



The Jump v1.0

by Vegetable

The one you have been seeking for so long is now on his way. He travels by day and he travels by night, and he bears in his hand the sign: an apple of gold....

Story about an orphan who wishes for a father, adventure and an apple he could eat.

Gets taken to faraway land, finds father and gets sent on quest with one loaf of bread and cloak. No water canteen in sight....

Take 1000 Choice Points to fund your adventures.



## **Starting Location**

*Roll a 1d5 to determine where you start, otherwise pay 50 CP to choose your Starting Location.*

### **Stockholm, Sweden**

Standart Earth city, home to alien lost children.

### **Green Meadow Island**

Land of Faraway, about 5 star systems from Sol, to the right of space ameba.

### **Forest of Mysteries**

Land of Faraway

### **Land Outside**

Land of Faraway, the bad neighborhood.

### **Free Pick.**

You are free to choose where you choose from the available options.



## Age and Gender

Gender is whatever. Age appropriate for origin.

## Origins

### **Drop-In [Free]**

You are dropped in this new universe with no background, memories, or documentation. Age from 8 -90 years old

### **Mysterious Shop Owner/Helper [100 CP]**

You own a little corner shop on earth, or a cottage in a mystery forest. Hermit on the edge of woods or smith in a cave of swords. Age from 25-1000 years old.

### **Chosen One[100 CP]**

Child of king, chosen for fighting against evil. Age from 8-14 old

### **Evil Knight [200 CP]**

Good at ruling land, bad at agriculture. Age 20-1000.



## Race

### **Human [Free]**

Normal human.

### **Immortal [100 CP]**

Can live for 10 000 years, age very slowly, can die like normal humans

### **Spirit [200 CP]**

Traveler between stars, tenant of green glass bottle. Can travel between worlds in the universe, find a portal to homeworld.



## Perks

*Origins get their 100cp perks for free and the rest are discounted to 50%.*

### Drop-In

Curious [100 CP | Discounted for Drop-In]

You are curious and have the will to try to find answers to your questions.

Shepherd [200 CP | Discounted for Drop-In]

Not that one. You are good at looking after your or your liege lord's flock of medium sized farm animals. Have a nifty crook to help your work.

Baker [400 CP | Discounted for Drop-In]

Can make anything edible from flour, but your special power is making bread that satisfies all hunger.

Wait! I hear something. So do I [600 CP | Discounted for Drop-In]

You hear when an enemy is nearby, can always find a place to hide.



## **Mysterious Shop Owner/Helper**

I can sell [100 CP | Discounted for Mysterious Helper]

You have the skills to be a good shop owner and keep your small business in the black.

Royal Gardener [200 CP | Discounted for Mysterious Helper]

Have a green thumb for gardening, especially rose gardens. After years you will even manage to give the plants in your garden slight magical properties.

Weaver [400 CP | Discounted for Mysterious Helper]

Can weave cloth for different needs. Have the skills to weave cloth of dreams, cloth of fairy tales.

Smith [600 CP | Discounted for Mysterious Helper]

You are the BEST smith in all the world. Can make swords that can cut the hardest stone, or can't harm innocent or good people.



## **Chosen One**

Letter To Home [100 CP | Discounted for Chosen One]

Can touch any letter and read them unopened.

Silent Escape [200 CP | Discounted for Chosen One]

Can silently escape any room.

Medieval Prince [400 CP | Discounted for Chosen One]

Have all the skills a storybook medieval prince needs- horse riding, swordsmanship, princess rescue. Can fulfill parameters for legends or ancient prophecies.

Curse Breaker [600 CP | Discounted for Chosen One]

Can break curses on innocents by winning against curse caster. If the caster is dead, battle the ghostly evil in the dream world to the victory.



## Evil Knight

Monologues [100 CP | Discounted for Evil Knight]

Always have time for a victory speech. No hero can interrupt you or escape you during it.

Rip that heart out [200 CP | Discounted for Evil Knight]

Can rip hearts out of people and install stone hearts, thus making servants. No 100% loyalty guarantee.

Windy Day [400 CP | Discounted for Evil Knight]

Can control wind, make and control plasma ball.

Chain Maker [600 CP | Discounted for Evil Knight]

Have skills to make Chains of Hatred-no fire can melt it, no sword can cut it.



## Items

*Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.*

*Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.*

*All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.*

*Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.*

### General [Undiscounted]

Red or Blue Hat [Free]

And mittens. Both are comfortable, keep you warm and dry even in a winter storm.

Flying Wardrobe [100 CP]

Gets you from point A to point B. From where this came, I have no Idea, but this is a tale about the Land of Faraway.

Apartment with small park near your house [200 CP]

Have all modern amenities.

Bottle with Spirit [400 CP]

Will fulfill three medium strength wishes.

Whispering well [400 CP]

Well that whispers tales and stories. Some are from the past, some present and a rare one of the future.

## Drop-In

Pan Flute [100 CP | Discounted for Drop-In]

Wooden pan flute in excellent shape. Comes with a pamphlet of tips and tricks and a few melodies.

Flock of sheep [200 CP | Discounted for Drop-In]

Nice flock of 20 animals in good health.

Sack [400 CP | Discounted for Drop-In]

Contains 3 loaves of bread that satisfy all hunger with one morsel for a day, flask with spring water for two people, will refill daily and a never ending rope that is long as needed.

Bridge [600 CP | Discounted for Drop-In]

Longest bridge in the world. In Jump start choose places that will be connected by bridge and you get ownership of land one square kilometer on each end.



## Mysterious Shop Owner/Helper

Mailbox [100 CP | Discounted for Mysterious Helper]

Send letters anywhere, the recipient will get them whenever they are. (in current Jumpchain, post spark-anywhere).

Shop [200 CP | Discounted for Mysterious Helper]

Corner shop in big city, items for sale renewed each week.

Cottage and Loom [400 CP | Discounted for Mysterious Helper]

Cottage in woods, all creature comforts and loom which can be used in moonlight to weave cloth of dreams that are used to make invisibility cloaks.

Forge of Swords [600 CP | Discounted for Mysterious Helper]

Hidden forge in the mountain with a security system, labyrinthine paths. Have all needed to forge any imaginable sword in the world. Have 5 Journals of previous master Smith with secret techniques.

## Chosen One

Horse [100 CP | Discounted for Chosen One]

Miramis is his name and he is smart, strong and has endurance to run all night.

Golden Apple [200 CP | Discounted for Chosen One]

Can turn you into an earthworm or give you a huge, white beard. In earthworm form you can find and eliminate all moles. When you get a beard, you can levitate.

Rose Gardens [400 CP | Discounted for Chosen One]

Come with the gardener. All plants are healthy and thriving, can add small vegetable patch and few fruit trees.

Green Meadows Isle [600 CP | Discounted for Chosen One]

Medium size island, comes with a big white castle, staff for castle, competent guards and few farms with farmers.

## **Evil Knight**

Pet Toad [100 CP | Discounted for Evil Knight]

It helps you keep calm while plotting world domination, and gives you inspiration for new victory monologue.

Dramatic Painting [200 CP | Discounted for Evil Knight]

Have a few paintings of you and your victorious battles.

Dead Forest [400 CP | Discounted for Evil Knight]

Big forest with dead trees, good for firewood and making torches. No enemy of yours can hide in it from you.

The Land Outside [600 CP | Discounted for Evil Knight]

Big country under your control, comes with a foreboding castle, a dead lake with strange lifeforms and flock of birds.

# Companions

*Companions can purchase more companions.*

## Companion Import [50-200]

So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin and race for 50cp each or eight for 200cp.

## Canon Companion [100]

So you want to take any other existing character from this world. Well then this option is for you.

## Mrs Lundin [100 CP]

The nice shop owner, always has a smile for you and apples.

## Jum-Jum [100]

Mio's sidekick and kid who is ready for adventures.

# Drawbacks

## Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

## Another Universe [+0 CP]

Do you want to go somewhere else? There is a book version of this tale.

## Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawbacks are still in effect and incomplete.

## Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years.

## And rinse the glass, properly! [+100]

You have someone who isn't that nice to you and nags you daily to do one or other thing.

## Aunt Edna [+200 CP]

You can't get rid of her, even if you traveled to land Farewell. She doesn't love you, you have to do housework or errands for her daily and she never will have a nice word to say to you.

## Thunderstorms [+100 CP]

They are there for you each day for an hour without rest, enjoy rain and cold winds.

## I wish I had father too [+100 CP]

You don't have a father and you are sad and longing for one, but will not get one.

## Lockdown [+600]

You have no Out Of Context items, powers, or warehouse.

# Decisions

*You have three choices ...*

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

## Change Log

v1.0

Made in august 2024

Mistake Correction, added free item, whispering well to Drop in, some items longer wording. august 2024