

NaCl, sodium chloride, salt. It is an integral part of our, and every world, this jump is not like the other jumps. You aren't sure how you know this but the knowledge drops into your head. This jump is a punishment. You aren't sure what you did to deserve it but for whatever reason you are stuck here for the next ten years, may Jump Chan have mercy on your soul, she obviously already has because she has left you a present.

500 CP

Its a dreary decade ahead of you, lets see where you wind up, shall we?



1-2: The Salt Mines- Simply a hole in the ground filled with rocks and salt as well as a few other miners, its miserable, though if you meet your quota you might get some water.



5-6: Plane of Elemental Salt- This is quite literally a plane of nothing but salt, maybe there's some salt animals here? If there are, all of them hate you.

3-4: Salt Flats- Salt, sand and sun, its also hot as hell. This is miserable. Though with some luck you might find a shallow hole! How interesting!



7-8: How the Grains Fall- Lucky you! Choose a number 1-6.



Background

Age: 2d8+14
You can't change gender.

Drop In

You don't have a history here, not like anyone cares.



Salt Elemental

Your heart must be made of salt or something, because you exude anger and it reflects upon others. You now need no water but instantly die if too far from a massive amount of salt.



Troll

You're short and hardy, needing 75% less water but 50% more food. You are hard headed and will be naturally resistant to any views other than your own.



Perks

Discounts are 50% of normal price. 100 CP perks are free for background.

Drop In Perks

Mining Arm
100

You can swing your pickaxe all day mining salt. You will still get tired, though this just gives you the opportunity to try.

Git in the Pit
300

Every day you can avoid the hot sun by working all day without breaks in the mine! Lucky! Low paying jobs are easier to come by in the future.

Salt Miner
600

No matter where you are, you can mine for salt. Nothing else, just salt. It may take all day but you WILL find some salt in some quantity.

Troll Perks

Ignorance is Bliss
100

You can refuse to learn anything from others around you. It seems you're proud of your ignorance!

Insult Spelling
300

In the event that you seem to be losing an argument you can insult your opponents spelling. Inexplicably, this is effective in verbal arguments.

Repeated Argument
600

Other people see a reason to have multiple points when arguing, with this perk you don't. You can sit there and repeat the same thing ad naseum all night. People tend to give up arguing with you when using this, letting you win by default.

Salt Elemental Perks

Angry Inside
100

For some unknown reason you are constantly angry. Enjoy taking it out on others.

Salty Outlook
300

Everywhere you look it seems like someone is insulting you, but that's ok because you can see the REAL problem! With this ability indecisiveness is rare, because you know you're always right.

Salty Speech
600

You can imbue your speech with a small portion of your inner saltiness! When you do this everything you say will come off as extremely insulting and angry. Only those with a strong will or who don't care will be harshly offended.

Items

Pickaxe
50
3 free Troll

A quality looking pickaxe, good for mining... salt.

Bottle of Water
50
1 free Drop In

A bottle of water, enough for one day. Not cold just wet, and refills daily.

Salt Tablets
50
2 free Elemental

A small pouch full of cubed salt. Refills Monthly.

Umbrella
100

A simple umbrella of middling quality. Good for keeping the sun off you.

Bandanna
100

Good to wrap around your head or to wipe your face.

Rock
1

A rock about the size of your thumb, with an angry face carved into the side. Have fun.

Companions

No, you cannot inflict this place on your companions. You are alone with anyone else you find here. That said...

Sal
200

Sal is a salty old troll whose intrests include salt, mining, and... that's about it. His appearance matches his personality, refusing to change his mind about anything under any circumstances. This makes him nearly immune to any mental attacks. Oh, yeah. He also hates you.

Nacle
850

Nacle is a pinnacle of joy in this miserable place. A cute little salt elemental, he will love you unconditionally. Though useless in a fight, he's the best friend you could ask for. Interests include fetch, cuddling, digging, and you. He requires no food or water, only to be near a mass of salt and a lot of love.

Drawbacks

No Shoes
+50

You have no shoes and nothing you do can protect your feet from the salt. This also makes you unable to fly, hover, or move via any locomotion that would make you not touch the ground. You also cannot teleport.

No Shirt
+100

You are naked with only your bare skin bared to the elements. Even as a salt elemental you cannot avoid the intense discomfort. You cannot shapeliest into a form that is not bothered by the salt, you may also not wear anything. You are naked and you shall stay that way while here.

No Service
+200

You are stripped of all your powers, down to your Body Mod body. Good Luck.

End

Go Home

This place has finally broken you. Take your powers and go.

Stay Here

Seriously? Are you mad?

Keep Jumping

Onward from this hellhole! Try not to deserve this next time.

Notes

>This is a joke jump. Take it seriously or don't, I don't care.
>If taking the 'No Service' drawback, you only need to stay 5 years. If taking all three, you stay 3 years.
>Salt elementals begin to die if they're not within a mile of a large mass of salt. 6 Hours after leaving, the elemental dies instantly. This will never happen during your time here.
>Salt Miner only works in mines.
>Salty outlook does not actually make you 'always right'. You just think you are.
>Created by aionon, edited and imaged by Bubbles.