

Generic Generic Generic Jump Jump Jump

Welcome to Generic Generic Generic Jump Jump Jump.

This is a place where people get smoked every day and many souls are lost to the streets.

Have +1000 CP.

Age: Roll a 1d80 +100 or pay 100 CP to choose.

Sex: Flip a coin. Heads for male, tails for female. If it lands on the gender you currently are, it's automatically switched to another one. Pay 200 CP to change this.

Locations: Roll a 1d8 or pay 300 CP to choose

1. The Marina Trench. It's really dark and wet down there.
2. The surface of the sun. It's really hot here.
3. The moon. It's cold here.
4. The atmosphere of the earth. It's really high up here.
5. The office of a world leader who has just been assassinated while you're holding the murder weapon and standing over the body. It's about to get exciting here.
6. The site of an erupting volcano. It's about to get toasty here.
7. **Roll again.** There are no free choices here.
8. Alleyway. It's a normal alleyway in a city on Earth. You choose the city.

Origins:

Drop-in: free.

You appear just as you are wherever your location says you end up. You don't have any memories clouding your mind.

Victim: -200 CP

You've recently escaped a gang of human traffickers who wanted to sell you at auction. Now you're being chased by a group that will never stop hunting you. Your entire family was murdered by these people and you were forced to watch.

If your location was "Alleyway" then you didn't escape. Instead, you wake up bound and gagged in the trunk of a car being driven cross country. Must take the Crippling Depression drawback for no extra points. This counts against the drawback limit and you can only take 1 more drawback.

Murker: -300 CP

It's kill or be kilt in this world of violence. You've done every crime imaginable and have a police record longer than a CVS receipt. You'll see your multitude of crimes in great detail whenever you dream.

Must take the Everyone Hates You drawback for no extra points. It counts against your drawback limit.

General Perks:

420/69 -69 CP: Whenever anyone mentions the number 69, you'll know about it and will be able to say "Nice." You can do the same thing if they say something about 420, except you'll yell "Let's blaze!" You have to hear or see them do it in order for this perk to work.

Flashback -50 CP: Whenever someone mentions something to you that you've forgotten but you previously knew, you'll both experience a flashback to that moment they're talking about. This happens in real-time and you'll all just be standing there when it happens until the flashback ends.

Super evil -666 CP: Whenever you commit a selfish or cruel act to another living being, you become better at that action. The more you do it, the more skilled you become. This has an addictive effect that'll make you crave these actions more and more until they're the only thing you can think about and the only thing that makes you feel alive. This ability cannot be toggled.

All perks that cost 600 CP are undiscounted and exclusive to each other. You cannot buy more than one of those.

All origins get discounts on their perks and the 100 CP Perk Free.

Drop-in perks:

Breathing, eating, and sleeping -100 CP: You're really good at breathing, eating, and sleeping. You've got all the skills you need to stay alive every day. You can also pick up after yourself when you make a mess, and you're skilled enough to take baths on your own without any help.

Giggling! -100 CP: You can make a cute laugh whenever you want. Some people might go "Aww" In response.

Lockpicker -200 CP: You're good at picking locks. With a minute of effort, you can even get into a locked car!

Punching -200 CP: You can ball your hand into a fist and then move it quickly at your target, inflicting some damage. Be sure not to punch hard things though. That'll hurt you!

Prana Apprentice -300 CP Each. Can be purchased up to 3 times: You have knowledge of the mystical power known as Prana. By absorbing special Prana crystals, you can enhance yourself in supernatural ways.

The first Prana enables you to master your own powers and self. It gives you great strength from within and meditating on it allows you to reach enlightenment.

The second Prana gives you outside power. You'll have the skill and strength to change the world. This prana enables you to create new superpowers.

The third Prana allows you to influence others. You'll have the ability to shape the fate of nations. This power enables you to take away other's powers and keep them for yourself.

This doesn't give you any powers on its own, just the ability to absorb the crystals and develop your abilities through training and meditation.

Brewski -400 CP: Whenever you desire it, you can reach behind your back and pull out an ice-cold cold one. You're also immune to the effects of intoxication, but only from your own magical alcohol.

Danger Sense -500 CP: After an event that has hurt you has happened, you gain an understanding of what lead to this situation happening. You can remember the sequence of events that caused the incident and put you in this position.

Omegaman -600 CP: You know Superman? You've got all of his powers but enhanced. You could defeat 20 perfect copies of Superman at the same time. Also, you're a 10/10 in appearance, sexy.

Must take the Supermen drawback for no extra CP.

Victim:

Crying -100 CP: You can cry on command.

Running -200 CP: You have the ability to run 5% faster than you normally would.

Lock-on -300 CP: You can target a single person: You can now focus on this target to the exclusion of everything else around you.

Jumping -400 CP: By crouching and then pushing off from the ground, you can perform a technique known as a "jump." This enables you to clear gaps and aids in climbing things. With practice and training, perhaps you can learn to do multiple jumps in a row.

Will Power -500 CP: You have a strong will.

I have not come this far to die now -600 CP: You have a 1 in 20 chance to get back up when mortally wounded! This ability only works once per jump.

Murker:

Shooting -100 CP: You know how to fire a gun.

Driving -200 CP: You can drive a car.

Drive-by 300 CP: Requires both Shooting and Driving: You can combine these two skills to do both at the same time!

Dealing -400 CP: You have the ability to buy and sell things. The person has to want to buy what you want to sell.

Intimidating -500 CP: You're kinda scary and people are sometimes intimidated by you.

SUPER! MURKER! -600 CP: You can enter a state of hyper-awareness, where time appears to only move when you move. This enables you to shoot and fight much easier against your opponents who can't keep up with you. However, this ability can only be used once per decade, and it runs out as soon as the battle you used it in is over. Better make it count.

Items:

Items do not self-repair or respawn. If destroyed, they're gone for good.

Items that cost 600 CP are undiscounted.

Drop-in:

Lock picking kit -100 CP: This is a set of burglar's tools.

Onesie and blanket -200 CP: This a comfortable onesie and a blanket that's guaranteed to be your favorite. You feel more courageous when you hold your blanky.

Crate of beer -300 CP: This is a crate of beer. It's all good stuff and tastes great when it's cold.

Beach House -600 CP: You get a beach house! With a fridge full of infinite Redbull and pizza. It's a 6 bedroom and 6 bathroom beach bungalow with a 6-mile long private beach next to a freshwater lake for the use of you and anyone you invite here. Also, anything clothing in the house no longer needs to be washed, as the laundry does itself. You can take this house with you and import it into future jumps, or keep it attached to your warehouse.

Victim:

Picture of your family -100 CP: Looking at it brings you pain when you remember what you've lost. It enables you to shed tears.

Tent -300 CP: It's an expensive tent that's easy to carry and conceal. Great for when you're on the run.

Inheritance -600 CP: This is \$30,000 American dollars! And it's yours now. This is from your dead family's life insurance policies. Don't spend it all in one place.

Murker:

A pistol -100 CP: It's a handgun. Be careful not to get caught with it. It's got a strange property of always having been used as a murder weapon in any world you visit with it. This causes someone to retroactively be murdered and the blame and evidence will all point to you if the weapon is found and investigated.

A loot sack -300 CP: This is a loot sack. It can fit a lot of stuff inside of it. It's the biggest burlap sack you can buy and it's got easy handholds so you can run around with it. It even has convenient straps so you can wear it on your back!

A sweet ride -600 CP: This is your choice of any luxury sports car that existed on Earth during or before the year 2020.

Companion Options:

Import: Import 1 companion for 200 CP and give them an origin and 300 CP. They have to pay for their origins.

Recruit a local: Want to bring someone from here with you? It costs 200 CP.

Special Companions:

Sad Sally -100 CP: Her whole family was killed and she was going to be sold into slavery, but you saved her. She has the Crying perk and always operates under the Crippling Depression drawback.

Murkey Murk -300 CP: This guy has the Shooting Perk and the Super Evil perk. He recently assassinated a world leader as it was one of the few things that gave him any sort of enjoyment in life. He brings the Everyone Hates You drawback into any future worlds he visits, as he quickly does things that'll draw everyone's ire.

He's told you that one day, he hopes to either kill you or be killed by you, as your death at his hands will give him an indescribable sensation of pleasure, but if he's murdered by you, then his suffering will finally end. If you have the Blind, Deaf, and Dumb drawback, he will immediately attempt to shoot you.

Superman -1400 CP: It's Superman! He stands for truth, justice, and the American way. If you have the Supermen drawback, he'll also try to kill you.

Supplement Mode: You can use this jump as a supplement to attach to any jump you want, but you don't get the 1000 CP and can only gain CP from drawbacks. Also, CP you gain from drawbacks is halved.

Drawbacks: You get a max of 600 CP from drawbacks unless otherwise stated. You can only select two drawbacks.

Supermen +600 CP: Every 24 hours, a squad of 20 Superman clones will spawn and jump you with the intent to kill you. The Supermen learn from their failures and exist in a hive-mind, sharing all of their senses and memories. They cannot be reasoned with and will stop at nothing to ensure your demise. Be sure to kill them quickly, because some of them will attempt to escape from you in the hopes of eventually being able to overwhelm you with sheer numbers.

Blind, deaf, and dumb + 200 CP: You're blind, deaf, and dumb. This cannot be mitigated with any of your perks.

Crippling Depression +100 CP: You're massively depressed all the time and struggle to get out of bed in the morning.

No Powers +200 CP: You don't get anything you had from before you started jumping and can't access your warehouse. You also lose all of your memories. All of them.

Everyone hates you +100 CP: The people in this world hate you now. This effect extends to companions, except they'll only want to exploit and abuse you instead. Expect them to take advantage of you and cheat you often while they begrudgingly hang around you out of obligation. They will not risk their lives for your sake.

Evil Scaling Jumper +300 CP: There's an evil version of you around who has all of your perks and powers and is equally as powerful as your peak potential. This person hates you and will never stop trying to ruin your life and kill you. Everyone likes them better than you, and every time they die, two more of them spawn. The Evil Scaling Jumper knows this and will intentionally commit suicide to exploit this fact in an effort to bring you down with sheer numbers should they somehow not be able to destroy you.

Should you be killed by them, they'll take your place on the chain and terrorize the multiverse with a legion of evil clones. You'll be trapped in a dark abyss and forced to watch their atrocities with no way to stop it and no way to ever escape.

Awesome Apocalypse +1000 CP: This drawback is special! There's an apocalypse happening now and the world is thrown into constant turmoil and war. Disease runs rampant and people die every day. Sucks to be them! You won't get sick, but you'll have to fight a lot. Take these 1000 CP so you can kick some ass.

Ending Options:

Stay here.

Go Home.

Keep jumping.

Notes:

These perks and powers cannot be improved in any way, shape, form, or means.

The Running perk gives you a 5% boost from a baseline human and will not enhance you if you're already faster than that.

The Evil Scaling Jumper will team up with the Supermen if you have both drawbacks.

Superman will leave you at the end of the jump if he's your companion. He says he's needed here.

There are no Prana Crystals in this world.