

Wanderstop Jumpchain

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Welcome to Wanderstop, a tea shop and a place of rest where you can enjoy some peace, you can ask for some tea, do some gardening or reading, maybe just wander around and enjoy the ambience. Everyone is welcome here and when you feel like you're ready to move on, you can simply go back from where you came. There are no obligations here, nothing you need to do except resting and enjoying a moment of peace.

+1000 Cup Points

Origins

How long you remain here depends on your Origin.

Assistant

You've decided to help Boro at his tea shop, this means dealing with customers, doing some gardening for the ingredients you need, gathering tea leaves and most importantly, making tea. Maybe also some decorating if you're up for it. You'll remain here for the standard 10 years.

Customer

You're just passing through, as such you can either make this into a supplement and attach it to another Jumpchain, or attach it to your whole Jumpchain, allowing you to visit Wanderstop no matter which world you go to. As a customer there's nothing you actually have to *do* here, after all Wanderstop is a place of rest, not of action, as such a yearly visit is all that's required of you, and even that stops being a requirement after the first ten yearly visits. Though you're free to visit more often if you so wish, even daily if you're a true tea enthusiast.

General Perks

Variations on a Theme (Free)

Every once in a while Wanderstop undergoes a change, though the change is often only a cosmetic one it's still nice to have a change of scenery every once in a while. You can now cause a similar change to all properties you own, though only once a season.

Soundtrack (Free/100 CP)

Wanderstops soundtrack was created by C418, famously known for composing the songs used in Minecraft, with [89 songs](#) to listen to you'll have plenty of pleasant acoustics to look forward to. The music will play whenever it's the right mood for one and won't distract you from whatever you're doing. Toggleable and Free for this Jump.

Should you pay the 100 CP required to keep this, then each Jump will add a soundtrack specifically made for the setting, the music will be one made by a masterful composer and will contain about 100 different soundtracks.

Familiar Faces (200 CP)

The people you'll meet in Wanderstop are strangers, or at least that's how it's supposed to be, but now you can expand Wanderstops clientele by an order of magnitude, maybe Naruto heard about a new Ramen locale, asking for some Ramen in what is very clearly a tea-shop, or characters from countless other universes, some familiar some less so, your stay here has just become a *lot* more colorful.

Post-Jump this can include familiar characters from previous Jumps, allowing you to reconnect with people you might only have met again after gaining your Spark. Though you'll have to either have attached this Jump to your whole Chain or purchased Wanderstop for this to work.

Wisdom of the Elderly (400 CP)

You have lived for a long while, or maybe you're just that wise, whichever it may be, you're now wise enough to know better. Whether it be what advice you should give to others, that it pays to be patient, to be content with whatever you have or other such wisdom-heavy stuff elderly people say.

If you ever take a disciple in some way, you'll be capable of making them realize their true potential, this also makes it easier for you to notice very talented and troubled individuals, and helping them heal their mental wounds.

Alternatively if you don't need any of the above you can simply get a century of professional experience and expertise in a job of your choice that adapts to each world you go to still be relevant.

Perks

100 cp perks are free for their Origin, the rest are 50% discounted.

Assistant

Tea Drinker (100 CP)

When you enjoy a cuppa you can drift off and reflect, maybe you think back to a moment of the past with nostalgia, maybe you take some time to judge the taste of it, or maybe you realize something new about yourself. Each new tea you try gives you a new taste, experience and thought to follow. While it won't have much of an effect at first, drinking hundreds or even thousands of cups over your stay here would solidify your sense of self and mental stability to a point where it would be incredibly difficult to shake.

Plant Combiner (200 CP)

By arranging different plants in certain patterns you can create hybrids that either contain more of the seeds you used or that create new fruits and ingredients, thus making it possible for you to make ever-expanding combinations of seeds and plants. It's also possible to affect these hybrids by surrounding them with mushrooms, different mushrooms giving different effects, like changing their color or shrinking them. This drastically hastens plant growth to a point where it would only take a day for a plant to bear fruits.

This will also work with plants you find in future worlds.

Brewing Expertise (400 CP)

You've got the tea-making skills of a professional, the best ways to prepare tea, do's and don'ts, even some family secrets that are sure to spice up your teas. But that's not where it stops, you know all kinds of brewing recipes, from coffee to beer to herbal remedies and even potions. For the last one you only really know health potions, though with some experimenting and a lot of research you could likely find out how to make some other types of potions as well.

The Will to become Undefeatable (600 CP)

You gain the will to become the absolute best at something as well as the talent to match. This drive is a voice that spurns you ever on, making sure that you reach the entirety of your potential, a will that knows that as long as you follow it, you *will* become the best. While following its commands the training you undergo will feel much easier and will be the optimal training course custom-made for you. However, it's only for whatever thing you chose, one that helps you become the best swordsman wouldn't know the first thing about plants except how to best cut them.

If you're content with your progress or don't wish to keep following it, you can simply let it rest until you're ready to continue.

Customer

Enjoying the Moment (100 CP)

You get to relax whenever you're surrounded by peace. Drift off and enjoy the moment, letting your thoughts wander, listening to the sounds and activity around you, taking in the sights that you'd normally ignore or miss. It's a whole world of sensations that you might sometimes be too occupied to realize exists, but for a moment you get to take it all in, enjoying it for this brief instance of time and thus letting all your worries and sorrows dissipate and lessen. After this moment passes you'll be much calmer and less burdened by the weights you carry, metaphorically and literally.

Extra Vacation Time (200 CP)

Everyone needs some time to rest every now and then, once a month you can get an additional free weekend, you can choose whether this happens during the week or whether it adds two days weekdays to each month which only you seem to notice. During this period you optionally get to pick any resort, place, hotel, etc. that could be a good place for a vacation and you get to spend your two days there. The ride to and from is both smooth and near instantaneous as if you'd just stepped outside of your house and you'll be free to enjoy the full vacation experience this place has to offer. Should you choose Wanderstop as your destination, those two days seem to stretch into four, with there somehow being plenty of entertaining stuff for you to do, be it speaking with other guests, petting animals or enjoying the tunes of nature.

A Born Storyteller (400 CP)

Everyone has a story to tell, but actually doing so, and doing it well is... not everyone's forte, what should have been an epic retelling of adventures that brought world peace could actually sound boring and dull when told by an untalented storyteller, fear not. For you've been removed from that awful destiny through the power of this perk, every story you tell, every tale and retelling of the past now sounds as if it came straight from a bestseller. If it's simply a retelling of a morning with some funny happenings you'll get your audience laughing right alongside you. Should you tell a truly epic tale or something on a similar scale then your audience will hang on your every word, the story unfolding within their inner eye as if they were experiencing it all alongside you, this is doubly effective if it's truly something you experienced yourself, letting them feel the same emotions, highs and lows while skipping the unnecessary parts less formidable bards and storytellers might include. And as your repertoire of your own tales grows and as you keep retelling old ones, you'll only grow more talented at it. It would only take a few years to find yourself in a king's court with a talent like this.

An Adventure Beyond (600 CP)

Being a Customer means that your stay at Wanderstop is solely a blip in the vast experience that is your life, yet how about we turn that blip into the destination of an adventure, after all it's all about the journey, yet the destination can be its own prize as well.

While you'd normally enter Wanderstop with a normal door you can now turn each such door that would transport you to a faraway place into a doorway to the start of an adventure, you can

decide up to three specifics for each adventure, ranging from length and difficulty, to genre, specific ingredients or biomes to name a few, considering the vastness of the multiverse there's bound to always be a place that fits your specifications, and once you've reached that journey's end you'll always find yourself in front of a doorway leading to Wanderstop.

While this will turn the act of walking through a door into a full-blown adventure there *are* a few limits to keep in mind, you can only enter such adventures once a year, the items and treasures you find won't be fiat-backed and these adventures won't count towards your Jump time. Finally these adventures might not always fit your specifications, for example in worlds that don't have multiverses or are dimensionally-locked you'll only be transported to the nearest equivalent. Should you be dissatisfied or wish to cut it short you can simply go back through the door you came from, which will either lead you back to where you started, or to the destination it was supposed to bring.

Items

100 cp items are free for their Origin, the rest are 50% discounted.

Entry to Wanderstop (Free)

You gain an entryway into Wanderstop, what it looks like is entirely up to you, but typically it will either be a tree stump or a door.

Free for Customers, while Assistants will gain this as an item at the end of their Jump, custom-made by Boro to fit the time they spent there.

Books (Free/100 CP)

You get a new book every week, from the incredible adventures of Dirk Warhard to books teaching you about Gardening or Finances, you'll have some reading material to pass the time. For 100 CP this also applies to future worlds.

Assistant

Boro's Field Guide (100 CP)

A guide filled with everything you need to know to be a good assistant to Boro, every so often Boro or a customer might add a page or two, explaining things or adding plant combinations for better ingredients.

Universal Mailbox (200 CP)

You gain access to a Mailbox that can deliver and receive any mail or packages you send or get sent. This includes previous Jumps, though you'll sometimes get weird mail. Should you give it packages or mail that are unaddressed they'll be sent to the intended recipient, though this doesn't work if it would be dangerous to them. The mail sent this way is untraceable, though if it's intended for you you'll still get it, like a thank you note for delivering missing mail.

Forest of Separation (400 CP)

This rather big forest is one that separates two parts of yourself, it's less of a good and evil separation and more one that shows you your own problems, Atla, a once undefeatable Fighter for example saw the part of herself that had the drive and will to become undefeatable, however it was also an aspect of herself that never allowed her to rest. A child that called herself 'Monster' on the other hand, was divided into a wild side that didn't care about rules and one aware of her shortcomings that couldn't control her wild side nor knew how to make up for her mistakes.

Wanderstop (600 CP)

A comfy tea shop surrounded by a forest, though it's more of a pocket dimension as various characters from all over seem to find their way to this place. The shop contains all the tools necessary for you to prepare tea, from an elaborate brewing machine to seeds and tea leaves that grow near instantly all around the meadow. Every once in a while the customers within Wanderstop will fall silent, signaling that it's time for the realm to reset, this changes the color palette of Wanderstop and removes the decoration and trinkets within, except for those within the shop itself. As you're the owner of this realm now you can selectively decide what gets reset and what doesn't.

If you've taken Genre Toggle you can change what your Wanderstop looks like.



Customer

Unique Ingredient (100 CP)

Every time you visit Wanderstop or every month, whichever is shorter, you can request an ingredient. This may not be something that's very rare, powerful or one-of-a-kind, though you

can request ingredients that are fictional, as long as they're completely mundane in nature, like a fruit that's a mix of strawberries and bananas.

Epic Tea Cup to Go (200 CP)

You've got an indestructible, endless, heat-retaining and liquid switchable cup of tea that won't spill, with an exterior that you can freely customize. Sure, it's currently empty, but I'm sure Boro wouldn't mind filling it up for you. Should you put in a different liquid you can either switch to it, or mix the two liquids. While it's functionally endless it wouldn't really work as a weapon or a tool to create a flood since the output speed is at the level of a fountain. You can go wild and throw any liquid you want into it at light speed if you're capable of it though.

Pictures of Days Past (400 CP)

Don't you wish you could immortalize the best moments of your life? Well, that's what cameras are for, but you might not have one in each Jump, not to mention how it can sometimes ruin the moment if people have to pose or become aware of the camera, especially since the photographer often can't be in the picture itself. Well no worries, every interaction-heavy, side- or main-quest worthy day will create a picture that encapsulates that moment. Maybe it's that one time you enjoyed a day in the tavern, when you played a prank causing an uproar, almost got eaten by a mimic while the rest of your party watched, were camping under open sky during a meteor shower, or that time you slayed a dragon. Each picture is high-definition and taken from the best angle possible.

Yet this not only includes normal Jumps, no, even Gauntlets and Jumps where this Item is banned will add to this picture collection, though you'll only gain access to them once they're over. Additionally you can freely give out copies of your pictures.

For an additional undiscounted **200 CP** you can get the pictures you'd have gotten in your previous Jumps, including your pre-Jump life.

Portable Shop (600 CP)

You can immediately construct and deconstruct your shop. What wares you offer is up to you, but each of them will cost a bunch of Jumpercoins, or (whatever-your-name-is-)coins. Each customer will also conjure up a three item selection of things they'd be interested in, no matter their status, race or level of power, though they'll only be able to exchange for a single one of those items, with the rest dissipating. You'll be incapable of acquiring whatever they've gotten from you. Your customers can either complete requests you give them to get an item or barter with something they own.



Companions:

Import (Free/50 CP)

You may import any number of Companions or Followers into this Jump for free, they won't gain a build, will be limited to household magic levels of supernatural shenanigans and won't be able to leave Wanderstop. As this might get very stuffy for some of you Jumpers, Wanderstop will have a village surrounding it some distance away, with enough space to harbor everyone you import.

For **50 CP** per Companion they gain 600 CP to make a build and are no longer limited.

Invitation (Free)

Should you find Companions worth taking with you in this Jump, you can bring them along as long as they consent.

Pluffins (50 CP) (Free with Wanderstop)

Cute penguin-like creatures that are very pettable. They will bring any items you've forgotten on the ground or lost to their home for you to pick up. They'll change colors depending on the tea you give them. Though do be mindful not to leave a cup within their reach as they're very likely to drink it.

Boro (100 CP) (Free with Wanderstop)

The owner of Wanderstop and a tea enthusiast, he knows all about tea and is a lot older than his appearance might suggest, while he's glad to keep you company he'd rather tend to his shop than go on adventures, but the right pitch might persuade him.



Drawbacks:

Mode Toggle (+0 CP)

Generally this is expected to be more of a tea-brewing focused Jump, or if you're a Customer one focused on this only being a semi-frequent stop while you're on your main Jump, however if you so wish, then you can connect the tree stump leading out of Wanderstop to the Forest of Separation from which Alta entered. Once you're past it you'll have a whole world to explore, if not a whole multiverse considering some of the guests Wanderstop encountered. Do be aware that your adventures outside of Wanderstop won't count towards your 10 years within this Jump and if you perish there, your Jump will count as failed as usual.

Genre Toggle (+0 CP)

Wanderstop is primarily a tea shop, but maybe that's not up your alley, maybe you'd prefer a coffee shop, could be that you're instead a fan of ramen, on the other hand, not everyone even likes food. How about making it a dojo, a petting zoo, or mayhaps a magic shop? As long as it has customers it works. If you don't want to limit yourself, you can even go as far as making it a hybrid shop with two different purposes, like making a massage parlor that's also a fast-food shop, though that also means you'll have double the workload, which might still only be a couple customers a day depending on your other drawbacks.

10x Mode (+0 CP)

Wanderstop, while certainly comfortable, might also become a tad bit boring after a while, there's only ever a few customers to serve, with the things to do being gardening, reading and tea-drinking and a few even less-time consuming tasks. If you're someone who's rather easily bored or simply wishes for a shorter Jump, then this is the drawback for you.

This is a 10x time multiplier, it doesn't actually speed up time by that number, after all you'd be pretty darn confused without super-speed if that were the case. Instead all events and time based stuff will simply happen ten times faster. This means you'll have a lot more customers, that plants will grow near instantaneously and finally that this Jump will only last a single year.

Lengthened Stay (+0 CP)

You can stay as long as you'd like.

Peculiar Fashion (+100)

You dress so weirdly that people will generally react badly to you, a bad first impression with parents telling their kids to stay away, adults bad mouthing you and police paying more attention to you. While this is mostly negative, it also makes you attract more weird people to yourself, though obviously not always the good kind.

Infertile Grounds (+100)

Wanderstop seems to have a bit of a dry phase, you can still plant plants like normal, but they'll take longer to grow, will only give enough seeds for you to gain a single seed or a fruit from each harvest and will quickly wilt, thus making gardening a whole lot more difficult and annoying, with each mistake costing you hours of progress.

Weed Infestation (+100) (Requires Infertile Grounds)

Not only do you have to be careful with your gardening, you now also have to deal with pesky weeds. These weeds will be a frequent problem, growing rapidly to the point where you wouldn't be capable of seeing anything at eye level due to weeds blocking your sight if left alone for a week. This not only means that you'll have to frequently prune them, but also that you'll have to pull them out when they grow near your plants, as they'll suck out all the nutrients they require, making them lose all vitality if they're not removed quickly.

Have you heard of our lord and savior Jesus Christ? (+200) (Requires Customer)

You're pushing some wares and you're contractually obliged to present them. This could range from introducing which organization you're from, including their slogan, what they're doing and how great they are, to selling some Captain Crunch cereals you like, to introducing yourself and regaling your audience with the tales of your past Jumps. What exactly you talk about is up to you, but each time you visit Wanderstop you'll have to spend the first five minutes with each person you encounter in this way.

If you've been Jerry-fied then you'll also have to bring a picture slide-show in your suitcase to help with your presentation.

Peculiar Tastes (+200 CP)

You've got very strange tastes. Be it extremely spicy, smelly or sour ingredients, or ones that are exotic and hard to find, could even be non-edible stuff like books. You'll have a tendency towards one or two of those that is hard to control. In a restaurant you'd go towards the options

that would give you the most extreme experience, while it would be irresistible for you to choose stuff like dirt for a tea shop that gives you the option to choose your own ingredients. This doesn't necessarily mean that you enjoy the taste, just that you're obsessed with the experience of it.

Cursed Equipment (+200 CP)

You've picked up some cool-looking but totally cursed equipment from somewhere, while it won't be debilitating at first, it will be quite the inconvenience, especially if you leave it untreated, which after years might prove fatal. Should you try removing or cleansing it you'll instead get pulled into a several months long adventure, at the end of which you'll finally get to purify your equipment of the curse, thus granting you some high-quality piece of equipment that will be reliable and useful to you for years to come.

Burnout (+200 CP)

Yet a star that shines brightly and intensely must burn out eventually. And so have you. At first your performance will suffer, you'll get worse at it, make mistakes you've long outlearned, then when your attempts to improve inevitably fail you'll realize the truth. You're burnt out, whatever it is that you did before, you've become tired of it, not just tired. Exhausted. Even the thought of picking up where you left off is debilitating, draining your energy. Should you attempt it anyway you're bound to feel yourself becoming lethargic, with attempts to continue making you slip into unconsciousness, waking up next to Boro in Wanderstop.

Whatever it is, it will be something that will have been a major focus of yours for these past years, whether or not you enjoyed it, you'll struggle with missing such a big part of your life.

If taken with A Will Unbeatable this drawback will activate once you start doubting yourself.

Tool of the Trade (+200 CP) (Requires Burnout)

You brought a tool with you, one connected to your burnout. Your issue has also become much more complex, needing much more deliberation to be resolved. Now you'll have to get over your burnout to complete this Jump, and not just in a mundane way, no, instead every other year there will be a customer that will become interested in your tool and take it with them, beyond having to chase them, you'll also have to help them solve their problem, one that will reveal a part of your own problem. After five such encounters you'll have enough puzzle pieces to 'solve' your own burnout, with every encounter after that making the issues more blatantly visible. Should your trade not have a tool it will be something symbolically connected.

A Will Unbeatable (+300 CP) (Requires The Will to become Unbeatable)

Not even by you. The voice is no longer just that, it's your thoughts, your being, your very self. You become consumed by it, by that reaching, your days consumed by the need to be the best.

Unbeatable, unparalleled, someone that can absolutely *never* lose, even if you have to work at it all day, all night, let every thought, every moment be consumed by that need, be guided by it

and plan your whole life around it. You don't need anything else, as long as you can just reach that top spot you'll be-... you'll be...

You will spend years bettering yourself in that one field, training and learning everything about it that you need to learn and then doubling, tripling what you demand of yourself, you'll work at it until you become the best, then-... then work even more to *stay* the best. And maybe after years of listening to that voice pushing you on, that need will be satisfied enough for doubt to sneak in.

Jerry-fication (+400 CP)

You've encountered a memetic person named Jerry who likes coffee and is trying to get to a meeting, while you'll likely encounter multiple others following him who are also trying to get there, that's not quite the problem, even *if* their presentations can be quite boring. No, the problem is that you've become absolutely fascinated by Jerry. His demeanor, his love of coffee, even his look of carrying a suitcase, wearing glasses and a suit as well as giving boring presentations.

You're so obsessed with him that you've decided to change your name to a five letter one ending with -rry and your appearance to one imitating him, likewise with your speech and everything previously mentioned. Though you'll still have some distinct quirks shining through, like liking a special sort of coffee, or having a differently colored suit, the rest however will be a near-carbon copy of him. You might be capable of breaking out of the need to get to the 'meeting' after a few months, thus allowing you to return to your real goals, but even when your personality mostly goes back to normal, you'll still be keeping the majority of Jerry's quirks till the end of this Jump, and even after this Jump ends you'll still occasionally get an urge to behave in a Jerry-like way if you encounter familiar situations, you can easily shake those off though.

Popularity (+400)

Wanderstop typically only has one to three customers a day, rarely it might climb to five or six, that number is no longer applicable, because Wanderstop has just gained a customer base equivalent to that of a coffee shop, which means you'll working for hours as if it were a 9-5 job, serving tea to dozens of customers each hour. You'll still be getting frequent breaks, but there will be queues with waiting customers, rush hours and some stress, not to mention how the increase in customers will also increase the amount of negative characters you'll be encountering. At least you'll be meeting a *lot* more interesting characters, and Boro has given you a lot more seeds to plant to keep up with the demand as well as more tools and recipes.

Should you have selected 10x Mode with this... well buckle in, cause you'll be in for a damn rollercoaster. First you'll gain an additional 200 CP, but you'll no longer be dealing with a standard customer base, we're talking about an army of hundreds here. Breaks, relaxation, talking with customers beyond the minimum, you can throw all of those out of the window. Daily overtime work, unsatisfied and complaining customers and a boss who's just fine relaxing while watching you work and maybe giving out some advice every now and then, will be on the menu

for you all day every day from here on out. As the sole worker in this tea shop you'll be running yourself ragged, even if you were to try compensating with your abilities you'd still be playing catch up, trying to find out whatever eldritch ingredient some customer from another higher-dimension wants, might just take all of your powers to discover for example as the customers requests scale with your abilities to keep it challenging.

Ending

Stay

Continue

Notes:

For Assistants:

If you're so inclined you could even go as far as making Boro the 'assistant' with yourself as the owner, though only if you've also purchased Wanderstop as an item, it won't really change much since Boro would be giving you as much freedom or responsibilities as you want either way, but it's now an option.

This only works if you haven't taken 10x Mode or Popularity.

For Customers:

If you've taken Customer, whether you've attached this Jump as a supplement or to your whole chain, it will still comply with Jumpchain rules, as such if you're taking a Gauntlet you'll temporarily lose access to this, likewise if there's a drawback blocking this.

However, this can be negotiated with your Benefactor to some extent. If for example you're taking the Generic Childhood Gauntlet which has more to do with dealing with the troubles of childhood rather than being constantly stressed without rest. Then taking a tea break every now and then wouldn't be something that goes against the point of the Gauntlet, since it's possible to do the same there. You still wouldn't be able to bring anything from Wanderstop with you though. The more stringent the drawbacks and Gauntlets are, the less access you'll have to Wanderstop, up to losing access to it entirely if it's some kind of constant fighting Gauntlet or if your Benefactor disagrees.

A Will Unbeatable:

If you take this drawback then you'll be starting in the world that Alta's from, where you'll be pursuing whatever you've chosen as your 'thing'. This will extend your Jump by at least five years as you pursue your chosen profession/skill.