



Generic Visual Artist

By Elzerei

Welcome to a world of drawing, painting, and creativity.

+1000 choice points(cp)

Locations:

Choose any of the following or roll randomly:

1. Generic Mundane world
2. Generic Fantasy world
3. Generic Urban Fantasy world
4. Generic Sci-fi world
5. Any pre-existing setting with visual art
6. A setting of your own creation with visual art

Origins:

There are no specific origins in this Jump. You can be a Drop-in or create a background based off of your purchases.

Form:

You can be any sentient species commonly found in your setting, of any age that is reasonable for that species to survive to, and any gender you want.

Perks:

You get 5 Art Tokens. Each can be exchanged to get one Perk or Item for free. Only 2 Art Tokens can be spent on 300cp Perks.

Headstart (Free): Gain one year experience in an art medium of your choice

Practice makes Progress (100cp): Gain 10 years of experience in an art medium of your choice. Can be bought multiple times for more mediums.

Perfect Printing (100cp): When printing something out, it will turn out right on the first try. The colors will look the same as they did on the screen, it will be aligned properly, it will be the right size (as long as it could fit on the paper). No more time and ink wasted trying to get the front and back of a design to be in the same place.

Super Scanning (100cp): When using a scanner it will always be able to correctly capture the picture. No vibrancy will be lost in the digital version, and it will capture even the faintest lines. However, it will not capture things you did not mean it to, like something on the opposite side of the paper, or a not fully erased sketch. This also applies for when you are photographing or taking video of your work.

Watching Paint Dry (100cp): You can control the rate at which paint dries, from not drying at all to drying instantly. With practice you may even be able to reverse the drying process.

The Joy of Art (100cp): The process of making art can stave off passive negative feelings like boredom and ennui, and you can channel more active negative feelings like anger or sadness into your art, which will help you process them and move past them. These emotional benefits last a long while after you stop working as well.

The Will to Create (100cp): You have a seemingly unlimited amount of willpower, and can always motivate yourself to work on something no matter how little you feel like working on it.

Flow (100cp): While working on something, you can at will enter a flow state, in which you can fully focus on the process, and the process feels more smooth and natural.

Steady Hands (100cp): You have incredibly steady hands, allowing you to do things like draw a perfectly straight line, or a perfect circle. You can also choose to add shakiness to your hands to create more textured or organic looking lines.

Eyeball it (100cp): You can do any proportional measurement completely by eye, and have it turn out the same or more accurate than if you used a ruler. At a glance, you can do things like finding the center of things, making things symmetrical, making things the same size, making things perfectly in line with each other, making something double the size of something else, making perfect 90 degree angles, making lines all go to the same point, etc.

Synesthesia (100cp): Each purchase of this allows you to connect two of your senses. These can be mundane senses or any supernatural senses you have. In addition to being cool and

giving you a new perspective, both of the connected senses are sharpened by this, with small distinctions being more easily discernible and faint stimuli easier to perceive.

Visual Library (100cp): You can perfectly remember the appearance of anything you've ever seen, down to the smallest detail. This memory has unlimited storage, and is well-indexed so you can find what you want.

A Thousand Words (100cp): You have an exceptional skill for getting across meaning with visuals, and conversely understanding the meaning of pictures that were made or put together with the intent to convey something specific. With this you could have a full conversation just through images, without sharing a language with your conversation partner.

See like an Artist (100cp): You have a talent for noticing small details, and for seeing things the way they really are, instead of how you expect them to be. This also actually improves your eyesight, giving you perfect 20/20 vision.

Visual Storytelling (100cp): Drawing something related to a story you are writing will improve the quality of your writing proportionally to the quality of your art. This can be used more than once on a single project.

The Medium is the Message (100cp): Your art gains a noticeable boost in quality when materials used in creating the art have something to do with what the art is meant to depict. This can be as simple as using pyrography to draw flames, or using a digital program to make glitch effects, or it could be as obscure as using clay from a battlefield in a sculpture with the theme of the horror of war.

Spatial Reasoning (100cp): You have perfect spatial reasoning, allowing you to think in three dimensions, rotate objects in your mind, understand the relationships between things in three dimensional space, and have an instinct for how things look in perspective.

Constructive Critique (100cp): When sharing your creations, you can decide whether or not you want constructive criticism, and your audience will understand and be inclined to follow your preferences. People also find it easier to clearly articulate their ideas while they are critiquing your work. This also makes you skilled at coming up with good constructive criticism for other people's work, which includes how to tell them things that will help them improve and do so without demoralizing them.

Marketing (100cp): You have an instinctual knack for selling your work. You can easily get a feel for how things are usually priced, and also have a skill for haggling and marketing that would allow you to sell yours for more than that.

Reverse Engineering (100cp): When looking at something that was made by a person, you get a sense for how it was made. Materials are the easiest to tell, but with a bit of practice you can also identify techniques, and with more practice you could even tell why it works the way it does, and be able to integrate its good qualities into your own work, rather than only knowing how to recreate it.

Cutting Corners (100cp): No matter how long you spend on a piece, it's likely your audience will look at it for much less time. This gives you the ability to recognize where in a project you can cut corners or do things in an easier way without too much effect on the final result.

Taking Inspiration (100cp): When creating something that is clearly inspired by something else (fanart, an adaptation, etc), you find that the quality of your work and the speed at which you create it increases the more you know about and enjoy the thing it is inspired by.

Research (100cp): You have a knack for figuring out where to go to find the information you need. Trying to draw armor appropriate for the Roman colosseum? You know how to find accurate historical references and explanations of when different sets were used.

Character Acting (100cp): Animation is a type of filmmaking, and so to animate a character you have to have some understanding of acting. And you do. You have a deep understanding of the way people move and express themselves, and how to use that to get across what you want. Give a deadpan stare or a questioning glance through a helmet that completely hides your face with no problems.

Art Historian (100cp): All art takes inspiration from something, and usually among those inspirations are other art works. You have a talent for being able to identify the inspirations for a work of art just by looking at it, and for categorizing works with similar inspirations into groups in ways that make sense. You could take a collection of art and from it create a rough idea of art history in a world entirely unfamiliar to you.

Art History (100cp): When looking at a work of art, you can see in your mind's eye what it looked like in the past, at any time that it existed. This can help you to restore art that has been damaged, or just see what sketches the artist painted the final piece over.

Materials Expert (100cp): You know everything there is to know about the materials that are related to an art medium of your choice. If it's painting, you know all the different kinds of paints, how they are made, how weathering changes them, how canvas reacts to different environments, etc, if it's sculpture you know all about clay and rocks and ceramics, when they crack and the chemical reactions that glaze goes through in the kiln, etc, if it's digital art you know how to debug any art program, how to restore corrupted files, computer maintenance, etc. Can be bought multiple times for different mediums.

Focal Point (100cp): You know how to draw the eye. You are an expert in the compositional techniques used to control where people look and in what order they see things. When you design something, you have full control over what parts are obvious and eye-catching, and what parts everyone will overlook.

Cartography (100cp): You are an expert map-maker, skilled in making legible maps with correct proportions as well as making those maps beautiful and evocative of the territory they depict.

Mass Appeal (200cp): Sometimes it feels like the quality of art has no connection with its popularity, like you could create a masterpiece and still have it be ignored. No more. Now,

whatever luck that makes art and artists popular will favor you. Even art you put almost no effort into will find the niche that will properly appreciate it, and your masterpieces could become global news.

Quantity = Quality (200cp): Any time that you use a skill, you will improve at that skill in a productive way. Drawing the same thing over and over will improve your art skill generally, including parts of it that you did not practice. You also will never wind up learning incorrect things through this practice. Practicing doing something the wrong way will make you slowly learn to do it right.

Learn Through Living (200cp): As you go about your life and experience new things, you will notice things that have to do with skills you want to improve at. Even if they are only very tangentially related, this will allow you to make the connection and for making that connection to improve your ability with the related skill. Taking a moment to watch how the streetlights illuminate the sidewalk could make you better at rendering drawings, making a new friend could make you better at getting across a certain emotion in your art, etc.

Archival Quality (200cp): Anything you make will not degrade over time.

Happy Accidents (200cp): You are very good at taking difficult situations and turning them to your advantage. If something is going wrong, chances are you have an idea of how to incorporate it into your plans and still have things turn out your way. These ideas only take into account things you know and can be very difficult to pull off, but when taking advantage of a happy accident, you seem to be just slightly luckier than normal.

Of My Own Design (200cp): Changing the appearance of something will mean that the new appearance counts as your art/created by you and can therefore have any effects applied to it that you could apply to your own art.

Delete Your Art! (200cp): If you start a creative project over from scratch, the new version gains a boost in quality proportional to the time and effort spent on the scrapped version. This can be used more than once on a single project.

Mantis Shrimp (200cp): Humans have three kinds of cones, which allow them to see color with three primary colors. Mantis shrimp have 12, and they can use them to see ultraviolet and polarized light. You now can at will increase the number of primary colors in your vision (and types of cones in your eyes, if you choose). You can also choose at any time what sections of the electromagnetic spectrum you want to see in (like ultraviolet or infrared), and what kind of details about the light you want to be able to perceive (like polarization).

Omnidexterous (200cp): You are just as dexterous with your non-dominant hand as with your dominant, and your dexterity will increase in both hands at the same rate to keep them equal. This dexterity is also shared with any extra hands you might have, your mouth, feet, and really any part of your body that could hold a pencil.

Glamor (200cp): You can change the appearance of anything you have access to, making it look like a drawing that you did, so long as the thing you drew has the same shape and

proportions to the thing you are changing the appearance of. This does not change the actual physical thing, just the way it looks. Different drawings from multiple angles (like a character reference sheet) will help the glamor look more realistic. You can dispel glamors instantly at any time, and apply them instantly so long as you have access to both the drawing(s) and the object.

Digital Tools (200cp): You are extremely good at getting technology to do what you want, and figuring out the ins and outs of unfamiliar technology quickly. You could learn the proper uses of all the shortcuts in an unfamiliar 3-D animation program in under an hour, format a website with no prior experience, or even figure out a way to make your art display with the exact same color balance on every monitor.

Visual Cryptography (200cp): You can encode messages into your art. This can either be in the form of secret codes where anyone who knows the encoding process can decode them (though depending on the code figuring out the decoding process without being told can be incredibly difficult), or this can be part of the content of the art and anyone who knows the right context around the message can figure it out just by looking at the art and taking the time to think about it. This also allows you to incorporate language-based abilities into your art without needing to include text.

Personalized Aesthetic (200cp): Knowing a person well or studying them for a while will give you a good idea of their sense of aesthetics. What they think looks good or bad, what visuals will get under their skin, what they think looks good on them, etc. Using this, you can tailor your creations to make specific people react in specific ways to them. This also gives you the ability to select a certain collection of aesthetic traits and have everyone you meet associate them with you.

Triptych (200cp): This allows you to declare multiple artworks that you create as part of a set. Being a set in this way allows them to count as both one item and multiple items, counting as whatever benefits you most. You can also choose to extend any property of any item in the set to apply to the entire set. (For instance if one were made of metal you could extend its durability so they would all be as durable as metal. Also works for magical properties.)

No Such Thing as Perfect (200cp): No matter how good you get at a skill, you will always be able to improve. This may make a mundane skill able to improve so much as to be magical, or allow you to invent new heights for a skill to reach once you are the best at it.

Speedpaint (200cp): You have a skill for creating things quickly. This starts as being able to make things in about three fourths of the time it would normally take you, but this speed can be trained with practice to allow you to go even faster.

Copy & Paste (200cp): If you've made something once, you've made it a thousand times. When making something you've made before, you can choose to create an exact copy of the version you already made (so long as you have the materials), in a hundredth of the time it would take you to make the original. The copy can't turn out better than the original, and making it isn't really practice for the skill used to make the original, but it is practice for Copy & Paste, which can be trained so that you can make the copies even faster.

Ctrl+Z (300cp): Whenever you do an action that changes a physical thing, this Perk will save the state the thing was in before your action. Activating this Perk will restore that thing to the saved state. This Perk can save up to five states in its memory, and activating it multiple times in a row will allow you to undo multiple changes made to something.

Pigment Manipulation (300cp): You have the power to manipulate things like ink, paint, etc. You can move them with your mind.

Paper Manipulation (300cp): You have the power to manipulate paper. You can move it with your mind.

Memetic (300cp): All art affects people, but your art *really* affects people. You can embed compulsions, emotions, or knowledge into your work, or any magical effects that you could apply on people in person. These can affect anyone who sees the piece, or you can narrow it down to only people who look for a certain amount of time or at a certain angle or something. The possible strength of the effect improves as the quality of your art improves.

Aesthetic Power (300cp): When you put your all into a piece of art, you can choose to make it slightly magical in a way that relates to how it looks. A painting of someone swimming in lava might be fireproof, for example. This can also apply to things that you put your art on, so a sword that you add fire designs to could become a flaming sword. The possible strength of the magic improves as the quality of your art improves.

This is a Pipe (300cp): You can transform pieces of art into real versions of the things they depict, and back again. This works best for depictions of inanimate objects, though with practice you could even bring landscapes into reality. The traits of the artwork will be brought into the real version, so a higher quality drawing would create a better real version.

The World of Art (300cp): By touching a work of art, you can turn it into a portal to the place it depicts. If that place exists in the universe that you're in, this can be used to travel quickly through very long distances.

If the place doesn't exist in the universe you're in, it takes you to an artistic rendition of that place, made from the medium of the art you used to get there. You can take things out of the rendition when you leave, but any magical properties they had will not be maintained, and they will be made out of the medium of the art you used instead of what the real version would be made out of. These drawn spaces maintain changes made to them after you leave, so you can use them as pocket dimensions.

Immortalization (300cp): By creating a work of art about a specific thing you have experienced or encountered, like a moment in time, a feeling, or even a person, place, or thing, you can capture and replicate aspects of it in the work, and then use the artwork to invoke them again. Like a painting about being struck by lightning inducing the pain you felt on the viewer, a sword carved with a depiction of a power-up you achieved imbuing the wielder with that power, or a portrait of someone that can tell you what they would think of something. How much of the experience you can replicate and how specific you can be about what parts of the experience you replicate depend on the quality of the artwork.

Conceptual Art (300cp): You can ‘work’ on artworks just by spending time ruminating on them; thinking about the piece instead of having to actually put pen to paper. Creating a piece will be easier the more time and effort you spent on it conceptually before actually starting. With a very large amount time and effort and skill, you can also use this to create the conceptual essence of a piece- even a piece that never left your head. This conceptual essence is the pure concept of the piece made real, able to exert influence on reality directly without the need for a medium.

Content Consumer (300cp): You can metaphysically consume works of art, which destroys the art but imbues qualities of it onto you, giving you boosts to your power based on the art. Consuming the same work of art twice gives no benefit, but consuming modified versions of a piece will give benefits that are only slightly less than if it were the first version of the piece you consumed. Higher quality artworks will give larger boosts.

Soulful Creation (300cp): By creating a work that truly captures the soul of someone or something, you can trap them within the work. This removes them from the physical world and traps them inside of your depiction of them. The extent to which they can still move around within the confines of the medium is something that with practice, you can control. You can also release them from your creation as long as you have access to the work they are trapped in.

Sona (300cp): All visual representations of you are considered part of you whenever it benefits you. You can see through their eyes (if they are depicted with them), get a sense for where they are, and control them, allowing them to move in any way that makes sense for how they were made. (A statue might be able to get up and walk, but a drawing might be confined to connected pieces of paper.) In combination with **This is a Pipe**, this can be used to create duplicates of yourself that you are mentally connected to.

You cannot use an Art Token to purchase this Perk.

Items:

You gain a 100cp stipend that can only be spent on Items.

You can import similar items into items bought here to give them the properties of your purchases.

Paper and Pencil (Free): A 2B pencil that is always sharp and never wears down, and a stack of 8.5x11 paper that regenerates, adding new paper when you take some away.

Compression gloves (100cp): A pair of extremely comfortable gloves that reduce hand pain and have a mild healing effect on hand injuries, especially repetitive stress. They resize to fit your hands, and have an appearance of your choosing.

Ink of Many Colors (100cp): An ornate ink pot. When you take off the lid, it will be full of ink of whatever color you are thinking of. Refills instantly when you close the lid. Can also create inks with different properties (waterproof, water based, alcohol based, etc)

Inspiration Die (100cp): A 20 sided die that, when rolled, gives the user a random inspiring idea related to whatever they were working on. This can even mean giving an idea for a new project if they weren’t already working on something.

Infini-Sketchbook (100cp): A sketchbook that never seems to run out of pages, that you can summon and dismiss with a thought. When opening it, it always seems to open to whatever page you were looking for. When flipping to the next fresh page, you can decide what type of paper it will be. The binding is very tough, and pages won't fall out unless you are trying to rip them out. You can also choose to have this sketchbook absorb other books or papers and place them wherever you want in the page order.

Awesome Tablet (100cp): An art tablet with infinite memory, and very good computer specs. Comes with a tablet pen that is automatically paired to it and it can easily detect information about it like pressure, tilt, and direction. The pen can also transform into different art supplies to make doing certain effects easier. Similarly, the surface of the tablet can change texture to feel like smooth glass or any paper texture. If damaged, stolen, etc, it will reappear somewhere convenient within a week, with all files on it preserved.

Custom Art Program (100cp): An art program that has every feature you expect a good art program to have, organized in a way that is completely intuitive and easy for you specifically to use, never corrupts your files or crashes without saving, only lags if you are really pushing the bounds of what is possible for the hardware it's running on, and can be downloaded onto any electronic device you use. The layout is also fully customizable, and you can have it add any feature you see in a different art program.

Art Books (100cp): A vast collection of art reference and tutorial books, on topics ranging from the ethos of comic books to step-by-step tutorials on drawing cars, and more.

Magic Eraser (100cp): Can erase any mark off of any surface completely without any damage to the surface. This includes marks that are part of the surface like shallow scratches or pyrography. It will not erase more than you intend it to.

Tools of the Masters (100cp): This gives you perfect replicas of the art supplies well-known artists used to practice their craft. The paintbrush of Bob Ross, the fountain pen of Walt Disney, Michelangelo's chisel, etc. Any artist you look up to as 'one of the greats', their signature tool comes with this set. No more can you use the excuse that you just don't have the right tools to draw like your idols.

Transfer Paper (200cp): A piece of semi transparent paper that the user can grow and shrink at will. When pressed against an image, it can transfer the image to itself, leaving the medium the image was on blank. When pressed against a surface, it can transfer any image on itself onto the surface. Images transferred this way will become a part of the surface they are transferred to.

Studio (200cp): A large art studio filled with all sorts of art supplies, basically everything you need to do the kinds of visual art you are interested in. It always has perfect lighting, with both artificial lights and big windows. Being in your studio can help you to feel inspired and make higher quality art pieces. Can be imported into any property you own, or added to your Warehouse as an extension.

Pen/Sword (200cp): This is an art material that can transform instantly into a weapon when the wielder wills it. It does not have to be a pen/sword and can be any art supply/handheld weapon of your choice.

Gallery (300cp): A large gallery that expands to be able to properly display any art you wish to put in it. While displayed in your gallery, each piece will give you a very small (often almost unnoticeable on its own) boost of power somehow relating to the nature of the art. Art of higher quality gives stronger benefits. Can be imported into any property you own, or added to your Warehouse as an extension.

Magic paintbrush (300cp): A magical paintbrush infused with the power of visual art. If someone paints with it, they will gain a selection of abilities similar to those in this jump, if you break it in half, abilities and items like those found in this document will be distributed to a number of random people in the world you are in. If you break it, a new one will be given to you at the beginning of your next jump.

You cannot use an Art Token to purchase this Item.

Companions:

Recruit anyone (free): You can bring anyone who agrees of their own free will to join you along with you on your chain for free.

Import (100cp): Import one Companion. The imported Companion gets 500cp and 2 Art Tokens to spend. They cannot purchase from the Companion section. This can be bought multiple times.

Import+ (300cp): Import up to 8 Companions. Each imported Companion gets 800cp and 4 Art Tokens to spend. They cannot purchase from the Companion section. This can be bought multiple times.

Drawbacks:

(These go away at the end of the Jump)

Starting Fresh (+100cp): The start of the jump is the start of your new art journey. The **Head Start** and **Practice Makes Progress** Perks are disabled, and any existing art skill you had is locked away for the duration of the Jump. This way you get to learn the basics all over again.

Aphantasia (+100cp): You cannot picture things in your head. This does not limit what you can imagine, it just means that you cannot visualize those things.

Perfectionist (+100cp): You have a bad habit of wanting everything you make to be perfect. This means that it will take a strong effort of will to not waste huge amounts of time making tiny changes to your work, because it just isn't good enough yet. If working in a medium that doesn't take well to this kind of thing (Like pencil, where too much drawing and erasing can turn the drawing into a smudgy mess), you might even ruin it and have to start over. Though at least those will have a place where you can tell that continuing would only make it worse. A medium

that can be changed forever with no problem (Like digital) might keep you trapped working on the same thing for much longer.

Attention Hog (+100cp): You have attached your self-worth to the public's opinion of your art. Negative comments and critique feel like they are attacking you directly, and you assume the worst from even just a lukewarm response. Getting more positive comments than you are used to will make you feel on top of the world... for a short time before you start feeling guilty for not giving them more, or like trash when your next work gets less.

Listless (+100cp): You find it hard to motivate yourself to work on creative projects. If there is some external pressure, some reason it has to get done before a certain time, you can usually force yourself to do it, but without that kind of stress you'll find it extremely difficult to start working, and difficult to focus once you do.

Inspiration Overload (+100cp): Who ever said too many ideas was a bad thing? You, now, probably. You have lots of ideas for things you want to create, and when you have an idea you like (Which is a lot of them), it haunts you, making it hard to focus on anything else until it's complete- or, more often, until another idea comes along, supplanting it and making it hard to focus on the original idea. Get ready for having a lot of half-finished projects that never end up getting done.

Artists Can Never Lose Their Control of Time (+100cp): You have time blindness, meaning that you don't have a sense for what time it is or how long something takes. When not looking at a clock you have a lot of trouble telling how much time is passing, especially when focusing on something. You are also very bad at estimating how long something will take. This will probably make you late for a lot of things.

Art Supply Addiction (+100cp): Just... one more sketchbook. You love art supplies, specifically, acquiring new ones. Even if you know you'll never wind up using them, the idea of working with something new feels inspiring and energizing... for a little while until the supply is old news. You have trouble resisting buying art supplies, making craft stores hell for your wallet, but oh so much fun to 'browse'.

They Went to Art School (+100cp): You have a bad habit of talking about art in a way that sounds pretentious or hard to understand for the people you are talking to. You'll often find yourself explaining how a piece expresses the inherent conflicts in post-modernist ideals to someone who does not know or care about art history, but when faced with an expert in the field who might actually be interested in such discussions, you still might struggle to keep up or wind up sounding like you don't actually understand what you're talking about and are just using big words to pretend to keep up.

Colorblind (+100cp): You are either red-green colorblind or blue-yellow colorblind. You can still see some color, but many colors that used to look different now look the same to you

Monochromatic Colorblindness (+100cp): You are fully colorblind in that you can no longer differentiate between colors, essentially seeing in black and white.

Blind (+400cp): You cannot see at all.

Dominant Hand Injury (+200cp): Your dominant hand has some kind of injury that makes using it to draw painful. It can be okay for short periods of time but long drawing sessions will be very painful. This pain can be pushed through but doing so will worsen the injury. This cannot be healed by magical means, but if you are very careful and take good care of your hand, it can slowly heal naturally. (This drawback and all the drawbacks in this line disable the effect of **Omnidexterous** until the drawback is no longer in effect. You can still learn to draw with your non dominant hand (or foot or mouth or something), but you must go through that effort yourself.)

Missing Dominant Hand (+100cp): Your dominant hand is not just injured, it's gone. Better learn to draw with your non-dominant hand or something.

Look, Ma, No Hands! (+100cp): Your dominant hand is not the only one missing. In fact, you have no hands.

For the Aesthetic (+200cp): You have a bad habit of making decisions based not on what would be a good idea, but on what would look cool. This is things like wearing extremely impractical clothing, or blowing up a building at the end of a heist to get the 'cool guys don't look at explosions' scene. You can resist this urge, but mostly by coming up with a different cool-looking thing to aim for.

Passion Project (+200cp): You have a huge artistic project- one that will be difficult to complete in only ten years like a long running comic series, or an animated show, or a palace full of sculptures- that you must complete and share with the world before you are allowed to leave the Jump. The Jump will only end after the project is completed to your satisfaction and that completed project has been made available for the society you live in to see and critique.

Masterwork (+300cp): Now the Jump only ends when one of your works of that size becomes extremely popular, as in the vast majority of people in your society have heard of it and agree it's good.

AI 'Art' (+200cp): Not only have the corporations of this world now invented generative AI and are using it to steal the art of normal artists, it seems like this AI was trained primarily on your style, since it usually defaults to looking like a knock-off version of your art. Now you'll have to constantly be defending yourself against people saying that your work was done by AI, and being reluctant to buy art from you when they could just pay the corporations less for the AI version.

Rival Artist (+200cp): A fellow artist, with 1000cp worth of Perks from this document, who is at an approximately equivalent skill level at art to you, has made it their mission to be a more popular and successful artist than you. Something about you and the way they see you has become very important to them, and they shape their identity around wanting to beat you at the art game, in whatever way you play it. This doesn't necessarily mean they hate you as a person- they might even look up to you, or see you as a friend- but they will still do almost anything to be in whatever art spaces you are, and to be seen as above you/better than you there.

Enemy Artist (+200cp): Now they don't care about being at the top, just about beating you down. They will engage in whatever underhanded tactics they need to in order to make everyone, especially your fans or people you know, hate you and your work. If

ruining your life becomes too difficult, or you fight back, they will escalate. And they will continue to escalate until they have either ruined your life or killed you.

Crunch Time (+200cp): Whenever you get involved in an art project that involves other people or has some kind of externally motivated due date, you will find that not nearly enough time has been allocated for you to do your part of the project. You seem to always have just barely enough time that if you push yourself to your limit and neglect everything else in your life (including things like sleep), you can get it done. Every time. Get ready for a lot of all-nighters.

Starving Artist (+200cp): This prevents you from acquiring money through any method not relating to art, including Perks or Items that give you money. Get ready for your inspiration to be directly tied to your livelihood, and having to balance artistic vision with what people will actually pay for.

Really Starving Artist (+200cp): This disables any Perk or Item that would let you acquire food in any way other than paying a fair price for it using money, and also disables any Perk that makes it so that you would not need to eat. In addition, you can no longer accept charity; you have to acquire your food and money through turning an art-related profit.

Censorship (+300cp): A very powerful organization has decided that some idea that is common in art you create is somehow evil. They believe that the idea is corrupting and will stop at nothing to remove the idea from every piece of media they can. They also will attempt to make the idea taboo so that normal people will do their work for them and avoid or shun the idea.

Targeted (+200cp): They now know who you are and have it out for you specifically. They might claim that they'll stop harassing you if you stop making work with certain themes, but if you give in they move the goalposts to censor more and more of your work. One of their main goals is to stop you from making art in any way necessary.

Hunted (+100cp): They don't just want you silenced. They want you dead, and it is their singular primary goal. They will use every single resource at their disposal for the sole and dedicated purpose of killing you.

Ending Choices:

Once the Jump is complete, you have the options to **stay** in this Jump's world, **go home** to your own world, or **move on** to your next Jump.

Notes:

drawbacks that are indented under another drawback are an extension of it, so you get the points for both. For example taking **Missing dominant hand** gives 300 cp because it's the points and effects of both **Missing dominant hand** and **Dominant hand injury**. Similarly **Look, ma, no hands!** Would give 400 cp

taking **Aphantasia** and **Visual Library** doesn't actually cancel out. It just means that you won't be able to visualize anything in your **Visual Library** during the jump, you could still do things like remembering the exact number of wires you saw, or the number of joints in a wing, or whatever else.

Inspirations/credits:

- Jump style inspired by Burkess and EdroGrimshell
- The drawings are also by me!
- Delete Your Art is a reference to Drawfee
- This is a Pipe is a reference to The Treachery of Images, the painting by René Magritte
- Artists Can Never Lose Their Control of Time is a reference to a line from Megalopolis that makes me irrationally angry.
- Suggestions from Reddit users