



Endacopia Jumpchain

You wake up in a surreal world made of small town-sized settlements inside the body of a dying titanic god-like being. It is unknown now if these settlements were devoured by the beast or if it only swallowed groups of people who then created these places, but they are filled with humanoid beings who know there are other places outside but rarely, if ever, think about getting out of their settlements.

Outside of the titan, the world is similar to a modern Earth, but it also has different humanoid races and it seems to have gone through some minor apocalypse that has made the surface become much more arid and desert-like. It is still livable but unpleasant and may become worse if the god dies.

Soon after you arrive in this jump, an amnesiac nine year old boy named Mellow will, guided by his Guardian Angel and a helpful living sign post, try to escape the house he is living in and he will end up meeting several strange characters.

You'll spend the next ten years in this world. Have 1000 CP to prepare for it.

Origin

Your origin also serves as your location pick.

The Hub/Drop-In

You are dropped about a dozen feet above a meadow. The grass cushions your fall so it doesn't hurt you. You are still you, with no background or memories in this world.

The House

You are one of the residents of Henry's house, someone recently swallowed by the God, and Henry has decided he will take care of you, whether you like it or not. Henry is some sort of enormous mutated yellow platypus-like monster, with great fangs, a long grasping tail, and hands capable of wielding a mallet with deadly force. To the point you're not sure how Mellow has survived this long, only getting amnesia instead of bigger mental problems. You didn't have the power to say no to Henry. Until now.

Misery Town

You are either one of the clowns of the circus or one of the people waiting for the next show. Looking around you notice that most clowns are pretty miserable, with every customer wanting only to see the Trapezist.

The Office

You are at the entrance of a gray office building, near the train tracks. Almost everybody who works here lives in the building so for a moment you wonder what you are doing at the entrance. From here you can remember, do you work in the upper offices answering calls and e-mails, or do you work in the lower floors doing drudge work and later spending it all in games of chance?

Timesville

You are in the village condo, in your room. The village used to have houses for every resident but once a few people disappeared the Mayor has brought everybody under one roof in the hope that more people won't be abducted in the night. So far, you didn't really believe in the stories about a serial killer or ghost sightings that other residents were talking about.

Location

The Hub

A grassy meadow where no one lives at the moment, it has a tunnel leading to Timesville, a train station leading to the Office, a Ferris Wheel that leads up to Misery Town, and an elevator that leads to pipeworks from where you might be able to reach the House, and possibly paths to other settlements.

The House

It's a house, just like any other one... Well, it used to be before being warped by the beast's body. It was abandoned on the surface and after it was swallowed Henry decided to live in it. Besides Henry, other creatures live here, like Tip the sentient sign, who was kidnapped from his surface family by Henry, and Mellow the nine year old boy, who fell from the back of a truck on the surface and was brought to the House by Henry.

Misery Town

Misery Town used to be just a circus in the center of a rough area. It was organized by a group of clowns that figured their misfortune was profitable. In fact, it brought so much wealth that the town was soon consumed by the circus and became part of its own act. The financial reliance on the circus meant everyone had to participate in order to stay alive. However, the nature of entertainment has it so nothing could stay the same for too long. Or else the jokes would grow stale. This would create an endless cycle of clowns replacing one another, in hopes of staying relevant for as long as they could.

The Office

The Office is a brutalist structure built for the sole purpose of maintaining company workplaces. The funds for its construction were cut in favor of paying its inhabitants and their employment. As such, the building remained unfinished, causing freak accidents that went ignored frequently. The founder paid the Surgeon to help him make a cyborg brain to house an AI based on his own brain, and once he was covered in concrete in one of those freak accidents the AI took over. Once the AI took power, the architecture continued sinking its teeth into God's flesh. At first this resembled a tumor, but now it's become quite the opposite of one.

Timesville

Timesville is a village inside the beast revolving around a sun, which in turn revolves around it. Oddly enough, there is no sun in Timesville. It's an illusion caused by the gasses and chemicals that come from its placement within the titan's organism. Because of it, it has faster paced day and night cycles, warping the residents' perception of time. Their habit of preserving the dead has had paranormal side effects that can only be described as otherworldly and which continue to increase in both number and severity with every day.

Race

Humanoid - Free

You are a humanoid of some kind. Maybe a normal human, maybe an anthropomorphic animal, maybe some type of robot or living mannequin. Whatever you are, you are about the same size and shape as a normal human and your species doesn't have many advantages over a normal human, or they have some disadvantages to balance it out.

Monster - 200 CP

You are something bigger or more powerful than a normal humanoid. Something like Henry, several times bigger than a human, correspondingly stronger and tougher, and possibly having some supernatural abilities of your own.

Your age is 8+1d8 years and your gender is the same as last universe, you can choose to change either for 50 CP or both for both.

Perks

Perks are discounted for their origin with the 100CP perk being free instead.

Hub

Do You Want To Go On An Adventure? - 100 CP

I hope you do, because you're the type who'd have fun on an adventure. You're good at puzzles, both thinking logically and thinking outside of the box. People tend to open themselves to you and tell you their problems, and if you help them they'll be much more likely to appreciate it and reward you or do you a favor.

Hey, You! - 200 CP

Mellow acknowledges the existence of guardian angels and may even be able to sense it. But Henry definitely can sense it, despite seeming to be near blind. With this perk you too have a spiritual sense that allows you to detect invisible or hidden beings. You can also sense whenever someone is spying on you and can quickly narrow down where they are.

Guardian Form - 400 CP

Mellow can only escape the house because of the guardian angel that helps him, and if you want you too can become someone's guardian angel. You can assume an intangible, invisible form. In this form you cannot interact with the material world, but you can bond with one person at a time. You can give advice to that person, point out things they may have not noticed, even give them ideas on what to say and do, though ultimately you cannot control them directly. You can also heal them and in the worst case keep their soul in their body while someone else brings it back to life. Finally you can share with them some of your own skills, not powers or physical abilities, but you can give them a fraction of your fighting skills and instincts, or you can give them a fraction of your thieving skills to help them lockpick or sneak around.

Freelance Surgeon - 600 CP

You are a master surgeon and medical doctor. Your surgery skills allow you to do what other people think as impossible. Reanimate the recently dead, make new beings out of spare parts, integrate man and machine, attach multiple limbs to a creature, stitch two people together into a new being, all of those feats are well within your grasp. The result is not always great, since surgery can't bring back souls or create new ones, but physically it works.

House

Scrib-tastic - 100 CP

You have studied under Scribbles, the hand drawing teaching dummy. It hasn't really improved your drawing skills, but it certainly has improved your map making skills. Not only are you capable of making intricate maps with just pencil and paper, but you can actually map a large area around yourself, including areas you haven't visited. You can somehow just sense the area, not anything too secretive or well guarded, but enough to make a good map of several towns around yourself without ever leaving your room.

Advisor - 200 CP

Some people aren't the main character, but instead serve as mentors, helpers and hint systems. You are well qualified to be one of them, you are perceptive and resourceful, just from taking a quick look around you can summarize any situation, point out any puzzle and come up with possible solutions to it. People are also more likely to take your advice into consideration. You also have the power to know when nearby people are calling for you, and to swim through the ground without leaving holes, through earth and even asphalt, though concrete and rocks might bar your path.

Natural Brawler - 400 CP

You may not have any training, but you have the instincts to be a great fighter. You can read your enemies body language to the point that even martial artists seem to be telegraphing every move allowing you to block or dodge attacks easily and hitting them whenever they leave any openings. Even without training your punches do good damage and your blocks are solid.

Upgrades Up To The Brim - 600 CP

In every limb, from the bone to skin. At some point you were resurrected by the Surgeon and he took the opportunity to improve you. You still look like you used to, but now you are stronger, tougher, faster and smarter. These upgrades are good enough that a nine year old could fistfight an adult swordsman and (with some help from his Guardian Angel) have a good chance of winning. You don't need to breathe, eat, drink, use the bathroom or sleep.

Once per year, if you'd die from a powerful impact, you can instead let yourself break into pieces, your arms, legs, torso and head all being launched into different directions. Possibly even your ears, eyes and other smaller bits being flung away if the force is strong enough. You can survive for a while as just a head rolling around and you can put yourself together when you find your missing pieces.

Misery Town

Zingers - 100 CP

Much like Boon the Perfect Blue Buffon (his actual birth name, his parents really wanted him to be a clown) you are an expert at insult humor. You can find people's insecurities at a glance, come up with jabs, banter and jokes quickly and deliver them in just the right way to hurt the other person while making everyone else laugh. You also have pretty thick skin, other people's insults and jokes not getting an emotional reaction from you, or even becoming jumping points for your next stinger.

Trapezium Acrobat - 200 CP

You are a skilled acrobat, rope walker and trapezist, your balance and leg strength are so great that you could make poses on top of a pyramid of balls on top of a trapezium without problem. Your legs are so powerful you could injure people by kicking rubber balls at them.

Silliest Slinger in Town - 400 CP

How is a gunfight a clown act? Especially without an audience? I don't know, but you could be hired to keep the act going. You are a good shooter, with great aim and quick reflexes, and you have a tough rubbery skin that is resistant to bullets, you could take several bullets from a handgun to the chest without a single one penetrating.

Circus Magic - 600 CP

You were taught how to do several types of magic in circus college. You are a competent stage magician, illusionist and escapologist. On the more mystical side you can create invisible walls by miming them into existence and you can shift them around at will. These walls are invisible to most people, except for mimes. It is possible you can learn to mime other simple objects into existence. You can also shoot fireballs powerful enough to blast a person apart.

Office

Workaholic - 100 CP

You are the type of worker any company would love to have. Your need to sleep, eat or drink is reduced as long as there is work to be done, you can do those things after your shift. You can work at full productivity all the time without breaks. You can multitask, even writing two e-mails at the same time while talking to a person about a third subject. And while you might get stressed or overworked, it doesn't show on the outside or affects your health.

Against All Odds - 200 CP

You are an expert gambler, capable of calculating probabilities in your head, analyzing high risk situations and quick adaptive decision making. You are also pretty lucky when it comes to games of chance, gambling, bets and monetary matters in general.

Like Robots - 400 CP

The Surgeon has exchanged your flesh parts for mechanical ones until you are almost a robot. You are stronger and tougher than a living being, you don't need things like food or air, though you can eat and drink for pleasure, you are resistant to drugs to the point that a dose strong enough to start affecting you would kill an elephant, you don't need to sleep and can be repaired as long as your head isn't destroyed. You are also modular in nature, and can adapt other electronic items into your body. And you have some nice hidden speakers which allow you to add an instrumental score to your voice whenever you want to bust a rhyme.

The Tenth - 600 CP

You are perhaps the greatest warrior in the underground fighting club beneath the Office, having even defeated Nove. Your attacks are quick and powerful, you have less tells than most warriors and you know how to mix in feints with your tells to mix up opponents that rely on reading body language.

Timesville**Mayoral Candidate - 100 CP**

Timesville's mayor is very overworked but very competent at her job. You too are very competent in bureaucracy, logistics, politics and other aspects of governance. You could easily replace the mayor if you want, or just give her a hand.

Will of the Ocean - 200 CP

The ocean has given birth to you, sheltered you, fed you. And in return you do its will. You can block a fishing spot from being used, while you stand firm in that spot no one can fish there without a license. They physically cannot even touch a fishing pole. Of course, if they have the proper license, there is nothing you can do.

On the other hand the ocean willingly shelters and feeds you. When you are fishing you always get something. Just throw an unbaited hook in the water and something is sure to bite. They might fight, and they might escape, but something will always bite. Even if there is no fish you will always find something in your line, maybe a boot, or a lost toy boat, or a rock, or the soul of a drowned man. But something will get caught in the hook or tangled in the line.

Shadow Stalker - 400 CP

Murder is a fine art, and you are a skilled artist. You are a sneaky and deadly hunter, capable of stalking prey for days unnoticed, taking them back to your base without leaving noticeable clues or evidence behind, and killing them in artistic and sadistic ways. You are also skilled with making movies and puppets. Lastly you can turn into a shadowy form during the night making you much sneakier, stronger and harder to hurt.

Friendly Hauntings - 600 CP

The inhabitants of Timesville have a habit of burying their dead. Normal enough when they were on the surface, but here inside the beast it has made it so the dead cannot pass on. So the little island is becoming more and more haunted as time passes. Luckily not all ghosts are vengeful or dangerous, especially not for you. By giving the right gifts or performing the right ceremonies you can appease ghosts and other spiritual beings. This will calm angry ghosts, or at least get them to target other people. Spirits who aren't dangerous might instead try to find ways to help you, give you something that might help you or guide you to information you might need or to a place where you want to go.

Items

Pick one 100 CP item to get for free, and one item of the 200 and 400 CP tiers to get a discount.

Interactive Paintings - Free

Several dozen paintings, in all kinds of sizes and shapes. These paintings all have a special feature, when someone focuses their gaze on them the picture moves or changes, sometimes in a loop, sometimes creating a 3D graphic. Like magical gifs. They tend to be silly and weird, sometimes to the spooky, but nothing too graphic or disturbing.

Cheese - 100 CP

Any time you want, just put a hand in your pocket, and you will find a wedge of cheese of your choice. You can choose what type of cheese it is each time, but be careful about handling some of the more gooey types with your bare hands.

Fishing License - 100 CP

A universal fishing license. Carrying this license allows you to legally fish wherever you want. Well, with limitations. If you try to fish in someone's garden you might get arrested for trespassing, but you can't get arrested for fishing without a license.

Metal Detector - 100 CP

A metal detector used for beach combing. More potent and accurate than normal. It can also detect buried ghosts.

Trick Gun - 100 CP

This gun looks like a copper plated revolver, but instead of six shots it holds nearly twenty bullets.

Cool Skateboard - 200 CP

Not a particularly fast mode of travel, but undeniably cool. You can summon this skateboard directly under your feet at will, and while riding on it you look much cooler and more awesome than normal. Summoning the skate board also creates a cool sound and summons a pair of sunglasses on your face while you are riding the board. For extra cool points.

Black Rose - 200 CP

A black rose representing grief, it can be put on a gravestone, on top of a body, or in another significant place to bring peace and happiness to a spirit. You get a bouquet a year and they do not begin wilting until they are used.

Scalpel - 200 CP

The instrument with which a surgeon practices his art. Unbelievably sharp and nigh indestructible. Incisions made with this scalpel tend to heal quicker and better. If lost or broken will return to your warehouse in a few days.

Spirit Camera - 200 CP

A professional looking photography camera without film. While it can be also used as a regular camera, its flash has an effect on spirits and shadow beings, doing slight damage and scaring them away.

Energy Drink - 400 CP

A gray and blue can of a powerful energy drink. One can guarantees eight hours of high energy, mental clarity, improved focus, and extreme productivity. Does not cause dependency or overdoses. Tastes like your favorite flavor of energy drink. You get one can right now, and one delivered to your house or warehouse every day.

Stress Toy - 400 CP

A squeezable stress toy in the shape of a clown. It is ridiculously effective, just one or two squeezes lifting decades of stress from someone's shoulders.

Vacation Tickets - 400 CP

A round-trip airline ticket and a hotel voucher, they can be used once a year to travel anywhere in the world and stay a weekend for free in any hotel. In worlds without airplanes the ticket will be worth a round-trip in another type of vehicle, like a coach or a boat.

Companions

Recently Swallowed - 50 CP each or 200 for up to eight companions

Import a companion, they have 600 CP to spend. Companions cannot take drawbacks or companions.

Kickstarter Cameos - 50CP

Create a companion with 600 CP to make them. Companions cannot take drawbacks or companions.

Castaway from the Sinking Ship - 50 CP

If you can convince someone to go with you as a companion at the end of the jump you can take them for free, but for 50CP you can guarantee that you can keep an eye on them, that they'll stay alive for those ten years, and that they'll be much more accepting of your invitation.

A Guardian Angel - 400 CP

An invisible and spectral being has decided to follow you around. It is very wise, and will help you think of ideas or things to say whenever you are stuck. They bolster your fighting skills when necessary and may grant you the use of other skills you don't have. They can bring you back from death once during this jump without it counting as a chain failure, rewinding time a few seconds back. After this jump they can do this once every ten years. You can import a companion in this slot, they gain the perks Guardian Form and Advisor, along with the ability to work as an 1-up every ten years, but gain no CP and must stay in Guardian Form for the full ten years.

Drawbacks

He... Scraped... His... Knee! +0 CP

At some point during your ten years here you will trip and scrape your knee. It will hurt. It will make people sad.

Limbless +100/+200 CP

You have no limbs. And possibly your face is just painted on. This probably means you are a sentient object of some sort, or maybe it means you've lost your limbs somehow. For +100 CP you do not have hands and cannot interact with most objects. For 200 CP you have neither arms or legs, not only you can't interact with most things, you also cannot move without help or some type of limbless movement.

And I Must Ask Questions +100 CP

You start the jump without a mouth. Hopefully you can find one before starving.

See No Evil +100 CP

You start the jump blind. You are either missing eyes, or your eyes have been blinded.

Stalked +100 CP/+300 CP

You are being stalked by someone. You won't be able to find out who it is on your own, and neither will your companions, but maybe if you get help from some wandering protagonist type... Anyway for 100 CP it is just a creep lusting after you, they may be able to steal some stuff from you to put on their altar, but mostly you just have to deal with someone who you don't like being after you. For 300 CP you are being stalked by a serial killer who wants to kill you and do horribly pretentious modern art with your body. It may or may not be the same serial killer already active around Timesville. If this is not your first jump the killer's abilities will be increased to be dangerous to you, at least in the sneaking and assassination areas.

Musical Interludes +100 CP

It seems that whatever the Surgeon has, it has spread through the world. You'll find that people will sometimes just randomly burst into song at the drop of a question. You included. Even worse, not everybody comes with in-built autotune or speakers to set a background beat.

One Too Many Dents In Your Skull +200 CP

You have been hit in the head one too many times, got one too many skull fractures, and lost your memories. You start this jump completely amnesiac.

Overworker +200 CP

You have a duty to work as hard as you can. Whether you're putting on shows for the circus, working an office job, or have become the Mayor's secretary, you must dedicate as much time as possible to your work, never miss a shift, and try to make as much money as possible. You'll only be able to adventure after working, or if someone makes your workplace disappear. If you're Drop-In you'll have a compulsion to find a job as soon as possible.

Gambling Addiction +200 CP

Why do you gamble? To get money, obviously. Why do you need money? To gamble, obviously. You cannot pass up an opportunity to gamble, to play any game of chance. And you just don't have any luck when gambling.

Beautiful Creature +300 CP

The Bride is what happens when a psychopath with great surgeon skills decides he wants a waifu instead of a harem. The results are not pretty. In fact the results are an abomination, barely sentient and in constant horrible pain. By taking this drawback you agree to do something about it, whether destroying it, unfusing it back into two people or somehow perfecting it into a true single being, do whatever you want or can. Keep in mind that the Surgeon will try to stop you and he might be more dangerous than it is known.

Replace the Boards, Replace the Nails +300 CP

The Beast is like a sinking ship, a dying body whose residents will soon find that the light and heat have been turned off and the very ground will soon start to rot, with no good way to escape. Only the Surgeon can bring it back with his ritual, even at the cost of his and Mellow's lives.

Or so it was before your entrance into the universe dislodged some Cosmic Power and activated the ritual prematurely.

What will happen to the people inside when it wakes up? Will it improve the problems with the surface world? What will the Surgeon do, having lost the opportunity to finish his Bride and set it up as the spirit of the titan? Hope the answers are worth the CP.

Demonic Restriction +300 CP

Being sent into the body of what might be a demon or elder god has had the unfortunate side effect of blocking your powers and perks from other jumps.

Outro

After ten years your drawbacks are lifted and you are given a choice:

Ending A Family! Stay in this world with your new friends

Ending B Family? Go back to your world of origin

Ending C Family. Go to your next jump

Notes

Limbless, And I Must Ask Questions and See No Evil are cheaper than normal for those types of drawbacks because in this jump you are allowed to fix yourself. It might even be easy, if you can convince the Surgeon to help you.

Several of the computer characters show up when the Beast pukes in Ending 1, so feel free to take as companions, if you want to companion Yew, Hairoid, or 1920s Jack PewDiePlier

The Surgeon implies that the surface world is dying and becoming a desert, but one ending shows that stores still exist and sell fresh produce, so the Surgeon might be exaggerating or even wrong.

Mellow's floating hands and not having legs or neck don't seem to save him from getting his head hit clean off or even getting his 'neck' snapped in some of the deaths, so I made him getting blasted into pieces a 1-up instead of a racial thing. Having floating hands doesn't even grant much extra reach, so being a Rayman type humanoid like Mellow and his family can be taken with the free option.