"After six years of splitting, stretching, and firing distorted particles at one another, we finally have a product."



Initially advertised as a simple skincare product, in reality **CREAM** was a miracle product in every sense of the word. Using the product's Smart Awareness System™, **CREAM** detects the most likely problem and attempts to solve or improve it by correcting the molecular structure. Even if those problems are vague or context dependent.

CREAM has the ability to improve quite literally anything, including itself. With **CREAM** evolving into a literally infinite resource, rendering the very concept of money obsolete. There lies the problem.

Those who stand at the top aren't too fond of a new status quo threatening their dominance. A ruthless smear campaign will soon destroy **CREAM's** reputation, and outlaw its use.

Take these 1000 (non-replicating) **CREAM POINTS** to prepare yourself.

ORIGINS

Choose one. Age & Gender are irrelevant.

CREAM USER - 0CP

CREAM has improved your life in more ways than you could ever count. You'd have to be a dunderhead to want to give this up.

CREAM SUPPLIER - 0CP

CREAM is the future You will fight to the bitter end to keep it circulating, even if it makes you enemies of powerful men.

CREAM DENYER - 0CP

CREAM is a liability. There's no point in standing at the top if you have to share it with everyone else. **CREAM** needs to go.

GENERAL PERK

SCRAPBOOK - 0CP

This world's art style is uncanny, to put it politely. Following this Jump, you may at any time super-impose this bizarre aesthetic onto your vision. Naturally, you can toggle it back off at any time.

CREAM USER PERKS

First Perk free and others 50% off to **CREAM** Users.

UNBLEMESHED - 100CP

Your use of **CREAM** has left you with perfect skin devoid of blemishes. In general, your appearance has been improved to be exceptionally attractive. You could easily become a celebrity or supermodel by merit of appearance alone in any pre-**CREAM** society.

UNBURDENED - 200CP

Through a cranial **CREAM** injection, you have been rendered immune to depression, boredom, paranoia, and just about any negative emotional or mental condition that you would consider a "flaw". This won't remove any traits that you personally view as positive.

UNVEILED - 400CP

CREAM has blessed you with superhuman intelligence. You can solve even the most complex problems and casually throw together sci-fi level tech from garbage and scraps. Oddly, not even this will give you the insight needed to produce your own **CREAM** in future Jumps.

UNHARMED - 600CP

The regenerative properties of **CREAM** now permanently linger in your blood. Your body can purify any poison, close any wound, regrow limbs in seconds, and even restart your heart. This has its limits, so don't expect to heal from decapitation or incineration. You can even share this healing with others through your blood.

UNBOUND - 800CP

By submerging yourself in **CREAM**, you evolved into a being of pure light energy. You no longer have any external survival requirements, can fly at lightspeed, and are functionally invulnerable. You are still visible and being made of light greatly limits your ability to interact with the material world. This becomes an altform post-Jump.

CREAM SUPPLIER PERKS

First Perk free and others 50% off to **CREAM** Suppliers.

BUT WAIT! THERE'S MORE! - 100CP

You are a master of the sales pitch. The phrase "too good to be true" rarely finds itself directed at you. As long as you can back up your words, you can convince people of the most miraculous claims that shatter their fundamental view of reality.

LAYING LOW - 200CP

Kicking off a societal and technological revolution is never without risks. You are a master of escaping pursuit and keeping a low profile. Even if literally the entire world is after your head, you'd be able to remain a free man for months at the very least.

INVISIBLE REVOLUTION - 400CP

The powers that be are abnormally oblivious to the threat you pose. They won't think to silence obvious dissent, or restrict products that threaten their power, or forbid rebel gatherings, etc. At least not until the overturning of the status quo is immediately within sight.

QUALITY ASSURANCE - 600CP

By spending a little extra time and money, you can ensure that anything you create is devoid of anything even vaguely resembling a defect, bug, or negative side-effect. Even if you run into unavoidable logistic issues like lack of materials, you'll always somehow stumble upon a perfect countermeasure in the nick of time.

MIRACLE PRODUCT - 800CP

Once a Jump, you will be struck by an epiphany directing you to create a miraculous product that is closer to magic than anything resembling technology. These products aren't guaranteed to be anywhere near as versatile as **CREAM**, but they'll have just as much potential to kick off a worldwide paradigm shift.

CREAM DENYER PERKS

First Perk free and others 50% off to **CREAM** Deniers.

“NO” - 100CP

Others are able to interpret even the vaguest commands or requests from you. You could tell someone “no” and they’d somehow perfectly understand that they need to contact the press through untraceable channels so you can set a worldwide conspiracy in motion.

MIDAS TOUCH - 200CP

You didn’t get to where you are by being (financially) stupid. You are a master of any matters relating to networking, climbing the corporate ladder, and generally making obscene amounts of money. You could very well become a billionaire in the future, if you aren’t one already.

SQUEAKY CLEAN - 400CP

The only time your crimes or corruption get media attention is when your actions are too public to cover up or pose a threat to other powerful men. Even some regular citizens will be quick to come to your defense, even if you are the cause of literally all their problems.

THE SPIN - 600CP

Your ability to control public opinion borders on magic. You could convince the whole world that the literal miracle product that has been solving all their problems for weeks is evil and must be destroyed. You could record yourself stealing food from starving children and somehow convince everyone you’re the good guy.

BIG BUCKS - 800CP

You are one of the richest people in the world. Not only do you have more money than most small nations, you've got connections with all others similarly powerful oligarchs. If there’s an evil conspiracy in the making, you’re sure to be invited. You’ll possess a similar level of wealth and connections in all future worlds.

CREAM

All **CREAM** not purchased here will be confiscated post-Jump. Due to the inherent redundancy, every **CREAM** User Perk will grant an amount of CP to spend in this section, equal to the discounted value of that perk. Adding up to a maximum of 1000 CP off for all five.

"NEW" AND "IMPROVED" CREAM - 0CP

An attempt to cash in on name recognition without rendering capitalism obsolete. This is a replenishing jar of a facial cream that can treat any minor skin blemishes and NOTHING ELSE.

DEFECTIVE CREAM - 800CP

A single jar of **CREAM** that somehow never developed the ability to self-iterate or replicate. It can still be used for just about anything **CREAM** was shown capable of upon its initial release. It has the ability to diagnose absolutely anything that could vaguely be considered a flaw and manipulate the molecular structure to address it. Any wound or injury is regenerated in seconds, objects can not only be repaired but transformed into superior or more valuable versions, the recent deceased are revived, even abstract problems like ugliness, stupidity, depression, boredom, etc. The contents of the jar slowly replenish over the course of 24 hours.

PERFECT CREAM - 1200CP

The final, perfect form of **CREAM**. Even while not in use it is constantly making improvements to its own ability to diagnose and fix problems. If a being were to fully submerge themselves in **CREAM**, they would be exponentially improved into an evolutionary zenith, becoming a being of pure light energy. The most notable difference between this and prior iterations of **CREAM** is its duplicative properties. Simply by rubbing **CREAM** on an object, that object is perfectly duplicated in mockery of all known physical laws. This naturally applies to the **CREAM** itself. That is to say that **CREAM** is now a truly infinite resource. As long as someone has a single Jar, they can duplicate it, and its contents, as many times as they'd like.

COMPANIONS

COMPANION IMPORT - 100CP PER

With one purchase, you may import or create up to two companions with 600 CP to spend. Every additional purchase doubles the total number of companions you can create/import.

COMPANION EXPORT - 100CP PER

With one purchase, you receive two slots that can be used to recruit natives of this world as a companion. Each additional purchase doubles the number of slots you receive.

CREAM USER ITEMS

First item free and others 50% off to **CREAM** Users.

BRANIAC - 100CP

A small pet that has had its intelligence enhanced by **CREAM**. It is now smarter than even the greatest minds of the pre-**CREAM** age.

NEW TOYS - 200CP

A storage bin containing an assortment of technology invented by minds enhanced by **CREAM**. Includes a few hover-bikes, intelligent robots, freeze rays, hologram projectors, and similar sci-fi tech.

PRECIOUS BOOTY - 400CP

A large pile of priceless gold and jewels. Worthless in the post-**CREAM** age, but in most worlds, this can be sold for enough funds to live like a king for years. Replenishes between Jumps if lost or sold.

CREAM SUPPLIER ITEMS

First item free and others 50% off to **CREAM** Suppliers.

REUSABLE SYRINGE - 100CP

A syringe that is somehow able to be re-used without any risk of infection or contamination, even if you never bother to clean it.

SMART AWARENESS SYSTEM - 200CP

Blueprints on how to replicate the Smart Awareness System™ in your own creations. It is through the SAS that **CREAM** is able to diagnose even the most vague, abstract, or context dependent issues.

SCIENCE LAB - 400CP

A high-tech lab identical to the one used to invent **CREAM**, including the personal proton collider and the best tools of the modern age. There are unfortunately no notes on how to replicate their results.

CREAM DENYER PERKS

First item free and others 50% off to **CREAM** Deniers.

ON A BOAT - 100CP

Your own large personal yacht. Not really good for much beyond flexing on the poor, but do you really need more reason?

MEDIA CONTACTS - 200CP

Connections to a variety of insiders in several major media outlets in every world you go to. You can get the occasional leak for fairly cheap, but more direct manipulation will cost you.

ENTERPRISE - 400CP

Your own enormous industry. You may choose what your company does, or if it branches into a variety of industries. Regardless, as its owner you'll be able to live in luxury without lifting a finger.

DRAWBACKS

CREAM cannot be used to negate drawbacks. These flaws will simply prove inexplicably immune to **CREAM's** restorative effects.

GENERAL UGLINESS - +100CP

Regardless of taste, you are quite hideous. Even those with rather odd tastes struggle to find you unpleasant to look at.

AN EMPTY LIFE - +100CP

CREAM has robbed your life of all adversity. You are quite depressed and prone to wallowing in boredom if devoid of proper challenges.

TINFOIL HAT - +100CP

You are a paranoid contrarian. You were suspicious of **CREAM** from the very start, despite having zero evidence to support it.

UNCREAMABLE - +200CP

An injury or birth defect has robbed you of a major extremity or sensory organ, whether it be your eye, arm, leg, etc. You are unable to regenerate this, whether through **CREAM** or otherworldly powers.

BLINDED BY GREED - +200CP

You are an exceptionally greedy, petty, and short-sighted man. You would happily doom the whole world by robbing it of the solution to all its problems, just so you can monopolize a little more power.

LAGGING BEHIND - +200CP

You are mentally disabled or at least quite dull. You aren't one to question what you're told and are easily overwhelmed when faced with complicated situations or conflicting information.

WANTED MAN - +300CP

You have been framed for horrible crimes. Not only are you wanted by the authorities worldwide, but even the regular public has been led to believe that you are a pedophilic child murderer. Don't expect to have many allies on your side.

WHAT A TWIST! - +300CP

The attempt to smear **CREAM's** reputation will fail, but in an unexpected twist, all the rumors spread about them were true. **CREAM** does cause aids, it is made of babies, and any areas with a high density of **CREAM** inevitably devolve into violent anarchy.

CREAM SICKNESS - +300CP / +600CP

A unique mutation has left you deathly allergic to **CREAM**. Not only does **CREAM** not work on your body but simply touching it will trigger a severe allergic reaction. This reaction could prove fatal if you don't receive treatment (that doesn't involve more **CREAM**) in a timely fashion. For double the payout, this reaction is triggered upon contact with anything that has been enhanced by **CREAM**.

ENDING

TUCKERED OUT - GO HOME

End your Chain and return to your home world.

UNFINISHED BUSINESS - STAY HERE

End your Chain and remain in this world.

ON THE ROAD AGAIN - MOVE ON

Continue your Chain into a new world.

NOTES

Jump by **GENE**.

Original video: https://www.youtube.com/watch?v=0UgiJPnwtQU

Couldn't tell you why I decided to make this. It just kinda happened.

I forgot to mention it in the intro, but you start this Jump on the day of CREAM's unveiling. The duration of the Jump is 10 years.

CREAM cannot be taken into future Jumps, and anything modified by **CREAM** will have those changes reverted should you attempt to bring it with you. This does not apply to any fiat-backed purchases.