



Generic Power Metal Song Title Jump

(and various other metal subgenres)
+1000 CP

Location

Roll a 1d5 for your location, or pay 50 CP to choose.

1: Completely Mundane Modern Day Earth

Exactly what it says on the tin.

2: The History That Has Passed Us By

It's not uncommon for metal bands to write lyrics about the past. If you're interested, you may choose to start in one of those time periods.

3: Fantasy World

Many power metal albums tell a story that takes place in some kind of fantasy world. You can choose any one of them to visit.

4: Galaxy of Wonders

Just like there are power metal albums that take place in fantasy worlds, there are just as many that take place in futuristic settings instead. You may choose any one of those to visit.

5: All Of The Above

This is a weird one, for sure. It's a mix of the four options above. Is that Angus McFife riding a cosmic space shark, whilst fighting side-by-side with the Night Witches against a horde of undead vikings accompanied by cybernetic dinosaurs? Yes, I do believe that and more is what's happening here. If you think you can handle this craziness you're free to take this option, by all means.

Race

Human [Free]

Just a regular ol' human. Nothing special, really.

Human? [50 CP]

You're not human, but definitely humanoid. Maybe you're an elf, or a dwarf, or maybe you're an android or something similar.

Definitely Not Human [100 CP]

The weird option. Anything non-humanoid goes here. Maybe you're a sapient dinosaur, or a cosmic space beast in the form of a shark. Perhaps an intelligent construct of pure energy, or you could be something even weirder. The specifics are up to you, but please fanwank responsibly.

Age and Gender

You may choose your age for free, so long as it's a physically possible choice for your chosen race. By default your gender is the same as it was previously, but may choose to change it for free.

Perks

You may discount two 100 CP perks, two 200 CP perks, one 300 CP perk, one 400 CP perk, and one 600 CP perk of your choice. 100 CP perks which are discounted are free instead of merely discounted.

Cosmic Power of the Infinite Shred Machine [Free - Further purchases 50 CP]

It would be silly to have a Jump based on power metal songs and not have a perk that grants you expertise with an instrument of your choice, wouldn't it? So, this is that perk. Your skills with a single instrument of your choice rise to the point that you could stand amongst the best of the best. Your own voice counts as an instrument for this perk. May be purchased multiple times, allowing you to pick a new instrument for every purchase. First purchase is free for everyone.

Löwenherz [100 CP]

You've gained the (metaphorical) heart of a lion, and will find that fear will no longer affect your actions. You'll still be able to accurately assess when something would've made you scared before and when it's time to get the hell out of dodge, this doesn't get rid of your survival instinct after all.

Swanheart [100 CP]

I'm sure you're familiar with the tale of the ugly duckling. It turned out that the duckling wasn't ugly at all, or even a duck for that matter. It grew up to become a beautiful swan. You're the metaphorical duckling here, Jumper, having grown up to become a beautiful specimen of whatever species you may be. At the very least, you're a 9.5/10 in appearance.

Heart of Steel [100 CP]

Sometimes we have to do things we'd rather not do for various reasons. Maybe it's because the necessary act is a horrifying one, or maybe you're just extremely lazy. Whatever the case may be, you'll find you're now able to harden your heart and do what is necessary.

Nocturnal Symphony [100 CP]

So much time in our lives is spent sleeping. You could accomplish so much more in much less time if only you didn't require sleep. So how about this? Take this perk, and you'll never need to sleep again, though you still can do so if you want.

Allegiance [100 CP]

Isn't it irritating when your allies pull off their sudden yet inevitable betrayal? No need to worry any longer, for those who've sworn their allegiance to you shall henceforth be as loyal as they come, not even being able to consider betraying you.

Stop Saying We Sound Like Dragonforce [100 CP]

Perfect pitch is a thing you now have, and also have the ability to flawlessly replicate any piece of music you've ever heard. But being able to replicate music is all well and good, but it's much more fun to compose your own music, is it not? As such, you're now an excellent composer.

Tonight We Ride [100 CP]

You will have no trouble when it comes to riding a mount, easily able to tame even the most willful beast and force them to submit. This perk also seems to boost whatever mount you're using beyond what it's normally capable of. It would not be unheard of for a horse under your command to be able to keep on running at its top speed for hours and hours upon end, and once you reach your destination it wouldn't even be winded.

Naturally, the effects of this perk applies to all mounts you may be using, not just those of flesh and blood but also those of metal and ones of other, more esoteric natures.

A Journey to Remember [100 CP]

Your basic perfect memory perk, with perfect recall, indexing, the ability to forget and recall memories if you'd like to do so, the works. Even if you don't have a perk like this yet, I'm sure you've seen one before, right Jumper?

Return to Lemuria [100 CP]

Should a lost or forgotten civilization or continent exist in a Jump such as Atlantis or Lemuria, or should it have existed in the past, you will always be able to quickly find clues pointing to its location. And when you then come upon the civilization in question, you'll always be welcomed as an honoured guest, and will find yourself leaving much richer, both in material goods and experiences.

This perk also grants you all the abilities required as a sailor.

The Water Dancer [100 CP]

Purchasing this perk makes you an excellent dancer, you never need fear tripping over your own two feet again, for your balance, proprioception, and agility are increased to just above peak human levels.

You're also capable of walking on water, it's no more difficult than walking on solid ground.

Harvest [100 CP]

What is Death but the other side of the coin that is Life? For all your vast, cosmic power you may have acquired, not even you might be able to save everyone. But don't be sad because they're gone, be happy you got to spend precious time with them. By purchasing this perk, you've gained the ability to quickly work through your grief and other kinds of trauma in a healthy manner. You're even good at helping other people through the same.

Song of Myself [100 CP]

You know yourself, Jumper. No matter what happens to you, no matter how terrible, you always remain true to what and who you are. You will never change for the worse, but can of course still change yourself for the better. This also means you do not need to worry about falling into despair, you will always have hope for a better tomorrow.

Marching On Versailles [100 CP]

So long as you're working to overthrow despotic rulers and/or oppressors, things will always seem to go your way. It's as if the very universe is on your side, with misfortune befalling your enemies and your allies being blessed by supernatural luck. And when it's finally time to move out into the open, you can be assured that so long as your cause is just, the common folk will join your rebellion. Together, you will take back your nation.

Battles in the Night [200 CP]

Blessed be the warriors of the night, and now you are one of them. You may not be any stronger during the daylight hours, but as soon as the sun has slipped beyond the horizon this perk triples all of your capabilities. At least, until the sun rises once more.

Heeding the Call [200 CP]

Some might consider it a blessing, whereas others might consider it a curse. You seem to stumble over calls to adventure even if you're not looking for it. Perhaps you've suddenly come into possession of a map leading to a lost pirate treasure, or perhaps you turned out to be the only person capable of wielding the Chosen Sword, whatever the specifics may be one thing's certain: You'll never have a boring life. Naturally, this perk can be toggled off and on, if you don't want to heed the call to adventure for some reason.

Hallowed Be Thy Name [200 CP]

Your body has been infused with holy energies. As a result, no demon can possess you, let alone even touch you, your very touch burning their existence away. This applies to other creatures of darkness as well, but will not be as effective as it is against demons in particular.

Vampire in Ghost Town [200 CP]

Yer a Vampire, Jumper! Well, not really. You just have the ability to turn yourself into a swarm of bats, and can survive on a diet consisting of nothing but blood. It probably won't be very tasty, but it'll keep you alive even when you don't have access to any other kind of sustenance. Why, drinking blood even seems to heal any injuries you may have.

Soulbound [200 CP]

You know how in various MMORPGs you can soulbind items? You can do the very same now. With a few moments of concentration, any item you personally own can be bound to your very soul. This makes it so that those items can only be used by yourself, but there are several other benefits as well: Your soul now acts as a sort of personal inventory for your soulbound items, allowing you to materialise and dematerialise them at will, and any broken or destroyed items stored within your soul will slowly regenerate back to perfect condition over the course of 24 hours. Finally, by having bound these items to your soul, the very essence of who you are, allows you to use them to channel any soul-based abilities you may have access to. If the items in question were already capable of channelling your soul, they'll be able to do so more effectively than before.

Call Me Immortal [200 CP]

Because that's what you are. You will age to your physical and mental prime at the normal rate, and at that point will stop ageing, allowing you to potentially live forever. Should you be already past your physical prime you'll be able to revert to your physical and mental prime instantaneously or at the rate of one second per second, whichever you prefer.

But what's the point of living forever if you were to live in pain forever? No need to fear, this perk will keep you at the very peak of health and fitness, though it won't be able to restore any of your limbs or other extremities should you lose them.

Space Ninjas From Hell [200 CP]

You're a competent ninja, able to use all of the traditional weapons used by ninjas at an expert level, can sneak around without being noticed, and are very practised when it comes to parkour and other ways of moving through the urban landscape. Also, you seem to be able to summon and safely bind demons from the depths of hell, for some reason.

Sparta [200 CP]

When it comes to fighting, you're as skilled as any of the legendary three hundred Spartans. Should you be fighting side-by-side with your friends, this perk doubles your combat prowess after taking into account the skills described above and any other combat-related abilities you may have, and also does the same for those who fight by your side.

But that's not all, for if you are fighting to defend a single location the combat prowess of you and your allies rises to the point that it would not be unthinkable for 300 normal humans to fight an army of 90,000 to a standstill.

Diggy Diggy Hole [200 CP]

You're a dwarf*, and you're digging a hole. Diggy diggy hole. Skin made of iron and steel in your bones, to dig and dig makes us free, come on Jumper, sing with me!

Simply by diggy-digging a hole in the ground, you'll be able to find valuable gems and other assorted buried treasure. Furthermore, whilst your skin isn't actual iron and your bones aren't made from steel, you do seem noticeably tougher than before. Tough enough that anything that would not break through a set of steel armour wouldn't be able to hurt you.

*This perk does not turn you into a dwarf (unless you want it to), and you do not need to be a dwarf to benefit from its effects.

The Escapist [200 CP]

You are no nightingale locked in a golden cage. You are a Jumper. And. You. Will. Not. Be. Chained! Be it mundane incarceration, a magical binding ritual, imprisonment in a virtual construct, a dimensional trap, being a prisoner inside your own body, or anything else that's designed to rob you of your freedom, it will not matter for you will always be able to find a way to regain your freedom. Whilst this has not granted you an outright immunity to mind control, it does grant you a very strong resistance, and you will be

guaranteed to be able to break free within a few days if you do happen to get mind controlled.

Black Fire [200 CP]

These are cursed fires, Jumper. Smokeless flames as black as the starless sky, they are capable of burning without fuel forever, only able to be extinguished by your will.

Heart of the Android [200CP]

This perk grants you an android alt-form of your design you can switch to and from at will. Whilst in this android alt-form, your physical and cognitive capabilities are several times superior to that of your base form, and will find yourself capable of interfacing with all nearby technology.

The Eyes of Sharbat Gula [200 CP]

It is said the eyes are the windows to your soul. That might not be true generally speaking, but it is most definitely true in your case. By maintaining eye contact with someone you're able to bare everything you are as a person to them, and should they so desire they can do the same. Your emotions, thoughts, desires, insecurities, all of your past deeds both good and bad, etc. you can share it all through this mystical connection. Naturally, by letting them judge you in this manner, this will create a deep bond of trust that will be nigh-impossible to break, for they have seen the truth of you. Of course, this won't be the case if you're a terribly evil person, chances are they'd end up traumatised and fearful of you instead of trusting you.

As a pleasant side effect, your eyes seem to be extraordinarily beautiful, and you may freely change your eye colour to whichever colour you want, including unnatural ones.

Runes To My Memory [300 CP]

Used to write the various Germanic languages before the adoption of the Latin alphabet, each of these runes represents a concept. And now you can use these runes to draw upon the magic of the world, allowing you to cast spells and imbue items with magical effects. By combining multiple runes you may be able to achieve greater feats of magic, but this requires experimentation on your part.

Legends Never Die [300 CP]

And neither will you, so long as you manage to keep on pulling off acts of legend. Should you die, you will simply return to life a few days later. There's a catch, however. Unlike other 1-UP perks, this does not provide you with a 1-UP that automatically regenerates at the end of a Jump/every ten years. This is because these 1-UPs are not bound to you, but to your legend. For every legendary act you manage to pull off, your legend will obviously grow and the number of usable 1-UPs grows with it.

This means that whilst you don't start out with any 1-UPs, there also isn't a maximum number of 1-UPs you could get your hands on this way. Unfortunately, any saved up 1-UPs will go to waste once you move on to another Jump, unless you've got some way of transferring your legend with you to your new Jump?

Heart of a Dragon [300 CP]

Flying on wings in winter sky with fire burning deep inside, for you've become a proud and glorious dragon, with all the stereotypical abilities that go along with it. The specifics of your new dragon form are up to you, and you may switch to and from this dragon form at will.

Stronger than All [300 CP]

You know how to create all kinds of temporary and permanent serums that augment the consumer's physical abilities. You could definitely pull off a discount Captain America, if you wanted.

Blood Bound [300 CP]

There's power in blood, Jumper. And you can now access that power. You have absolute control over your own blood's flow, and have gained the ability to generate blood ex nihilo and manipulate all blood nearby, even that which still flows in a person's veins. This also comes with an immunity to the blood-based abilities of others, your blood will not be able to be used against you in any way whatsoever.

Sanaton Maa [300 CP]

Your mind has been opened to the World, and have learned how to read the minds and emotions of other beings, as well as how to mentally communicate with them. You're also a deft hand when it comes to all other methods of non-verbal communication.

Abyss [300 CP]

With the sound of glass shattering, you can open (and close. Pretty important, that!) gaps in reality that lead into a void of stars. By entering this starry void, you and those you take along with you can quickly travel large distances within mere moments. This void may or may not contain cosmic entities of pure energy, but they will not harm you or your fellow travellers in any way. They would not say no to a friendly conversation, however.

Post-Spark this perk can be used to travel between different worlds.

The Forest that Weeps [300 CP]

With but a touch, you can turn any tree into an Ent. This transformation turns them from simple flora into actual sapient beings. Whilst they are grateful to you for creating them, they are beings with free will and their own agendas, not your servants or slaves. At first creating a single Ent would no doubt be fairly tiring, but with sufficient practice this will only get easier. Who knows, maybe one day you could turn an entire forest into Ents at once, or maybe you could learn how to use this perk on other kinds of flora?

Bastard Son of Odin [400 CP]

You're a demi-god(dess) now, Jumper. Pick any one god or goddess from a pantheon of your choice, they're now your divine parent. Your new status as a demi-god(dess) has resulted in vastly superior physical abilities, near-unlimited stamina, and a small assortment of abilities based on the divine powers of your parent.

Take This Life [400 CP]

Anything you kill stays dead for good. Kill Voldemort but he still has several horcruxes? Too bad for him, the remaining horcruxes simply disintegrate. Kill a phoenix? Guess who won't be reborn in flame and ashes? Kill Aang or a different avatar? Welp, guess you stopped the cycle of reincarnation.

Time Takes Us All [400 CP]

You now have a toggleable aura that lets you rapidly age everything and everyone in a large radius around you. Buildings will crumble, plants wither, animals grow old and die within moments, you name it. Whilst you're immune to this effect yourself, you have found that you're now capable of freely changing your own age.

Gunman [400 CP]

When it comes to ranged weapons of any kind, your skill matches that of any professionally trained sharpshooter. However, your skills seem to shine especially when using revolvers, allowing you to shoot the wings of a fly from distances that shouldn't be possible for a handgun, as well as various other kinds of trickshots that really shouldn't be possible, and you are extremely quick on the draw. Who knows, with enough practice maybe you could one day achieve conceptual effects with nothing but a simple revolver.

Death and the Healing [400 CP]

This one's pretty simple, but by no means useless. You will be able to heal extremely quickly from anything so long as at least a single drop of your blood remains. Should something happen that this perk will not be able to heal you from, such as complete and instantaneous disintegration for example, then once per jump (or once per ten years, whichever comes first) you will be able to come back to life in a nearby but safe location.

Endless Forms Most Beautiful [400 CP]

From so simple a beginning, endless forms most beautiful and most wonderful have been and are being evolved. And you know all about it now. It's as if a complete archive with every little bit of biological knowledge related to all organisms that currently exist on planet Earth and that have existed in the past has been dumped in your head. Any evolutionary biologist would kill for this knowledge, Jumper. Naturally, this knowledge continues to update for any other world you set foot on in the future.

Shadowmaker [600 CP]

This is a fascinating ability, for sure. The ability to manipulate the very shadows themselves. You start off with the ability to create simple but solid shapes from shadows, but in time may find you're able to create shadow-copies of any object you've come across, may learn to teleport from one shadow to another, can possess people via their shadows, and with sufficient time and experimentation you might very well achieve anything related to the concept of shadows.

Dinosaur Warfare [600 CP]

The secrets of how to create genetically engineered dinosaurs and other prehistoric animals have been revealed to you. From sabertooth tigers to raptors, from triceratopses to t-rexes, all this and more, you can recreate them all.

But why not go one step further? You've learned how to create various kinds of futuristic technologies that can be grafted onto your genetically engineered creations, all with no chance of rejection. An army of sabertooth tigers would no doubt be a fearsome sight to behold, but it doesn't hold a candle to an army of lazer tooth tigers.

A word of reassurance: Perhaps it's because you're their creator, or maybe they just understand that you mean them no harm, but when it comes to you and your allies they're no more harmful than your average pet dog. There's no need to fear accidentally pulling a Jurassic Park/World here. Of course, this protection does not apply to those you deem to be your enemies.

The Golden Horde [600 CP]

With naught but your will you can summon the members of the Golden Horde and their horses, ready to fight at your side. Trained, organized, and equipped for mobility and speed, these warriors of the Mongol Empire are a true terror on the battlefield. Should any of them be killed they will be ready to be summoned again 6 hours later.

Primo Victoria [600 CP]

The warriors of the Mongol Empire are fine warriors indeed, but perhaps you'd prefer somewhat more modern combatants? This perk allows you to summon the Allied Forces of Operation Overlord, ready to fight at your side against the forces of evil. Any killed summons or destroyed equipment will be ready to be summoned 24 hours later. A peculiar feature of this perk is that these soldiers never seem to run out of ammunition, and should your enemies turn out to be actual nazis, the respawn timer of the Allied Forces is shortened to only 60 minutes.

Items

Similar items may optionally be imported into ones you purchase here.

You gain [+300 CP] which can only be used to purchase items. You may discount any one item of your choice. If you choose to discount a 100 CP item then you may take it for free instead.

[Metal Is For Everyone \[Free\]](#)

Metal is for everyone, and so everyone should be able to enjoy it. Thus you are hereby granted this gift from your benefactor: a Warehouse Attachment containing every piece of metal music that's ever been composed, in whatever formats you prefer. Additionally, you can get any and all kinds of metal band merchandise here. Comes with a symbolic link to any wardrobe you open, so that you don't need to enter the Cosmic Warehouse if you just want to grab a specific shirt.

[Tarot \[100 CP\]](#)

A set of 22 Major Arcana tarot cards, every single one is beautifully illustrated in whatever style you prefer most. These aren't just normal cards, they hold a spark of magic. It is this magic that allows for these cards to be used for true fortune telling. Even a magicless hack could use this pack of cards to make predictions that will come true every single time.

[One More Magic Potion \[100 CP\]](#)

A collection of various potions, all of them with magical effects. You will receive new ones every week, but the exact contents will be random every time. It's a good thing then that every single bottle is properly labelled, isn't it?

[Mirror of Truth \[100 CP\]](#)

An enchanted talking mirror that always shows the truth of the world. Whosoever holds this mirror will be able to tell lies from truth, and illusions from reality. Perhaps a bit stereotypical for a magical mirror, but it always seems to give great fashion advice.

[Wasabi Warmachine \[100 CP\]](#)

This is wasabi, but as you may have suspected it is anything but normal wasabi. This wasabi has been genetically enhanced to function as a potent combat drug. Anyone who ingests it will be able to temporarily enter a raging berserker state where their strength and toughness are increased to ludicrous heights, turning them into a true Wasabi Warmachine. As an (un)fortunate side-effect of this genetic manipulation, the spiciness of the wasabi has increased a thousandfold.

[All The Works Of Nature Which Adorn The World \[100 CP\]](#)

A special Warehouse Attachment consisting of all the biomes found on planet Earth, all of them unspoiled by human nature. Flora and fauna abound, including those that have gone extinct due to humanity's efforts. It also allows you to reskin your Cosmic Warehouse based on the biomes of this item, in part or as a whole. Go nuts and turn your Cosmic Warehouse into a jungle, if that's what you want.

[Napalm Records \[100 CP\]](#)

You're now the owner of Napalm Records, Jumper. It will follow you into future Jumps, earning you a steady profit. You've also gained a Warehouse Attachment filled with actual napalm. Whenever you take some out, it replenishes overnight.

Nuclear Blast Records [200 CP]

You're now the owner of Nuclear Blast Records, Jumper. It will follow you into future Jumps, earning you a steady profit. You've also gained a Warehouse Attachment filled with nuclear bombs. Whenever you take a nuke out, it replenishes overnight. Since these are weapons of mass destruction, there's an additional safety-measure in place: None of these nukes can be used by anyone except for yourself and your Companions.

Untot im Drachenboot [200 CP]

A viking ship adorned with a dragon's head and crewed by undead vikings that are strangely good singers as well. Curiously enough, you always seem to have favourable winds when onboard this vessel. Should the ship be destroyed it will appear either in your Cosmic Warehouse or in a suitable location nearby after a week, depending on your preferences. Should any of the crew be slain, they will respawn on the ship after a few hours.

Biomechanicals [200 CP]

One (or more) of your limbs has been replaced with a cybernetic one. Stronger, more durable than your original limb, with none of the downsides and doesn't require a power source of any kind. It even benefits from any and all regeneration perks, powers, items, and other such effects, counting as a normal part of your body.

Alternatively, if you don't want to replace any of your limbs with a cybernetic limb, you may choose to just gain the secondary benefits: Any cybernetics you gained before or gain in the future will not require a power source and will fully benefit from all regeneration effects.

Sword of Magic Steel [200 CP]

A powerful sword that's been enchanted by a powerful wizard. You may choose any one magical enchantment to apply to this weapon. You can purchase this more than once, each time allowing you to add another enchantment or letting you increase the strength of an already chosen enchantment. Despite the title, this weapon does not have to be a sword but can be any kind of hand-held weapon that's not a firearm. Remember to fanwank responsibly. Subsequent purchases are discounted.

Valhalleluja [200 CP]

Ikea. All of it is yours now, and will follow you to future Jumps. A multinational conglomerate such as this is sure to bring you a large amount of steady profit. As a bonus, you've also gained an Ikea Warehouse Attachment where you can get any Ikea product for free, and of course also includes a restaurant.

Wolf Totem [200 CP]

The spirit of a wolf has been bound in this totem. Those who come into contact with it can be granted the ability to take on the form of a great wolf, the ability to speak with

wolves, and will have vastly superior senses when compared to normal humans both in their normal form and in their wolf form.

You may optionally choose a totem based on a different animal if a wolf is not to your liking. You may purchase this item multiple times, each time granting you a totem of a different spirit animal. Subsequent purchases are discounted.

Ferrum Aeternum [300 CP]

This Warehouse Attachment adds a cave to your Cosmic Warehouse. The cave itself is nothing special, it's just a cave. But inside the cave there are a few special deposits of iron. Anything forged from this iron is absolutely, conceptually unbreakable. There's only a few deposits in the entire cave, but these will replenish every ten years or at the end of the Jump, whichever comes first.

Hootsforce [300 CP]

The DSS Hootsforce, a highly-advanced magi-technological submarine armed with missiles of nuclear justice and a magi-cannon that's capable of channelling and amplifying the power of magical weapons such as the Hammer of Glory*. Not just at home in the oceans, this magnificent vessel can take to the skies, and even to the voids of space. It and its robotic crew are now yours to command, ready to fight for the king, for the hammer and the ring.

If you don't want the DSS Hootsforce, you may optionally take the vessel used by Zargothrax's forces in the Hootsforce music video instead. Alternatively, you may purchase this item twice in order to get both.

*Gloryhammer not included, see the Gloryhammer Jump if you're interested in acquiring it.

The Number of the Beast [300 CP]

A special phone number that can be dialled from any phone, it allows you to contact the devil himself. I'm sure you could find a use for this. Guaranteed to be fair in his dealings and won't screw you over, at least so long as you use this phone number.

Fiddle of Time [300 CP]

A Stradivarius with the strange ability to manipulate time. By playing music using this violin, you're able to manipulate time itself. A beginner might only be able to warp time a little, but a master violinist could use this instrument to warp time to great effect, perhaps even travel through time itself.

Reuzenspraak [300 CP]

A cursed book of fairy tales, bound in leather of human origin. It is written in blood in the dead language of the giants that shaped this world, yet still perfectly readable. Whosoever reads this book aloud will be able to bring these fairy tales to life or curse others to act out these fairy tales. Considering these are not the sanitised Disney versions, that is a cruel fate to consign someone to indeed. Curiously enough, there always seem to be a few blank pages so that you could write down fairy tales of other worlds or ones you've come up with yourself.

Companions

Companions can purchase more companions.

Metal Crüe (Companion Import) [Free]

You may import up to eight Companions. Each imported Companion gains 400 CP which they may use to purchase perks and items, and a single 100 CP perk of their choice for free. You may import more than eight Companions, but each Companion imported beyond the initial eight costs [50 CP].

Norwegian Lovesong [Free]

This person's deeply in love with you, Jumper. And guess what? They're your soulmate, the absolute perfect partner for you. Due to their status as your soulmate, they may always import in Jumps for free.

Ad Astra [Free]

Famed astronomer and astrophysicist Carl Edward Sagan suddenly appears beside you, confused and dazed by his sudden relocation. No doubt it's a surprise to you as well, considering he's supposed to have died more than twenty-five years ago. Now that he's here alive and well, perhaps you'd like to show him the wonders of the multiverse?

White Death [50 CP]

Simo Häyhä has been brought back to life so that he may join you on your adventure. A legendary sniper, he is believed to have killed over 500 men during the winter war.

The Last Viking [50 CP]

This viking washed up on a nearby beach after they were pulled forward through time during a terrible storm at sea. A capable warrior and, if you choose to take him on as a Companion, a loyal friend.

Krampus [100 CP]

A horned anthropomorphic entity from Alpine folklore. On the night of December fifth, it is said to employ corporal punishment using a birch rod on misbehaving children. That could be true, or it could be just a tale told to scare children, who knows? What we do know is that you may take this entity as a Companion.

Astral Assassin Shark Attack [100 CP]

A cosmic space beast taking the form of a cybernetic ninja... shark? what? A peculiar if useful ally, it's strangely good at the assassination arts and has laser eyes for some reason. What's that? It doesn't speak, you say? Of course it doesn't, it may be able to fly through the void of space but it's still a shark. What did you expect?

Swamp Witch [200 CP]

Within the swamps there lives a terrible witch, one that wants to join you as a Companion. She's capable of brewing various magical potions and acts of magic of the darkest and foulest kind. She's not a nice person, or even a good person, but definitely a powerful one.

Flight of the Sapphire Dragon [250 CP]

A majestic centuries-old dragon with scales that shine with the brilliance of sapphires, and a fierce intelligence hiding behind its eyes. It has professed its desire to join you as a Companion, will you accept?

メギツネ [250 CP]

A completely normal if somewhat mischievous young woman hailing from Japan. Seems to have a strange fondness for deep-fried tofu, and a fear of dogs.

Father Time [300 CP]

An elderly bearded man with a kindly countenance.. Time suddenly seemed to freeze, and suddenly he was standing in front of you, asking to become your Companion. For some reason, he's carrying a large scythe and an endlessly-flowing hourglass.

The Guardian [300 CP]

Aether Realm - A strange but benevolent eldritch entity taking the shape of a humanoid skeleton with four arms, four wings, and the head and antlers of a stag. It used to be a powerful pagan god, but has lost much of its power. It has decided to accompany you on your journey, if you'll have it. Despite having lost much of the power it once had, it can still call on powerful healing and defensive magics.

Drawbacks

You may take as many Drawbacks as you think you can handle.

Time and Time Again [+100 CP]

For every time you take this drawback, your Jump duration is extended by 10 years. You may take this a maximum of five times.

My Demons Can't Sleep [+100 CP]

And now neither can you. Congratulations, Jumper, you suffer from severe insomnia now.

Noise [+100 CP]

Upon entering this world, you'll find that you seem to have lost your hearing completely, and so long as you're here will not be able to restore it.

Blind and Frozen [+200]

Upon your arrival in this world, you suddenly find yourself without working eyesight.

Rage and Forgiveness [+200 CP]

You're just so angry, all the time. It's incredibly difficult to keep your anger in check, and will periodically fail to do even that.

Hunger [+200 CP]

A ravenous hunger grows within you, yet no matter what or how much you eat, you will never feel satisfied. The hunger only grows.

See You In Hell [+300 CP]

The forces of hell are after you. This includes demons, of course, but also all of the souls eternally trapped in hell. It seems old scratch values you more than all the souls he currently has within his domain. You can expect the hunting parties to be small at first, but for every time you manage to fend them off, dear old Lucy will send more and more of his forces after you.

Dissonance Within [+300 CP]

You've developed a split personality, which will periodically take control over your body for a while.

One Chosen By The Gods [+300 CP]

Gods are petty beings, and so easily slighted. It is no wonder they often feud with each other. Being chosen by one of the gods might sound like a blessing, but it really isn't. You've been chosen by one of the gods, and will be expected to act as their champion, servant, or whatever else they require. It's a thankless job, and a dangerous one at that.

Slave to the Riff [+400]

Just your generic power loss loss drawback. You don't have access to any of the perks, powers, items, etc. gained from previous Jumps, and also don't have access to your Cosmic Warehouse.

Twilight of the Thunder God [+500 CP]

The end of Days, Ragnarök, the Apocalypse, whatever you may call it is irrelevant. What is relevant is that the world is ending. That's bad, because you're currently on said world. I wish you the best of luck in surviving what is to come, Jumper.

Children of the Night [Requires Blind and Frozen] [+600 CP]

Good news, you will regain your sight after a year. Bad news, everyone else became blind at the same time as you. Even more bad news, upon regaining your sight you will notice the words "Don't Let Them Know You Can See" written on the walls, as well as strange eldritch entities walking around. Should these beings figure out that you are able to see them... Well let's just say that death would be a kindness, and they're not liable to grant it to you.

Ending Choices

Whatever your choice may be, any and all drawbacks are removed.

A Lifetime of Adventure

Is what you'll find here, so why not stay here forever?

The Last Journey Home

Don't you think you've been Jumping for long enough now? Perhaps it's time to go back home.

The Greatest Show On Earth

There's still so much to do, so much to see. You've chosen to continue your journey.

Notes

Since this is the Generic Power Metal Song Titles Jump and not the Generic Power Metal Song Lyrics Jump, perks and items are generally based on the song titles, not on the lyrics.

Jump by Sillywickedwitch.

