



Generic Literature Jump

v1.0

by LJGV/Sin-God

Welcome to a stunningly ordinary world, at least with nothing more than a superficial glance. The differences between this world and a thousand mundane worlds may only reveal themselves to you if you are perceptive or if you take the right perks and drawbacks. The primary theme of this world is literature, in this often surprisingly normal place authors and writers hold a profound level of influence. By coming here you signal your intent to at least appreciate the power of novels and the weight of writing. For the next decade, it's up to you to write your story!

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

Starting Location

Your origin determines your starting location.

A Book Shop

Reading Enthusiasts begin this jump in a bookstore of their choice. This can be anything from Barnes & Noble or Borders (depending on when you initiate this jump), to a local bookstore that sells used books.

The Office Of A Publishing Company

Authors begin this jump inside the office of a publishing company. The exact circumstances you find yourself in can be determined by you, such as you have just pitched a book or picking up your first check from the company.

Inside A Book

Literature Explorers begin their time in this jump in the world of a story of their choosing. This story does have to be written, in some way, but you are not so limited as to pick from traditionally published books. You can choose a web novel or even fanfiction if you want, all that is asked is that the story you enter is written down somewhere. This also includes graphic novels and the like.

Age and Gender

You determine your age and gender freely for the sake of this jump.

Origins

Reading Enthusiast [Free]

You are a fan of literature and are quite adept at speed-reading. This origin makes you a perfectly normal person in this world, discounting whatever you bring here from other settings.

Author [Free]

You are an author, published in a way that is meaningful to you. Now whether this means you are traditionally published, self-published, or someone who writes online and has a large audience and fanbase, or some combination of the three is up to you.

Literature Explorer [200 CP]

Literature Explorers have a unique connection to literature. These unusual individuals can step into literature, be it in a book, online, or in some other format such as an audiobook, and explore the world of the literature. These individuals are incredibly rare, and barring drawbacks if you are one such person you'd be the only person here who can do this, though there are myths and legends suggesting other such individuals have existed in the past.

Perks

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

Reading Enthusiast

Speed Reader [100 CP | Free for Reading Enthusiast]

You are a blazingly fast reader. This is especially pronounced when you read stories of any sort, but even when you are reading cut and dry textbooks you still read noticeably faster than most other people and you have a remarkable memory for things you've read.

Thematic [200 CP | Discounted for Reading Enthusiast]

You not only read fast, you understand what you're reading. You are an ace at recognizing themes and making sense of them, and can communicate themes to other people with impressive ease, skill, and understanding, such that those you convey the themes of a work to will get it as well.

Story Finder [400 CP | Discounted for Reading Enthusiast]

You are remarkably lucky at finding stories you'd enjoy reading. As a jumper who has, in theory, the chance to visit thousands of different settings and thus encounter an uncountable number of different stories in as many formats you are fortunate to almost never encounter stories and books you wouldn't like, unless they are required in some way or provide a benefit to you. If you look, and it's at all possible, you'll find a new story to read that will be at least mildly entertaining.

Genre Gift [600 CP | Discounted for Reading Enthusiast]

You gain buffs by consuming literature. The exact buff you get from each bit of literature you consume depends on the genre and themes of the literature in question, and the buffs will never be massive (being broader as opposed to deeper), but they stack and persist across jumps. This is supernatural and is broader in scope than *Learning From Lit*, so as to be more helpful to a larger number of jumpers.

Author

Vivid [100 CP | Free for Author]

Your prose takes people on journeys. You are an exceptionally skilled author in one area; getting people to feel things. When you describe the ocean in your books people feel the sand between their toes, warm up as they feel the sun on their skin, and smell the beach.

Plotting [200 CP | Discounted for Author]

You innately understand how to plot things out so that you can write a story that naturally flows from point A to point B and beyond. You naturally understand pacing and know how much space is needed for ideas to be allowed to breathe. You are also a quick writer, able to write or type hundreds of words in a minute.

First Draft Final Draft [400 CP | Discounted for Author]

Your first drafts will always reflect your best work and will be as polished as someone else's final draft. You will catch mistakes and typos when you first make them, and as you write you will naturally pick up on small things that seem out of place or that may other parts of your story weaker and less impactful. This translates to when you read someone else's works as well, though to a lesser extent, making you an adept editor both for yourself and others.

Author's Authority [600 CP | Discounted for Author]

When you finish writing a story you gain a buff based on the story you've just written. The buff's strength will always be dependent on the complexity of the story, the story's length, the overall quality of the story, and what precisely it buffs will be determined by the story's genre and themes. This means that if you write a ton of short, simple, but well-written stories you get a variety of small buffs related to the genre of the stories you wrote, but if you write one large story of middling quality you get a larger buff that isn't incredible in terms of how much it buffs you but applies to a wider range of things.

Literature Explorer

Book Worm [100 CP | Free for Literature Explorer]

You have the power to enter literature. This means that you can enter a story, such as *Harry Potter and the Philosopher's Stone* and explore that world. By default when you

enter a story you become the protagonist of the story, though with focus and experience you can enter a story as another character. The world you enter is reactive and you can do things that change the plot, though the world does have a script that it tries to adhere to that is more or less based on the actual story you're inside of. You can exit a story at will, and when you reenter the story you have the ability to go back to where you were, or to reset the story. Time massively slows down when you are in a story (potentially to the tune of 1/1000th of real world time), and if the story fast forwards you can fast forward as well without any real-world time passing. If you somehow die in a story you get booted out of the story and reappear wherever you were when you entered the story unharmed.

Books Are Friends [200 CP | Discounted for Literature Explorer]

You can take people (who consent) with you into stories or take them with you out of them. People who enter stories with you will become other characters central to the story. People you bring out of the stories (who must consent to be extracted in the first place) enter the real world as themselves with their powers and abilities but scaled to your overall power. These people start off loyal to you but are free-willed and thus your actions can cause them to lose their loyalty to you given enough disagreements. If you die they get sent back to their stories and lose memories of you and the real world. If you enter a story and extract someone you've extracted before you can choose whether or not they remember their past extractions.

Pen And Paper [400 CP | Discounted for Literature Explorer]

You can take items out of stories! This lets you take non-living things out of a book or any other sort of enterable story. These items retain their functions, though how strong they are will either match their strength in the story or match your strength (whichever is weaker). How this impacts the items will depend on the item in question, but supernatural things and things that shouldn't work will still find a way to work just scaled down to logically fit within these constraints. A potion of immortality grabbed by a weak enough jumper may not grant immortality but it can heal someone or even de-age them. A powerful wand may not match what it can do in the original setting but it can still cast magic from the universe it comes from.

Reader's Digest [600 CP | Discounted for Literature Explorer]

As you spend time as a character you gain an imprint of that character's abilities and skills. The longer you spend as that character the more of their abilities and skills you gain. If you were to sit down and enter *Breaking Dawn* as Bella, by the time you finished the story you'd have Bella's vampiric abilities and her special gift. When possible this doesn't grant you transformations but this perk can grant you transformations if such a thing were appropriate or a necessity for the powers in question to be possible. This creates a library of such abilities and transformations and you can pick and choose between them at will.

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 perks for free with subsequent purchases being 50% off, 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.

Reading Enthusiast

Reader's Allowance [100 CP | Free for Reading Enthusiast]

This grants you an amount of money each week earmarked for buying books. This will always give you enough for a new novel and a snack, so you can have a nice night at home with a book. This persists in future jumps, though if reading and books are not common in future jumps it shifts to select a new hobby that fits the jump's setting and tone.

Reading Glasses [200 CP | Discounted for Reading Enthusiast]

These special reading glasses triple the speed you read. With these glasses even someone who normally reads at a glacial pace can begin to rocket through a book while retaining what they learn! They also boost your ability to understand what you're reading, making them ever so slightly handy for studying.

Reader's Review [400 CP | Discounted for Reading Enthusiast]

You have a career at a respected magazine or newspaper that involves reading in a significant capacity. The easiest way to visualize this is that you have a column somewhere and you publish reviews of books, but if you can think of any fitting substitutes for this that involve reading in a significant capacity that can work just as well.

Author

Writing Software [100 CP | Free for Author]

This item is a fiat-backed laptop packed with all sorts of writing software from the equivalent of Grammarly to things like a universal version of Microsoft Office. This computer is handbuilt to help you write, and has standard elements of fiat-backed computers such as unlimited battery, universal internet connectivity, self-repairing abilities, and other such things.

Jumper's Editor [200 CP | Discounted for Author]

No matter where you are you have access to the perfect editor. This editor is keyed to you, quite skilled at picking up things you miss, and will communicate with you speedily, efficiently, and in a way that is effective to you personally. You can even leave manuscripts in your warehouse and, if you intend for them to be sent to your editor, they'll find them. With this person, your writing is sure to get even better!

Jumper Publishing [400 CP | Discounted for Author]

This is a publishing company that you own. It defaults to being moderately successful in every jump you import it into, and there will always be prospective writers reaching out

to it with manuscripts. You'll always get at least some profit from this company even idly, but with skilled management you can get a good deal more money from this.

Literature Explorer

One Book Per Jump [100 CP | Free for Literature Explorer]

At the start of every jump you receive one book placed straight in your warehouse or equivalent. You also have an updating catalogue that tells you all the available books you can choose from, and this catalogue grows bigger as you explore more jumps. If you don't want to choose, the default option for this is that a book relevant to the jump in some capacity (though if the jump is itself derived from a book or book series it won't be the book that appears with this default option) appears in your warehouse. The default book will be thematically similar to the setting you're visiting.

Book Souvenirs [200 CP | Discounted for Literature Explorer]

This is a collection of small trinkets related to your favorite book franchise. These things will be small, but they will have abilities or convey buffs related to the franchise in question, such as a broom from *Harry Potter* that improves your speed and mobility, or a sword with elemental properties from *The Secrets of the Immortal Nicholas Flamel*.

Story Ray [400 CP | Discounted for Literature Explorer]

This item is a ray gun that drops people into whatever book you have loaded into it. It is able to overcome the "Person must consent" facet of the ability that allows you to bring people with you into stories. If someone is dropped into a story they will most likely spend the rest of their lives in that story, repeating it over and over, unless you intervene or they have powerful teleportation abilities of their own.

Companions

Companion Import/Companion Creation [50-200]

With this you can spend CP to import companions into this jump, giving them 600 CP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 CP per person you do this for, or you can spend 200 CP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this you get a token that if you give it to someone allows them to instantly understand what a chain is and what it means to be a companion and who is given the chance to come with you. If they say no you get the token back, it is recharged and you can give it to someone else. Each investment of 50 CP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [+0 CP]

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years. You can take this up to three times for points, but after that all it does is extend the length of your stay in this setting.

Judgmental [+100]

Plenty of folks here are a bit judgmental about people's hobbies and interests. Expect a lot of annoying remarks.

Loss of Understanding [+200]

People will, from here on out, be much more ignorant as to the meaning of books and the writers intentions, even and especially ones that are not subtle about their meaning and messages. There will be many annoying remarks, particularly about books you like, where people reveal how dense they are.

Least Favorite Type [+200]

Whatever type of books you like the least experiences a gigantic uptick in popularity as you enter this jump. For the duration of your stay people will be far more likely to recommend books you just don't like, and such books will experience surges of popularity.

Fandom Wars [+400]

Oh, people are REALLY intense about fandoms. This will regularly result in mild violence, and occasionally result in fairly intense violence. Events will unfold in such a way that you are regularly dragged into these conflicts.

Everybody's A Critic [+400]

Literature critics are much harsher in this world. Their reviews are scathing and they actually impact a books sales. This may sound like a boon, but enough bad reviews can shutter a book series and get it discontinued, not to mention harm the mental health of writers.

Endless Debates [+400]

Oh no, people are really annoying about this now. The entire time you're here discourse about stories will be happening. Expect endless debates about what some books means whenever you look at the comments section of anything involving books or writing.

Story Reality [+600]

This world has gotten much, much weirder. Stories now bleed through into reality, and popular enough books can find their characters coming to life in the real world spontaneously. Things and people from story worlds operate on rules similar to when story characters are brought out of games, but without being capped at your power level or tied to you. Characters from books will have their own senses of morality and their powers, and thus this world will certainly be very different. Unfortunately, this only begins to happen when you enter the world, perhaps as a consequence of this world being opened to the grander multiverse.

Reading Wars [+600]

Story Explorers, as per the origin, now exist. They have their own copies of the abilities here, and while many are helpful and kind, some are not and like to use their powers selfishly, creating regions they rule over using their powers from an assortment of books to get rich or to live hedonistically.

Lockdown [+600]

You have no **Out-of-context** items, powers, or warehouse. This can be reduced in intensity, making you lose access to your other perks, items, or warehouse, but not all three, in exchange for dropping how many points this gives you. If you only lose access to one of the three you only get 200 points, if you lose access to two out of the three you get 400 points, and if you lose access to all three options you get the full 600 CP.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

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.