

Welcome traveller, to this cubical place. Everything here is cubical, made up of cubes. You probably already know how this place works and what it looks like so I'll spare you from reading more descriptive texts, seeing how this is a Jump of one of the most popular games out there. Oh, just in case for the uninformed, there are cubical undead here and there's a bunch more cube based monsters here so make sure to remain alert. In order to aid you, here's **1000 Cube Points(CP)** for the nights ahead. Of which you'll be staying for 10 years.

As a side note: with a bed, you can respawn on it whenever you die, preventing the failure of your Chain. But only once per day, nobody likes to see anybody walk into death that frequently.

Pick an **Origin** of your choosing, all of which can be taken as Drop-In:

Are you a **Traveller**? One who explores the abandoned mine shafts and dungeons of this place. Who seeks to fill in the blank spaces in your map, and who lives off the land and the generosity of the villagers whom you meet. Perhaps as a reward for fending off some raiders?

Perhaps you are instead a **Crafter**, who wishes to learn how to build complex structures and items. A natural optimiser, or perhaps just somebody who wishes to create beauty in the world, regardless of the cubical nature of this world or how intricate the task might be.

You could also be a **Dilettante**. Now don't get me wrong, this doesn't mean you're less good at your general areas of competence, just that your interests are more broad than deep and your skills reflect that. Just do remember to get to the level where doing weird stuff is safe.

General Perks

Perks are discounted for their origin and free if they cost 100 Choice Points before discount.

(100) Keep Minecraft Physics: Now, most of the objects you encounter or make here require an...exotic set of physics that can be found in this setting, like a infinite water source, eternally lit torches and other such strange physics, not to mention the stuff involving alternate dimensions or the fact everything here is cuboid. With this perk, after this Jump you will gain the ability to individually toggle everyone of these quirks of this setting to apply to you, stuff you make, the alternate dimensions you may or may not visit.

(100)Minecraftian Inventory: You gain a nifty inventory that allows you to take an absurd amount of material, measured in cubic volumes with you. You will need to have some time to get used to what and what doesn't neatly compress into a single inventory slot, of which you now have 45 of. But I'm sure you will be able to work it out eventually.

(200)HUD: You've gained the ability to visualise various stats of yours in a sense. This perk allows you to see exactly how much Health you have left, visualised as red hearts; your hunger and how much air you have left. Packaged with this is the ability to abstract away physical harm into generic damage, causing you to lose red hearts, but without any crippling effects you might

otherwise suffer.

(400) Minecraft: I mean, this is a rather obvious pun isn't it. Purchasing this Perk grants you the ability to Mine and Craft much, much better. As in you can gather resources at twice the speed, quantity and quality of resource gathered and craft with twice the item's quality and speed. This Perk also applies to any operations you oversee to do the above and is also the Capstone Booster for this Jump.

Traveller perks:

(100)Ready for Action: As a traveller, you are always aware of any hazards and dangers that might surround you, as such you gain an instinctive sense for such things and the approximate location of where these dangers are. As a bonus, you also lose your need to sleep, allowing for constant vigilance.

(200)Adventurer Hero: Now, these lands are quite dangerous normally with the undead popping out of thin air during the night or in dark places and that's not counting whatever alterations to this World might happen. As such, any experienced traveller, such as you, have gained the requisite competence with various weapons as well as techniques to deal with any natural hazards of the biomes you will experience here.

(400: Alchemy Mastery: Sometimes, mundane skill and ability would fail against the endless hordes of enemies that might appear. Or perhaps you might simply wish for the ability to more quickly harvest ore and explore sunken ships without a scuba tank. With this ability you have been granted a master's ability to make potions to enhance your ability or grant new ones. This includes the ability to triple your potion output from a single recipe and knowledge on how to formulate new potions.

(600) Worldstrider: As a traveller of distant places, you will cross long miles and wander between stranded towns as you explore and plumb this world's secrets. However with this perk, that distance between you and your goal is significantly shortened as with a steady walking pace for an average person, your speed is twice than it was normally without any extra effort on your part. Indeed, it is perhaps better to say that rather than your speed doubling, it is the distance between our destination and you that is halved.

--(Capstone Boosted): You are no ordinary explorer, stuck with the exploration of one world unless you came or build portals to other places. With this perk, every step you take can bring you into an alternate dimension if you wish to enter it. While this is limited only to the local Multiverse until after your Spark, it is still a potent tool to get around certain obstacles.

Crafter Perks:

(100)Prospecting: Not only just for finding ore to mine to build your creations, this perk also grants you the ability to sense the various forces and energies that might affect the goal of anything you build in a location. It would be kind of bad to build an engine that runs on mana

only to find that there isn't a convenient leyline nearby. Or just the more mundane sense that the location would need less clearing out to build the engine without a need for precise measurements.

(200)Pinpoint Crafting: You now have experience in all trades related to Crafting. This Perk would be kind of sad with just a knowledge database so this perk also grants the ability for you to be precise, allowing you to defy physics and biology in this limited manner with perfect balance, motor skills, control and more.

(400)Redstone Mastery: You've utterly mastered the secrets of redstone with this Perk. This knowledge will allow you better insights in computing and circuitry in general, but at the very apex of Redstone Knowledge, you may create great devices that can monitor and do notionally anything, though perhaps not without great challenge.

(600)Technical Minecraft: From gleaning into the inner workings of this world, You've gained the ability to build large, complex devices that can automate and farm any resource that you know of, though the means of doing so might not always be pleasant. These machines you build for that purpose function at maximum efficiency possible at all times and are easily scalable in case you need even more materials faster.

(Capstone Boosted)Torrent of Production: Going beyond the boundaries of mere physics, machines that you've built are doubled in their efficiency and their speed in their tasks. In addition, you can always discover new ways to squeeze more productivity from your machines, whether that be taking advantage of different laws in alternate dimensions, or developing a new kind of material able to handle tougher rigours.

Dilettante Perks:

(100): Jack of Trades: You might not specialise in anything but this Perk will make sure you will be able to do everything competently. As long as you're making an honest effort to try to do something, it cannot fail catastrophically. Oh you would probably fail trying to put out a raging fire without any other perks or training, but at the very least you would not cause it to explode, or spread violently to other places. And as mentioned, you would probably be able to put out a smaller fire than that due to being competent at doing so.

(200):Wonder at Mysteries: The world is a large place, Jumper, and you're likely to see much more of it, during your chain or after it. With this Perk you'll never experience the ennui that makes such events become dull to you. You will also be granted the ability to comprehend the workings of how things work when you see them, allowing you to more easily reverse-engineer them so you might bring a piece of that wonder with you.

(400):Enchantment Mastery: Normally, enchanting is an...abstract practice at the best of times and completely up to the whims of fate at the worst here. However with this knowledge you have been granted and this Perk, you're able to streamline the process, removing ambiguity and

chance from the equation so you're able to choose exactly what you wish to enchant. Also you're unlimited on how much you can enhance a given object with enchanting...as long as you can pay the price in Magic or life force, or whatever you're using to enchant the item.

(600): Wholesome Knowledge: Sometimes when dabbling in the arcane or in esoteric technology, there might be certain consequences that are perhaps unwanted for. Yet they can themselves be the necessary price paid to access even more power. With this Perk you can avoid paying such prices and harness the true power of the arcane and technology. Mind-bending effects that would cause you to see things that aren't there and generally become less sane are nullified while any info that could be garnered from such states are written down in a notebook in your pocket. Thus you can be assured that no matter what happens in your quest for knowledge, you'll remain whole and sane while reaping all the rewards that might be locked behind anyway.

(Capstone Boosted) With such deep knowledge, it becomes possible for you to harmoniously merge various facets of reality together into a whole. Whether that be merging magic and tech, or combining different technologies together to create a new whole, You'll be able to do it if you just put your mind to it. And remove any anti-synergies in the process.

Modding:

Now, here comes the section about altering the various aspects of the world you're about to be dropped into via "mods". You gain a stipend of **400 CP** for purchases here and the first 3 mods you choose are Discounted.

(+100)Tier -1 Mods: These mods make life here more challenging. Are you really sure you want to do that? Well, if so, you may get these mods here and be compensated slightly for your self-imposed challenge.

(0)Tier 0 Mods: For no cost at all, you may choose to change the aesthetics of this place. Maybe you dislike the cuboid look, or perhaps you want the clouds to look like rainbows or with your face plastered onto them. Here's the place for that.

(100)Tier 1 Mods:For a minor cost, you may get a mod that makes your life a bit easier, one of those useful bit mods like NEI and Rei's Minimap. Here's the place to buy mods like them and also Pam's Harvestcraft if you wish. Mods that change the world are also placed here.

(200)Tier 2 Mods:For a moderate cost, you may purchase a mod that significantly adds onto your experience, whether that be lower-tier tech mods, or some of the more obscure magic mods. Things like the Iron Chest mods, or other mods that make your life significantly easier are also priced here

(400)Tier 3 Mods:For a major cost, this is where most of the iconic mods are priced at, from Thaumcraft to AE to Botania, Witchery and Industrialcraft. These all reside here and are celebrated. As a note, the tech mod that creates universes is priced here while Mystcraft is

priced above due to the need for extreme amounts of power for the former.

(600)Tier 4 Mods:For this extreme cost, you can get Ars Magica 2, Mystcraft, EE and all the high-tier mods that are extremely powerful. Please be careful with the power granted by these mods.

Items:

General:

(100)(Discounted if you take the Hardcore Questing Drawback)A Questbook: This Questbook contains various achievements and goals that can be accomplished. If done they will give you a reward, whether that be extra hearts, items, or if you took the Hardcore Questing Drawback, access to a higher's tier mod when you made much progress in the lower tier.

Traveller:

(100)Beginner's Chest: Whenever you start a new Jump, including this one, you'll gain the bare necessities to live for a day or two and some tools to help you integrate into society or build a place to live in. For this Jump, it would be some leather armour, a stack of torches, some iron equipment and a book detailing the basics of Minecraft.

(200)Alchemy Workshop: This small room has only a single alchemical worktable and a chest that holds a miscellany of reagents and alchemy supplies. But the chest will provide a small but steady supply of glass bottles, pure water, and nether wart, which is the basis of all useful potions are made from. From time to time, you'll also gain a stock of redstone, gunpowder and glowstone dust which are secondary ingredients. Post-Jump this workshop will be stocked with the basics of every alchemy that you've learned.

(400)Totem of Undying: This dark artefact will save you from death once, if it is in your possession upon taking a fatal blow. Once taken, this artefact will break, healing you up to full and will not return until 10 years has passed or the start of a new Jump, whichever comes first.

Crafter:

(100)Packet of Seeds: This pouch contains seeds, saplings, shoots and spores for every plant and mushroom that exists within Minecraft's overworld. These plants also grow much faster than regular plants, acting as though Minecraft's physics still operate on them for a while.

(200) Crafting Bench: This crafting bench, although seemingly blank and lacking tools, will instantly assemble anything up to one cubic meter in size, provided you supply all the materials and know how to make the object in question. Strangely enough, it seems that items made this way are as though you've made it yourself the hard way and has the benefits of every perk you have related to crafting, though you can selectively toggle some off if you wish of course.

(400)Portable Portal Space: Wait, how did you get this? Well, regardless, you've somehow managed to get a portal...without a portal frame. This portaless portal takes the form of a square panel of purple magic that can transport things to a set dimension where you've scouted the location for the other side. You can produce as many of these as you wish.

Dilettante:

(100)Name tags: At will, you may conjure a name tag attached to a collar, bracelet, or any other anchor. Anything non-sapient that wears the tag will respond to the name you write on the tag. They also seem slightly smarter than before, not a whole lot, but enough that training them would be easier for you.

(200)Bottle of Enchanting: This strange bottle seems to be full of a green-yellow fluid-gas. This bottle is actually full of XP orbs which are used for enchanting and for powering certain enchantments on objects. This bottle can be used to convert various mystical energies into XP Orbs and vice versa without any loss of energy and can store an infinite amount of the Orbs.

(400)A Block of Bedrock. Now what thing allowed you to get this? This grey and black piece of seemingly stone is actually an indestructible and immovable(relative to the original frame of reference) cubic meter of material. You can summon and place it with a thought and remove it with the same within anywhere you can sense.

Companions

(200/400) For 200 CP, you can bring up to 8 Companions with you, they gain 600 CP and an Origin. For 400 CP, you may import as many people as you wish, after all, this place is quite empty save for isolated villages, so you might as well live up your 10 year stay here.

Drawbacks:

(+100) Amplified: The terrain of this world has veered straight away from anything approaching realism. Expect floating blocks, sheer cliffs and ravines. Fun to explore, but make sure you don't plunge straight to your doom

(+100) Creepy Ambience: Normally, there would not be much sound or music in this place beyond the expected, but with this Drawback, there will be grinding in caves, moaning in abandoned mineshafts, growling in forests, howling in the desert, creepy chanting on the edge of your hearing as you step into ruins. Not exactly harmful, but it could distract you at a critical moment. Also kind of bad for your nerves.

(+100/200) Longer Nights: For 100 CP, the Nights here would be extended up to 30 minutes long, compared with the scant 10 minutes of daylight. I do hope you're ready for the undead to be constantly knocking on your Door. For 200 CP, the Nights here are 12 hours long, but with the upside that daytime lasts for 12 hours as well. Though having a 24 hour day/night cycle

seems good, it does mean that there are 12 hours of Darkness that you will have to suffer through and then during the 12 hours of light, you might run out of materials that can only be gathered by mob slaying...Also this level prevents you from sleeping through the entirety of the Night.

(+200)Harsher Environments: Normally this world, despite its problems with exploding creatures, is relatively safe. As in, even in the desert, the heat wouldn't really be enough to harm you and even the deepest parts of the ocean isn't cold enough to really cause frostbite or pressurised enough to crush you. With this Drawback however, these environments become harsher, replicating those in real life.

(+200) Limitless hordes: Ordinarily, mobs will only spawn within a certain radius of the player and will vanish when the player leaves the area. Not anymore. Mobs now spawn everywhere and will not despawn, causing those places to eventually be overrun with creepers and spiders. Villages are safe places but in the wilderness... I hope you are ready to be blown up.

(+200/+400) Strange Progression: It seems your time here mirrors that of Minecraft's progress. You start from the Alpha version of Minecraft and as time passes, updates will be put into the world. When you end this Jump, it would be at the 1.17 Update. In addition, all mods you purchase follow the same scheme of being endlessly updated. If you take this Drawback for 400 CP, expect your world to be restarted every single time an Update for the world or a mod you chose is created.

(+200/400/600)(Only available if you've bought Mods)Hardcore Questing: Normally, when you buy a Mod, you can immediately access it, even if you don't have the materials to actually build it, you would at least know what you're lacking in your blueprints. However with this Drawback, you cannot access it until you've done something else. Choose a Mod that's Tier 2 or higher and lock it away behind much progress in a mod that's one tier lower or equal to the mod. Tier 2 grants 200 CP, Tier 3 grants 400 CP and Tier 4 grants back 600 CP. Effectively refunding the points spent for these mods. In addition, all the free respawns from sleeping are gone.

(+400) Elite Mobs: Now, normally, once you've gotten iron weaponry and armour or above, the hostile mobs are at worst, a nuisance. This Drawback changes that as now regular mobs hit harder and are tougher and there becomes a chance of an elite mob spawning which can very much threaten even a Player in full netherite gear. Well, at least you can't say this Jump wouldn't be exciting with this.

(+400)What is a "circle"?: With this drawback, all your perks, powers and items you've gained from other Jumps are sealed away for this Jump, Pretty standard.

(+600)Glitchy World: Now you've done it. It seems that the world has been infested with a wide variety of bugs and glitches, whether that be your movements and that of other entities rubberbanding due to lag. Mods conflicting with each other which can cause the entire biome to spasm out and reset itself(do not get caught in one of those), or the fact that heading to

alternate dimensions now leaves you in an empty void for a few minutes while elevator music plays. Your experience here will be punctuated by terror amidst a sea of frustration.

Choices

Go Home

Stay

Continue.

Notes:

Regardless of what Mods you implement, they will all work neatly with each other and wouldn't cause conflict, crashing the world in the process. Unless, of course, you take the Glitchy World Drawback.

When the Hardcore Questing says "much progress", please fanwank exactly how much progress is needed in a given mod before another mod is unlocked. If multiple mods are locked behind one, please try to give them different progression levels to unlock them.