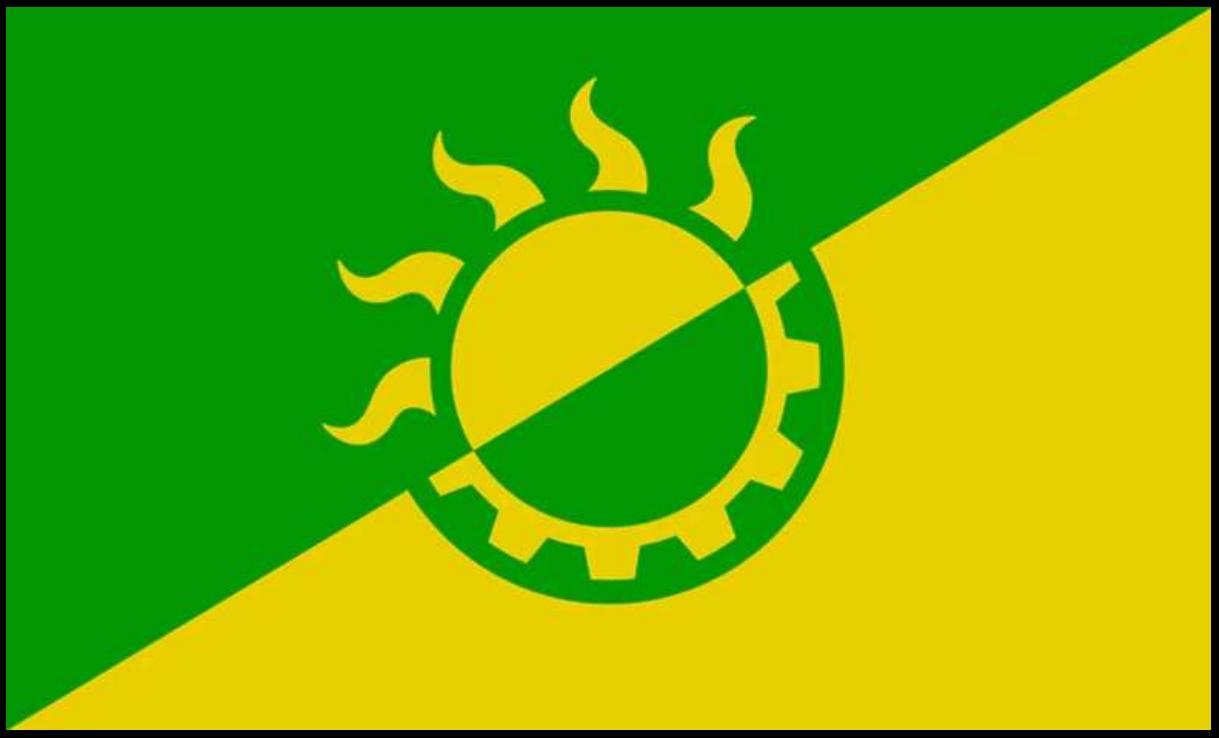


Generic Solarpunk Jump
v1.0
by LJGV/Sin-God

Imagine, for just a second, a modern cityspace. Do you see much in terms of greenery there? And for a moment, picture a countryside in your mind's eye. Is there a lot of technology there? For many there's many vistas that are places of absolutes. Large cities tend to be devoid of nature in all but the most performative ways and many find that technology ruins or cheapens places that have been given over to nature even when the place in question is supposed to be used to help human life (such as a farm's acres). This effect is especially pronounced when we think about cityscapes.

For many years the unconscious image of cityscapes has become increasingly technological, more and more of a dizzying, modern assault on the senses. Loud places of gray and silver chrome and metallic blurs. As cities have become larger and in the minds of many dirtier, or at least less clean, there's been an increase in depressing literature and ideas about the future of humanity that are bleak and depict technology as a dangerous, scary thing that threatens something fundamental about humanity and promises to change us in frightening ways. Thankfully just as cynicism has arisen so too have optimistic visions of tomorrow.

Solarpunk is a genre of speculative art and fiction that, etymologically speaking, seems to originate from a blog post published in 2008. The key characteristics of solarpunk art and literature are that they centers visions of a sustainable future for all, with them being tied to hopepunk and usually depicting futures that are essentially the opposite of the future as envisioned by cyberpunk art (wherein advanced technology, and the continuing advancement of science has led to a concentration of power and marked social collapse and destruction). In Solarpunk visions of tomorrow technology is used ethically and responsibly as part of a social and cultural shift that leads to a world

wherein more people than ever get the help they deserve, need, and are able to live happy, fulfilling lives. These worlds are not perfect utopian societies but they are walking in that direction due to people working to marry sustainability and science, and societies making choices that put life, in all of its forms, above short term profit, fame, and individualism.

As a generic jump you can choose to pair this jump with other jump documents and use this as a supplement, allowing you to purchase perks and items from here while choosing how strongly this fusion affects the other setting (or vice-versa), or you can spend a decade in an original world informed by this aesthetic, art, and literature subgenre. If you visit an original world informed by this jump document then you will be visiting an Earth that isn't necessarily technologically that far ahead of any Earth in the 2020s or 2030s, but has become a brighter, more optimistic place due to a cultural shift that is unifying people and pushing people towards a brighter, happier, shared tomorrow that works for as many people as possible.

It'll be up to your benefactor and you to make important decisions about what this world would look like. You'll have to decide if the entire world has been Solarpunk for a few years, or even a decade or if you're entering this reality right when communities, some notable and some not, have decided to embrace a solarpunk mentality and are doing the difficult work needed to transition from something fully modern, which has both ups and downs, to a more positive, solarpunk future.

A solarpunk world is not free of dangers, difficulties, and crime. Just because more people than not have committed to creating a sustainable, equitable future doesn't mean that sicknesses have gone away, or that there aren't corrupt business people hoping for a chance to exploit the concentrated generosity and open-heartedness of regular people. Still, solarpunk suffuses this reality and while the dangers are real and the challenges promise to force people to make difficult decisions, a spirit of generosity, adventure, and a hope for tomorrow touches everything and is present in most people. Together a better tomorrow IS possible, and a world where everyone is treated with respect, afforded dignity, and where nature is as treasured as cities and bastions of scientific progress, is worth fighting for.

For the next decade you'll be able to explore a brighter, happier world. Hopefully when you leave this place you'll take something from here that helps you bring hope, progress, and sustainability wherever you go next, jumper.

Take 1000 Solarpunk Points to fund your adventures.

Author's Note: *Solarpunk! This is, in many ways, a sequel (and hopefully an improvement) to Generic Optimistic Near-Future, another of my works that has the same spirit of scientific delight and positivity, set in what should be a fairly close-to-modern world but with everything infused with a brighter, more joyful energy. I hope you enjoy this! The image up top is a solarpunk flag. To celebrate Solarpunk in one of its most iconic forms I will be decorating this jump with solarpunk images from the Story Seed Library. Enjoy!*



Solarpunk Lagos by Oboh Moses.

Starting Location

Feel free to select your starting location freely. Here are a few possible locations you might spawn in!

1. *A beautiful parade. You start your time in this setting on a riverwalk as a parade passes by. The parade is a commemoration of the passage of a critical bill protecting the river behind you.*
2. *A colossal library in a small town. The inhabitants of this small town rallied around the library and talked a local businesswoman into agreeing to fund the library for a year. A journalist from a nearby city heard about this and interviewed both the head librarian and the businesswoman and the story got many people from all over the state to come by and tour the library.*
3. *An expo in a big city. Your adventure here begins in front of an event center looking at a receptionist who asks you for your event pass. You check your pockets and sure enough there's a pass in there. You are attending an expo run by major businesses that are advertising some of their newest, cutting edge technology.*
4. *At the sight of a natural disaster. Your eyes open and you see emergency response crews working to rescue survivors of a major disaster. Many of the people you see are regular volunteers but they are aided by impressive machines that do the work that is dangerous for people, such as moving debris and clearing out damaged buildings. The sight of so many people and machines working together is oddly inspiring.*

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.

Scientist [Free]
Technology has played an incredibly important role in allowing mankind to seize the future. Thanks to science and technology humanity does not have to give into despair when sickness seizes us, or when a natural disaster threatens our homes. Science and technology have allowed mankind to grasp tomorrow, and to not only enhance our own lives but to protect non-human animals as well. Visions of tomorrow are seen most clearly in the eyes and hearts of children and of scientists and many recognize that there is something fundamentally child-like, in the best ways, about many scientists and the process of scientific discovery. The people responsible for the technology that transforms the world are scientists, inventors, and innovators.

This origin is for those who wish to invent the means to change the world and to create a brighter, happier future by fixing the world in ways that go beyond political action. Politicians and protectors of people alone cannot invent the devices that make tomorrow happier, that give people new leases on life and more. If your vision of tomorrow is only doable through a scientific revolution, this origin is perfect for you.

Politician [Free]
Technology and science allow people to dream about tomorrow but the technological means to make the world better already exist. Some of the voices that matter the most when it comes to creating a future that works for everyone are the voices in the town halls, in the mayor's offices, in Congress, and in other places of power.

This origin is for those who know that we don't need an impossible technological discovery to create a better world, we need people in charge to do things, big and small alike, that give power to regular people. A solarpunk future doesn't rely on a once in a generation scientific innovator inventing some technology indistinguishable from magic to the average onlooker, it just takes politicians and others in places of power setting aside short-term interests and advocating for a world that is still worth living in, in a century. You are now one such politician, whether you're a community organizer or an already elected person in office able to create and argue for pivotal pieces of legislation that can affect the future of entire communities.

Soldier [Free]
Creating a brighter tomorrow, a shared future filled with hope and opportunity for all, was and is a group effort. Though scientists and politicians played absolutely indispensable roles in the days that followed the movement for a tomorrow we could all share, soldiers of various sorts also worked and did critical duties.

In this context the term “Soldier” refers to those on the frontline of a real, though not always physical or violent, conflict. This origin encompasses soldiers, law enforcement, judges, and others who were involved in disputes, violent or not. You were, and are, someone who deals with people, the law, and the not fun intersection of the two, tasked with protecting people and holding those who’d selfishly endanger nature or other people (or both!) accountable.

Perks

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

General [Undiscounted]

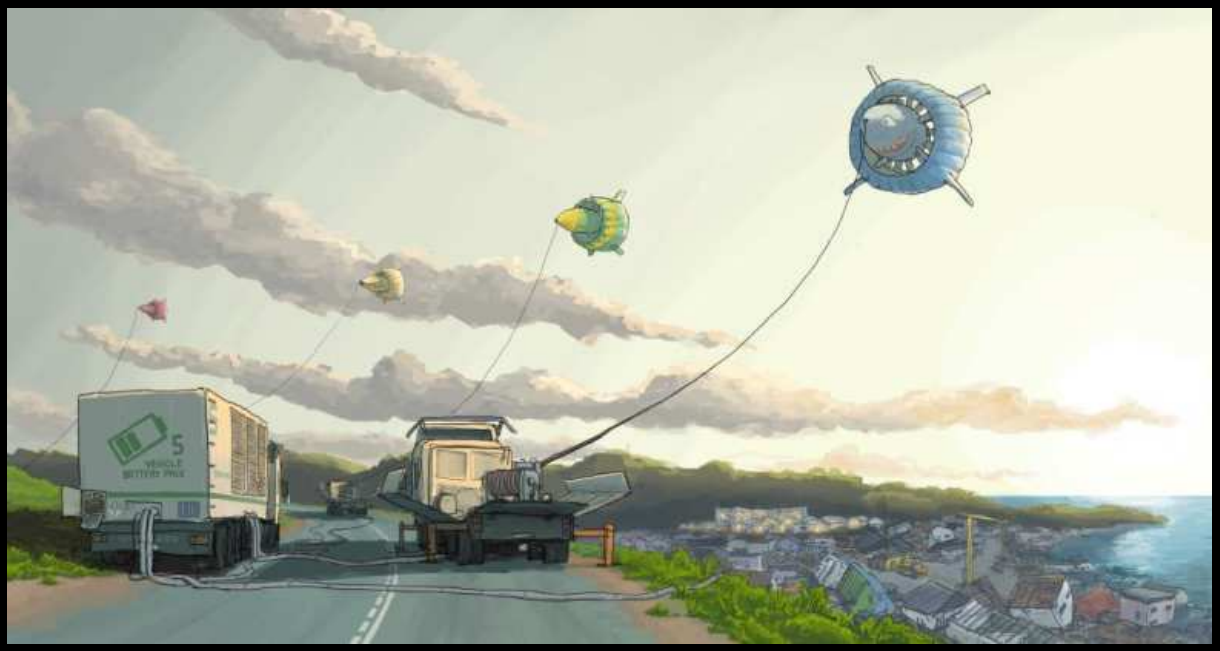


Desert Power - Charging by Scandinavian 101

Putting The Punk In Solarpunk [50]
The “Solar” part of “Solarpunk” is very easy to understand: it refers to clean energy, ethical technology, and the championing of an ethical intersection between science, technology, and nature. So what does the “Punk” part do for solarpunk?

Well, traditionally, the punk half of solarpunk has referred to a lot of different, related ideas. One of the most common ideas inserted into the second half of solarpunk is a general sense of do-it-yourself and self-sufficiency pluckiness. This perk gives you a notable boost to any attempts to do important stuff yourself, be it learning how to maintain a vehicle, building a home for yourself, growing your own food, or anything like that. If you want to be a hermit who enjoys the tranquil beauty of nature and technology intersecting just right in this reality, this perk will make that significantly easier.

Scientist



Emergency Wind Power Generation Unit by Scandinavian101

Science of Solarpunk [100 SP | Free for Scientist]
This perk is a two-parter. The first part asks you to select a field of science that you'd like to be absolutely top of the line in, be it chemistry, genetics, biology, engineering, robotics, etc. You become a masterful scientist in your chosen area of expertise (and if you purchase this perk again, which will be undiscounted you can select another field of science to be a genius in!). The more specific the field the more in-depth the expertise and genius you gain happens to be.

The second part of this perk is that you gain an almost supernatural understanding of the environmental impact of your inventions, your work, and your research. With this you can skip all environmental research that needs to be done that touches on work you're doing, with you able to automatically and perfectly understand what your work will do to the environment. If you tell people the truth about such effects your work will have you can skip any environmental busywork (such as environmental impact surveys) you will be required to do otherwise. You can also do this to other people's works you're brought on, whether as a consultant (perhaps of the environmental variety) or as a full partner.

Heliacal Healer [200 SP | Discounted for Scientist]
You have a very specific focus and area of expertise, in addition to anything you may or may not have chosen if you took *Science of Solarpunk*. Your technology is incredibly good at healing. This applies to the environment and to any other sort of healing any particular field of science you're knowledgeable in could be relevant for. As an example of this if you're a roboticist you're incredibly adept at creating impressive, cutting edge prosthetics, and maybe even nanomachines that can help administer medicine. This effect is even stronger when you apply it to efforts to fix or at least help the environment. If you're a chemist you could create medicines for all sorts of devastating diseases when it comes to helping people while creating remarkably environmentally

friendly synthetic materials, and inventing tools that break down, alter, and transform pollutants into something good for the environment.

Biodegradable Builder [400 SP | Discounted for Scientist]
You have the ability to build things out of biodegradable materials. What kinds of things? Anything you'd otherwise have the knowledge, skills, and/or perks to build. This means that you could, potentially, build a sword, a rocket, or a robot out of biodegradable materials. Things made out of biodegradable materials using this perk as their core are not in anyway inferior to objects not made out of biodegradable materials and indeed the less sense it makes for something to be made of biodegradable materials the stronger a holistic buff it gets from being made of those materials (particularly if it interacts with an equivalent of itself not made of biodegradable materials such as if you're using a sword made of these materials and clashing with someone who is using a metal sword).

Beyond this you can transform anything you own and/or made yourself that wasn't formed from biodegradable materials such that it becomes made of them.

Solarpunk Saint [600 SP | Discounted for Scientist]
One inventor (probably) won't change the world over the course of their lifetime (barring Out of Context shenanigans), especially if said "lifetime" is a decade or a similarly short stint of time. That said there's just… something about you, jumper.

You seem to truly embody the most positive, most critical facets of solarpunk. You remind people of the beautiful potential of hopeful communities coming together, embracing change, and moving from stagnant cynicism and pessimism to a more positive, action-oriented view that respects and honors both science and nature. And you are absolutely incredible at blending nature into technology and vice-versa, capable of creating remarkable biotech that operates at considerable scales so you can clean the environment, protect communities, and bring nature back even in places where nature has been all but eradicated. It is significantly cheaper (both resource wise and time wise) for you to invent technology that operates on considerable scales, such as power plants that can supply entire communities or more with sustainable energy and your technology that operates at higher scales is more effective, allowing even just your work to help create sustainable, environmentally-minded communities.

Perhaps the most important facet of this though is that the work you do in this vein inspires others to follow in your footsteps. When people see the inventions you make they realize it's possible for them to follow in your footsteps and take after you, motivating them to go and take action to create a safer, happier, more ethical future. If you personally take such figures under your wing and teach them personally you can share lesser copies of perks related to environmentalism, healing, science, and hope with them, which could allow them to spearhead a movement that allows whole worlds to benefit from the best of solarpunk in the future.

Politician



San Francisco's Civic Center by Taylor Seamount

No Small Parts Only Small Actors [100 SP | Free for Politician]
Using an expression from theater and acting as the name of a politician's perk feels a bit funny, but that title really embodies what this perk does quite well. You are incredibly persuasive when it comes to people and getting them to do small and simple tasks, such as registering to vote or writing a letter to their representatives. If someone uses you as the face of a campaign to get people to recycle then that campaign is almost guaranteed to succeed. If you take to the air and tell people to tag their representatives in social media posts about important matters in their community, they'll do it.

You're an incredible communicator when it comes to emphasizing the power even singular individuals possess to initiate change, and when you're using this to push for things that benefit everyone you are so persuasive you can even move selfish villains to do the right thing, at least on a small scale. Just because someone is only one person doesn't mean that can't be the first snowball in an avalanche, and you are exactly the right to remind them of that!

Community Maker [200 SP | Discounted for Politician]
The politics of solarpunk prominent advocate for alternatives to many different systems. Solarpunk politics regularly involves community organization, demolishing of existing systems of power, and more horizontal than vertical community-building. You have taken that to heart and you are a skilled community maker.

You understand how to build and manage communities that move away from having people on top and those beneath them, and are capable of coaxing others to build societies that treat all as equals in the ways that matter. You also recognize what sort of organizing traits and skills are needed to keep communities afloat and can spot the traits and skills communities you make need when you find them in other people. People also naturally defer to you when it comes to community making, listening to you and doing what you say, at least so long as what you tell them isn't obviously harmful to themselves or others (exempting cases of self or community defense), which couples incredibly well with your eye and ear for what your community needs.

Hopecore [400 SP | Discounted for Politician]
You are an unflappable optimist. Or at least you can convince others that you are. There's something about you that is inspiring, so much so that even when you aren't putting on airs for a camera or trying to persuade people to see your side you naturally inspire hope in those who see you. And hope is at the heart of everything. Hope is the cure to the cynicism and apathy that once dominated parts of the world before the solarpunk movement gained significance and pushed for the current status quo. Those you inspire see through the cost of inaction and pessimism and accept that while no single person can change the world a community can.

A minor, but important, part of you embodying hopecore is that the hope you inspire doesn't just motivate people, it actively helps them. Those inspired by you can do amazing things, whether they are in the right place at the right time (because they were doing something you motivated them to do) or because they are working while feeling energized by the hope you made them feel and happen to get seized by a muse that leads them to make a new discovery in their field or something to that effect. Hope matters, and when you are the cause for that hope it matters a little more than it would otherwise.

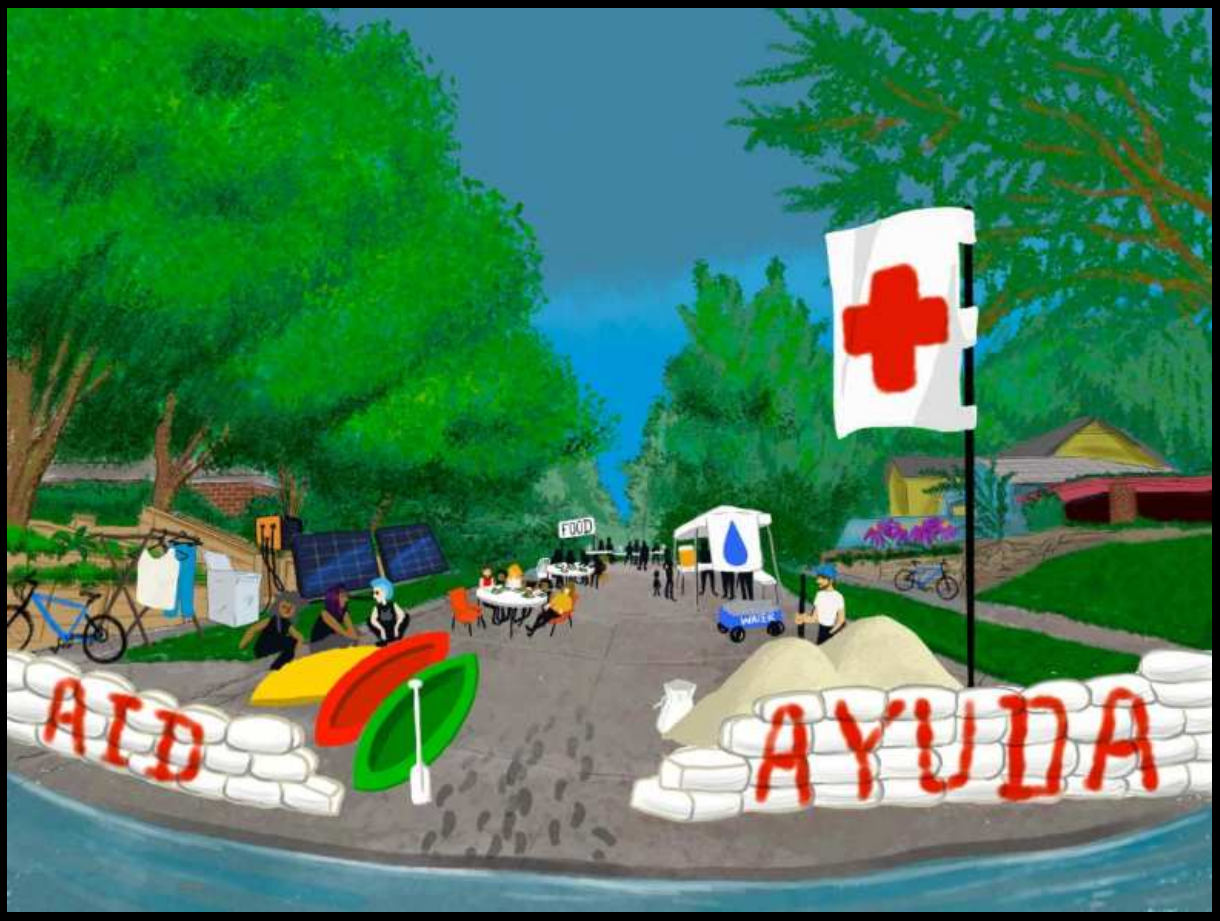
Punk Policy [600 SP | Discounted for Politician]
You have a keen, supernatural understanding of the policies people propose to you, understanding them and their impact with complete accuracy and foresight. This allows you to know in advance what will happen if you sign a bill into law that would lower the price of housing or raise taxes for healthcare. Beyond this you have a masterful understanding of how to craft policy, rules, and more and the impact such things will have within the places they are the laws or rules of the land, with this being remarkably pronounced when it comes to how it will affect those you represent and any effects such rules and policies will have on the environment.

You also know exactly how to change rules, policies, and procedures, in ways to make them more environmentally and biologically friendly, reducing the negative impact they have on the environment and mitigating any risks that may accompany working at a place relative to human life (so you know what equipment is necessary for someone to

safely work in a mine, or to safely work at the sight of a workplace accident.). With this perk even behind the scenes you could slowly shore up a thousand small policies and procedures if you're in the right place, making them safer and more environmentally friendly.

Policies, rules, and other such things you propose (or that others propose that you modify to be in line with this) that are environmentally friendly and life-affirming (so they support people's quality of life, ranging from creating safe, well-paid jobs, to increasing access to healthcare, to improving education, etc.) are incredibly popular and get a luck booster that makes them take effect more easily and with less growing pains. With this someone who is popular enough could shepherd a movement to create a society that lives beside and within nature.

Soldier



The Linden Street Aid Dock by Lindsay Brown

Punk Protector [100 SP | Free for Soldier]
Solarpunk worlds and settings are not perfect utopias wherein crime has been solved, and there's no need to defend oneself. There is still injustice to combat, and laws and the like still exist. This perk makes you aware of the laws of the communities you call home or visit for longer periods of time and gives you the skills needed to defend yourself and your community, while allowing you to begin the fight for justice by teaching you the skills used by law enforcement to, sometimes at least, protect people and fight for the everyman. You are, essentially, what the average police officer thinks they could be.

This perk also greatly enhances your effectiveness in emergency situations, giving you the calmness and discipline of mind needed to take swift and effective control in times of crisis. With you at the forefront of things people will feel safe and will trust in your instincts and keen eye to see them through.

Justice For All [200 SP | Discounted for Soldier]
Doesn't everyone deserve a second chance? There are many criminals and those who have wronged others who would be overjoyed to have a chance to right the wrongs they did. With this perk you have the skills of a meditator and judge, able to impartially hear out the circumstances of disputes, fights, and even crimes, and come up with meaningful, fair judgments based on the facts you know.

Very importantly, you have an ability to see when people are genuinely remorseful and desire to right the wrongs they did. In those cases, you can easily learn what that would entail and propose a restorative justice solution, something that rather than segregating a criminal from the rest of society (and surrounding criminals with other criminals), involves them making up for the harm they did through acts of service and work in the communities they harmed. When you're dealing with people who are legitimately remorseful, they are motivated to do right by their victims and it's a little easier for their victims to come to grips with the fact that the criminals have changed and are trying to do better. You'll also find that when you use restorative justice even those who weren't remorseful can learn from their misdeeds and become better people, though isn't 100% guaranteed to work 100% of the time it'll still work more often than not and result in a happier, safer community for all.

Fighting For A Brighter Tomorrow [400 SP | Discounted for Soldier]
Around the world, things are getting better. But there are still real threats and dangers to be found here, adventures to undergo for those willing to step up and protect the people they care about and to make tomorrow better than today. That said… Sometimes the people you're fighting against are themselves victims in need of help and deserving of rescue. Can't you fight for them as well?

There are layers to this perk. It is, first and foremost, a lethality and collateral damage perk that allows you to ensure that injuries you deal and destruction you cause can be safely capped at a certain level if you want to safely arrest a group of criminals or invade a dangerous power plant that, if improperly damaged, could explode and deal tremendous harm to a nearby lake.

A secondary facet of this perk is that it makes you do more harm when you're facing real villains, like corrupt businesspeople who are willing to pay off judges to escape accountability, and that it offers you real protection against those who are doing crimes against their will. If you were to be mugged by someone who needs the money to buy food, then they would find it harder to do so and be open to being talked down from this before anyone is harmed (and even if they do harm you, the harm will be massively lowered in severity). If someone is shooting at you because a criminal is holding their family hostage and making them attack you, the shots will miss, and you will find it all the easier to stop the criminal holding their family hostage. When you're protecting others, you always benefit, to some extent, from the defensive effect of this perk.

By the way, this perk defines "Harm", in the context of when you're facing villains, as more than just violence against them. This perk will enhance the effectiveness of all actions you take against evil-doers, whether you're investigating a corrupt business they own, motivating people to rise up against them, or even protecting someone who is about to snitch on the inner dealings of their crooked schemes. Fighting for a better tomorrow CAN involve violence, but it's not just about arrests and fights. Sometimes defeating villains requires inspiring people to take action, and you're just as able there as you are when it comes to dramatic arrests or cool action scenes.

Solarpunk Shootout [600 SP | Discounted for Soldier]
Violence happens. There are times when there's just no alternative to violence, and that reality is as true in a solarpunk world as it would be in the most grim cyberpunk reality. A heroic protector of a community is just as capable of enacting violence as a despotic tech mogul looking for a new headquarters and finding the perfect spot in the heart of a small community. Rather than pretending violence isn't a sometimes necessary part of defending both nature and human life, why not turn the end results of said violence into something positive?

What this perk does is take the ashes of violence and use them to fertilize a more verdant world. When you do battle, the violence always results in changes, whether it is the violence revealing that someone was a corrupt politician taking bribes to push through destructive legislation, or the environment where the violence happened being revealed to be the location of an incredible natural medicine or valuable font of clean energy. The nature of the violence and the context it takes place in helps to shape the way this perk manifests, such that having a fistfight with a loan shark preying on the poor could give someone a way to argue that the loans are illegal and thus free the victims of the shark from debt. Maybe, in another world, a duel you're involved in between wizards could result in the magical energies mutating the land and improving the soil, or in the discovery of a new form of magic that is innately restorative and helps heal people! With this violence can be a positive, productive part of the push for a better tomorrow.

This also enhances consensual violence between people who agree to a fight, making a wrestling match become a way for two competitors to befriend each other, or a live-fire practice drill somehow leading to someone overcoming a fear that's been a problem for them for years. These effects are smaller than the other effects, but they can be life changing for the people involved.

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 SP 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.

General

Solar Warehouse [Free/50 SP]
For free you can get a solarpunk makeover to your warehouse that gives stuff within it (that you pick) a makeover that gives them solarpunk aesthetics.

If you happen to want something worth a little more bang for your buck then you can instead pay 50 Solarpunk points to get an upgrade to your warehouse that, creates an area in your warehouse where clean energy is passively produced and temporarily empower items you connect to such energy sources (and this provides you with the technology to do just that) which will briefly empower all items so powered. The longer you let an item absorb the clean energy produced in your warehouse the more effective the enhancement but it takes increasingly long between significant boosts to technology so how useful this barring situations wherein you have prep time is somewhat limited but it's never a bad idea to charge an item with this clean energy.

Scientist

Clean Energy Plant [100 SP | Free for Scientist]
This is a small source of power derived from renewable sources. It could be a hydroelectric plant, a bed of solar panels, or what have you. It's enough to power your home, a laboratory, and a few other nearby homes. You can purchase this more than once to get either a larger number of small plants or to increase the size and scale of a plant you already have. This plant/these plants can produce energy anywhere and are immune to anything short of deliberate harm. Even if they are harmed then they self-repair, taking at most a day to be fully repaired.

Artificial Assistant [200 SP | Discounted for Scientist]
This item provides you with a computer, a cellphone, an app, and a few different robotic chassis. The real key to this item is what's on the app: an artificial intelligence of exceptional intelligence that is both loaded with scientific knowledge and an eagerness to both engage in environmental activity and to learn more.

The app is the source of the artificial intelligence installed onto the cellphone, the computer, and the variety of robotic bodies the AI can pilot. It is loyal to you, wants to explore the world (and has the ability to scan organic life and can store and safeguard samples of various lifeforms within the robotic bodies it pilots). This machine is an incredibly adept assistant when it comes to doing various pro-environment activities as well as has a variety of defensive equipment to safeguard you and any other organic people you befriend over the course of your adventures.

Workshop [400 SP | Discounted for Scientist]
This cutting edge laboratory is designed in a way of your choosing; maybe it's tucked away inside of a lighthouse on the coast, or in the heart of a vibrant city in an impressive high-rise building. What matters is what this laboratory does.

This place is a one-stop-shop for any work related to inventing new technologies and scientific processes. In this place your ability to do research is explosively enhanced, and the laboratory provides all the resources you need to make prototypes and to refine existing technologies. This incredible haven for scientific research is a great place to bring scientific partners and friends, as it is both large enough to house a few other scientists and the benefits you get from working here get shared with others. On a computer here there's some contracts and contacts you can accept or hit up to get funding in exchange for inventing certain types of environmentally friendly tech with a variety of applications. The contracts in particular will always be for tech you specialize in or are better at making than other tech, and will be easy enough to make, with it working better than it should, with you able to mass produce the enhanced tech in the future.

Politician

Daily Tasks [100 SP | Free for Politician]
This is a simple list that can manifest in any form you choose from it being something you get emailed to you every day, to it being an app, to being written out on a legal pad, or any other configuration you choose. It has a small number of tasks for you to do that build on each other and that if done day after day will snowball and produce positive change far beyond the difficulty of the tasks. These will be things that are fairly easy, ranging from recycling to talking to people about issues in their community, all the way to writing a simple, affirmative message about self-love and empathy. These tasks will take into account the world you're in, your origin, and your composite build but they'll never be difficult for you and doing them will inspire others (who you can give their own versions of this list if you wish, with them getting their own custom-tailored tasks) as well as result in you making new friends and contacts.

Clean Vehicles [200 SP | Discounted for Politician]
This is a small entourage of vehicles that are as clean as they can be. This ranges from incredibly fast motorcycles to a small boat, to even one flying vehicle of your choice. Helicopters are a good one.

These vehicles come with drivers who will use them to ferry you back and forth to important destinations whenever you need it. With this you'll be able to get around ethically and in style!

The Voice of Tomorrow [400 SP | Discounted for Politician]
This radio station and multimedia PR team is at your beck and call. These skilled professionals are incredibly interested in your message of positivity, hope, and the responsibility we have to skillfully and humanely safeguard the natural world. They are a team of skilled stylists, multimedia experts, and more who are dedicated to ensuring that others hear your message and get inspired to take charge and come together to make a better world. These individuals will make sure you look your best, sound your best, and expertly use whatever means of spreading your message exist in this and future jumps, ready to help people learn more about your goals and such. This will tremendously boost your reach, influence, and fanbase, allowing you to more effectively fight for a shared, better world.

Soldier

Self Defense Gear [100 SP | Free for Soldier]
This is a handy stockpile of self-defense tools, including armor and such, that serve to protect you. Included in this stockpile, enough to outfit a small group of peacekeepers, are also weapons that are guaranteed to, at worst, non-lethally incapacitate somebody and not deal lasting harm. These weapons have unlimited charge, ammo, or what have you, and are incredibly effective at stunning those they are used on. The armor is exceedingly protective and grows stronger the more people who are depending on you.

First Responder's Station [200 SP | Discounted for Soldier]
This building is a combination of the different buildings that house different types of first responders and those who respond to emergencies, such as law enforcement, medical professionals, and firefighters. This place has housing for all of the people who have taken up the incredibly important mantle of being the one people call when things go wrong and is a place of both training and rest, relaxation and readiness. Everyone in a given community knows this place's number and those who work here are well-paid, well-respected, and well-supplied, so that they can focus on what matters most when people call out to them in need. This place also has a radar that will alert people on the clock in it to emerging situations and let them know when it's go time. Your community matters, deserves protection, and you're here to keep people safe.

Sinister Specs [400 SP | Discounted for Soldier]
The name is a bit of a misdirect. These glasses are equipped with extremely powerful augmented reality technology and connected to a database that has a very important function: aid you in determining someone's wrongdoings and guilt. With these glasses you find it far easier to investigate someone and to see if they are guilty of things they are accused of, or even things people didn't know about. They are not omniscient by any means, requiring you to investigate while wearing them, or at least hear different testimonies and read various reports, but when you use them they are remarkably difficult to fool and can help you come to judgments regarding someone's guilt as well as recommend thoughtful sentences that do more than send a villain away to be with other villains but actually work to undo the harm the person you're sentencing has done to others.

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend SP to import companions into this jump, giving them 600 SP 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 SP per person you do this for, or you can spend 200 SP 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 SP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 SP]
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.

Leave When The Plot Ends [0 SP]
This toggle allows a jumper to end their time in a setting when the events of the setting's plot are resolved. This can be via the jumper playing a part and achieving a canon ending, or in some other way, significantly resolving the plot and conflicts of the series.

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 SP. 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.

Anarch Era [100 SP]
You are distrusting of big government, disliking any political figures beyond the authority of a city council and mayor, exempting yourself if you're one such politician. This can be a problem if you're working to create change within an existing structure or otherwise need to interact with a powerful body to effectively, efficiently, and ethically

enact change. This effect lessens with regards to politicians you actually meet (though you can still dislike them on a personal, specific level).

A Real Punk [100 SP]
You're very into DIY solutions to the problems in your life. You'll struggle to acknowledge when you're in over your head and will need people to coax you to call experts. This is less true when you're doing your job than when you're at home and trying to fix plumbing, but it's still active while you're at work and it can be tricky for your co-workers, colleagues, and peers to get you to admit you may need someone else's help.

Scale Issues [200 SP]
You will be plagued by issues of scale during your time here. This means that it'll be harder for you to either focus on big-scale (things beyond you and your circle of friends) or small-scale (things that are more intimately tied to you, such as your family, your neighborhood, your job, etc.) things. You have a blind spot that you need to consciously consider when you are going about your day to day life. It's hard for you to really focus on whatever your blind spot is, whether it's you caring about the world beyond your community, or you giving your family the time they deserve.

Greenwashing [200 SP]
One of the criticisms of a more shallow solarpunk aesthetic and understanding is the idea that it presents a greenwashed vision of reality, especially in cities. "Greenwashing", in this context, means using greenery and artificial impressions of nature to give off the image that something is ecologically sustainable when it isn't. This will be common while you are here, though this is overcomeable if you work to address it.

Nature's Wrath [400 SP]
Some say that technology and the like have given humans power over nature in a real sense. Nature disagrees and, sadly for many, still has the teeth to show it means business. Nature is watching the world and in places where technology is pushing against nature rather than working with it for all natural disasters will become both more severe and more commonplace. This is especially pronounced around you. If you want to help everyone you will need to be conscious of humanity's effects on nature and listen to the world.

Technocrats [400 SP]
Solarpunk is about the healthy marriage of technology and nature. For it to work there has to be a balance between the two and technology in particular has to be ethically managed. Not everyone has that memo. There's a faction in the society you call your own that is made up of brilliant scientists, truly remarkable people, who sadly do not care about nature. This faction can and will push society in a dangerous new direction if not checked and managed carefully. Several of them are either already in positions of power or buddying up to those in power to push for policies that prioritize technology over nature. They can and will instate serious, damaging policies if not pushed back against. They are not greedy in the sense that many solarpunk villains are, but they are incredibly indifferent to nature and only care about human power and prosperity, though in a dangerously short-sighted sense.

Post Apocalypse [600 SP]
Something happened that just decimated humanity. Maybe it was a solar storm, a series of impossibly powerful natural disasters, maybe the bombs went off and the surface of the world was covered in radiation, but whatever it was humanity lost. Thankfully people are really stubborn and hard to just wipe out. It's been a few years and people are beginning to rebuild society. A lot was lost but with this you are given an opportunity to build something new out of the ashes of yesterday. Still, fear and paranoia will be foes you have to face regularly, and at times people will give into their worst impulses. But with you behind the wheel maybe there's a chance to make something good out of all of this sorrow.

Solarpunk Tomorrow [600 SP]
This places you in a world teetering on the edge of something new. You find yourself at the heart of a push to make tomorrow better, but beset by people who desperately don't want the solarpunk future people have been promised to come to fruition. It is up to you to cultivate a movement of dreamers moved to make tomorrow better, while dealing with those who are desperate to stop optimism and environmentalism from rising to dominance.

Solarpunk [1000 SP]
This is… not recommended, but it's your chain. Welcome to a *Solarpunk* world, jumper. In this reality there was a tremendous ecological collapse that was caused by the "Spiteful Gods" that have abandoned mankind; in actuality impossibly technologically advanced aliens with planet-scale technology that they wielded to steal valuable natural resources from Earth, triggering a multitude of continent-scale natural disasters, before vanishing into the cosmos and leaving us to die. They got most of the humans on this world but not all of them. So humans, being the persistent things we are, used bits of their technology and our own ingenuity to steal the sun out of the sky. Why did we do this, you may ask? To power the machines of our invention.

This measure may seem extreme but someday, someday during the course of your stint in this reality, the very same spiteful monsters that purposefully triggered an environmental catastrophe that nearly wiped out mankind will return to wipe out what is left of humanity. Your goal in this new, dramatically shifted reality is to help the small populations of humanity left prepare for a second coming of the Spiteful Gods. Their return to Earth will start small, with them sending scouts in advanced spaceships, but as you and the humans who survived their initial assault on Earth rally and defeat smaller forces of theirs they will scale up their efforts. Thankfully for you, nothing brings people together quite like a really good common enemy and basically everyone agrees that when the aliens come back there'll be no mercy and so, for the sake of having a tomorrow at all, what's left of humanity has been unified. It's been years since the first alien invasion and while the world is dangerous it's still traversable, just… different. The aliens also left behind weaker bits of their technology, and among their trash are bases and more that contain important information for making sense of what's at their disposal.

At the climax of this jump, if you survive that long, an entire fleet of incredibly advanced, impossibly hostile foes will invade Earth and attempt to use more nightmarish weapons to destroy humanity once and for all. Solarpunk is about a hopeful tomorrow but do you

have the means to give this version of Earth's humans a tomorrow at all? This is doable, for a charismatic or smart enough jumper, but it will be incredibly difficult to overcome this invasion with just what this jump offers. That said, as a special reward for overcoming this challenge the humans who survive can come with you as free followers, if you wish for them to.

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

-Changelong time: I created this jump document on September 17th, 2026, after mulling over ideas from the first Internet Aesthetics jump. I completed this jump document on September 18th, 2026.
-INCREDIBLE thank you to the Story Seed Library. I was really nervous about finding solarpunk art I could confirm wasn't by AI and I saw them on Reddit and immediately knew I had found exactly what I needed. Amazing stuff.