

# Day Dreams of Wish Fulfillment Jump

v1 By Bluesnowman



Have you ever played, seen, read or heard something that you wanted to take part in well in this jump now you can. Though these will be dreams that you are taking part in not real places unless you pay for that Origin. Otherwise an exact copy of your original universe made specifically for this jump.

The Basics is that these will just be completely realistic daydreams or fantasies which as long as you don't use the Real Places extra origin it doesn't matter if you die in them although you are there in the flesh.

You will be spending 10 years here living out daydreams and fantasies or in distant places. Though only the time when you are in this original world counts.

Take **1000 Choice Points** to fund your adventures.

## Starting Location

Your original home.

## Age and Gender

Same as you were originally

## Main Focus

Rather than origins choosing two of these is choosing your main focuses for the jump. This does not however prevent you from jumping in the other types freely. You may get additional Focuses by paying 200 each. This doesn't include the Real Places that are considered separate. No real drop in as you are starting off as if you never left the world.

### Song [Free]

Whether it's a romantic ballad or an epic rock anthem, you will find yourself immersed in the story and the world of the song, with all its joys and challenges. As a Song origin, you have the opportunity to explore the music and the culture that inspired it, as well as the chance to make your mark on the world of music and entertainment.

### Written Word [Free]

Novels, comics, singular pics, and even historical this does not include fanfiction to go to those you need to take the perk AU timelines. But does include memories your and anyone else willing as diaries are part of the written word.

### Movie [Free]

You have been transported into the world of a movie, TV show, video clip, gif, webm, or other similar media. You find yourself immersed in the story, with all its challenges and triumphs. As a Movie origin, you have the opportunity to explore the world of cinema and entertainment, discovering new stories and new characters to inspire and challenge you. Whether you're a hero, a villain, or a supporting character, you will find yourself at the center of the action, experiencing all the drama and excitement that the movies have to offer.

### Video Game [Free]

You have been transported into the world of a video game or any other type of game, taking on the role of a player character. Whether it's a high-fantasy RPG or a futuristic shooter, you will find yourself immersed in the game world, with all its quests, puzzles, and battles. As a Video Game origin, you have the opportunity to explore the world of gaming and discover new games and genres to master. Whether you're a hero, a villain, or a neutral character, you will find yourself at the center of the action, experiencing all the challenges and excitement that the gaming world has to offer.

### Real Places additional [400] mandatory As You Were drawback.

This allows you when you hop into a dream to choose whether it is just real while you are there or if you are heading to a real place. You can use this or not, it's a choice each time. Time in these places will count towards extended stay but not the regular 10 years time.

This excludes jump docs and jumpchain fics.

## Perks

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

## **General [Undiscounted]**

### **Media Jumper [Free]**

With this perk, you gain the ability to enter and interact with various forms of media, whether through a device or your own abilities. Whether it's a movie, book, video game, or any other form of media, you can immerse yourself fully and explore the world within.

### **Real life insert [Free]**

Lets you retcon beings you bring back here a real life. The military would get stationed near you at an equal rank to what they had. Actors would be an A-lister. Others such as people from memories or such could become twins of their originals.

### **The Beard {Free/-600 CP}**

This facial hair is beyond perfection, it's the sort of thing that Dwarven pantheons would weep with joy and envy at the sight of. And no that is not a magical effect, the facial hair is just that good looking even on a woman. You can style this at will and always know how to style it to fit any situation best. You gain a grandmaster's skill in crafting beard accessories and adornments for which you have an endless pocket dimension that holds such adornments.

The magical effects that it does come with the ability to stay clean and styled no matter what even should you be erased from existence the beard will remain. Will give those that would be attracted to beards the courage to approach you should you be looking. And finally you have the ability to allow those who gaze into the beard the knowledge and visions of the deeds you have done in the past while allowing this perfection to grace your form. Those who do so will know and accept your nature as a traveler from beyond, this does not mean they would accept you.

You may apply this perk to any altform.

You may take this free but should you ever shave it in a jump with dwarves they will know of it and lose all respect for you no matter what other perks you have the offense to beards will be that great. In other jumps your once brothers of the beard will know you could not handle it and think less of you. Switching to an altform does not count as shaving and is locality specific.

### **Memory Seals [Free]**

With this perk, you can seal bits of your past memory away, allowing you to experience things without the knowledge that they are fake. Although you will not remember what you seal away, you will have the opportunity to bring others with you, sharing the knowledge of the daydream with them before it ends. This is a powerful tool for those who want to fully immerse themselves in a simulated experience without the awareness that it is not real. After this jump will let you seal away whatever skills, memory or knowledge away with triggers to restore them as this is a perk, this can in no way harm you.

### **The Word [Free]**

Quite often you will need to explain things to new beings so that they will know what you need them to know simply by speaking a word and infusing it with the meaning, such as ~~Jumpchain~~ <sup>Jumpchain</sup> the people who hear it would know everything you meant them to. As this goes beyond mere language into a fundamental concept you will be believed whenever you use this. This can be used to teach though for the lesser evolved. I would advise breaking up the lessons into smaller chunks.

### **Save State [Free]**

It would be a pain to have to redo any progress in your daydream epics. This perk allows you to save where you are, come back to the real world and then return back to the same time and place in the dream. You can hold any number of dreams like this. With the Real Places you may return to any point after you left them.

This excludes jump docs and jumpchain fics.

### **Stay yourself positive growth [Free]**

You will be put into a lot of different situations. Becoming a lot of different people through your dream. This ensures that you stay you no matter what you do or who you become. Should you want to take on other personality traits you may. Seamlessly incorporating them into your greater self. This will also give you a mental list of your personality traits that you may edit at will, though never in a permanent detrimental way to your mental health.

### **AU timeline [100 CP]**

Sometimes you don't want to visit the original timeline; this lets you go to / target any timeline in future settings and lets you eventually figure out some way to travel to alternate timelines or mirrored universes using purely local resources like. Might take you up to a thousand subjective years but you could do it.

### **Better With Friends [100 CP]**

Lets you share this power and others with friends. You can even be an internet troll and weave the dream power into CYOA's. When those you have shared this with die they may choose to instead live on in dreams as a personal afterlife.

### **Uncontrollable [100 CP]**

You cannot be controlled. Should you be in a dream or Real Place where you want to play along on being controlled every so often you will be given the option to free yourself. Should something go against your personality, ethics or morals you will be given the option to free yourself and teleport to safety instantly.

### **Metaphysics {600 CP}**

Quite often the metaphysics of each universe are quite different, things may not work in one place as they do in another. What this does is: One lets your stuff work in other universes where might not work. Two it gives you the knowledge of local metaphysics and enough smarts to start redesigning your stuff to work in the new universe without fiat backing as in the locals could do it eventually. This is your 1st step on designing stuff with fiat backing without editing reality. The length of this road depends on you, in time you could even reach my level O'Traveler Mine. To start you on that path traveler.

**Skill of the Insert[free/100/300/1000/2400 CP 300 level free with Real Places discounted]2400 requires mandatory As You Were drawback.**

If you want to keep the skills, abilities, knowledge and race of who you inserted for longer than the time you are inserted, pay 2400. Free up to modern public highschool level, 100 possible in our world, 300 superpowers and magic, 1000 non god level CYOA and such, 2400 anything above the 1000. This also functions as an alt form blender and you may pick and choose what you keep.

This excludes jump docs and jumpchain fics.

# Song

## **Real Time Editing [100 CP | Discounted for Song ]**

In daydream this allows you to edit things happening in real time or edit something retroactively in. In other areas let you fast forward mundane tasks or training. It still takes the same amount of time you just blank out unless something happens. Much like wanting to fast forward time to get to the end of a shift.

## **Daydream Weaver [200 CP | Discounted for Song]**

With this perk, your daydreams become more vivid and immersive than ever before. As you visualize your fantasies, the setting around you will be filled with rich, intricate details that bring your daydreams to life. Whether it's a bustling cityscape, a serene forest glade, or a fantastical realm, every detail will be accounted for, making it feel as if you're truly there. You can also adjust the setting to suit your preferences, tailoring it to match the tone or mood of your daydream. With Daydream Weaver, you can fully immerse yourself in your fantasies and enjoy them to the fullest.

## **Across Many Worlds[400 CP | Discounted for Song ]**

Besides the ability to learn and convert any language as soon as coming across it, should you gain a cloning or other such ability you would be able to use said ability across dimensional barriers. With complete safety nothing done to a clone could harm your greater self.

## Written Word

### **Skills to pay the Bills [100 CP | Discounted for Written Word]**

Besides a collection of every skill a functioning adult needs from doing your own car repairs, dating and relationships, balancing a budget, raising an family, DIY home repairs, aquaculture gardening, subsistence and regular hunting, bestselling author skills, writing the best possible legit resume and interviewing skills this collection of skills is everything you could possibly want to survive in a relatively modern earth. Comes with 2 extra hobby skills at the journeyman level such as woodworking, game master for games, drawing, video editing or even blacksmithing.

### **Sleep learning/training/research [200 CP | Discounted for Written Word]**

With this perk, you gain the ability to learn and absorb information while you sleep, as well as the power to mimic the physics and metaphysics of a universe of your choice when falling asleep, allowing you to learn and practice magic in your dreams.

Not only will your mind process and internalize any knowledge or skill that you have been exposed to, but you'll also have the ability to conduct research while you sleep. You'll be able to explore different topics and fields of study, finding information and knowledge that would have taken hours or even days to uncover while you were awake.

With Sleep Learning, you'll be able to become a master of any subject and gain a deeper understanding of the magical properties of any universe. This perk is particularly useful for those who want to maximize their learning potential, expand their knowledge quickly and efficiently, and improve their magical abilities.

### **Craftsman [400 CP | Discounted for Written Word]**

With this perk, you gain a high degree of skill in the art of crafting. You possess advanced knowledge of materials, structures, and processes, allowing you to create complex objects and devices with ease. Your crafting abilities are further enhanced by your Jumpchain abilities, allowing you to incorporate exotic materials and technologies into your creations. With Craftsman, you can become a skilled artisan and create works of art, technology, and engineering that are the envy of your peers.

## Movie

### **Fake it till you make it [100 CP | Discounted for Movie ]**

With this perk, not only will you develop an uncanny ability to emulate the behaviors, mannerisms, and attitudes of others, but all of your learning will be boosted by roughly 3 times. This means that you'll be able to absorb information and skills at an accelerated rate, making you a fast learner in any subject. With your newfound ability to quickly understand and apply new information, you'll be able to pick up new skills and knowledge with ease, giving you a significant advantage in any situation. Whether it's learning a new language, mastering a martial art, or acquiring knowledge about a particular field, you'll be able to do so in a fraction of the time it would normally take. This perk is particularly useful for those who need to learn quickly in order to survive or thrive in new environments, or for those who simply enjoy expanding their knowledge and skill set. With Fake it till you make it, you'll be able to convincingly play any role and quickly adapt to any situation, giving you the edge you need to succeed.

### **Suspension of disbelief [200 CP | Discounted for Movie ]**

With this perk, you gain the ability to suspend the disbelief of others, allowing them to believe in things that might otherwise be considered impossible or untrue. Even if the knowledge or evidence at hand suggests that you are lying or mistaken, those around you will still believe you. As long as you are telling the truth.

This power is particularly useful in situations where you need to convince others of something that might seem unbelievable or outlandish. Whether it's convincing a group of skeptics that magic is real or persuading a jury that you're innocent of a crime, you'll be able to sway others to your side with ease.

### **Lifelong Learner [400 CP | Discounted for Movie ]**

With this perk, you gain the ability to learn and master any skill or field of knowledge you desire. While your learning speed is not instantaneous, you possess an unbreakable will and motivation to pursue your goals. You are able to absorb and retain vast amounts of information, and can master even the most complex and esoteric topics. With Lifelong Learner, you have the ability to become a true expert in any field, and to achieve success beyond your wildest dreams.

## Video Game

### **Word [100 CP | Discounted for Video Game]**

ability to be believed as long as you are telling a truth and the ability to distill a long explanation into a short phrase or single WORD

### **Split Focus [200 CP | Discounted for Video Game]**

With this ability, you can focus on multiple tasks at the same time without losing effectiveness or concentration. As you continue to use this ability, you can gradually improve your multitasking skills and become even more proficient. With Split Focus, you can fight enemies, gather resources, and complete puzzles at the same time, making you a highly efficient and effective player. The more you practice, the easier it becomes to

handle multiple tasks, allowing you to take on even greater challenges and excel in any situation.

### **Time Compression [400 CP | Discounted for Video Game]**

Description: With this ability, you can compress time within the world, allowing you to complete tasks more quickly and efficiently. This ability can be used for a variety of utility purposes, such as gathering resources, crafting items, or traveling across long distances. By compressing time, you can complete tasks that would normally take hours or even days in just a few minutes, giving you a significant advantage over other players. The more you use this ability, the more control you gain over the amount of time that is compressed, allowing you to fine-tune it to suit your needs. With Time Compression, you can become a master of efficiency and productivity, achieving more in less time than anyone else in the world.

## **Real Places**

### **Ride Along [100 CP | Discounted for Real Places]**

Rather than taking the person's place you instead ride along as voice in the person's head. Experiencing everything they do though you can tune out things if you want. This also allows you to share everything with said person from memories to perks.

### **Safe Omniversal Travel [200 CP | Discounted for Real Places]**

With this perk, you can choose one of the following options: advanced technology, powerful magic, or intricate processes, to ensure your safety and that of your home while traveling through the Omniverse.

If you choose advanced technology, you'll gain access to scanners that detect hostile entities, cloaking devices that make you invisible to potential pursuers, and purifiers to remove contaminants that may follow you back home. These advanced technologies will protect you and your home from harm while you journey through the Omniverse.

If you choose powerful magic, you'll gain access to wards that protect against metaphysical harm, spells that banish or immobilize hostile creatures, and enchantments that create protective barriers around you and your home. These magical protections will keep you and your home safe from harm while you travel through the Omniverse.

If you choose intricate processes, you'll gain access to protocols that identify and avoid dangerous areas, procedures that mitigate the effects of hostile phenomena, and contingency plans that deal with unexpected situations. These processes will keep you and your home safe from harm by providing efficient ways of navigating through the perils of the Omniverse.

No matter which option you choose, Safe Omniversal Travel ensures that you can explore the vast expanse of the Omniverse without fear of harm or danger. Your home is

protected from potential followers and contaminants, and you are shielded from metaphysical threats.

### **Dream Afterlife [400 CP | Discounted for Real Places]**

With this perk, you gain access to your own personal afterlife that changes to your desires, though you may set some things to stay a certain way. This dream-like realm is tailored specifically to your wishes and preferences, allowing you to spend your time in perfect peace and contentment.

You also have the ability to invite or bring others who have died into your afterlife, providing them with a sanctuary where they can find peace and happiness. Additionally, you can select certain types of beings that automatically get invited when they die, ensuring that those who are important to you will always have a place in your afterlife.

No matter what, you cannot be harmed or controlled within this afterlife. Even if you are hit with an attack that would otherwise kill you or erase your existence, your soul would instead come here, allowing you to continue your existence without fear of harm.

This afterlife is a perfect paradise, where all your desires can be fulfilled, and you can live a life free of worry or pain. You can customize your afterlife to your preferences, creating the perfect environment and scenario that suits you. You can also invite others who have passed away to join you, creating a community of like-minded individuals who share your vision of the afterlife.

The Dream Afterlife is a powerful and essential perk for any Jumpchain adventurer who wants to ensure that their existence is free from harm and full of happiness. With this perk, you can create your own personal paradise, where you can live out your wildest dreams and desires, free from the constraints of the physical world. You can also provide a sanctuary for others who have passed away, allowing them to find peace and happiness in your afterlife.

### **Dreams Made Real [600 CP | Discounted for Real Places]mandatory As You Were drawback.**

With this ability, you possess the power to turn your dreams into reality, making them exist permanently in the real world. Whatever you can imagine, you can bring to life, manifesting your deepest desires and fantasies into tangible forms.

With Dreams Made Real, you are able to create and control your own reality, shaping the world around you to suit your every whim and desire. You can bring your most cherished dreams and desires to life, whether they be grand works of art, exotic landscapes, or luxurious palaces.

This power also allows you to imbue your creations with life and consciousness, bringing them to life as sentient beings. You can create entire races of beings, each with their own personalities, histories, and cultures, and watch as they interact with each other and the world around them.

The creations you bring to life with Dreams Made Real are not just temporary illusions, but real and permanent additions to the world. They can interact with the real world in meaningful ways, and can even leave a lasting impact on the world around them.

However, with great power comes great responsibility. The more you indulge in your fantasies and desires, the more disconnected from reality you may become. You may find it difficult to distinguish between what is real and what is not, and may become overly reliant on your powers to shape the world around you.

Additionally, the power to create life and consciousness comes with its own set of challenges. You may find it difficult to control your creations, or they may rebel against you and seek their own path in life. You may also feel a sense of guilt or responsibility for the beings you bring to life, and may struggle with the moral implications of playing god.

## **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 items for free with subsequent purchases free, 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.*

*You get a 500 CP stipend for the Items and Warehouse Addons sections.*

*Businesses are staffed by employees that follow you from jump to jump and get a life's worth of memories and knowledge suited for each jump though they cannot affect the setting of the jump though they can recruit other employees. You may share perks and knowledge that applies to your types of businesses freely with your employees. They also come with an island in international waters that is under your complete jurisdiction so you may freely research things man wasn't meant to know and commit all sorts of crimes against mankind in pursuit of profit. You can incorporate this into any and all business ventures which will gain these benefits as well.*

## **General [Undiscounted]**

### **Free/300/1000/2400 Internet and Media Collection [Free]**

This is a complete collection of the net and all media, entertainment and technology ever published or made on our earth. If you want it to update in future settings you visit

as well as past jumps if you have them pay 300. If you want to get such collections for the places you visit in daydream in this jump 2400 cp. This excludes jump docs and jumpchain fics. 1000 requires mandatory As You Were drawback.

### **Dream Media [Free]**

With this perk, your dreams, both regular and daydreams, are transcribed into various types of media that you can monetize. Whether it's turning your dreams into books, movies, or video games, you'll be able to profit from your vivid imagination and creative ideas.



### **Vacation Homes [100 CP]**

This is both a large collection of high quality vacation homes in the real world such as beachfront mansions in Hawaii and Florida, premiere penthouses in Vegas and New York and a quaint villa in Spain and a very high quality distillery in Ireland with an attached mansion. In daydreams you will get the same sort of places.

### **Fuck You Money [100]**

An absolutely obscene amount of wealth left to you by a rich relative complete with several full service assistants of your desire and the best most comprehensive law firm on the planet or universe depending on the setting. In a larger setting this is the type of money that lets you buy multiple habitable solar systems. The benefits are also in dreams or Real Places. This will not destabilize the economy unless you wish it to.

### **Private Island [200 CP]**

You gain your own private island that includes your choice of 5 biomes. You can customize it by selecting five biomes of your choice, and you have complete control over the island's weather. Whether you want tropical beaches, dense forests, or snow in mountains, you can make your paradise perfect for you. You may also choose where the island is placed in the world. it will of course follow you to future jumps.

### **Digital World Creation Tool [400 CP]**

This remarkable tool allows you to create a digital world based on a real or dreamed location. Simply activate the tool within a dream or real-world setting, and it will generate a fully functional digital world based on that location.

You have the option to set the parameters of the digital world, including its size, level of complexity, and even the behavior of its inhabitants. If you choose before creation, residents can be aware of their digital nature and accept it as reality.

The resulting quantum chip is about the size of a small hard drive and can be plugged into any type of server, allowing you to use the digital world as a game world. Every aspect of the world functions correctly, including gravity and its impact on magic and other phenomena.

With the Digital World Creation Tool, you have the power to create your own virtual worlds, limited only by your imagination. You can use it to create sprawling cities, epic landscapes, or intricate dungeons, and populate them with unique creatures and inhabitants. The possibilities are endless, and the only limit is your creativity.

This item is a must-have for any Jumpchain adventurer who wants to explore the depths of their imagination and create incredible worlds beyond reality. With the Digital World Creation Tool, you'll be able to bring your dreams to life and shape your own digital reality.

### **Ship Design Team [400 CP]**

This is a spaceship design team that can design from first principles such as our current technology though to have reliable intrasystem travel would be about 5 years. They can do basic to opulence such as Origin Jumpworks. They can also do space stations.

### **Underwater City [400 CP]**

This incredible item grants you ownership of a fully-realized underwater city, much like the city of Rapture from the game BioShock. The city is fully self-sufficient, with advanced technologies that allow it to generate its own power, food, and other resources. The city is also populated by a diverse and vibrant community of people, all of whom are dedicated to the preservation and growth of the city. With Underwater City, you have the opportunity to explore the mysteries and wonders of the deep, and to discover new technologies, cultures, and communities. Whether you're a scientist, an explorer, or a member of the city's ruling council, you will find plenty of challenges and adventures in this underwater utopia.

### **Augment Gothic Serum [400 CP]**

This serum is a rare and powerful substance that can upgrade a person's physical and mental abilities to peak augment levels. The serum works by enhancing the user's genetic code, increasing their strength, speed, agility, intelligence, and sensory perception to superhuman levels. It also grants the user enhanced durability and resilience, making them virtually immune to most forms of injury and disease. The default augment you become is the same as Gothic from the Augment Gothic fanfic.

### **Items of the Insert Free/300/1000. 300 free rest discounted with Real Places perk.**

This lets you bring things out from your dreams. Mundane and storage items are free. Low magic and sci fi such as from Star Citizen are 300 Extreme magic/cultivation items and extreme clark tech are 1000.

1000 requires mandatory As You Were drawback.

**Your Universe [600 CP]mandatory As You Were drawback.**

Rather than a copy this is your actual birth universe that you may take with you on your travels. For an extra 100 cp you can make small to medium edits. Such as adding the Mass Effect races to your galaxy without large dangers as the Reapers this would be small. Adding the Star Wars galaxy with the Force from any point in their timeline would be the peak of what you can do with this alone.

## **Song**

### **Pocket Realms [100 CP | Discounted for Song ]**

You might want to bring beings out of dreams but where to put them as a new people of all kinds would be a hassle to explain. This is a collection of small pocket realms each about a square acre in size though you can increase each ones size separately with effort. Each comes with a house that have utilities and food that replenishes as desired as well as any needed energies such as magic or cultivation resources, enough for those there not for sale or export. You will never run out of realms. The environment in each is custom designed upon creation

### **Tickets [200 CP | Discounted for Song ]**

All expenses paid tickets to see anything, just write what you want to see and a top of the line all expenses paid round trip will be produced for you. This includes theme parks, tropical resorts and around the world cruises

### **Streaming Music Telecommunication Business? [400 CP | Discounted for Song ]**

At the start this Music business puts Spotify, Itunes and Amazon Music combined to shame. It is also a major international telecommunication business including cellphone manufacturing specializing in such devices similar to fiction such as the comms from Earth Final Conflict. close to cracking wearable holo comms such as omnitools but without the all the tools needing a separate glove or implants for haptic feedback to interact with the projected holos.

Boosted 300 non-discounted

## **Written Word**

### **Tools to pay the Bills [100 CP | Discounted for Written Word]**

This item includes all the necessary tools and equipment to utilize the skills acquired through the Skills to Pay the Bills perk. From home repairs to gardening, hunting to writing, this toolkit has you covered.

### **Online Publishing House [200 CP | Discounted for Written Word]**

A place that publishes all your favorite types of fic and whose writers as excellent fanfic authors who can easily take over dead fics in the same style as the author who wrote them originally.

### **Space Travel Business [400 CP | Discounted for Written Word]**

When you start is mainly a power business who have the entirety of Fallout power generation tech tree at their disposable and are slowly integrating it. But within a year you will have a moon base and their own space station close to cracking fast in system travel to colonize mars and mining the belt.

## **Movie**

### **Large Real Estate Portfolio [100 CP | Discounted for Movie ]**

This item gives you ownership of a diverse array of real estate properties in various states and countries, allowing you to have a home wherever you go, and to generate income through rent or resale.

### **Discreet Clean Up Crew [200 CP | Discounted for Movie ]**

A great many people have messes to clean up that they are embarrassed by. This company is utterly discreet to clean up such messes such as a hoarder's home and organize it. They don't judge and those embarrassed will not be by this crew. Demographics of the employees are up to you.

### **AA Entertainment Business [400 CP | Discounted for Movie ]**

Besides a movies and tv studio this is also a pharma business specializing in looking young and hair growth close to cracking life extension technology for pets and humans and very good and genetic engineering, pet cloning and custom pets

## **Video Game**

### **IP Ownership [100 CP | Discounted for Video Game]**

You now have sole ownership of Bioware, Westwood Studios and Blizzard as they were at their peak with all the talent working for them. No scandals with touch them any they are currently undergoing will resolve. A plausible explanation will be a rich uncle bought them and took them private for you in his will and none will question it. You also get 3 smaller IP's or your choice such as Wildstar and Farmville.

For an Extra 50CP non discounted he also managed to snag Star Wars before Disney.

Though he did work with them to make the movies and shows they did you you getting royalties for them. He did stipulate in public that they were AU to the original timeline.

### **Game Team [200 CP | Discounted for Video Game]**

300 Loyal followers of your preferred gender who if given an outline or idea can produce a AAA game title or similar scope or program in 1 month for a mobile, 2 for PC or console and 3 for a mmo. Can be bought more than once each purchase halves the time needed to produce and gives another 300

### **Dream Machine game systems [400 CP | Discounted for Video Game]**

With this item, you acquire a powerful and innovative company that specializes in AR and VR technologies, including the development of safe sapient AI. The company is close to cracking holodeck technology, and their gaming systems range from basic goggles to full-body status pods.

As the owner of this company, you have access to all of its resources, including its advanced technology and highly skilled staff. You can develop cutting-edge games and immersive experiences that push the boundaries of what is possible.

In addition, you receive a prototype pair of mirrored glasses that are nearly indestructible and have RAM and storage capabilities in the zettabyte range. These glasses can do everything any of your company's systems can do, allowing you to access your digital worlds from anywhere.

The secret to the power of these glasses is that your company has cracked subatomic manufacturing, a feat that required a vast amount of resources and expertise. The glasses alone would retail for around 20 billion dollars, making them one of the most valuable items in your possession.

Overall, the Dream Machine Game Systems item is a powerful and essential tool for any Jumpchain adventurer who wants to explore the depths of virtual reality and create immersive experiences that push the boundaries of what is possible. With this item, you have the resources and technology to create the ultimate gaming experience and change the world of virtual reality forever.

## Real Places

### **Multiversal Converter [100 CP | Discounted for Real Places]**

This powerful tool can not only convert anything to be usable in any setting or world, but it also generates blueprints for the converted objects and the tools to create them. With this item, you'll be able to easily integrate technologies, magic, or processes from one world into another, allowing you to maximize your resources and take full advantage of your skills and abilities, no matter where your adventures take you.

### **Omniversal Business Empire [200 CP | Discounted for Real Places]**

rather than your business empire existing in a multitude of dimensions and realities you have a business HQ that exists in its own demi-plane with *extensive* protections. It is staffed by loyal followers who while new to dimensional travel have been granted extensive training in *everything* that would need to go into running such a business empire. They also have a collection of useful contacts for a beginning business empire such as this ranging from useful addresses of benevolent and diverse omniversal trade hubs to locations where neutrality is strictly enforced and you can buy *anything* for a price.

### **Personal Nation [400 CP | Discounted for Real Places]**

This small isolated tropical island nation is roughly the size of Taiwan with a GDP equaling the top 3 of the world. Extremely well defended and Special Forces that are the best in the world. Any business perks and items that you buy here will seamlessly integrate with your new nation. When combined with the business empire and **Travel Device** it was your loyal subjects who discovered a way to travel the omniverse and brought it to you. Thankfully no one who is not loyal to the grave and beyond knows about it.

### **Dimensional Travel Device [600 CP | Discounted for Video Game]mandatory As You Were drawback.**

This powerful item grants you the ability to travel the Omniverse, exploring countless worlds and dimensions. With the Dimensional Travel Device, you have the power to journey to places beyond imagination and unlock the secrets of the multiverse.

The device is incredibly versatile and allows you to target specific locations or dimensions with pinpoint accuracy. Whether you're seeking a specific planet, a parallel universe, or a distant corner of the multiverse, the Dimensional Travel Device can take you there.

This excludes jump docs and jumpchain fics.

## Companions

*Companions can purchase more companions.*

### **Custom Companion [100 for up to 8/100CP per 8 after]**

Do you desire a premade companion or how about a customized version of a real life or fictional being this is the option for you. They would have all the memories their original would have had. They never suffer identity crises and accept and are happy with this. They only have the powers bought here. They get 600 cp. Should they be a copy no one will comment beside that they might look a lot like some famous person. This can also function as importing.

### **A Pet [Free]**

Not only will they add to your aesthetic, but they act as a faithful companion in your day to day life. They alert you to people in your home and are just a little smarter than the average animal. You can bring one from your original world even if they were dead when you left.

### **Gal Friday [100 CP Free with any 400cp Business]**

This companion can take over all of your business and administrative tasks, allowing you to focus on more important matters. Their appearance and personality can be customized to your liking, and they will be a loyal and capable partner in all of your endeavors.

### **Best Friend [Free]**

This person is your best friend. They grew up with you. This is not a retcon, but rather a person who with you went back to when you were a kid and grew up with you major personal milestones will still happen though if only if you buy something here will it be able to affect the present. The pharm business or the video game with stasis pods would be able to save a loved one or use their influence on politics.

### **Soul-Mate (100 CP)**

This is the one. The one you were made for. At an age of your choice, you will meet the perfect girl (or guy). They will be perfect for you (not perfect - they're capable of petty arguments, disagreements, they won't slavishly love everything you love and vice versa - but aren't those the perfect imperfections that make truly great relationships?) and the two of you will fall in love within at most a day of knowing each other.

### **100/300/1000 Bring them with you (Discounted with Real Places)**

This allows you to recruit any number of those you encounter in your travels here. Should you offer when not a real place bringing them out will make them real. Offering lets the being in question know all they would need to accept the offer. This excludes jump docs and jumpchain fics. 100 for regular people, 300 for those with powers, 1000CP if you are taking out beings such as powerful gods or cosmic power level. They come with their kit. Any made real cannot betray you. Otherwise they won't be able to betray any deals you made to pull them out. You can choose to pull some-being out at not their peak level and should you not buy the max any-being you pull out at that level will have their power limited. 1000 requires mandatory As You Were drawback.

### **Family OCP**

With this perk, you have the ability to bring any and all of your close friends and family with you on your Jumpchain adventure, provided they wish to come along. They will be able to accompany you to different worlds and dimensions, and share in all of the

experiences and adventures that come with it. They will be kept safe and healthy, and will be able to enjoy all of the benefits and perks that come with being a Jumper.

**Companion Import [Free]:**

Allows you to import any companions you have from previous Jumps with their associated background and freebies. They retain all their abilities, equipment, and memories. However, you cannot import companions that are restricted by Drawbacks or those that violate the rules of the Jump you are currently in.

**Riven Companion - [200 CP]**

Riven, the last known Ahamkara, has pledged her loyalty to you in exchange for your protection and companionship. As a Loyal Riven Companion, she will accompany you through the Destiny universe, using her immense power, agility, and knowledge to assist you in your endeavors. How she supports you or which version you get is up to you.

## Vehicles

What kind of daydream or fantasy would it be without an awesome ride? All things bought in this section come with replenishing fuel, food and other such supplies and keep any upgrades. They come with a complete database of the relevant setting utterly loyal crew, and you get the skills needed to drive/pilot it yourself and all and be run by you alone or with a complementary AI that has no worries of rampancy. Each ship comes with a database of the setting The bigger ships also come with sub-fighters and auxiliaries

You get a 600 stipend here.

### **Free Wooden Sailing ship**

A luxurious wooden sailing ship from the golden age of sail. The ship is completely self-sufficient, able to withstand any weather and will never be becalmed. It can hold any amount of goods and comes with a custom crew that is loyal to you. The captain's cabin is decadent and the crew quarters are luxurious, ensuring everyone is comfortable during the voyage. You'll never want for anything aboard this vessel, and it's sure to turn heads in any port you dock in.

### **[Free] Billionaire RV**

This powerful RV comes with an advanced VI hardlight driver and companion of your desired looks and personality. It is fully equipped with all the luxuries you could ever need, including a kitchen, living room, bedroom, and bathroom. The RV is also off-road and on and underwater capable, allowing you to explore the most remote and exotic locations. With this RV, you can travel in style and comfort, and always have a trusted companion by your side.

### **[50 CP] Airship**

This powerful airship can be customized to suit your style, whether it be fantasy, steampunk, or sci-fi. It is equipped with all the necessary amenities for a comfortable journey, including living quarters, dining areas, and cargo holds. The airship is also equipped with advanced propulsion and navigation systems, allowing you to travel great distances with ease. With this airship, you can explore the skies and travel to far-off lands, all while traveling in style and comfort.

### **[50 CP] Seaquest**

This powerful underwater vehicle is based on the SeaQuest DSV from the TV show and is fully customizable. It comes equipped with advanced navigation and propulsion systems, as well as all the necessary amenities for a comfortable journey. The SeaQuest DSV is a massive vessel capable of housing a custom crew of your choosing, and is capable of producing its own supplies, making it self-sufficient for extended journeys. With this vehicle, you can explore the depths of the ocean and discover new and exciting things, all while traveling in style and comfort aboard this iconic vessel.

### **[50CP] Mary Celeste Spaceship**

This powerful spaceship is based on the Mary Celeste from the game Subverse and comes equipped with all the latest technology and weaponry. It is fully customizable to suit your needs and preferences, and comes with Demi and Dr. Lillian Margaliss as your companions. The Mary Celeste is also self-sufficient, capable of producing its own

supplies and maintaining itself during extended journeys. It is capable of traveling at faster-than-light speeds and is capable of defending itself against most threat. With this powerful spaceship, you can explore the galaxy, discover new worlds, and engage in epic space battles, all while traveling in style and comfort aboard this iconic vessel.

#### **[200 CP] Any Mass Effect Ship**

You can choose any one Mass Effect ship or station, except Reapers, to add to your collection. It comes fully equipped with a loyal crew, is completely self-sufficient, and is immune to static discharge. Additionally, you have the option to store the ship in a pocket dimension or other storage space of your choosing. The ship's technology can also be upgraded or modified to suit your needs.

#### **[400 CP] Any Star Trek Starfleet Ship**

With this item, you can own any Starfleet ship from any era or fanmade ship. The ship comes with a full crew and is completely self-sufficient, able to travel and function indefinitely without outside assistance. The ship is also equipped with advanced technology such as replicators, holodecks, and transporters. It has powerful shields and weapons, and can travel at high warp speeds. You have full control over the ship and its crew, and can store it as needed. This ship will also come with a 32nd century federation database as well as a modified spore drive that anyone can use.

#### **[400 CP] Galactic Voyager's Vessel**

The Star Wars ship of your choice, smaller than a Super Star Destroyer, equipped with advanced technology that allows it to be completely self-sufficient and travel without hyperlanes. Comes with a complete galactic map, showing all known and unknown regions, as well as a database of all known species and planets.

This ship also includes advanced AI systems that can assist with navigation and maintenance. The ship's weapons and defenses have been upgraded to the highest level, making it virtually indestructible.

In addition to the ship, you will have a team of expert crew members to manage and operate the ship. With their help, you can explore the galaxy and discover new worlds and civilizations, while remaining completely self-sufficient and independent.

#### **[500 CP] Super Star Destroyer**

Super Star Destroyer Executor-class, from Star Wars. This massive ship is capable of carrying over 100,000 troops, dozens of TIE fighters and other vehicles, as well as a plethora of weaponry. The ship is self-sufficient and includes a loyal post-singularity AI that can run the ship in your absence. You can choose a custom crew and even bring along your own fleet to be stored on board. The ship is capable of interstellar travel and can jump to hyperspace, making it ideal for any space-faring adventure. The Executor-class also includes a luxurious captain's quarters, complete with personal droids and a holo-suite for your entertainment. Self-sufficient with advanced life support, automated farming, and recycling systems. Equipped with advanced hyperdrives, allowing it to travel without the need for hyperlanes. It also has a powerful array of weapons and shields. Comes with a complete galactic map, showing all known and unknown regions, as well as a database of all known species and planets.

### **[500 CP] Dracothion**

The Dracothion's Fury is a massive, sentient spacecraft that is capable of traversing the galaxy at incredible speeds without the need for conventional engines. It possesses the power of the warp and can navigate it with ease, making it an invaluable asset for any interstellar traveler.

This ship is alive, and its consciousness is bound to the fabric of the universe, giving it an almost omniscient awareness of the cosmos. It possesses immense psychic power and is able to project its will across vast distances, manipulating reality to suit its needs. The Dracothion's Fury is also self-sufficient, with advanced life support systems, hydroponic gardens, and an onboard AI that can manage all ship systems.

The Dracothion's Fury is crewed by a group of highly skilled individuals, each of whom possesses unique abilities and talents. These individuals are bound to the ship, and their connection to it enhances their abilities and grants them immortality, making them the perfect crew for a ship that will journey across the stars.

The ship is also equipped with advanced weapons systems, shields, and cloaking technology, making it almost impervious to attack. It possesses the ability to enter a state of warp-induced stasis, allowing it to evade danger or travel through time.

The Dracothion's Fury is a unique and powerful ship that is not to be trifled with. It is a force to be reckoned with and an essential tool for any explorer or adventurer seeking to traverse the vast expanse of the universe. It comes with a STC from the 40K Dark Age of Technology

### **[600 CP] Alteran City Ship**

This powerful vehicle is a mobile hub, complete with a stargate factory, a ZPM factory, and a complete Alteran tech base from a setting of your choice. With this ship, you can explore the universe and travel to other dimensions with ease, using the latest technology to power your adventures.

### **[1000 CP] Death star**

The Death Star Station is a massive, FTL capable space station that combines the power and technology of the infamous Death Star with the capability of interstellar travel. The Station is capable of traveling at faster-than-light speeds, using advanced hyperdrive technology, allowing it to move across the galaxy with incredible speed and ease.

The Death Star Station is designed to be fully self-sufficient, with its own power sources, life support systems, and living quarters. It is also heavily armed, with a variety of weapons and defensive systems that make it nearly impervious to attacks from other ships. The Station's primary weapon is a scaled-down version of the Death Star's planet-destroying superlaser, which can be used to annihilate enemy ships and planets with ease.

The Station is also equipped with advanced sensor and communication systems, allowing it to gather information about other ships and communicate with other vessels across vast distances. It can carry a large complement of starfighters, ground vehicles, and troops, making it a formidable force in any battle or conflict.

The Death Star Station's interior is designed to be spacious and luxurious, with comfortable living quarters, entertainment areas, and even a meditation chamber for Jedi or Force-sensitive users. The Station also has a fully equipped laboratory and research facility, making it an ideal platform for scientific research and experimentation.

In addition to its defensive and offensive capabilities, the Death Star Station is also able to serve as a mobile base of operations for any group or faction that controls it, providing them with a powerful and versatile platform for exploring, colonizing, or conquering new worlds.

### **[1200 CP] Centerpoint Station**

a massive, FTL capable space station that combines the power and technology of the Centerpoint Station with the capability of interstellar travel. The Station is capable of traveling at faster-than-light speeds, using advanced hyperdrive technology, allowing it to move across the galaxy with incredible speed and ease.

The Centerpoint Station is designed to be fully self-sufficient, with its own power sources, life support systems, and living quarters. It is also heavily armed, with a variety of weapons and defensive systems that make it nearly impervious to attacks from other ships.

The Station's primary ability is the power to remotely and safely move stars and inhabited planets through the galaxy, making it an incredibly powerful tool for any faction or individual who possesses it. This ability is executed through the use of the Station's planetary repulsor, which can manipulate gravity fields and propel objects at incredible speeds across the galaxy.

The Centerpoint Station is also equipped with advanced AI technology that can maintain and operate the station for you, freeing you from the need to micromanage its systems. This allows you to focus on other pursuits, such as exploration, colonization, or conquering new worlds, while the AI takes care of the station's needs.

### **[1200 CP] Shell World**

This incredible vehicle is a Type 3 Shell World powered by artificial vacuum energy, equivalent to that of a Kardashev Type 2 civilization. Based on the Shell World concept, this vehicle is a fully enclosed and self-contained world, with multiple layers that include internal biospheres, habitats, and incredible technologies.

With the Shell World, you can explore the universe and travel to other dimensions with ease, using its incredible power to overcome any obstacle. The vehicle is equipped with Your choice of FTL technology and can travel faster than the speed of light, making it the ultimate exploration vehicle.

As a Type 3, the Shell World is incredibly powerful and can harness the full power of its artificial vacuum energy to power its internal systems and enable incredible feats of exploration.

### **[2000 CP] Mantle's Approach**

This massive Forerunner starship is one of the largest and most powerful vessels in the Halo universe. It comes equipped with advanced weapons and technology, including powerful energy shields, plasma weaponry, and slipspace drives. The ship is capable of traveling faster-than-light and can withstand even the most powerful attacks. It is crewed by AI constructs and Sentinels, and can be fully customized to suit your needs and preferences. The Mantle's Approach is capable of carrying a small army and can act as a mobile base of operations, allowing you to travel the galaxy in search of new adventures and challenges. With this powerful vehicle, you can explore the depths of space and engage in epic space battles, all while traveling in style aboard this iconic starship.

### **[3000 CP] Dyson Sphere**



This is your very own custom Dyson Sphere, built with advanced technology and magic from across the multiverse. It comes with a fully functional FTL engine, allowing you to travel between star systems and explore the universe. The sphere is completely self-sufficient and run by a loyal post-singularity AI, on par with a Culture Mind, that can manage all aspects of the sphere's operation.

You also have the option to select up to 7 races from various fictional universes to reside within the sphere, with stable breeding populations. These races can be generated from the ether, or rescued from doomed situations, and they know you are the cause of their salvation.

The sphere can sustain all of these races, providing them with a home, resources, and protection. The AI can manage and oversee all aspects of their well-being, including education, healthcare, and entertainment.

The Dyson Sphere is equipped with advanced technology and magic, including powerful shields and weapons to defend against any threats. It is also equipped with advanced terraforming and manufacturing capabilities, allowing you to shape the environment and build whatever you desire within the sphere.

This powerful item is a symbol of your vast resources and technological prowess, and allows you to explore the universe with your chosen companions, while providing a safe and secure home for them.

## **Supplements and toggles..**

Authored jumps (+0/-1500/-5000 CP)

You may freely supplement other jumps, supplements and all other CYOA type things written by me to this jump.

Alive! 0cp

This allows you to have any relatives that were dead when you started to be alive now.

The real thing

You can bring your actual family and friends from your previous existence into your new one, including any pets and relatives that may have passed away. They will understand the nature of your new existence and can provide you with comfort and support as you explore your new surroundings. However, it is important to note that they will not have any special abilities or powers beyond what they had in their previous existence.

No family

Embarrassed about your new existence no worries with this toggle your family and friends are not were not copied over.

Personal Reality Supplement 0cp

### **Add a Jump or CYOA 0cp Requires Real Places**

This is rather strange rather than merely supplementing a jump this allows you at any point during this jump to choose to take a another jump or CYOA within this jump. time will pass separately in this jump and the one you pick with time paused in whichever jump you are not in at that time. Can only take 2 concurrent jumps at a time of which this one and Authored Jumps don't count toward this total. After Finishing that jump/cyoa rather than continuing on you return here.

### **Monster Girl Invasion 100**

by sinereal While not exactly your benefactor has negotiated with a monster girl world for immigration slash invasion to our earth this includes any and all monster girls seen in this series with a favorable introduction to a specific one if you want. I personally recommend Kei. This includes such oddball species such as Galaxy Slimes, purified Shoggoths of all ranks such as queens and empress with would be an ancient. By coming through the portal succubuses permanently sacrifice the ability to addict others. Also monster girls first child with a man will be another monster girl. Those after have equal chances between monster girl, human male and human female. If you wish they may have all the background immigration already set up so when you start they open the portals. Might be a good way to explain your power. There will be no way for women to pull a murder-suicide and kill all the men. Though you may choose to have magic Awaken when the portals open.

## Drawbacks

### **Mortal Lifetime +300**

75 years here you may freely bring your family with you onto the chain. You will age but keep your mental facilities and a decent quality of life throughout. Barring other drawbacks.

### **As You Were 400**

This drawback removes all types of body and mental health mods. This is you as you were 1 picosecond before you started the chain. If you were dead or dying you are instead relatively healthy as you were before.

### **Extended beyond Current limits [+Variable CP Requires As you Were and Mortal Lifetime]**

Starts after the end of Mortal Lifetime drawback. You get 100 cp per 10 years you stay. I hope that you found a way to extend your life. This may be taken as many times as you want. As well as any time during the jump, which should you do so you will gain access to the doc again to use to buy new things or upgrade purchases with multiple tiers.

### **No Items +200**

Cannot bring items out of warehouse

### **No knowledge +200**

Cannot use knowledge from other settings to build or uplift this place

### **No Safety +200**

Cannot enter the warehouse. You can still open the portal and toss stuff in but neither you nor your companions can enter it.

### **OCP lockout +200**

Cannot use skills, powers or abilities from other jumps here. This does not lockout memories or brain power. But when you try to use those you get a mental raspberry.

### **Insomnia +100**

You have pretty bad insomnia both falling asleep and staying asleep as well as sleep apnea. While no perks, powers/abilities or skills can mitigate this it can be managed with in jump medications and therapy just not cured.

Paperwork Hell [+200 CP]: You are now burdened with an excessive amount of paperwork that must be completed regularly, taking up a significant portion of your time and attention. This can be in the form of tax forms, legal documents, contracts, and other types of bureaucratic paperwork. Failure to complete the paperwork on time and accurately can result in significant penalties, fines, or other consequences. You must constantly juggle the demands of your paperwork with your other responsibilities, and

may find yourself sacrificing precious time and resources to keep up with the endless stream of documents.

**Scandal Magnet [+200 CP]:** You are now a magnet for scandal, whether it be from your past or present actions. You will find yourself embroiled in controversies and rumors, with tabloids and paparazzi relentlessly pursuing you for the latest scoop. These scandals may not be particularly damaging, but they can be extremely annoying and time-consuming, as you must constantly deal with the fallout from your actions. You may have to hire a PR team or engage in damage control to maintain your reputation.

### **Depression +300**

You are pretty depressed but not quite suicidal. In fact nothing in this jump could make you commit suicide.

### **200 Obsession:**

You may become obsessed with fulfilling your every desire, leading to neglect of important relationships and responsibilities. This drawback can cause you to become self-centered and single-minded in your pursuit of pleasure, putting your own desires above the needs of others. It can also lead to a lack of fulfillment, as your focus on your own wants and needs may leave you feeling empty and unsatisfied.

### **200 Lost in Thought:**

When daydreaming, you may become so engrossed in your fantasies that you neglect important tasks and responsibilities in the real world. This drawback can have serious consequences if left unchecked, as it can lead to poor performance at work or school, missed deadlines, and damaged relationships. It can also make it difficult to stay present in the moment and fully engage with the world around you.

### **300 Delusions of Grandeur:**

You may become overly confident in your abilities to shape reality, leading to arrogance and recklessness. This drawback can cause you to take risks and make decisions based solely on your own desires, without considering the consequences or the impact on others. It can also lead to a sense of entitlement and a belief that you are above the rules and restrictions that apply to others.

### **300 Emotional Turmoil:**

Your intense daydreams may cause emotional highs and lows, leading to mood swings and instability. This drawback can make it difficult to regulate your emotions and may cause you to overreact to situations that would not normally be a cause for concern. It can also make it difficult to maintain stable relationships, as your emotional state may be unpredictable and difficult for others to navigate.

### **400 Isolation:**

Your daydreaming may cause you to withdraw from social situations, leading to loneliness and isolation. This drawback can make it difficult to form and maintain relationships, as you may be too focused on your own desires to connect with others. It can also lead to feelings of alienation and a sense of disconnection from the world.

around you, as you may find it difficult to relate to others and engage with the broader community.

**400 Inability to Adapt:**

You may become so attached to your idealized version of reality that you find it difficult to adapt to new situations or experiences. This drawback can cause you to resist change and cling to outdated ideas and beliefs, making it difficult to grow and evolve as a person. It can also make it difficult to navigate new challenges and opportunities, as you may be too attached to your own fantasies to embrace the reality of the situation.

## 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

v0.1 copied over to template

v0.2 split into a SFW and NSFW this one is SFW

renamed to Day Dreams of Wish Fulfillment

V1 2-25-23 finished

## Notes

Thanks to Negative Tangerine for the template

Yes this jump is nearly pure wish fulfillment

You will get input on how such things as the businesses, Personal Nation and Alive toggle are delivered once jump starts though you get the choice before it starts. Want a rich distant relative or a King Ralph scenario where your close family doesn't get killed we can do that.

This excludes jump docs and jumpchain fics. note this means that you cannot be the MC aka take over the other jumper. You can travel to jumpchain fics if you are ballsy enough. Though if you interfere their Jumpchan/Benefactor might take offense.

Yes Beard and The Word is from my other jumps.

Bring them with you

Turns Worm Shards into controllable abilities with or without a personality that's up to you.

No diseases or such things that will endanger the city/world will come out or will be rendered so they won't.

No you cannot use real places or all keep the skills on archdiety of eternity or similar power CYOA.

Dracothion thanks to the fanfic and the 40k fanfic jump

Celestial forge is considered by this doc to be jumpchain

Close to cracking =5 years or less

Thing written by me  
Various Essence from the Essence Meta CYOA and Essence Jumpchain  
Chaos Seeds universe  
Afterlife Jump 3.2  
Tron System 1.5 (includes all tron media)  
My Best Friend is a Vampire 2.0  
Ghosts of Mars  
General DLC  
World Conversion to RPG System Jump(SFW) 12-24-21  
World Conversion to RPG System Jump(NSFW)  
DayDreams of Wish Fulfillment Jump 2-25-23  
Day Dreams of Flesh Jump NSFW of above 2-25-23  
The Rezort 2-26-23