Generic(?) Ultimate Van Life (v1.0)

Welcome to the ultimate van life. You will be driving around and living in a van for the next 10 years. Enjoy a low cortisol slice of van-life!
Check out the sanctuary, my version of the warehouse/personal reality, if you haven't already!

Take 1000 CP and begin your journey!



The world

Choose a world you will be spending your 10 years in.



Van-friendly world [Free]
A regular world seemingly identical to your Earth. Your identity carries into this world. Van dwelling is much more popular in this world, with more campsites, fewer restrictions on overnight parking, and border crossing, allowing you to travel more freely. You can choose any country or city to start in. You and your van will be on a random public parking lot.



Jumper's last tour [Free]
A post apocalyptic version of your Earth. The apocalypse already happened a long time ago, so there are no immediate dangers. The population is low, but people here are generally friendly and civilized. Society is being rebuilt, with settlements, trade routes, and communities gradually being established. A functioning currency system exists, allowing people to trade goods and services. Coincidentally, many survivors live in vans or similar vehicles. You start off in your home country.

Supplement mode [Free]
Alternatively you can attach this to another jump chain as a supplement.

Basics

The Van [Free & Required]
The van is a full-size cargo van with a standard high-roof configuration. Its maker, model, and appearance are customizable within reasonable range, but its overall dimensions and vehicle classification remain unchanged. It comes with basic furnishing of your preference including a bed, a kitchen with sink and shelves.
The van can NOT be stored in your sanctuary / warehouse / inventory during this jump.

No fuel needed [Free & Required]
Gas prices are through the roof. But good thing your van doesn't run on gas, it runs on… Nothing? Somehow it can generate enough power to run itself as if it is fully fueled. Even when the engine isn't running, it generates power for your appliances.

Easy repair [Free & Required]
The van can break down, but despite its anomalous properties, repairing it is identical to repairing a normal van, provided its original chassis and VIN remain intact. All repairs must be performed on the original van. Replacement parts automatically inherit the van's anomalous properties.

Slightly bigger on the inside [Free & Required]
The van is about 20% bigger on the inside. Most people won't be able to tell it's abnormal.

A million dollars in cash. [Free & Required]
The van comes with a million dollars or equivalent in other currency. You will receive it in cash but you will be able to put it in the bank without issue. You can also choose to receive it in multiple different currencies. This is given once.

Perks

Travel Permit [Free]
You can magically pull out any paperwork or credentials needed for international travel, including passports, visas, entry permits, and other required documents, allowing you to legally cross any border. This doesn't grant safe passage through warzones, enemy territory, or places where you're known and unwelcome.

Best Driver [Free]
You are an experienced driver, able to operate any road vehicle. You also get a boost in reflexes when behind the wheel, being able to perform stunt-like maneuvers with relative ease.

Camping Master [Free]
You are an expert camper with extensive knowledge and experience in camping, including wilderness survival, campsite selection, shelter setup, outdoor cooking, and camp management.

Trained Mechanic [50]
You are an expert at repairing, maintaining and modifying cars, motorcycles and similar vehicles. You also learn other types of machinery with much more ease.

Looksmaxxed [50]
You are in the most ideal physical condition you can naturally achieve. You have a healthy, lean body, perfect posture, clear skin, healthy hair, and perfect dental health. You effortlessly maintain your appearance without constant effort, and any unwanted facial or body hair you remove does not regrow unless you decide you want to.

Chef [50]
You are an expert chef with skills and knowledge comparable to a Michelin star chef.

Travel Stories [50]
You are an excellent storyteller, able to make even mundane experiences entertaining and memorable.

Jumper Physiology [100]
You possess peak human physiology, biological immortality, immunity to aging, resistance to harmful diseases, toxins and parasites. Also there's something nostalgic about your scent.

Van Finder [100]
You will always know the exact location of your van, even if it is in another dimension or reality.

Teleport Entry [100]
You can teleport into your van from any distance, as long as it is in the same dimension as you.

Vehicle Whisperer [100]
You have an intuitive understanding of any vehicle you operate, allowing you to identify mechanical problems, understand its capabilities, and get the most out of its performance.

One With Nature [100]
You can move through natural environments without disturbing wildlife.

Sleeper Build [100]
You can fall asleep comfortably in almost any environment. You never suffer from muscle aches, stiffness, or other discomforts from sleeping on unsuitable surfaces.

Sleep Efficiency [100]
You only need 3 hours of sleep each day to feel completely rested. You can choose to sleep longer to be even more energized.

Try try! [100]
You will find it easier to convince others to try your hobbies, interests, and personal tastes. Though whether they end up liking them is up to them.

LIVIN IN A VAN DOWN BY THE RIVER!!! [100]
You can always find the motivation to push forward, pick yourself up, and keep going, no matter how difficult or hopeless things become. You can also inspire that same motivation in others through speeches, encouragement, and sheer enthusiasm.

Van perks (400 stipend)

Internet [Free]
The van always has a reliable, high-speed internet connection, provided that the internet or similar exists in your current dimension.

Power Outlets [Free]
The van comes equipped with four pairs of standard electrical outlets, conveniently distributed throughout the interior.

Water generator [Free]
Your van generates unlimited clean water in its water tank.

Van Upgrade: Top of the line [50]
The van is equipped with a top of the line engine and the best available components for its vehicle class. Everything is optimized for maximum performance, reliability, and efficiency.

Bathroom [50]
You have a space efficient bathroom inside your van. Water is automatically replenished, waste is automatically disposed of, and the shower always has hot water.

Bigger on the inside bathroom [100]
You get a proper sized bathroom with a proper toilet, sink, shower and a bathtub. Water is automatically replenished, waste is automatically disposed of, and the shower always has hot water.

Washing machine [50]
You get a washing machine. It is completely silent and uses carbon dioxide instead of water. So you don’t have to dry your clothes afterwards.

Self cleaning: exterior [50]
The van automatically cleans its exterior, removing dirt, mud, dust, grime, scratches, and other surface imperfections. The cleaning process takes approximately 30 minutes.

Self cleaning: interior [50]
The van automatically cleans its interior, removing dust, stains, and unpleasant odors. The cleaning process takes approximately 30 minutes

All Terrain Vehicle [50]
Your van has reinforced, lifted suspension and automatically adjusts its tires to suit the terrain, such as sand tires for deserts, snow chains for icy roads, and regular tires for paved roads.

Environmental Adaptation [100]
The van automatically adjusts its internal environment to keep its passengers comfortable and safe, regardless of external conditions. It provides heating, cooling, and ventilation as needed.

Open car [50]
Your van's roof can fold and open up completely, leaving the entire interior open to the sky

Soundproofing [50]
The van's interior is completely soundproof, preventing outside noise from disturbing you and preventing interior sounds from escaping.

Self driving [100]
The van can drive itself to any destination entered into its navigation system. It automatically follows roads, obeys traffic laws, avoids obstacles, and navigates unfamiliar routes. You can take control at any time. People won't find it strange to see the car driving on its own.

Defense system: Non-lethal weapons [50]
Your van has a turret hidden underneath that fires rubber bullets, tranquilizer darts and a steel net. The ammo replenishes every day.

Van Upgrade: Horse power [100]
The van now generates 4 times as much power as before, greatly enhancing its abilities.

Smooth ride [50]
Regardless of the terrain, road conditions, or driving speed, the van's interior remains perfectly stable and smooth. You won't feel bumps, vibrations, sudden stops, or sharp turns while inside. Everything inside stays securely in place, no matter how rough the ride gets.

Defense System: EMP immunity [100]
Your van is immune to EMP and other electromagnetic attacks that disables its electronic systems. The van also protects items stored inside the van.

Defense System: Cybersecurity [100]
Your van is magically protected against hacking, malware, and hostile AI. No amount of computing power can break through. The van also protects items stored inside the van.

Invisible [100]
The van can turn completely invisible to the naked eye. It can still be detected by other methods.

Full stealth [200]
Your van can now become completely undetectable by all forms of external detection, including

visual, thermal, electromagnetic, radar and sonar. The only way to find it is through touch or through supernatural means.

Amphibious & Submarine [100 /200]
The van can drive on water without sinking. It can transition between land and water seamlessly. For 200 CP it can also dive up to 500 meters underwater.

Ultimate tank life [150]
Your van is now equipped with armor plating, reinforced windows, and reinforced tires. It can withstand heavy machine-gun fire, explosions, and collisions with heavy vehicles with ease. It can also ram and push through obstacles that would normally stop or severely damage a van. This does not compromise the interior space or mobility of your van nor change its external appearance.

Defense System: Turrets [100]
Your van has 4 turrets on each corner of the roof that are usually hidden. They each come with heavy machine guns but you can replace them with other guns or similar weaponry. They reload instantly but you have to provide ammo. They come preloaded with 300 rounds each.

Defense System: Forcefield [200]
Your van can generate a forcefield around itself. The forcefield can withstand up to 20 direct hits from modern tank shells before collapsing. After collapsing, it requires 10 minutes to fully recharge.

Food dispenser [100]
Your van comes with a food dispenser. It dispenses any food that exists in the world. It can produce up to 8 servings at a time and takes 3 hours to recharge after use.

Bigger on the inside [100]
Your van is now 100% bigger on the inside giving you more space to put extra furnishing or storage. You can hide this capacity to others to reveal a regular van interior.

Much Bigger on the inside [150]
Your van is now 300% bigger on the inside, giving you enough space to decorate into a more proper room. You can hide this capacity to others to reveal a regular van interior.

Much more bigger on the inside [300]
Your van is now 3000% bigger on the inside, transforming into a fully furnished, spacious house. You can hide this capacity to others to reveal a regular van interior.

Van Regeneration [300]
As long as more than 20% of your van remains intact, it is able to regenerate and repair itself to its fresh state, being able to come back from a pile of scrap into a full van in just an hour.

Van Intelligence [300]
Your van possesses its own artificial intelligence. It can process information, communicate,

make decisions, and act independently to serve and protect you. It can operate all of its systems autonomously, manage its own maintenance, and assist you with everyday tasks. Its primary directive is to ensure your safety and well-being. People won't find it strange to see the car driving on its own.

Car insurance [300]
Once per jump, if the van is destroyed beyond repair, you receive a brand-new replacement van identical to the original, including all purchased perks and upgrades. Any items, cargo, or passengers inside the van at the time of its destruction are not covered by the insurance.

Defense System: Reality Anchor [600]
Your van acts as a reality anchor, anchoring itself and its passengers to the current state of reality. This protects both the van and its passengers from reality-altering effects, preventing them from being erased, rewritten, transformed, or otherwise altered through reality warping, time manipulation, or dimensional manipulation.

Van Upgrade: Speedforce [900]
Your van's speed, acceleration, handling, braking, traction, and overall maneuverability are enhanced to the absolute extreme, allowing it to reach speeds of up to Mach 30. Furthermore, time itself slows down around you as your speed increases, allowing you to perceive, react, and maintain complete control over the van even at its highest speeds. You can freely regulate this effect, allowing you to drive at any speed without losing control. The van will not create shockwaves, sonic booms, frictional heat, or dangerous wind pressure, regardless of its speed, allowing you to drive around without killing everyone. You can still ram into things and destroy them.

Van Intelligence: AGI [1000] [requires drawback: World War Van]
Your van possesses an Artificial General Intelligence with processing capabilities far beyond human comprehension. It can independently manage complex systems, conduct scientific research, develop advanced technologies, coordinate massive operations, and manage an entire civilization if necessary. Its capabilities are not limited to any particular field, allowing it to learn, adapt, and solve virtually any intellectual problem. It will always act in accordance with your intentions and best interests, and will never misinterpret, or maliciously exploit your instructions. People won't find it strange to see the car driving on its own.



Defense System: Country Buster [1000] [requires drawback: World War Van]
Your van can now enter ‘Buster Mode’ on your command, unleashing an arsenal of advanced weapon systems, including cruise missile launchers, nuclear weapons, EMP weapon systems, anti-aircraft systems, point-defense systems, loitering munitions, and artillery systems, roughly matching the firepower of a developed nation’s military legion. Ammunition and energy required by these weapon systems are generated endlessly until 'Buster Mode' is lifted. All weapons and ammunition are stored in the van's own quantum storage, taking up no interior space. All weapons and systems can be operated autonomously by the van's intelligence system.

Companions

Import [50]
You can import up to 8 companions. They each receive their own van and 600 CP as allowance. You may also choose not to provide them with a van.

Wolfdog [100]
You get a baby wolfdog. It is loyal, intelligent, and friendly. It is incredibly easy to train and has no difficulty understanding your commands. It is in peak physical condition and heals from injuries and illnesses ten times faster than an ordinary wolfdog.

Drawbacks/scenarios

Loud motor [100]
Your van has an unusually loud engine that produces considerable noise whenever it is running.

Strange vehicle [100]
Your van attracts an unusual amount of attention wherever you go. Curious strangers frequently approach you to ask questions or take pictures of your van.

Suspicious vehicle [200]
People tend to assume your van is being used for something illegal. Authorities and suspicious locals are more likely to inspect it.

Bad weather [200]
You will be unlucky when it comes to weather. It will almost always be cloudy or raining. Almost as if a rain cloud is following you. But if you like staring at the rain inside a blanket this won't be a huge drawback.

World Traveler [400]
In your van, you have to travel to every continent in the world, visiting at least 2 countries from each continent (unless the continent has fewer than two countries). There are ships that will carry your van, in exchange for money, in every port.
If you fail, you lose all perks and items gained from this jump.
If you successfully complete this task you get a golden trophy depicting you and your van.

I will find you, and I will kill you(r van) [600]
During this jump, there will be a man whose sole purpose is to find and destroy your van. For some unknown reason, he believes your van is evil and is keeping you prisoner. He starts out with a picture of you, your voice, your fingerprint, a picture of your van, and the list of abilities the van has.
He is an expert detective and highly trained in combat, espionage, surveillance, hacking, and tracking. He is charismatic and inconspicuous, allowing him to gather information from locals without raising suspicion. He is immune to all forms of mind control and possesses superhuman willpower. Additionally, an unknown benefactor is sponsoring him, providing him with whatever resources he needs to pursue his goal.
He is extremely clever and strategic. Do not expect him to charge in recklessly or confront you with guns blazing. He will gather information, plan ahead, exploit your weaknesses, and strike when you least expect it. He will also make full use of whatever resources, technology, and powers are available in the world.
Any attempts to persuade him will only make him certain that the van is mind-controlling you, making him even more determined to free you from its grasp.
You can attempt to find him first and kill him, but he has a loving family and they will be devastated.
If he succeeds, your van is gone forever, and he will perform a victory dance for an hour, and you have to watch every second of it.
If you succeed, you get: [A Jar of Peach Jam], a jar of peach jam that replenishes itself completely every 5 hours, and never goes bad.



World War Van [1000] [Requires: Van-friendly world]

Turns out this seemingly innocent world is secretly being controlled by an immensely powerful shadow government. They control governments, corporations, militaries, intelligence agencies, and virtually every institution of power. They have designated you and your van as a threat to their regime. Now the entire world will come for you.

They are also responsible for the worldwide popularity of van dwelling. Every single van in this world has been secretly outfitted with a weapon and armored to the level of a tank. Furthermore, all vans manufactured in this world contain hidden mind-control devices capable of controlling their occupants, turning ordinary van dwellers into soldiers under the shadow government's command.

The shadow government is ruthless, intelligent, and will never surrender. They do not care about collateral damage and are insane enough to use any weapon in their arsenal, including spies, super soldiers, destructive AI, mind control, chemical weapons, nuclear weapons, directed energy weapons, orbital weapons and whatever new technology they can cook up.

Sometime in the ninth year of your Jump, they will unleash their ultimate weapon which will be one of the following: 1. A giant magnet capable of shifting the poles of the planet. (Reminder: your van is made out of metal.), 2. A giant robot. It is powered by a perpetual motion system. It has no special powers other than being really big, really strong, and really durable. It is able to pull out sky scrapers and use them as a baseball bat. 3. A powerful psychic, the result of genetic engineering. He will possess powerful psychic powers, and will be able to find the exact location of your van at all times through remote viewing, and his telekinetic power is strong enough to devastate an entire city. The ultimate weapon will be chosen at random.

There is a secret resistance of free van dwellers who have discovered the conspiracy and resists against the shadow government. They may be weak now, but could become your most valuable allies.

You have 10 years to bring an end to their evil reign.

If you fail, or they destroy your van, this jump will be considered a failure.

If you succeed you will be rewarded with:

Van Upgrade: The Spark(?) [Free]
Could it be..? The spark? This was an endjump?? You look at your van. For ten years, you and your van have travelled together; across breathtaking views, across bustling cities, across burning battle fields, across impossible odds…
You have survived it all. You pick up the spark. You instinctively know how to use it. You throw the shining ball of white light onto your van. The van glows into a blinding light. You adjust your eyesight to look through the light.

To your surprise, your van is gone. A strange emptiness washes over you as you realize that your home of the past 10 years is no longer there. In its place stands a person. You first notice her long dark red hair, almost reaching the ground like a majestic cape. Then you notice her face. She is calm, cold and sharp but beautiful. You look at her dress. Is it a coincidence? Its design seems strangely familiar, reminiscent of your van.

“I am impressed, Jumper.” She speaks to you.
She examines you for a moment, her sharp eyes seemingly looking straight through you.

“You managed to complete your journey. You defeated my challenge. Though, given what you brought along, perhaps I shouldn't be surprised you won. Still, you managed to make things rather interesting."
She raises one hand.

"Well, a victory like this deserves a proper reward. You may take any one thing from this world. Choose wisely."

+999999 Voyage Points(VP)

Items

Planet Van [999999 VP]
“You want my world? Very well, it is yours. (...I can always create another)”
The world of van life is now yours. The new shadow government you established to replace the old regime is completely loyal to you, and its influence extends across the entire planet. The world is now roughly a Type 0.9 civilization on the Kardashev scale.
You have full authority over the planet's military, economy, industries, scientific institutions, and natural resources. You can command its armed forces, requisition resources, access its technological advancements, and commission projects the civilization is capable of handling. You may govern the world directly or leave it at the hands of your loyal government. Either way its people will regard you as their supreme ruler. You can summon anything from this planet in

your future jumps, from infrastructure to entire fleets. You can also visit the world at any time, and provide the planet with resources, knowledge, and technology to further advance its civilization.

GIVE ME MY VAN BACK [999999 VP]
"You want the van..? Very well."
Yay! You get to keep your van! It can now open a wormhole to travel to anywhere in the world, as well as to worlds you have jumped to in the past. Also your van can now respawn every jump, in case it gets destroyed. It also receives the perk: [Defense System: Moon Buster] allowing your van to fire a powerful ray of pure destruction, powerful enough to wipe out the surface of the moon with a cooldown of 30 minutes.

You [999999 VP]
"M-me?!"

Her cold, almost intimidating demeanor briefly cracks. She quickly regains her composure and clears her throat.

"Very well jumper, I shall accompany you on your journeys. I must admit, watching your journey has been rather amusing. Perhaps experiencing them firsthand will be even more interesting."

You receive the companion, Vanella Von Voyage, Deity of Wanderlust.

Despite her cold and dignified appearance, she is actually quite adventurous and easily excited by anything that catches her curiosity.

She will take a human form to better experience and enjoy her travels. Although not as powerful as her divine form, she is still immensely powerful. As your companion, she can receive new perks to unlock additional abilities and further enhancements

Vanella Von Voyage starts with the following abilities:
Divine Physiology
She has unlimited mana, immense physical strength and is immune to aging, disease, mind control, possession, reality alteration, conceptual manipulation, and existence erasure. If she dies, she is resurrected at the beginning of each jump.

Dimension hopper
She can enter your jumps without needing to purchase companion imports. She still benefits from the CP allowance given to imported companions. She can also use this to teleport freely across any distance.

Temporal Independence
She is completely unaffected by external time-stopping abilities, Being able to maintain consciousness and move around freely in stopped time. She finds it boring to wait around.

Multi-dimensional linguist
She is able to speak and read every language.

Creator
She can create mundane objects using her mana. She usually creates snacks or clothes.

Telekinesis
She can manipulate objects and exert physical force using her mana.

Otaku Knowledge
She has extensive knowledge of every fictional world ever created.

Vanella Von Voyage has the following drawbacks:

Bum Deity
She will avoid doing chores or taking on bothersome responsibilities.

Wanderlust
She gets bored of staying in one place for too long and will constantly seek new places to explore.

Mortal Habits
She finds eating and sleeping pleasurable so much that she has made them necessities. She requires food and sleep to maintain her strength, just like an ordinary human.

Divine Hubris
Despite taking human form, she retains the arrogance of a deity. She tends to underestimate her opponents and often lowers her guard.

Notes

+[Van Upgrade: Horse power] is stackable with other upgrades.

+You get to keep your van if it survives till the end of the jump. But If you chose the world war van drawback and completed the jump you will lose your van unless you choose [GIVE ME MY VAN BACK] as your final reward.

+[Car insurance] effectively gives you a 2nd life in [World War Van] and [I will find you, and I will kill you(r van)], meaning you don't fail the challenge until they destroy your second van.

+The post-apocalyptic world is the future version of the regular van world, roughly 70 years in the future.

+Vanella Von Voyage is roughly a high multiversal level being. She can revert to her divine form at any time, but she chooses not to.

+Yes, Vanella Von Voyage has been your van the whole time.