

Trinity Wonder



Welcome to the wonderful world of Trinity Wonder. A technological future soon to be invaded by a powerful Murim expert and a powerful Fantasy mage, after a teleportation gate experiment goes wrong. What the buxom scientist who built it did not, and perhaps could not, know was that this gate linked to other worlds entirely. Unfortunately, after crossing over, a misunderstanding leads to them accidentally destroying the gate while fighting each other and now these two warriors must live in this strange new world with the scientist that brought them there, while she rebuilds the gate that will allow them to return home. Wujin, the cocky righteous Dragon God of the Murim world and Emily, mage with a mission and disciple of the famous Highwalker, soon find that the enemies they left behind aren't as far away as they thought, and seedy people in the dark begin to plot against them. Sylvia, a genius set on finishing her deceased father's lifelong project, must now deal with the wacky shenanigans of her new companions as she is pulled into a world far out of her element. You will be arriving in this jump at the same time as Wujin and Emily are pulled through the Quantum Portal. You will receive **1000CP** to spend on options down below.

Origin: *Choose an origin. At the same time, choose your age and gender for free.*

Unknown

You come from another world. One separate from those that were already seen in this clash of worlds. As such, you have no history with any of the cast, nor in the world that this takes place in. Like Wujin and Emily, you found yourself pulled through the Quantum Portal at the start of the jump to end up in that world. As to whether you have new memories of that unknown world or if this acts like a drop-in origin is up to you.

Technological

You come from a world of science. The same world that Sylvia comes from. Things like magic and chi are myths to you, for no such thing exists where you are from. The world you hail from is a futuristic world like that of earth several centuries in the future. Giant robots, flying cars, and impressive sprawling cities are the things that you are familiar with. Other than that, you are surprisingly similar to that of a modern day person, the main difference being technological rather than cultural.

Murim

You originate from the martial world of Murim. This world is similar in nature to that of the Wuxia genre. There exists various sects, groups where martial artists gather. These can be categorised into two distinct types; Righteous Sects and Demonic Sects. Under the leadership of the Demon Lord, the man soon-to-be known as Pink Papa, the demonic sects have managed to stamp out most of the righteous sects and now their only hope lies in the Dragon God defeating the Demon Lord. You can choose which side your origin was on, including neutral, if indeed they were a warrior.

Fantasy

You are from a world of magic and myth. A classic tolkien fantasy world. Wizards and adventurers fight monsters and dragons to keep towns safe in a medieval world. This is the same kind of world that Emily came from, and in some ways is both more and yet less peaceful than that of the Murim world. You've grown up in a world where sword and sorcery was the norm, a far cry from the technological world of Sylvia's.

Location: Roll 1d4 for your location, or pay 50CP to choose.

Wormhole Portal

You will be entering this world in the same place as Wujin and Emily; the Wormhole Portal in Sylvia's laboratory. This is where she works on various projects, including just recently the quantum portal that triggers the events of the story. You do not necessarily have to exit from the portal itself, but can instead simply be in that location.

Asadal

The city of Asadal is a bastion of science and technology in its world. A city where its residents are rich and healthy, filled with technological marvels like autonomous and manual robots. What isn't talked about is how this city was created, pushing the poor and destitute slowly but surely out until all that was left was the 'good' side of the city. You will be appearing somewhere within this city.

Underground City

As previously said, the poor were pushed out of Asadal. This is the remains of where they used to live. An abandoned ghost town bereft of any life, human or electrical. Lying on the far outskirts of Asadal, some poor souls still occasionally find themselves wandering it. However, ever since the Black Tower was created most of the inhabitants moved there instead, to the comparatively far better living conditions under Pink Papa, and protected from the upper class of Asadal.

Another World

At least for the beginning of the jump you will be transported to the technological world the story of Trinity Wonder takes place in. After that story is wrapped up, which may only take a month at best, you will find yourself transported on your merry way to another world. One of the many worlds in the multiverse. This could be the world that Emily came from, a fantasy world of mages and warriors, danger and dragons. Alternatively this could be the world of Murim that Pink Papa and Wujin came from. A world of martial arts, ki, and chinese fantasy.

Perks:

General

Colour Of Magic [100]

The use of magic, or ki, has an outward manifestation. A noticeable aura will usually surround the user who is performing a technique or spell. The colour of this aura can vary depending on the technique being used. In fact, simply crossing between worlds changed the colour of the Demon Lord's aura, earning him the name Pink Papa. Taking this perk will mean that you can change the look or colour of your aura at will. Do you want a yellow flaming aura? Or a purple torrent? A green cloud? It should be noted that you can't use this perk to hide your aura altogether or anything similar.

Foot In Mouth Technique [100]

Do not underestimate the power words will have over people. The way it can sway their actions, cloud their visions, and capture their attention. You have a particular knack with words. To be specific, you are really good at pissing people off with only a few words. You are rather talented at finding a weak point and getting under their skin. Keep at it and you could drive them into a senseless rage.

No Weakness [200]

You made a promise to yourself so very long ago. So long ago that you likely barely remember it. But you still remember the promise you made to yourself with crystal clarity. You will *never* show weakness. Never again. You refuse to allow the claws of fear to dig into your soul. It will never steal the colour from your face, nor will cowardice be able to guide your actions unless you wish it.

Unknown

Impressive Title [100]

People like to give others titles. It helps to identify them more than just a name would be able to. There could be multiple Wujins, but there is only one Dragon God Wujin. You are Jumper! You certainly are worthy of your own title, right? From now on, you have a title that could be considered famous. In this, and future, worlds people will have heard of this title, and be filled with an appropriate amount of awe or fear.

Culture Shock [100]

This is a setting where different worlds are beginning to collide. Where a futuristic technological world is meeting the fantastical magical world and martial murim world. The clashing of cultures between entirely different worlds is going to be startling. Getting used to these new worlds you find yourself in? Potentially pretty hard. Especially if you start to visit multiple different worlds in a short timespan. Luckily your nature as a Jumper prepares you for this somewhat. You will quickly get the hang of new cultures and worlds. Picking up on the local customs and learning how not to offend random schmucks without meaning to will be a short order.

Mysterious Power [200]

As you have come from a completely different world, the power that you utilise may have its own traits that separate it from murim ki or fantasy magic. While at its root it will be the same, how it manifests will be slightly different. This is your chance to design your own custom supernatural system, though know that you will be entering into a world severely lacking in ambient energy. The maximum power level of your system cannot be much greater than that of the Murim or Fantasy systems. You will be decently proficient in the use of this power though you will still have work to do before you reach the peak of it.

Honour Without Honour [200]

Honour is an interesting concept. Those without it are often looked down upon. Yet those same people have an advantage over those with honour. They are willing to pull underhanded tactics, and launch sneak attacks that those with honour may not expect. Wujin frequently was shocked by the people of the technological world's lack of honor. Honour is all well and good, as long as you are strong enough to actually live with it. You may not be able to be considered entirely honourable. You are rather good at catching people with their guard down. This usually enables you to get in the first strike. If you are lucky, this can even be the only strike needed. If you are unlucky? Well, they may have something like the Impervious Blade body, and all you have done is anger them as well as announce your presence.

Triumphant Return [400]

What doesn't kill you only makes you stronger. Well, not literally. Rather, every time you get defeated and forced to flee in a serious fight, you somehow manage to have a lucky encounter soon after. You will find something that can raise your strength by another level. This may not be enough to defeat the foe who struck you down, but it is certainly enough to give you a noticeable increase in your strength. Wujin and Pink Papa had four different fights at the edge of the world and every time Wujin lost. But with every defeat, with every fall down the cliffs he encountered something that just made him stronger.

Pink Papa [400]

Travelling to new places, new worlds, leaves you with few-to-no connections. You will more than likely be without subordinates nor any organisations you may have established. Well, now you have taken a page out of Pink Papa's book. When he arrived in the new world he had nothing but the clothes on his back. He was not fortunate enough to get to stay in a mansion like Wujin or Emily. He was left in the scrap yard, with only the bottom dregs of society to keep him company. But he clawed his way back to power. With patience, work, and plenty of force, he managed to establish the Black Tower; an organisation feared by most of the city. Just like him, you excel at gathering up subordinates and founding your own organisations. Even against the wishes of the local powers-that-be, you could still manage to establish a decently sized group.

Quantum Transition Energy [600]

The portals between worlds developed by Sylvia's father utilised quantum transition energy to make a passage between worlds. So why should you not be able to use mana or ki to do the same? By releasing large amounts of energy into the atmosphere and spinning it in a certain pattern, you would be able to stir the quantum energy of the world and create your own personal wormhole to another world. The size of this wormhole can, and often will, vary according to the amount of energy you feed it. Naturally, larger portals require not only more energy to produce, but also more energy to keep open. Different worlds resonate differently, so changing which world you are travelling to is simple. Similarly, once you have the coordinates of a world, it is easy to establish wormholes connected to that world. As a package deal with this, you are rather good at remembering world 'coordinates' so that you don't keep losing yourself in the multiverse.

Technological

Ten Out Of Ten [100]

It's not exaggerating too much to claim that many of the main actors in this play are attractive. From beautiful CEO's and ruggedly handsome heroes, to devilishly charming villains and muscled soldiers. You wouldn't want to be the odd one out now would you? Just like them, you are extremely attractive. A stunning face and optionally pronounced 'features'. The exact profile is variable; from lithe yet chiseled, to hourglass, to musclebound, to some other type. Despite opposing you, even your enemies will frequently stop to comment on your good looks.

Street Rat [100]

As mentioned, Asadal is not quite as nice as one might think on the surface. It was built, quite literally, at the cost of the surrounding suburbs. Many of the lower class have long since been chased out and forced to live in the abandoned city, cut off from most of civilization. As a street rat, you were born and raised in such an environment. Once you live in one for long enough, you can start to intuit how to get where you want and this skill has stuck with you. It has left you with the uncanny ability for navigating run down streets and through abandoned cities as if it were the back of your hand.

Journalistic Intuition [200]

Getting the next big scoop isn't easy. If you lack contacts in an area, you may be finding out important bits of information at the same time as the general public. Though, what could be better than having viewing seats for the situation itself? It makes it much easier to find out the details. Years of being a journalist has given you what could be considered a sixth sense when it comes to sniffing out stories. Even if you aren't there at ground zero, you'll more than likely be around for the next in the chain of events that consequently unfold. This also means you are often in prime position to interfere with the happenings, if you so wish and have the power to do so.

Fury Of A Jumper [200]

There is a millenia old saying; hell hath no fury like a Jumper scorned. What is that palpable aura of dread emanating from you? Has the room just become darker, and colder? In fact, why is the Big Bad slowly edging away from you? An angry Jumper is not a pretty sight, and a potential disaster you wouldn't wish on your worst enemy. It doesn't matter if the person you are yelling at could squish you like a bug, at that moment in time, while you are enraged, you are damn scary.

Hacker [400]

In a world of technology and computers, if you want to get away with a major crime, you need to be at least somewhat tech-savvy. Similarly, if you want to defend yourself from attack then you need to know *how* they will attack. The best way to know how to protect a system is to know how to crack it in the first place. With your hacking skills, you could quite comfortably get a job with a large company, such as one that produces robots, or alternatively by shady organisations looking to subvert those robots to undermine their company. If it's got a computer in it, there's a fair bet you can hack it.

Enhanced [400]

The humanity of the technological world is not without men and women who are supernaturally strong. However, unlike the more supernatural worlds, these humans gain their strength from technology. Augmentations and drugs allow ordinary people seemingly superhuman abilities. These exact enhancements vary. Some are strong physical augmentations that strengthen your body, regenerate, or turn completely invisible. Others are supersensory types, that let you 'sense' things at great range by boosting some of your senses. There are also the rare hybrids, who have a mix of several augmentations. You are one of these enhanced. You can choose to take up three different augmentations. See notes for a list of known augmentations. You are able to choose ones other than those listed, but they must be around the same level.

Genius [600]

There are many kinds of geniuses. There are as many types of geniuses as there are professions. Geniuses of the sword, of magic, of science, art, tactics, and more. You? You are a genius of technology. You have a brilliant tech orientated mind, leaving you as a leading pioneer in technology. Combined with the knowledge of Sylvia's world, you are able to build powerful robots and mech suits. With study, you could potentially invent portals, and laser grids. You are equal to the likes of Sylvia and her father. While you may not be able to match the powerful warriors from other worlds with your body, you can make tools that will do so for you.

Murim

Martial Arts [100]

Perhaps the very core of the Murim world. Martial arts. The techniques to fight one another in close combat. Martial arts is the bread and butter of the Murim World. The first stepping stone each warrior must take if they wish to make a name for themselves as a fighter and the foundation that much is built off of. There are thousands of different styles of martial arts, with no singular art being that much stronger than any other. Taking this perk gives you the basic knowledge of martial arts that is so common within that world. You will become proficient in a certain style; either a specific type that you have in mind, such as a sword art, or a more general one suited for you. You won't be duking it out with the strongest fighters of Murim, but you'll at least be able to hold your own in a fight. This can be purchased multiple times to learn more martial arts. Further purchases are not discounted.

Will Of A Warrior [100]

Fighting prowess is important, but there is an equally important aspect to combat. Willpower. The Will to keep fighting. The Will to fight to the death, to put your life on the line, even as your flesh is torn, your bones break, and blood boils. Even outside of battle, willpower can let you keep pushing your body in training through the pain to reach new heights. You have trained your willpower much like your skills and now it is as firm as a rock.

Special Techniques [200]

These are the required skills if one wishes to be more than just a fighter. These are the ki techniques that Murim warriors deploy in order to enhance their body and unleash powerful attacks. This is the Murim Warriors equivalent of a basic mage's myriad of spells. With these techniques, a warrior is able to see in the dark with the Eyes of Night, walk in the air with Void Steps, strengthen their body beyond human limits, and more. With this perk comes the ki reserves necessary to make use of many of the abilities within, though the most energy intensive ones may exhaust you until you build up better reserves. You could now call yourself a proper warrior of Murim.

Impervious Blade Body [200]

The impervious blade body was a special physique obtained by Wujin after one of his many fights with the Demon Lord. It greatly increases the durability of the person's body, without requiring any kind of upkeep from ki. This durability increase is nothing to scoff at. Someone with this kind of body would only be left with a faint red mark on their skin if they were to be slashed by a blade powerful enough to slice metal like butter. Do not grow cocky though. There are still many things that can deal enough damage to render the protection moot. Not just powerful murim warriors, even the laser turrets of the technological world are capable of easily tearing holes in such a body.

Natural Gathering [400]

This is the same ability that was of great use for Wujin. With it there is no need to manually gather energy. Just by living your body can automatically take in any available energy around it to restore itself. The rate of recovery is only limited to how much is available to you. Just holding some form of mana or ki crystal would allow you to near-instantly drain it of power. In an area rich in energy, it will be like you can never run out. Battles of attrition are often meaningless against you. However since you no longer need to consciously think about it, it would be easy for you to not notice if you end up somewhere with little energy available, leading you to wasting energy when you need it most.

Potion Maker [400]

Different worlds have different plants and creatures. Different ingredients means different potions. It could end up being impossible to replicate even the most basic potions in a different world simply because the most common, integral ingredient does not exist. Luckily you have a rather special ability, shared by the likes of Pink Papa. You can use pure ki or mana in order to supplement ingredients in elixir making. The stronger and more complex the elixir, the more energy and harder it is for you to substitute in ingredients. A simple potion may not take much effort to recreate. A moderate one like Youthful Virtue may take a reasonable degree of control over your ki, and a good deal of power. Of course, this would be useless without the basic knowledge on how to make elixirs. Knowledge you now have. You could make quite a comfortable living just by selling your services as a potion maker.

Top Of The World [600]

You aren't just a fighter. You are one of the best. You were up there alongside the likes of the Dragon God and Demon King. Your martial talent is unbelievable. Reading an opponent's stance and predicting their moves comes naturally to you, and you are able to pick up techniques many times faster than your fellow warriors. Perhaps as a result of your great physical aptitude, you also have massive reserves of ki. Even if you were to be cut off from taking more ki in, it would be enough to last you through several full force fights. Finally, you have a powerful technique; a finisher move, one that could win most fights by itself, much like Wujin's Vanquishing Rupture.

Fantasy

Linguistically Talented [100]

Among other things, different worlds have different languages. Given that they are completely separate universes, there is no guarantee that these languages will share any kinds of roots or have similarities. This doesn't matter so much for you. Much like Emily and Wujin, you are shockingly talented when it comes to picking up new languages that you've never encountered before. With a guide to help, you would be able to speak in broken form of that language within a day. Within a week you would only have a faint accent.

The Brave [100]

Willpower does not necessarily equal courage. Willpower is sticking to the path you have chosen, and not deviating. Bravery is being able to take that very first step in the first place. It's all well and good having such a strong will that you cannot be dissuaded from your course, but if you never take the first step, then it is all pointless. You've walked the yellow brick road, had your visit to the Jump-chan of Oz, and got your wish for bravery. Now go onwards and face your fears Jumper.

One Source [200]

Ki, magic. Ultimately, they are just energy. They come from the same source, and can be used to supplement each other. You can use one source to recharge or fuel the other. This won't necessarily be an even 1:1 conversion. Some energies may need a disproportionate amount of less potent energy to be substituted in to create an equal 'volume' due to the difference of energy contained within. Similarly, the techniques of different systems and techniques from other worlds may tax your reserves differently. The techniques of Wuxia world are often much more energy intensive than that of their fantasy world analogs, such that what one mage might consider overflowing amounts of magic, the murim warrior would simply consider adequate enough to recharge.

Positive Influence [200]

If someone were to look it up, they would find a little picture of you next to the term 'positive influence'. You just have a strangely positive effect on people. Spend years with the Demon Lord of the Murim world and he will start to show signs of being a good person. Where before a bad person may have sneered at the helpless, after spending a while with you they may start to provide shelter for them instead. The closer you are to the person in question emotionally, the more pronounced this effect will be.

High Walker Disciple [400]

Emily was a powerful mage, known to be the disciple of the world famous High Walker. You are her sibling in discipleship. Like her, you have studied the art of spellcasting under this wise wizard, and can be considered a high level mage. As such, you are able to cast a large array of spells. What you may lack in power compared to a Murim warrior, you can more than make up for in sheer versatility. From healing the near dead, to casting protective spells, to capturing and impaling dragons. You could do it all, with time and enough mana. Without any defensive spells active, you are likely something of a glass cannon.

Dragon Fear [400]

The impressive aura of a dragon, that oppresses all other beings. Actually, this is more a natural magical talent of dragons, who can use mana to paralyse those around them. Some special warriors can resist this paralysis, and there are spells like anti-magic shields that can be used in advance to stop it. However, if caught unawares, this can be devastating as warriors freeze and mages become unable to cast the spells needed to counter it. Even the likes of Pink Papa were made helpless once caught by surprise. This does require some concentration to maintain, so if under attack you may find it easier to let it drop rather than split your attention.

Dragon Soul [600]

Those with the Dragon Soul are able to gather vast amounts of mana to use for casting spells, as dragons are the origin of magic. As you progress in magic, so too shall you steadily attract more mana to yourself. People with dragon souls make powerful mages. However, the name Dragon Soul is not just for show. A special transformation can be triggered any time your life's in immediate danger, turning you into a powerful, regenerative, dragon. But this is not entirely without drawbacks. There is a downside to having this power; if you ever take in more mana than your body can handle, you will turn into a wild dragon until the excess is burnt off. Luckily for you, unlike the norm you will retain enough of your sanity to avoid hurting those close to you when you transform in such situations, unless provoked.

Items:

General

Casual Clothes [50]

Different worlds have different fashion, and thus often what you would wear in one world stands out for being strange in another. Unless your clothes are particularly indecent this is unlikely to get you more than a few odd looks, but it is still nice to avoid that in the first place. This is a wardrobe that is filled with whatever passes for normal clothes in the world you are currently in.

Formal Wear [50]

As you can probably guess, where the prior item was to deal with casual everyday clothes, this is to deal with the more formal wear. These are the kinds of clothes you would wear to a fancy banquet or in a business meeting at work. The actual clothes are somewhat customisable based on what you desire for the event. Choose a particular style or colour of dress, or the cut of your suit.

Introductory Video [100]

A video, presented by a strange woman in a cat costume, that introduces and teaches various topics. When starting the video, you can choose from a selection of topics which automatically updates each jump. These topics can range from simple language, to culture and etiquette. A good way to introduce people to the ideas of other worlds. This item also comes with a television on which the video can be played.

Laser Shield Network [300]

The Laser Shield Network is a modern marvel of technology. A couple dozen turrets that fire piercing beams of energy at anything that enters into their range. Their penetrative power is strong enough to shoot clear through metal and the Impervious Blade Body. Each turret can fire once a second and has an effective range of nearly a kilometer. Putting these around a building, and not worrying about collateral, would be enough to ward off all but specially prepared forces. The computers installed within the network allow you to designate friendlies. This is your own private network of two dozen turrets. This comes with several generators that will provide them with power, as long as you provide the generators with fuel.

Unknown

Universal Translator [100]

The technology of the world that Sylvia lives in is impressive. Far more advanced than that of our world, never mind that of the Murim and Fantasy worlds. This useful piece of technology was developed by Sylvia's science team. It is wrapped around the throat and back of the head, where it reads the brainwaves of the subject related to language and speech and translates it into an understandable form. It takes a small period of time for it to become fully fluent in new languages but right off the bat it will be able to translate enough for basic conversation.

Reflexium [200]

Reflexium is an extremely rare, not to mention valuable, alloy developed in this world. Due to the interesting arrangement of the atoms within it, it has the singularly unique quality of being able to near perfectly reflect any kind of kinetic impact that hits it. This means that projectiles such as bullets or even Enhanced shockwaves will be all but worthless against it. The metal is not magic though, and so this reflection has a limit. A good ki blast from a powerful Murim Warrior is more than enough to tear a hole through it. You will receive a good few tons of this metal in molten form each jump, sealed within a heat proof container. Simply cast into the shape you desire and allow to cool. Not to be confused with Vibranium. Along with this is the formula on how exactly you would go about forging more of this precious alloy.

Quantum Portal [400]

The quantum portal was something designed by Sylvia's father over a dozen years prior to the start of the jump. Originally intended for use as a teleportation gate, the work was discontinued after an accident led to the death of her father and his team. Years later Sylvia would 'complete' his work and once again activate it, revealing that instead of a gate between locations, this was a gate between worlds. The world it connects to varies depending on the coordinates that are put in. As a quantum gate, not just location but time coordinates are variable. Those that go through the portal can return to the exact moment they left or, if not configured properly, even arrive decades apart despite their crossing being separated by seconds. This is your very own Quantum Portal, ready for use and large enough to fit entire convoys through. It also comes with blueprints for more, so you don't get stuck in one world.

Siege Mode [600]

As technology within Sylvia's world progressed, so too did its various forms of fortifications. Fantastical alloys were made, turrets of greater power build, and drones designed. To counter this, other technologies were invented or repurposed that allowed people to besiege those same defenses. This siege gear includes within it some of those things. From reflective smoke generating machines, and airships, to breaching charges and heavy weapons. There are even a dozen or so heavy duty mecha with thick armour and strong guns. With all this equipment you would have a good chance to storm the Black Tower itself, nevermind less prepared towns and small cities.

Technological

AI Maid [100]

Sadly this is probably not what you are imagining Jumper. Rather than a cute virtual maid or super hacking AI, this is a large green crystal matrix that houses a basic but advanced AI. While not particularly strong in cyber-warfare, it is pretty useful for scheduling appointments, and fulfilling requests that require an electronic touch. More akin to crystalline secretary. This is particularly useful for someone who doesn't care for faffing about but doesn't want to hire a person.

Forge Of Mecha [200]

Sylvia's world has tons of mecha. While a portion are related to combat, there are also numerous other types of mecha that fulfil other walks of life. From digging and construction, to cleaning and climbing. There are even everyday mecha that are used solely for protection and support. You will be getting the means with which you will be able to produce these useful tools. A factory, whose sole purpose is the design and production of robots. Within this factory already is several blueprints for the more mundane types of mecha, as well as the programs necessary for creating dumb AI within them.

Black Knight Gear [400]

The black knights of the black tower were a horror story. The boogie-men of Asadal. With their high level of gear and higher level of training, it seemed like they were the reapers of death. Their equipment consisted of a sleek fast bike, a sharp superheated blade, and perhaps most importantly a strong assistive power armour which boosts their already impressive skills to new heights. You will be receiving your own selection of this equipment, enough to supply a taskforce of your own.

Jumper Inc. [600]

This is your own company that will follow you from jump to jump. A large corporate entity that you stand at the head of as CEO, equal in power to that of Sylvia's company. Access and ownership of this company affords you considerable industrial and economic might. What exactly this company produces is up to you, and can be changed if need be with your powers as a CEO. You can have a board of directors under you if you wish, but unlike with Sylvia they will never be able to truly wrestle control of this company from you unless you willingly sell it off.

Murim

Money [100]

Even the most advanced societies have dregs. The poor, who have to work unreasonable hours just to get their next meal. In less advanced societies they may not even get that luxury, simply dying with a whimper. Money goes a long way, a staple in just about any world. This is a bag containing a reasonable sum of cash. The exact currency will change as you travel to fit the location, though the total value of money within won't change. This is enough money to get by on, refilling each week.

Youthful Virtue [200]

Now this is a rare sight. This bottle would probably sell for millions if you were to auction it in many words. It's a bottle of Youthful Virtue; an elixir of the murim world. Those that take it have their aging reversed in proportion to the amount of it that they consume. Take enough and an old man can return to his prime with no side effects. The elixir can be refilled by pouring in large amounts of energy into the bottle.

Eternal Snow/Sun Roots [400]

At some point in the past, maybe after falling off of a glacial cliff for the fourth time, you came across the eternal roots. This is an extremely mystical and rare plant. If you were to consume these roots, you would gain a body completely immune to a specific affinity of ki depending on the type of roots. Consuming the Eternal Snow Roots would make you become completely immune to Yin ki, and thus cold based damage in general. Similarly, the Eternal Sun Roots would make you immune to Yang ki and heat based damage. Being frozen in a pillar of ice, or blasted by the full force of a dragon's fire would be more annoying than painful.

Black Tower [600]

Pink Papa had over a decade to spend in the technological world before Wujin crossed over. In that time he came to shelter many of the bottom scavengers of society. Not wanting them to be left with nothing when he returned to Murim, he built the Black Tower. A large monolithic tower that towers high in the sky. Using money gained by taking down every crime organisation in Asadal, he built it with meters thick metal walls, entire rooms made of reflexium metal, remote controlled facilities and defense drones, and a series of laser turret defenses. Inside is enough housing space for thousands of refugees. This is your own Black Tower, with all that that entails. It would require a small army of specially equipped men to invade this veritable fortress.

Fantasy

Welcoming Feast [100]

When visiting new places, and being welcomed by guests, it is often customary to have a welcoming meal. If you happen to be rich, this can be something more of a welcoming feast. This is a massive table filled with food. Whole cooked chicken, turkey, roasted potatoes, sprouts, gravy and so much more. It's more than enough to feed a large party, let alone a few guests. This table can be reused once a week.

Holy Sword [200]

Emily's world was not without its own share of powerful artifacts. Emily herself, before ending up in a different world, was part of a diverse group of adventurers. The leader of this company wielded a hardy Holy Sword. It was with this weapon that Ashhart was eventually killed by Wujin. Well balanced, extremely sharp, and impossibly durable, this sword really lives up to its name. It was even able to survive the desolation of the Eternal Twilight unscathed. Somehow or other, you have managed to get your hands on your own version of this sword. If you wish, this weapon doesn't have to be a sword. It could be some other kind of bladed weapon, such as a spear or halberd.

Spirit Stone [400]

The High Walker created and gifted his disciple one of these stones when he found out that she too had a Dragon Soul. He did this in the vain hope that it could help prevent her from ever having to fall to the fate of those with Dragon Souls. This turquoise stone has the rather impressive property of being able to store a theoretically endless amount of mana, and can release it again as needed. The High Walker had hoped that by continuously pouring the excess mana into the stone, Emily would manage what he didn't and avoid turning into a wild dragon. If the stone is broken all the mana within will be released, and potentially absorbed, at once.

Scroll of Final Twilight [600]

When Ashhart was threatened at the end, he pulled out one last desperate measure. The Eternal Twilight. A mythical spell the likes of which all would fear. At the expense of a truly immense amount of mana, the caster can use Eternal Twilight to create a sphere of annihilation that will continue to grow until it destroys entire countries. This isn't that spell. Rather, this is an offshoot one derived from it, in order to make it more usable by reducing the collateral. Rather than entire countries, this is merely on the level of city blocks. Consequently, it requires far less mana to use. After being cast the only way to stop the spell is to kill the caster, who happens to be at the epicenter of the sphere of annihilation, unharmed by the spell.

Companions:

Import [50]

For 50 CP each, you can choose to import up to 8 companions into the jump, each getting to choose an origin and gain 600CP to spend where they wish.

Canon [100]

If you are able to convince them to come with you, you will be able to take a canon character with you to future jumps as a companion. This can be taken multiple times

World Traveler [100]

A whole multiverse has just opened up to that world of metal and electricity. There is no reason to say that other people did not cross over with Wujin and Emily. By taking this, you can choose to design a character that fell into that world too. You have 600CP to design them using the jump above. At the end of the jump, they will be able to follow you as a companion. This option can be taken multiple times.

Drawback:

I'm Not A Pervert! [+100]

People seem to be under the impression you are a pervert, and this tends to colour their perception of your actions. Otherwise innocent gestures could be taken as advances, check-ups mistaken for check-outs. Any reputation you had hoped to build will forever be tainted.

Headlock [+100]

Better watch your mouth Jumper! Your boss and/or college is having no sass from you this jump. They are the boss this jump and any back talk is gonna result with you on the ground in a headlock or armlock. You can't even seem to dodge it, always ending up on the ground writhing in pain until they let up.

Loner [+100]

Some might call you an introvert. This would be wrong. You aren't necessarily shy, you just don't like being around other people. Aside from those you are closest to, you will always be uncomfortable being around other people for any length of time. Further than that, you don't really trust others to help you in a fight. You will go to face your enemies alone, if given a chance, simply because you won't think to bring others with you. How can you trust others with the same level you trust yourself?

Trigger Happy [+100]

When most people jump, they don't destroy half the wall of a house in reaction. Please learn to live up to their example Jumper! Stop firing off fireballs and weird energy techniques every time you get startled! Needless to say that this habit of yours earns you the ire of no small number of people. It'll also potentially be pretty expensive to pay for it if you consistently break other people's stuff.

World Of Snakes [+200]

Any organisation becomes less safe the more people that are added to it. There become more avenues for betrayal, more people with their own interests at play. This is even true for your own groups Jumper. People within your organisations and other groups are more than willing to undermine you. It may not even be for personal gain but out of some twisted way to protect you, as with what happened in Sylvia's company. Be careful who you trust Jumper.

Friendly Fire [+200]

Friendly fire can be a real problem. This isn't some game where you can't harm your allies and vice versa. Unfortunately your allies' have an unfortunate habit of harming you in some ways with their actions. Whether this be the shockwaves from explosions hitting you as collateral, or light spells unexpectedly blinding you from their glow after your eyes had adjusted to the dark. Usually this is minor at best, but on occasion it can be more serious.

Running On Fumes [+200]

Energy levels across worlds vary. Sylvia's world had only 1/30th as much mana as Emily's world. This inevitably led to Wujin, someone used to a constant plentiful supply of ki, having to operate on bare basics. He was forced to save every drop of ki that he had, limiting his usually liberal use of high energy attacks. Like him, you are constantly running on fumes this jump. Even if mana is not a factor for you, your stamina would be similarly affected, making combat a matter of pacing yourself.

PTSD [+200]

Past trauma is a sadly common aspect of many main characters. Something that motivates them to fulfil their goals. You are not without it yourself. At some point in the past an event happened that left you traumatised. Now whenever you are reminded of that event you will freeze up for a second as the memories rush back. Then perhaps you will run away, or be filled with rage. You are scarred, Jumper.

Big Bad Monster [+300]

There is a monster after you, and it keeps finding you. Nigh unkillable and frighteningly powerful, it is sure to wreak havoc every time it appears. Even fleeing to other worlds seems to only delay its appearance. The monster itself could be some kind of dragon, or alternatively some other suitably monstrous creature. If you somehow manage to kill it, you will be granted a brief respite for a while, but soon a new one will appear, stronger than before.

Rival [+300]

You didn't enter this world alone. Much like Mujin, a rival of yours entered into this world too at the same as you. Your equal in power and intellect, and opposite in alignment, they will make it their goal to thoroughly crush you underneath their boot heel. It may end up being your companions and friends who make the difference in this fight Jumper.

The End: Your ten years here are up. It is time for you to decide what you want to do now.

Move On - Your journey is not yet complete. There are still yet more places to go, more universes to see, more people to meet. You move on to the next jump, taking along with you any companions you may have made.

Stay Here - You like this world, this multiverse, and have decided to stay here and settle down, much like Pink Papa eventually did. Your chain has come to a willing end, and you keep all the perks and items that you have gained up till now.

Go Home - Your journey is over, and you simply wish to return home. Your original home. You will be going back to the earth from which you came, bringing along with you any companions, powers, and items that you have gained up till now.

List of Known Enhancements:

Shockwave - Generates powerful shockwaves from your fists.

Regeneration - Nanomachines that heal wounds such as broken bones nearly instantly. These can eventually be overwhelmed.

Cloaking - Allows the user to turn invisible.

Speed - Allows the user to travel fast enough to leave afterimages.

Sniper Eye - Allows the user to see long distances and through objects.

Strength - Greatly increases the users strength

Turbo Mode - Can briefly boost all enhancements to a high level.

Mechanical Limbs - mechanical limbs, whether extra or replacements.

Jump by Lone Valkyrie. Hope you enjoy.