

Generic Climbing Jump

V2 (in my gym) - by willyolio



Hey, Jumper! Do you like Jumping? What if I told you there was another method of vertical movement? Welcome to the Climbing Jump, where you'll be climbing, not Jumping (but you can still jump, it's called a Dyno) for the next 10 years. You only need to actually climb for at least one hour for one-third of your days here. You get a very basic place to stay, with basic utilities, rent, internet, and food paid for. You'll have to get a job or something for more. Here, take 1000 Climbing Points (CP).

Location, Era, Age, Gender

Doesn't matter, choose whatever you like. You may use this as a supplement to another jump or live in fictional locations as well.

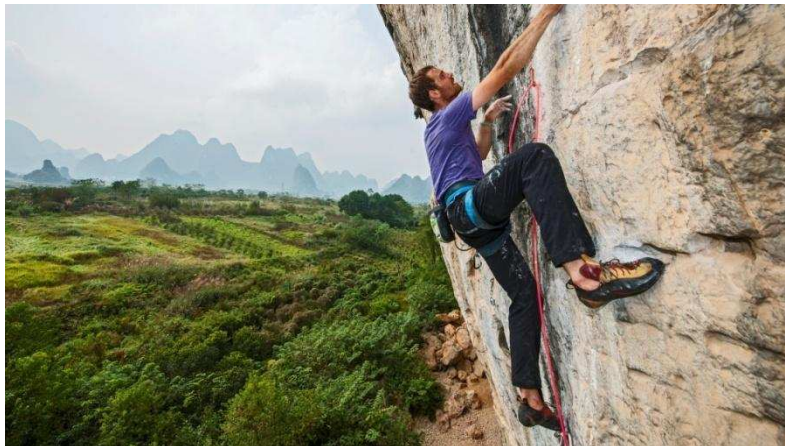
What type of climber are you? (Choose 1)

Boulderer:



You climb rocks. Reasonably small rocks, so minimal safety equipment is needed, aside from a pad to land on. Given that height/distance is minimal, boulderers prefer to challenge themselves by pushing strength and technique to their limits.

Freeclimber:



You climb mountains. Or very large rocks, so safety equipment is needed to stop you from hitting the ground. However, you don't like using equipment to pull you upwards, that's cheating. It's only for protection.

Mountaineer:



You like to climb stuff any way possible. You will use equipment to help you get to places that are otherwise impossible to reach. You like to go places where few people have ever been. Sure, you like climbing, but climbing is merely a small part of the bigger goal of getting really high.

Perks

Half-price for your type. 100cp perks are free for your type.

Free

VB- – The most basics of basics. Any physical or mental issues that prevent you from the most basic climbing are resolved. This doesn't make you a pro climber. Not even really a hobby climber. But you should at least be able to climb a ladder, or a steep flight of stairs.

Leave No Trace – You are excellent at cleaning up after yourself. It's almost like you were never there at all!

Plastic Climber – There will be a climbing gym nearby where you can train, or climb on rainy days. It is open 24/7 and climbing here qualifies as your required climbs per week.

100 CP



Hooaaaugh – Sometimes, there’s a move that’s quite difficult, just on the edge of your ability to perform. With Hooaaaugh, you can shout “Hooaaaugh!” right as you do it, and you will gain a slight all-around boost (strength, speed, skill, accuracy, etc.) for as long as the shout lasts. The louder you shout, the greater the boost. Don’t overuse this, though, it loses effectiveness the more frequently it’s used, and simply becomes annoying.

Speed Climber – You just want to go fast. Everything you do is faster. Not only that, you have exceptional control at speed and improved ability to generate and control your momentum.

Flash – First try! You may need someone to show you the solution, but as long as it’s *possible*, you’ll be able to get it on your first try.

Onsight (Requires Flash) – The upgraded version of Flash. You have extremely precise understanding of your own capabilities as well as the situation at hand. Your mental understanding of physics is perfect, letting you perfectly visualize and plan out the optimal solution to physical problems instantly.

Coloured Holds – Gyms are great. The places you need to grab are the same colour or have a piece of tape telling you what to grab next. This now applies to the rest of your life – things that are key to finishing a short (<10min) task will be highlighted. This does not give you the talent to complete it, nor does it fully explain why certain things are highlighted. You can have multiple tasks active at once, limited only by your ability to differentiate different colours.

A2 Pulley – Often times, training and growth is unequal. For example, your muscle growth will easily outpace your tendons and ligaments. Now, this will no longer occur. No matter how quickly you improve or grow, all your slowest and most difficult supporting skills, strengths, abilities, and perks will grow to match your fastest-growing power.

Setter – You have a knack for building puzzles of all kinds. You have an instinctive understanding of peoples' capabilities, as well as how they think, making interesting problems for them to solve and exactly as difficult for them as you intend.

Parkour! (Boulderer) – Does this really count as climbing any more? In any case, you are very good at dynamic moves, especially when it involves jumping off the wall, or chaining multiple dynamic moves using mostly momentum and minimal actual grip in between. Your precision, aim, burst strength, dynamic balance and momentum control are all greatly improved.

Campus (Boulderer) – What do you do if there's nothing to put your feet on? Climb without your feet, duh. Regardless of your build or muscle distribution, you are now able to shift 100% of your strength into half your body whenever you need to.

Trad Dad (or Mom) (Freeclimber) – You've learned all the techniques and equipment usage around climbing. This doesn't make you the best – you get the knowledge, not the physical ability. You probably own the equipment, too, even if it barely gets used. Your ability to teach others massively improves, and you gain as much joy from teaching others your hobby as you do from doing the hobby yourself.

Belaytionship (Freeclimber) – There's a certain amount of trust you have to give to the person that is responsible for your survival. You have no problems finding dependable and trustworthy people. Moreover, this trust and dependability will grow extremely quickly the more you work together.

Crag Booty (Mountaineer) – You may occasionally find random stuff that other people forgot or were forced to abandon. If you find it, it's yours. On the other hand, if you manage to return it to the original owner, you get really good karma, a pat on the back and maybe a free beer.

Old Bold Climber (Mountaineer) – They say there are old climbers and there are bold climbers, but rarely old, bold climbers. You, however, can be both. You have a knack for taking risks repeatedly and pushing your limits without actually falling to those risks, like some kind of anime protagonist.

200 CP



Competition Climber – You’re competitive with your hobbies. No matter what you like, this will give you the drive, discipline, and determination to become the world’s best. It won’t instantly make you the best – but you’ll have no problem sticking to training routines, diets, schedules, and understanding competition rules. Your training is always optimized and competition rules won’t change at the last minute to your disadvantage.

Iron Grip – Your grip strength is massively increased. It’s nearly impossible to separate you from something you’re holding on to – they’d have to be strong enough to dislocate your shoulder first.

Multi-pitch – Nobody has a rope long enough for the whole mountain! You just need to do what you’ve done a few more times and reuse your gear. You gain outstanding endurance. Not only that, your equipment can always be used multiple times. You’ll have the same strength and energy at the final pitch as you do at the first. This perk does not replace eating and sleeping, however.

If the Shoe Fits – Fit isn’t just about comfort, it’s about performance. Now, any kind of clothing or worn equipment fits you perfectly. Not only is it comfortable, the perfect fit also helps expand their capabilities. Shoes can be simultaneously stiff and supportive yet flexible and sensitive, for example. Secondly, anything you wear will match your capabilities and activities. Go ahead and wear stiletto heels and climb El Cap, it’ll work.

Soft Catch – Hey, falling never killed anyone. It’s the sudden stop at the end. If you’ve got a soft landing, though, that can be comfortable, even fun! This perk has 3 parts. You have no fear of the actual fall or heights, so long as your equipment is secure. Secondly, your ability to catch people borders on supernatural. Even with zero warning and minimal equipment, your catch will leave a person not just survivable, but comfortable. Lastly, anyone trying to catch YOU from a fall (including yourself) will gain the boost temporarily.

Whipper (Discount if you took Soft Catch) – You don't fear the fall. In fact, you probably enjoy it and take a celebratory whipper at the end of a climb. All protective equipment you use performs better, absolutely bombproof. Literally. And when that equipment is pushed to its limits, it always holds up, even more so when you deliberately push it. Also, you can selectively choose which of your fears can be eliminated, or even turned into pleasure.

Micro Nuts – Size doesn't mean everything. In fact, size has almost no impact on performance. Regardless of how large or small your equipment or items are, they perform up to the same standard and effectiveness as any other size, in any situation.

Big Jugs – What a handful! As long as you've got a good grip on something big enough to hold with your entire hand, you can rest and regain your strength and stamina. Moreover, big jugs will just appear within reach for you even when you don't expect it, perfect for you to grab whenever you want.

Fist Jam – What's that? Just curl your fingers and grip something *outside* your hands? You betcha. You are still limited to your grip strength and within your reach, but you effectively have telekinesis as long as your hand is in a fist.

Spread Your Legs and Trust the Rubber – Take a wide stance. You'll be unshakable. Absolutely solid. Your legs may as well be part of the mountain, more solid than concrete. Also, all rubber products you use are going to be absolutely reliable. They don't wear out, age, crack, and have the exact strength and softness as you want.

Edging – You can stand on just about anything. An edge the thickness of your fingernail is all you need. An edge the width of your fingernail may as well be a four lane highway.

I'm Just Here to Get Belayed – Some tasks require two people, but you're by yourself. Never fear, you have a tendency to run into unpaired people looking for someone to partner up with. They will be friendly, trustworthy, and skilled at whatever activity you want to do together.

Just Jam It In – Whether it's a piece of equipment or your own body part, if you need to squeeze it somewhere, you'll be able to get it in. No guarantees about pulling it out, though.

Heel Hooker – Your feet can grasp things with as much strength, control, and precision as your hands – with or without shoes. And this isn't just with your toes. You can hold things with your heels with the dexterity of your hands somehow, like Bayonetta. This also massively improves your flexibility and range of motion of your legs.

I Swear This is About Climbing – During this jump, all your perks get minor boost if you use them for climbing. Post-jump, this benefit applies to whatever you consider your hobby.



Psicobloc (Boulderer) – Also known as Deep Water Solo. Who needs landing pads when you can just land in water? You gain excellent swimming ability. Any landing in water will be soft and comfortable, regardless of depth of the water or height of the fall. Also, all your gear dries instantly as soon as you leave the water.

Tuck and Roll (Boulderer) – Falling is, in fact, a technique. And if you fall correctly, you will take no injury at all. So long as your timing is approximately correct, staying semi-relaxed and roll back as you hit the ground, any kind of fall will not hurt you. You gain catlike reflexes and the ability to orient yourself in the air.

Figure Four (Boulderer) – When there's nothing else to grab, maybe just grab your own body. With your knee. Or something. You can sometimes perform logic-defying acts of pulling yourself up by your own bootstraps, depending on nothing but yourself.

Figure Eight (Freeclimber) – You become some kind of rope whisperer. You know your knots. You will always tie the correct knot for the purpose, they will not come untied accidentally, and when you DO want to untie them, it will be very easy. In fact, you don't even need to tie or untie knots manually. Just... let the rope know the knot you're thinking of, and it'll tie or untie itself. You are immune to things getting tangled.

Ready to Lower (Freeclimber) – Any form of intentional descent will be easy, energizing, and reliable. Everything works as it should, you will not encounter any hazards, other people won't get in your way, and bad luck drops to zero. You will experience rapid recovery as long as you are moving downwards, as if you were resting for 100x the amount of time. This perk deactivates as soon as you stop moving downwards. Take a break, it's the end of the climb.

Leader (Freeclimber) – Somebody's got to get the rope up there. You have a knack for leading. You always know where to go, following the correct lines, putting up the gear and rope without difficulty. This gives you improvements in all the following: navigation, planning, carrying additional weight, and working with one hand.

Ice Climber (Mountaineer) – Sometimes, you want to climb something a bit more fragile than rock. Ice breaking off is always a danger. Nevertheless, you have to chop at it with a pick to even get a grip on it. A little paradoxical, but you don't need to be concerned about that. Any deliberate actions you take towards a goal will only push you towards that goal without creating drawbacks. No need to balance grip with structural integrity. Two steps forward is always two steps forward, no steps back.

Altitude Acclimatization (Mountaineer) – The heights you want to go to may leave you breathless. As in, not enough oxygen. Don't worry. You can now acclimatize to low-oxygen environments 100x faster. The acclimatization does not degrade after returning to low altitude and has no limits – you could eventually acclimatize to space, if you spent some time up there.

Bivy (Mountaineer) – You can set up camp anywhere. ANYWHERE. You can somehow manage the basics of camp, like having a meal and relieving yourself, even hanging off the side of a mountain or worse terrain. You'll get a good night's sleep, too, and be exactly safe and secure as you were when you decided to set up camp. No random events will happen to you as you sleep, like weather or gear failure, though it doesn't stop people from finding you.

400 CP

Climb On – Ready to climb? Of course you are. This perk ensures that, so long as you are getting ready to climb, you will be able to climb. Put on your climbing shoes, all injuries will be healed. Chalk up, you'll be full of energy. Place your hands on the rock, all mental stress and doubt will disappear, and so on. No matter what, as long as you make an effort to go climb, you will be in tip-top shape.

Any Day Climbing is a Good Day – You want to go climbing, but there's a minor case of hurricanes outside? Well, climb anyways, and the day will become pleasant. Not only that, you will experience good luck and good vibes during the climb and the rest of the day.



Ape Index – Sometimes the human body's proportions just aren't optimal for the task at hand. Nature didn't design mountains for human use, after all. With this perk, you gain a minor shapeshifting ability that lets you slightly stretch and contort your body. You still remain humanoid, but your center of gravity, limb length, muscle distribution, and range of motion can be altered at will. Anything you are wearing will also morph to match, if you want it to.

Because It's There – You need no reason to explain your goals. Accomplishing your goal is still up to you. So long as other people's stuff is left as it was before you started, then nobody will try to stop you from trying to achieving that goal. No laws, regulations, religion, moral outrage, parking fines, internet trolls, AI algorithms, or anything else will bar your way.

When In Doubt, Run It Out – Sometimes, you will run into a situation where there is no possible way to proceed other than straight ahead with no safety, no backup. In these situations, your bad luck will decrease immensely to near-zero. This will last until the next available "safe" area. This perk will not increase your own skill or abilities, nor will it eliminate obvious (non-luck) dangers and obstacles.

Stopper Knot – The final backup to prevent total disaster. Once per jump, or every 10 years, you will find that if some disaster or accident would have killed you, it would appear that you had miraculously prepared appropriately with a life-saving backup to prevent your death, even if you don't remember doing it.

Buildering – Sometimes, natural things just aren't available. So you'll have to make do with artificial structures. You have the ability to climb things not meant to be climbed - *especially* things that people do not want you to climb. You will get away with minor issues such as trespassing, illegal entry, restricted access, quite easily.

Dual Tex (Boulderer) – All this grip is great, but sometimes you need to be a bit more slippery. Thankfully, you have control over this. You can modify the coefficient of friction between 100x greater to 100x lower on anything near you.

The Pioneers Used to Ride These Babies For Miles (Boulderer) – You may ride any boulder you have topped out. The boulder will move at twice your running speed.

I Like That Boulder. That is a Nice Boulder. (Boulderer) – Your home may have any amount of boulders surrounding it. They are all nice boulders, pleasant to look at, enhance the landscape, and good for climbing. Also, whenever you come across a boulder elsewhere that you like, you can choose to have a copy of it spawn at your home.

Rock! (Freeclimber) – You are protected from falling objects. Yelling “Rock!” will also protect your friends from falling objects for the next few seconds.

Sport Climb (Freeclimber) – Climbing is also a sport. You now have a hand in all aspects of this sport – whether it’s setting the rules, being a judge in the competition, giving or getting sponsorship, or taking a share of the profits. The sport will grow during your jump, developing in a direction you prefer. Post-jump, it applies to whatever hobby you prefer. You will also find cleaned, nicely bolted and anchored routes wherever you go.

5.14c Belayer (Freeclimber) – Your ability to support other people is boosted in every way. Your understanding of preparation, maintenance, safety, backup, and emergency techniques is massively expanded. Even if a certain activity or plan is far beyond your own ability to perform, you will still always be capable of providing a substantial, important contribution. This perk gains a massive boost if you are providing aid to someone who is better/stronger than you are.

Full Rack (Mountaineer) – Your gear set is always complete. That means if there are many sizes/weights/styles of equipment, if you’ve got one, then you have them all. Their condition matches the condition of the best one. No matter how large the set is, they are always easy to organize and place easy reach, and won’t get in your way or weigh you down.

Half/Twin Rope (Mountaineer) – You’re twice as safe, plus any multitasking ability is doubled. Any kind of protection or defense is doubled, chance occurrences of negative events are halved. You can somehow manage to think in parallel as well as handle twice as many objects at once, despite only having the same number of hands.

SERENE (Mountaineer) – Strong, Equalized, Redundant, Efficient, No Extension. The elements of a good anchor. This applies to everything you do, plan, or build. Every element is solid and reliable, yet perfectly balanced without overloading any single element. There is always a backup, but without excess waste or complication. And even by whatever minuscule chance that it DOES fail and you’re forced to rely on the backup, it fails gracefully without causing any major shock or setback.

600 CP

I Have the High Ground – Whenever you are at a higher altitude than someone else, you will find a way to establish superiority in some way. Morally, logically, tactically, or whatever the situation demands. As long as you are higher than your opponent in some way, you will gain the advantage. This is not an auto-win, as you must still take advantage of the opening, but the opportunity and the awareness will present itself to you.



Free Soloist (Boulderer) – What is a mountain, if not just a really big boulder? Who needs safety equipment if you just don't fall? With this perk, you will be able to remain very logical, unbiased, and objective when performing risk analysis, especially when it comes to self-analysis. Secondly, anything you have done before, you can do again perfectly – external random factors will not come into play. Any action or technique you have performed in practice or otherwise, you will always be able execute 100%. Doing it over again further generalizes what qualifies as "having done before".



First Ascent (Freeclimber) – The first person to complete the route gets to name it. This now applies to everything you climb. As long as you are the first person to climb to the top of a thing without aid, you get to rename it. Stairs are aid, though. Oh, and all your skills, abilities, perks, and physical condition are permanently elevated when you do so. But the naming thing is so much cooler.



Better We Raise Our Skill Than Lower the Climb (Mountaineer) – You don't take half-measures and you aren't satisfied with a job half-done. If you undertake a long-term task that is possibly outside of your ability, you will eventually be capable of performing it. Your endurance becomes endless, your physical abilities improve, and your learning speed is boosted greatly, and even your equipment gradually gets upgraded until the goal is accomplished. These improvements are permanent. The more difficult the task, the stronger this perk will act.

Items

All items cost 100 unless otherwise specified.

For an additional 50cp each, you may merge any items below with an existing item you own. It's up to you to figure out how that works.



Pet Rock (Free) – It will always love you in the way only a rock can. It will never age, never need feeding, rarely needs cleaning, and is remarkably resistant to injury. It has infinite patience and will always wait for you where you tell him to stay.

Hangboard – A compact training device. Using this once a day will ensure any kind of training is productive and all your skills/strength will not atrophy.

Chalk – You get a magic chalk bag that never runs out of chalk. Chalking up your hands will temporarily improve all your abilities for about a minute, slightly relieve fatigue, as well as provide some mental relief as well. Just try not to make a mess.

Harness – the combination of safety, tool, and rest belt. Perfectly reliable, supremely comfortable, this harness will never fail you. You can somehow clip more equipment to it than should fit, and it remains perfectly organized, makes all attachments lighter and less bulky.

Rope – This is a magical rope. It is exactly as long and as strong as you need it to be. It will not fray or snap. It will never tangle or snag. Any knot tied in it will hold perfectly, yet untie easily when desired. It will self-tie for safety, and untie itself when you want it to even if you're at the opposite end of the rope. Use it to make a space elevator if you want to – yet it fits easily in your backpack.

Carabiners – Carabiners are just awesome. You can clip things to them, and clip things to other things! These carabiners will attach any two things together, as long as there is a loop to clip into. They will not unclip accidentally and handle any amount of weight, as long as it's pulling. Like Superman, pulling on one tiny loop will not cause the attached structure to fail due to concentrated stress.

Shoes – Damn, those shoes look comfy. Are you sure they're climbing shoes? I thought they were supposed to mangle your toes like ballerinas. These shoes not only perfectly fit your feet at all times, they also grip the hell out of anything. At this point you might as well call yourself Spider-Man, because you can basically walk up walls and across ceilings.

Belay Glasses – Helpful glasses that let you watch your partner way up high for hours on end without injuring your neck, by altering your angle of sight. These ones can change your perspective even more. Pick any point that is within normal sight, and now you can change your line of sight to any angle originating from that point.

Home wall (200, Discount for Boulderer) – This will upgrade any home you own to have a small (no larger than 2 floors high), fully customizable wall where you can train your climbing skills. Post-jump it can morph to support whatever hobby you enjoy.

Pro (200, discount for Freeclimber) – Short for Protection. This is a set of all the various protection you need for Free Climbing – carabiners, quickdraws, slings, personal anchor, a normal rope, belay device, cams, etc. Whenever you use any part of this, it keeps you safe from any form of climbing accident, not just falling. Moreover, it also enhances any other form of protection you use so that it is more complete – armor has no gaps, bulletproof vests cover a wider range of calibers, raincoats keep your feet dry, etc.

Aid (200, requires Pro, Discount for Aid Climber) – This is a set of additional equipment to help you climb, such as sling ladders, ascenders, etc. Whenever you use this equipment, it gives you an additional boost to your climbing ability, in terms of skill, strength, and endurance. Moreover, it also enhances any other equipment you have that improves your skill or strength. Power armour has more power and higher output, magical swords that grant swordsmanship skills give you even greater skill, etc.

Bolt Gun (200) – Some kind small, single-handed gun that can just instantly drill a 10x100mm bolt into solid rock, with no recoil and no heat. It also has unlimited “ammo” in the form of bolts and an unlimited power source. It will pretty much stick anything into anything else as you want, like rivets, nails, bolts, etc. Just dump the “ammo” in and it’ll work. You can also use this gun for other purposes, I suppose...

Mountain (400) – Your very own mountain! This mountain is massive, featuring nearly every possible style and length of climb you can imagine. Somehow, it features all the right weather at all times, too. Ice up top, sun where you need it and shade also where you need it. It also includes some hiking trails, if you like.

Gym (400) – Your very own climbing gym! It’s in a convenient place, is well-equipped with a large variety of routes, and comes with enthusiastic, knowledgeable staff who can teach normal climbing skills and set new routes routinely. It’s not making money, but it’s not losing money either. However, its branding and staff have a good reputation, which will help immensely if you decide to expand the business.

Companions (100CP each)

Alice Onhold – A fearless climber who has a tendency to do a whole lot of free soloing. While she isn’t the strongest climber in the world, she knows her own limits as well as others. Friendly and happy to teach, she has a knack for pushing people past their fears and their limits while avoiding danger.

Eve Offdra – Depending on your criteria, Eve can be considered the best climber in the world. She has climbed the hardest outdoor climbs in the world, and has won world championships in the past. She’s got the celebrity draw as well as the skill. Expect to stir up a lot of tabloid gossip if you’re seen hanging out with her.

The Captain – Nobody knows his name. Nobody actually knows what his native language is, either. Or whether he’s the captain of a ship, or a plane, or something else. But if you want to go somewhere, he’ll get you there. At least, to the base camp. He somehow can establish transport and supply lines to nearly anywhere.

Johnjo Garnbrit – He must be some kind of genius ninja. He climbs things that seem to be impossible, figuring out any kind of climbing problem instantly, basically getting onsights every time. This problem-solving skill extends to other problems in general. His day job is allegedly some kind of corporate/military security consultant, and he mostly just climbs to relax.

Thomas Warmwell – A low-key celebrity, he likes to establish routes, clean, and maintain climbing areas. You have no idea how he does it, but he can scout out possible new routes and make them safe and climbable for others like nobody else can.

Lady Hillary Edmond – One of the greatest explorers on earth, Hillary has climbed nearly every one of the highest mountain peaks on earth. If you want to head to the most remote, most difficult, and the highest peaks humanity can reach, there's no better partner than Hillary.

Portable – Not a climber, but a rock. Portable is a celebrity boulder that loves to be climbed. Not only that, Portable travels the world, visiting other popular climbing areas to meet climbers, though it does have a home where it spends most of its time. Portable boasts the greatest density of routes of any boulder, whether you measure by size or weight.

Import Companions – 200 CP to import all your previous companions, no limits. They each get an origin and 400CP to spend. Pay an additional 200CP for them to gain an additional 400CP.

Drawbacks (Gain +200CP each)

Longer Stay – Increase the amount of time you stay here by 10 years. Take as many times as you want, but only get points for the first 3 purchases.

Item Lockout – Your Warehouse and items from previous Jumps are inaccessible while you're here.

Power Lockout – Your previous perks/powers are disabled, leaving you with your body mod while you're here.

Companion Lockout – Your Companions and followers can't come here during the Jump.

I Left My Harness at Home – You always somehow forget something important, only remembering it when you arrive at the destination.

Toe Wrecker – How do climbers manage to squeeze their feet into those shoes? It's unnatural. Any shoe you wear now will be horribly uncomfortable, squeezing your toes like a vice. It's bad enough that you can only tolerate wearing it for maybe ten minutes at a time before you have to sit down and take them off to give your feet some relief.

Sweaty Palms – Your hands sweat a lot. This has nothing to do with fear. They just keep on sweating for no reason, and sweat even more on exertion.

Beta Sprayer – Ever enjoy a really good puzzle? Well, too bad. Any time you want to solve a problem for fun, some random person will walk by and tell you the answer especially when you don't want it. This applies to everything from Bouldering to crossword puzzles. This will never happen when you actually *need* the advice.

Have you tried being taller? – Maybe you just shrank. Everything you want will be just slightly out of reach, forcing you to put in some additional effort to reach it. Even if you swear you just put down your cup of tea *right there*.

Crimpin' Ain't Easy – Seriously, it's hard. The smaller the hold is, the harder it gets to grip it. That much is obvious, but now it gets exponentially harder, way more than physics/skill can account for. This applies to any thin object, like pens or chopsticks. You'll need elite climbing skill and strength just to eat sushi.

That's Aid – Sorry, that doesn't count. Whenever you do something right the first time, *somebody* will claim on some technicality why it should be disqualified. Even if it's completely inconsequential. Even if you're all alone, *you* will know you screwed it up. You could do it all over again. Or you could live with the annoyance that you almost, but not really, achieved something.

Gumby – You do dumb things without realizing it. It can be anywhere between rude to outright dangerous. You always seem to do something that makes people around you cringe.

Offwidth – everything is slightly the wrong size. Your shoes, your clothes, the climb itself. Too wide for your hand but too small for your foot, too big for your hips but not big enough for your shoulders, etc.

Elvis leg – one of your legs has a tendency to shake uncontrollably.

Z-clip – you have a tendency to use your safety gear incorrectly, causing you to inhibit yourself until you fix it.

V2 in my gym – Regardless of how difficult you found something, the difficulty of the achievement will be downplayed by everyone who witnessed or tried it themselves.

Sandbagged – Despite following a guide to something that indicates a particular difficulty, you will somehow find it is much more difficult than the guide stated.

That Kid – You know that project that you're working on? The one where you've made multiple attempts on and is truly pushing you to your limits? Anyways this pre-teen kid just comes by, flashes it, and moves on like it's just another 30 seconds of his daily training regimen. Because it is. This happens every time.

Rusty Old Piton – You'll occasionally come across a shitty piece of equipment in a convenient spot. It probably got stuck or left behind ages ago. It's old, it's rusty, you absolutely should not use it at all. You suddenly lack any ability to realize what a bad idea it is to use this thing, only seeing how it's convenient.

Broken Rock – You're not strong enough to crush stone or anything. It's just that rocks have a tendency to break near you for some reason.

Long Approach – Whether it's climbing or any other hobby, all the boring setup/preparation before you actually manage to get to the actual stuff you want to do is exceptionally long. At least twice as long as average even compared to other people who do the same hobby.

High Gravity Day – Seems like someone keeps turning up the local gravity whenever you decide to go climbing. No biggie, just check the gravity report next time.

Just Don't Fall – Sometimes, you need some advice. However, when you ask for advice, the only tips you get are either far too obvious, inapplicable, or generally useless.

There is No Cheating, Only Lying – You either did it, or you didn't. You know what you did. If you ever cheat, take a shortcut, or otherwise didn't do a job 100% as it's supposed to be done, it will bug you so much you'll become extremely restless, incapable of focusing on anything else until you go back and redo it properly – even jaywalking will have you running to the nearest crosswalk to cross back, then cross again.

Cliffhanger – You always seem to get interrupted at the most important and exciting parts. Whether it's watching a movie or enjoying a hike, something critical will always stop you from enjoying the whole thing in one go.

I Can Totally Climb That – You gain both confidence and desire to climb things. Overconfidence. You see a tall thing, you'll try to climb it, regardless of whatever obstacles there are – legal, physical, or personal.

Not a REAL Rock Climber – No matter what category or group you are supposed to belong to, someone will always find fault and try their best to disqualify you. Too big, too hairy, too handsome, too many perks, too rich, too Scottish, the reasons are endless. Regardless, you won't be able to feel like you're part of any in-group. You can still have cordial relations with others, you just won't ever be "one of them."

Crag Addict – You love being out there, close to the climbs. In fact, you love it so much you'll start to get withdrawal symptoms if you haven't climbed natural rock within eight hours. You could still live in town, but it would probably be easier to sleep right beside the rock.

True Dirtbag (Requires Crag Addict) – Some people embrace the dirtbag life, living out of a tent to be close to the rock, eschewing luxuries such as hot showers or clean laundry. Now, you can't even head into town for a meal or shower. You'll never get a good night's rest in any kind of building, nor eat at any restaurant. Even walking into supermarket for supplies will have security watching you closely.

Scenarios

If you complete any two of the scenarios below, you will gain the perk **Ever Higher**: An uncapper skill. All your perks, skills, and abilities can be improved without limit. This doesn't make improvement easier or faster, it only removes the upper limit.

Win a competition

You must compete, and win, at least one world-championship level climbing competition that is sanctioned by an international climbing association.

Reward: **Of Course It's a Sport**: Regardless of what activity you choose, you can establish it as a worldwide sport, quickly finding many others who are eager to take part as competitors, officials, coaches, or sponsors. You will be capable of becoming the best at this sport, but you still have to put in the effort.

Establish a route

You must find a new route that nobody has climbed before. You have to scout it out, clean it, bolt anchors, and let people know about it.

Reward: **Community Climb**: Putting up new routes inspires other people to establish routes as well. Whenever you introduce things you do to the wider community it quickly inspires many others to try it as well to collaborate and expand.

Open a business

You must start a business related to climbing. It must be profitable by the end of the Jump. It can be selling climbing gear, a climbing gym, a climbing guide, or anything else related to climbing.

Reward: **Corporate Climb**: Your climbing ability directly improves your business acumen, and vice versa.

Search and rescue

You must use your climbing skills to save someone's life. You must not have put them in danger in the first place.

Reward: **Hold On**: When you are made aware of someone who needs rescue, while you are making an effort to reach them and help them, they will manage to stabilize and hang on until you reach them.

Set a Record

You must set a world record. Whether it's speed, height, remoteness, length, or something else, it must be a verified, recognized, and notable climbing record of some kind.

Reward: **The GOAT**: Somehow, whenever you set a record, you find a new record to set. You will always find a new way to be the best at something, not just in a single category, but in multiple. Even when you think all possible records have been set, maybe a volcano will erupt and create a new mountain or something. You also gain the ability to communicate with mountain goats.