enter a state of mind where you find your luck boosted in proportion to both your level of fame and how much of your drink you’ve drunk. This cup becomes more elegant and fancy looking based on your fame. In the healthy state of mind you enter when you down this drink you can spot unhealthy habits and excise them from yourself, and others who you allow to drink from this cup can do the same thing as well.

Perfect Pinterest Garden [200 MP | Discounted for Smile! :D]

This pristine, Pinterest-worthy garden, is in the back of an equally Pinterest-worthy home. This special home is beautiful, perfect for you, and has a very powerful SEP field around it that prevents people from tying it to you in all but the most mundane ways and when you’re in it things like fame and social power do not matter. In this home you are free from the negative aspects of fame and notoriety, with your career and the like not following you in any meaningful and especially not in any negative capacity. The exact make of this garden and the home attached to it are keyed to you, with it reflecting the perfect sweet up between internet aesthetics and your personal tastes. In this home fame doesn’t matter. Even when the outside world tries to impose on you due to your fame the efforts made by such people and forces are weakened, with this effect growing weaker the longer you stay in your home without going outside. If you’re famous you may well have responsibilities that truly matter, but you still need and deserve a break from time to time. This home will ensure you get the breaks you need without overly encouraging laziness.

Mona Lisa [400 MP | Discounted for Smile! :D]

This beautiful painting is a perfect replica of the painting with which it shares a name though it has a rather curious quirk. As you grow more and more famous this painting gains the ability to attract obsessive, unhealthy energy your fans and admirers have towards you which manifests in the form of the painting becoming dirtier. If you take care to maintain this painting, cleaning it carefully, then the obsessiveness and other forms of unhealthy energy people have will dissipate and become a healthier, more positive energy, causing members of your fanbase to have healthy, thoughtful relationships with your works and with you rather than needy, parasocial ones. Now if for some reason you want to CULTIVATE obsessive energy then you can allow the painting to become more and more dirty. This can certainly be handy for some jumpers but it should only be done carefully and with great consideration. Cleaning the painting will never take long and will never damage the painting, and no matter how dirty it becomes the aesthetics of the actual painting itself will always remain pristine and untouched, with the dirtiness contained to the painting’s frame.

Companions & Followers

Companion Import/Companion Creation [50-200]

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

New Friend [50]

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

Drawbacks

Another Universe [0 MP]

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

Extended Stay [Varies]

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

Lockdown [Varies]

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

Writer's Block [100 MP]

Ah writer's block; that perpetual foe of writers and creatives everywhere. The way this drawback works is that it makes you suffer from writer's block regularly, with this being especially nasty in the wake of the successful completion of a creative work. This is overcomeable but it will take actual effort on your part to overcome these stints of writer's block.

Back Up Plan [100 MP]

Until the day that you make it big with your creative endeavors people will pressure you to try and live through a back up plan, be it working in an office, at a minimum wage job, or doing odd jobs and the like. This pressure is something a committed enough jumper can ignore but until you start making money with your music you're gonna feel it looming over you.

Polygon Dust [200 MP]

Oh boy... Well with this artistic works all become significantly more subjective. This is especially true for artistic works you create. Because of this, prepare for people to delightfully add not only meanings you have no idea how they arrived at to your works, but for, on occasion, people to wildly misinterpret both your art and what you do. This can certainly be a less than fun experience and if a particularly bad take goes viral you can expect to feel the less than fun consequences of that touch you in some small, but still not great way.

Wind Tempos [200 MP]

This drawback makes the creative process you go through wildly more chaotic, with it being different for every form of art and other sort of creation you are attempting to make. This can be exciting, at first, but it is also deeply frustrating to have to work out how best to get your creative muscles going.

New Win Condition [400 MP]

This drawback causes you to have a new win condition if you want to leave this jump. If you take this drawback you need to make it big in the music industry, becoming a chart-topping musician of some sort, before you can leave. The exact mechanics of this will be up to your benefactor and you to decide but it must be something that marks you as a global artistic force, someone who is an iconic and genre-defining figure. If you take this and visit a world that lacks global musical institutions then you can get an extra 400 points as you are required to make such an institution, help it gain global prominence, and then independently become a figure whose music is immortalized in said institution. You cannot leave until you have done this, and if you have done this and have taken jump duration extenders then they kick in when you've completed this initial win condition.

Unfold [400 MP]

You constantly feel the weight of the journey you've gone on, and are reminded of your past in ways that are sometimes flattering but often aren't. This is emotionally painful, frustrating, and happens at truly the worst times (sometimes even stunning you in the middle of something), but it can also be a way for you to remember how far you've come if you find a way to stay centered when you are reminded of some of your most heart-wrenching moments. The key to overcoming this often painful drawback may lie in finding a way to remember personal growth even when it's hard, which can help with lessening the impact of this drawback when it rears its ugly head.

Natural Light [600 MP]

This is another alternate win condition drawback. This time instead of focusing on fame and global acclaim the key to this new win condition is something altogether more intimate. By taking on this drawback you need to find a way to push for new meaning

and direction in electronic music. In some ways this will require you to embark on a Porter Robinson style musical journey, with you having to find a way to make a sound that is uniquely yours and tied to your heart out of electric soundscapes and musical tools, creating something that reflects your nature as a jumper within the scope of electronic music. Maybe for you it'll be creating sweeping electric orchestras that blend historical soundscapes with the tools available to digital musickmakers. Perhaps you enjoy making electronic music that fills the heart with the adrenaline of a race or a hunt. Whatever it is that speaks to your soul, making it is only one part of this journey. The second part is developing an audience for this music. This is not a matter of the size of your audience, but rather the joy they derive from the music you make. Your music must touch the hearts and change the lives of at least 25% of your audience by the time you finish this jump. This will be measured independently of the audience you cultivate and impartially, so this drawback can't be gamed. If you possess anything like mind-controlled followers or people who will do and feel anything and anyway you tell them, they will not count for this.

Knock Yourself Out XD [600 MP]

Oh no, someone heard this and decided to take you up on this offer. This is a rival drawback, creating someone who wants to be better than you in every way and who has an ability to needle you about your insecurities in ways that actually do hurt, though for the most part this person is just jealous of your musical talent and views you as a rival. It doesn't help that this person is quite musically gifted and ready to use that against you.

This person wants to best you and has a deeply unhealthy, powerfully parasocial relationship with you, but they also bring out some of your worst traits and you can expect to see them regularly for the duration of the jump. They have an ability to survive impossible situations and an uncanny, unconscious ability to seek you out. They don't want to kill you or otherwise end your chain (at least not by default, but their feelings can go in that direction depending on your actions), but so long as you're both around they'll find ways to annoy you and generally just worsen your day. Have fun!

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

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

Notes

-Changelog: This jump document was created on May 16th, 2026. I definitely thought I had an early Porter Robinson document created, but searching for it revealed nothing so that's great, lmao. This document came together over the course of one day, July 21st, 2026, but before that little bits of editing and the like took place. On July 21st, 2026, I woke up, felt a twitch in my soul, and knew that it'd be Porter Robinson jump day. And I was right! That's nice.

-If you've never heard Porter Robinson's music, use this as a reason to go fix that. Be warned though, I'm often not extremely emotional but listening to this man's songs gets me. It may get you too.