Teh Lurd Of Teh Reings

By zellat451

Version 1.2

Teh Setting

Welcome, Jumper, to Middle-Earth, within the story of The Lord of the Rings!

In this land, evil awakens once again after decades, as the discovery of the One Ring will spark a war of epic propor-

-*Wait a moment*.

Sorry, Jumper, wrong script! My mistake.

Welcome, Jumper, to Middle-Earth, within the “story” of Teh Lurd Of Teh Reings! This entire world is, to keep things short, a parody of itself.

The One Ring is a cheap prop broken with a common axe within three minutes of laying in Gimli’s sight, Legolas accidentally destroys Sauron's Eye-Tower with a stray arrow, and Frodo is being laughed at by *everyone* as he swears to take the Ring into Mordor… What is it, Jumper? Weren’t Sauron and the Ring just destroyed?

Of course they were! And they weren’t! This is exactly the kind of world you are entering, Jumper. *Nothing* makes sense here. Events will never remain consistent or follow any kind of logic or continuity, even should you go back in time.

Gandalf and Saruman are in love, among *many* other gay relationships, tennis matches are fought to the death, droids and lightsabers exist, and armies of chicken devastate the Black Gates of Mordor while, all over the world, *everyone* receives a missive stating that Teh Lurd Of Teh Reings YouTube Channel has finally reached one hundred thousand subscribers.

Saruman kills off a great portion of the world by singing along to Justin Bieber, Sauron sets off an explosion with an *awesome* solo of Thunderstruck (AC/DC), Gimli and dwarves in general have sick sax skills, this world is an MMORPG in its off-time, everyone has *incredible* dance moves, Boromir keeps getting shot in the chest for any and all reasons, this is actually a *Jurassic Park* crossover, and *Frozen*, and *Star Wars*, and *Game of Thrones*, and *Batman*, and *Pirates of the Caribbean*, and *Shrek*, and *World of Warcraft*, and-

Are you lost, yet?

Good! Then, you are ready to truly become a part of this wonderful, brain-damaging, *nonsensical* universe for the next decade, Jumper.

Welcome! Enjoy your stay for the next 10 years, and don't forget to leave your sanity at the door!

You may take these **+1000CP** in exchange for it.

Teh Backgrund

Orgins

Take one, it will serve you well. Or doom you.
But that's up to you, Jumper, isn't it?

Teh Old Trollish Wizurd

Trolling others is the source of your entertainment, your passion, your lifeblood, and your *everything*, Jumper.

You strive to see the shocked and betrayed faces of others, as you drown them in shame, pain, and embarrassment, and lead their loved ones to laugh at them along with you.

Teh Future King

You are a persona as much as you are a man, Jumper. You are grand, great, known, praised, and *revered*.

Or rather, you would like to be. After all, fame is the center of your life. To be the king in other's thoughts, to stand at the top, to lead armies, to *rule*. And one day, you just might.

Teh Avdenturer

Ah, a whole new world, Jumper. A new fantastic point of ***cough***. In any case, you are new to this, Jumper. This whole "war" thing, fights, ruling, all of that shebang's not really your *thing*.

You are here for the adventure, the people, and, occasionally, the priceless artefacts that will get the evil lord's attention after your ass.

Teh Warrier

You live for the good fight. Enemies are for you merely points to count and numbers to compare against your rivals. Wars are dances that you are all too happy to participate in. Weapons are instruments that you wield with power, control, precision, and a grand performance…

Was that last one truly about weapons? Well, no matter. After all, war is a symphony, and you are a musician at heart.

Teh Evil Villain

You are the scourge, Jumper, evil incarnate. You know the words that hurt the most, you know the curses that rend the mind. You know the songs that piss off others *so much* that they would shoot you down a tower without a second thought just to shut you up…

Well, perhaps you could try to keep a leash over all of that power? It would be a shame to be smoked like weed before growing into your power because you know the song that gets on everybody's nerves.

Age & Sax

Choose, O' Jumper. For it matters little in this world. Being a child will not save you from Gandalf executing Order 66, nor from Aragorn playing "The Floor's Lava".
And yes, you may take a free saxophone for your trouble.

Rayce

Be whatever you want to be, O' Jumper. Elf, Human, Dwarf, hell, be a space cat if you so desire! The insanity of this world will be clawing at your mind and see you participating in its grand designs either way.

Locaytion

Wherever, and whenever, Jumper. Given what kind of world this is, your choice matters little.
The insanity will follow you everywhere, Jumper. And everywhen.
But, to get you situated, here are some examples.

Teh Bag's End

There, in a hole in the ground, crashed a Jumper.

Welcome to Bilbo's house, feel free to play a solo on that door like it's a drum, because he won't open otherwise. Or, you could just leave. Depending on when and *where* (in the sense of the timeline) you arrive, Gandalf could be coming your way to commit genocide, soon.

Teh Fortress of Isengard

They're taking the Hobbits there, Jumper!

This is where you'll find Saruman's Tower. You wouldn't want to stay in there for too long. Beyond the Uruks waiting for you there, you'll find something most terrifying: a playful Saruman with a fondness for closing doors in people's faces and *singing*.

Well, you could still play along and wait it out. He'll be far too occupied with Gandalf's ass (literally) to come after you, soon.

Teh Balck Gates

At the entrance to Mordor. You can't simply walk into it, Jumper!

Beware of the incoming army of chickens, the volcano that may erupt at any time courtesy of Gimli and Legolas, or Aragorn rushing at an army alone. There was also that one guy speaking about the courage of men failing on that day, and leading his army back home, and that superb rock performance from Sauron himself…

Teh Citeh of Minas Tirith

Welcome to Gondor, Jumper. And the very center of it, no less!

Beware the on-and-off MMORPG gameplay sessions, the armies at the gate, the floor suddenly turning into lava, the local ruler setting himself on fire by virtue of signing hobbit, the local prince trying too hard to express his musical skill in combat, the violent wizard whacking at people with his staff…

Well, you certainly won't be bored here. And don't you know, Jumper? *The beacons are lit!*

Teh Perkz

Perkz under your Orgin get a 50% discount. Discounted 100CP Perkz are free!

Undizcounted

Everybody Dance Now! (Free)

You have some crazy dance moves, Jumper. But, the most important thing is no doubt that you can make anything look like a dance move. *Anything*. You could get shot in the chest, trip and fall on the ground, even get bonked on the head with a staff, and observers could only call you graceful.

“He’s Not Dead!” (Free / 100)

Like a certain content creator, *and alternatively, Boromir*, you LIVE, Jumper!

This Perk, Jumper, makes you completely immune to death and crippling injuries, so long as they happen either by accident or for the sake of a gag. You’ll still feel the pain of it, but at worst you’d merely be out of commission for a few hours. It won’t prevent death or injuries from people *actually* trying to kill you **with their own power**, however, though most of them are not so dangerous when their joke-granted abilities simply do not cause lasting damage on you.

I can already hear you arguing semantics about “accidents” and “people”, Jumper, so let me make this clear: this Perk will do *nothing* to save you from wide-range, indiscriminate attacks even if you were not an intended target, so long as they were launched with the intention to hurt *someone*, and were not the product of a joke. The same reasoning applies if you were to deliberately take a shot for someone else or similar, as it wouldn’t be an accident anymore.

It *will*, however, protect you from natural disasters that were not engineered by someone, as well as from the powers people were granted by someone else, like Divine Champions.

This is free for this Jump, as this is necessary for your continued survival here, but you may take it with you for **100CP** and laugh at jokesters everywhere.

The Day Daenerys Became Saruman (200)

There are plenty of crossovers in this setting, and it has become somewhat of a running gag to switch characters with a similar background or demeanour, or similar events and places, and laugh at the resulting scene.

You, too, may do something like this, Jumper, although in a more limited manner. At will, you may completely redesign the appearance of any known character entirely. That's it, this is all it does.

So yes, Jumper, you may have Daenerys Targaryen ruling Isengard for a day instead of Saruman, make Gimli that woman you've always dreamt he'd be, or put a facehugger in the place of Sauron.

Beware, this won't affect their powers, capabilities, or personalities in the slightest. Nor will it affect the story of the setting on its own, somehow, though the details might change a bit.

Teh Smugface (400)

I see, Jumper, that you have inherited the Smugface™. Like Saruman, Thorin, Gandalf, and many others, you may do something utterly petty and frustrating to ruin the efforts of others, and bait them with a *look* that just pushes them to keep trying until it works, or until their patience for your bullshit *finally* runs out.

With this, you could have someone looking for a way out of your tower, and they wouldn't stop trying to leave through the door without attempting anything else, so long as you kept opening the doors regularly after closing them. And they wouldn't think of forcing their way through or attacking you either. After all, the door was open just now, so they *must* use it.

Or, you could cut off someone mid-speech by sliding out of their line of sight while they're talking to you, even for a *super* important speech, and they'd keep repeating themselves from the start every time you appeared back in front of them, so long as you do it regularly enough to make them think that you would actually listen.

Or, you could slam a door into someone's face and have them keep trying to bang on it to demand entry, so long as you opened it at least once to prove to them that *"Yes, banging on the door works"*, and they wouldn't think to force their way inside if you kept closing it in their face repeatedly after that. Just remember to keep opening the door after a few seconds of banging, or they'll stop believing that it might just work, eventually.

Or, you could just use this to pull off a *really smug* face at any time.

This is a great way to waste someone's time, Jumper. Just keep in mind that they *will* run out of patience for your games, eventually. Except if they have no such limits on their nerves, in which case, have fun.

Teh JoompChayn (600)

You may choose, Jumper, to corrupt your current world with *insanity*. This will cause your local setting to spiral out of control as this Jump does, making no sense in any way and having no consistency between events whatsoever.

Well, in truth, what this does is create an *entirely new* timeline where this craziness happens, and drop you into it.

So, you may still go back to your “normal” timeline should you have the power to. Beware, however, that this insane alternate universe will forever persist once created, and that you will never be able to completely get rid of it.

Madness spreads through the cracks and sticks like tar, Jumper. Try not to regret your choices.

Teh Old Trollish Wizurd

Boom, Headshot! (100)

You are great with firearms of any kind, Jumper. Not only can you wield them all with some proficiency, you are also capable of *always* nailing a headshot on a static target within your weapon's effective range.

The Voice of Shire (100)

Notes, tones, technique, *everything*, your voice is simply a work of art, Jumper. You can sing like a pro, you never miss a note or stumble on a word, your voice doesn't break, your tone is exactly as emotional as you want it to be, and you have a *great* musical ear.

On top of that, you may take an extremely dramatic and *deep* tone of voice that seems to reverberate throughout the listeners' body and slightly darken the surroundings. A *great* tool for intimidation.

“It’s Quite Cool.” (200)

“*Hold out your hand, Frodo. It’s quite cool.*”
- Gandalf

You have a rather strange relationship with temperature, Jumper. High temperatures, that is. For you, a ring hot enough to set someone on fire on contact would only qualify as “quite cool”.

Do try to remember that not everyone has your level of resistance.

“He’s Here.” (200)

You have a strange and rather useful power, Jumper. Whenever you feel someone through any of your senses, should they be a person you have met before, you will instantly recognise them.

Is that your friend banging on the door? You already knew the answer to that question the moment of his first strike.

The Whistle-Killer (400)

Your whistles have real power, Jumper. You are now capable of telekinetically controlling light objects, less than a dozen kilos, at will by whistling. This also reinforces them as you do, and allows you to give, for instance, an arrow enough power to pierce right through alloys made out of modern materials, as well as the people behind them. You may shape gases as well with this, though they still won't turn solid enough to hurt anyone

In addition, your whistling skills are nothing short of masterful.

Jumper Bond (400)

You are quite skilled, Jumper. In fact, you are trained in all skills necessary for a spy. Stealth, psychology, acting, investigation, driving, lock picking, stealing, close combat, and more.

On top of that, you are a master gambler, and your newfound sense of fashion allows you to remain quite classy at all times.

Banhammer! (600)

You, Jumper, are an admin of this world.

Well, not really. Rather, you get access to the admin's banning power. What this means, is that you are capable of activating multiple effects by striking someone directly with a stick, or with a punch.

For the first strike, you may silence your target entirely for up to 2000 hours. For the second strike, you may temporarily ban them, which paralyses them entirely for a day. And for the third strike, you may permanently ban them, erasing them from existence.

"You! Shall Not! Pass!" (600)

Your will be done, Jumper.

From this moment on, whenever you take a defensive position of any kind, you can completely and utterly prevent the passage of all those you consider enemies. This won't help you *defeat* them, but so long as you deny them entry, *no matter who they are*, they will *not* pass.

So declared the Jumper, wielder of the Perk!

Additionally, this effect can be materialised in any way you wish. Perhaps a giant shield appeared to bar their way? Perhaps they all suddenly fell from that bridge they were standing on? Perhaps you temporarily became powerful enough that getting past you is nothing short of impossible? Perhaps hundreds of firearms suddenly materialised, aimed at your enemy?

Whatever you choose is what will happen, Jumper. Just remember, you don't actually gain any additional firepower from this Perk, regardless of how its effect appears from the outside. No matter what happens, this Perk by itself *cannot hurt anyone*, merely prevent passage in ridiculously stylish ways.

Teh Future King

YOLO (100)

You are a man of few words, Jumper. But how great your words are!

With a simple whispered “YOLO”, you could motivate an entire *army* to fight by your side and march forward towards their potential death.

Of course, they must still know and trust you. This Perk merely acts as a replacement for time spent on long speeches, and your lack of charisma.

The Courage of Man (100)

“*Sons of Gondor! Of Rohan! My brothers! A day may come when we fight, but it is not this day! This day, the courage of Man fails! We forsake our friends and break all bonds of fellowship!*”
- Aragorn, to his men.

On the other hand, you are also *really* good at giving out de-motivational speeches, Jumper. Don’t look down on this Perk. In only a few sentences, you could defuse a fight and have an army march back home. If, that is, they know and trust you, but this will help even otherwise.

“And I Saw Death” (200)

“But there is also life.” “I saw death.” “There is also-” “I saw death.” “There is-” “Death.”
- A riveting conversation, truly.

You can look at people’s future, Jumper!

This is actually far less useful than it sounds, as it only works on close contact with your target, and only shows you the moment of their death. Well, at least forewarned is forearmed, right?

The Discount Human Torch (200)

"Aaaaaaargh!"
- Denethor II, Steward of Gondor.

You can light your whole body on fire at will, Jumper. That's it, that's all this does. No flight, no fire control, nothing. You just light yourself on fire.

On the positive side, you can control instinctively what the flames you produce will burn, and what they won't.

On the negative side, you can't turn them off at will, so you better get a bath ready.

Unexpected Flashback (400)

"It is a gift, a gift to my father!"
- Boromir's thoughts on the One Ring.

Like Boromir, you have the power of flashback, Jumper. You are capable of reliving through your memories at any time, as very detailed and realistic hallucinations.

You can also project them into the minds of others from a great distance, which can be a great way to persuade people, or a great distraction.

For some reason, no one finds this power strange in any way.

One Of You Must Be Destroyed (400)

You have an incredible power, Jumper. The power of being listened to. When you speak in a room where people do not have a reason to hate you, whatever you say will be taken extremely seriously, regardless of whether it makes sense or not.

People who like you, or are at least neutral to you, simply do not question your decisions. You are the Jumper, after all, you *must* know better than them!

As such, you could tell an entire room that one of them must be destroyed, and they would simply start attacking each other until someone died, never asking why that would be the case, or what happens next. Just keep in mind that, should the situation not improve due to that, their opinion of you might lower a bit.

Or, you could tell them to get ready to rumble, and start an impromptu dance-off. That would work too.

Nope. Not Doin' It (600)

"One does not simply walk into Mordor."
- Boromir, inciting everyone to go back home.

You have the power to opt out, Jumper. If you would find your life interrupted by Fate, Destiny, wars, invasions, climate change, and other petty things that you really can't be bothered about, well, you *won't*. Not anymore.

You can now simply choose to ignore the incoming apocalypses, the world threatening to burn down around you, and other similar things. If the world was a story, it's like its plot simply could not advance without your express permission or participation. Everything will stay exactly as it always had been, never getting any worse nor any better, so long as you don't want it to.

You can now enjoy the calm and quiet life you've always dreamt of, Jumper.

"The Floor is Lava!" (600)

You may choose the rules that will be followed for any battle or competition, simply by declaring them out loud. Perhaps the war is now a tennis match? Perhaps the floor is now lava and no one may step on the ground unharmed during the fight? Perhaps that dance-off is now a deathmatch?

Regardless of what rules you choose, there are a few limitations. First, this affects *all* sides of a battle, yours included. Second, this only lasts for the length of the battle, and will end immediately as it does. And lastly, the rules will be enforced in such a way that they *cannot* be acted against, such as all weapons becoming non-lethal tennis rackets, or the floor actually setting anyone who steps on it on fire.

Teh Avdenturer

He Actually Went Back (100)

Like Sam, Jumper, you understand common sense. You know a terrible decision that would put your life in danger when you see it, and you are extremely resistant to the mind-warping abilities that idiots seem to gain when they band together, otherwise known as the mob mentality.

Additionally, this greatly helps you in maintaining your sanity in the face of madness of any kind. Just keep in mind that even you have limits.

True Courage (100)

"True courage is about knowing not when to take a life, but when to spare one."
- Gandalf in a flashback, right before Bilbo decides to brutally murder Gollum.

Like Bilbo Baggins, Jumper, you are capable of ignoring feelings of guilt and hesitation to brutally murder anyone you need to kill.

Beware that this only works on the moment, and you'll still have to deal with these feelings after. Though, to be fair, this Perks also helps a lot when dealing with guilt in general.

Noverdose (200)

Like all hobbits probably do in this setting, Jumper, you have an immunity to all common poisons, drugs, and other little things that you would normally die from ingesting too much of. You may still feel their effects if you so wish, but you can kiss goodbye to death by poisoning, drug overdose, alcohol-induced hangovers, and similar.

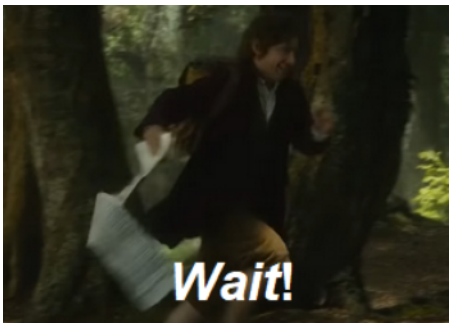
In fact, this includes common food as well. Overeating is for you a thing of the past, Jumper.

Timing Matters (200)

Like Bilbo Baggins, you have an innate and impeccable sense of timing, Jumper. You just know the best moments to say things, or move, or really *do* anything to get the better results.

With a sense like this one, you could very easily cause someone to be distracted at just the wrong moment, causing their brutal death at the hands of a troll… Or perhaps you could use this to, I don't know, learn how to dance professionally?

“Wait!” (400)



You now share the truly *impressive* stamina and stubbornness of one Bilbo Baggins. You could run for *days* on end, Jumper, across any kind of terrain, just to catch up with an old man on a horse who wouldn’t wait for you.

You barely tire, you don’t require sustenance, and you certainly don’t give up.

Fool of a Took! (400)

You have either an incredibly cursed sort of luck, or an immense amount of talent, Jumper. You are capable of forcing your actions to devolve into *pure chaos*, to the point that you could cause car accidents to happen over a good quarter of an entire city by throwing a stray pebble on the road.

Regardless of *how*, the fact is that these things *do* happen whenever you want them to. The more far reaching your actions, the more chaos they will create. Beware however, that it will always be for the worst, although *who’s* worst isn’t very clear.

You have no control over the reaction, so to speak, beyond starting it.

In Your Pocket (600)

“Bilbo, the ring is still in your pocket. Bilbo. The ring is still in your pocket. Bilbo Baggins!”
- Gandalf, to Bilbo.

You, like Bilbo before you, have the power of super kleptomania. What this means, Jumper, is that you are free to take whatever you want from anyone at all, and you will never get into trouble for doing so, nor will they try to take it back from you.

Sure, they may rage, scream at you, and even chase you to the end of the world until you give back whatever it is you have that they want, but they will never actually try to forcefully take it from you.

“I Regret To Announce This Is The End.” (600)

“Today is my hundred-ede-hun-dede-dred-hund- ***[...]*** *-dredth birthday!”*
- Bilbo, on his hun- ***[...]*** *-dredth birthday.*

Your lifespan is simply *astonishing*, Jumper. In fact, you could say that it is virtually infinite. You will not grow old unless you want to, you will suffer no physical or mental degradation from age, and you gain a very healthy body on top of all that.

Should you wish to, like Bilbo, you may die at will, and cause your body and clothing to vanish into thin air as you do.

Teh Warrier

The Gimlaugh (100)

Like Gimli, your laugh is truly *something*, Jumper. It sticks into people's heads and, *somehow*, it never gets old or irritating, no matter how many times they hear it.

On an unrelated note, you may force anyone who has heard your laugh at least once, to hear it again as an echo whenever they do something *really* embarrassing or funny.

Epic Skills (100)

You have epic skills, Jumper. No, not combat skills, *sax* skills.

The music you produce with that instrument is nothing short of *beautiful*, Jumper. You truly are the Lord of the Sax.

"That Still Only Counts As One!" (200)

Ah, fighting competitions. Is there anything more rewarding than keeping track of the number of people you kill on the field, before comparing it to your rival's?

Well, it certainly is a pastime, and now you can freely cheat at it. And any other form of point-based competition. With this Perk, you may declare that any participant in any point-based competition has only earned *a single point*. Scores will be adjusted without question to make it happen.

Of course, you, too, need to participate in that same competition. And yes, you may aim this power at yourself.

Just remember, only a single target per competition.

As Good Things Come (200)

"I asked her for one. She gave me three."
- Gimli, not being a gentleman.

What a player you are, Jumper!

Like Gimli, your skills at seduction are so great that, even while held as a prisoner in the middle of a racist country that hates your kind, you could seduce your sexy and racist jailor within the span of a conversation, and end up receiving a few kisses by the end of the day, probably *more*.

Boing Boing Boing (400)

Like Legolas, you have sick jumping skills, Jumper. They are indeed worthy of your namesake. Not only can you jump over thrice your height, it's like your weight, force, and momentum are only applied and conserved according to your whims when jumping around.

In fact, you could jump up between falling rocks or readjust your falling direction in mid-air without trouble, regardless of how impossible that should be.

The *Mario* sound effects as you jump are optional.

Actually Legolas (400)

Once per week, Jumper, you may fire a special shot from any long-ranged weapon. What is special about that shot, is that it *will* strike its target, no matter what or *where* that target may be.

So yes, you could shoot the One Ring straight into Mount Doom from the other side of the planet, or even in an alternate timeline, should it be your target for this week. Just don't expect the projectile to always be powerful enough to actually cause damage to your target by the time it arrives, or to strike anything *other* than your target on the way.

It makes for an impeccable delivery system, however.

“What Are We Waiting For?” (600)

Indestructible, Fate, Prophecies, Intangible, all of these mean *nothing* to you, Jumper. You ignore all of that and treat your target for what it is, something to be destroyed.

You can kill unkillable beings by giving them what would normally be mortal injuries, and you can destroy that ring, fated to only be destroyed in the flames of a specific volcano, with a common axe.

When it comes to matters of war and destruction, you may ignore things that would prevent you from dealing them to others, Jumper. You are a warrior, you fight, and you *can* win with what you have on yourself, *always*.

The Bowmaster (600)

You too are now the Bowmaster, Jumper. Armed with a bow, you will never run out of arrows, you will nail a headshot from hundreds of meters aways, your arrows will never lose in speed or power as they travel, and you may continuously fire over ten arrows per second using a common bow, with no adverse effects.

You are Jumper, the Bowmaster, and you can shoot down an army alone.

Teh Evil Villain

Doormaster (100)

What a strange power, Jumper. You share Saruman's incredibly useful ability to open and close the doors of your domain at will.

So long as you know where that door is, and that location can be considered *yours* in some way you would be able to justify, you may slam it shut, or open it with a thought, no matter the distance.

Keep in mind, you won't be aware of the doors' current state. It is the power of closing doors, not *feeling* them.

Trololoooo~ (100)

There is a power deep within you, Jumper. A power vied for by most being of reason and feelings. The power of *music*.

From this moment on, Jumper, whenever you choose to sing or hum any song present within your head, the full soundtrack playing within your mind will play out in reality as well.

No need for instruments. You start the song, Jumper, and the world will take care of the rest.

It's a Match! (200)

"Gandalf the Gay, rides to Isengard, seeking my cum."
- Saruman, to Gandalf

You, like Saruman, are capable of making people fall in love with you irrespective of your sex, personality, moral compass, actions, or affiliations.

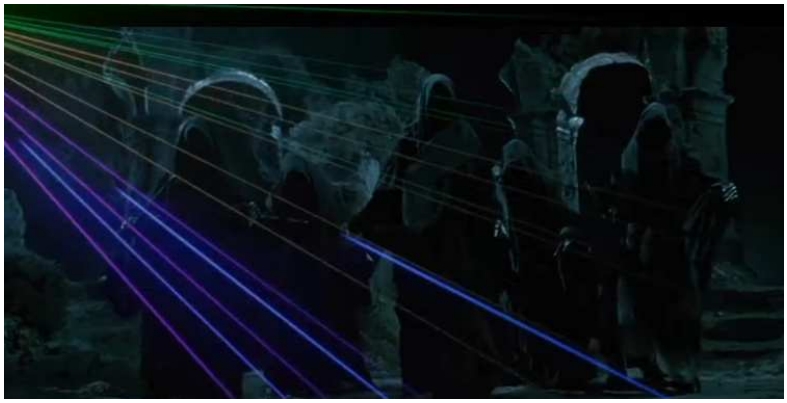
While this Perk does nothing to help your appearance or seduction skills, Jumper, it does smooth out your love life by removing most limiting factors on your potential partners.

Nazgul-Worthy Teamwork (200)

You, Jumper, have an incredible sense for teamwork in all forms.

Like the Nazgul, when working as a team, all of your skills push each other to greater heights, letting you achieve greater results than you would ever have alone. The more of you are involved, and the better you know each other, the greater the results.

So go, Jumper and friends, and decimate this dance floor!



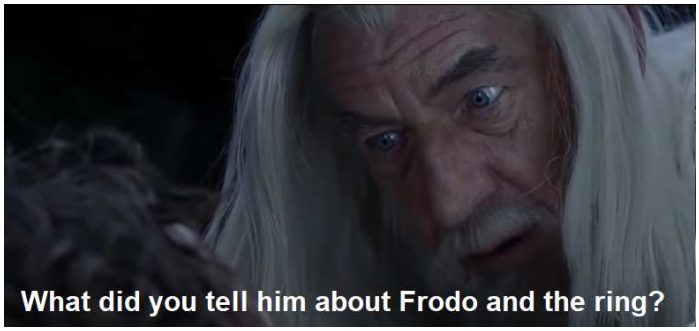
Magic 8-Ball Moment (400)

*"He told Sauron **everything** of frodo and the ring."*
- Gandalf, about Pippin.

You're just lucky like that, Jumper.

Somehow, whenever you are in search of information, it won't be long before someone who has *everything* you want to know stumbles across your path. And on top of that, that person will be *easily* intimidated into giving away all of that information.

This will help you even when you are searching for lost pieces of knowledge or legendary artefacts, but keep in mind that you *do* have to be searching for them. This won't help you discover what you are not searching for, like that conspiracy against you, or that ambush down the road.



“I’ve Heard Enough, Shoot Him!” (400)

You are great at playing with the emotions of others, Jumper, especially when it comes to making them angry, grating on their nerves, and making them despise your very existence.

In fact, it would only take you a few seconds of uninterrupted talking to make someone want to kill you, if only to shut you up. In a few minutes, you could turn an entire crowd *murderous* towards each other for the right to kill you first. There are no pacifists around someone like you, Jumper.

Oh, the things you could do if your voice reached far enough.

Lord Of The Strings (600)

That’s you, Jumper. You are the Lord of the Strings. You look incredible, your singing skills are masterful, and you are peerless with all stringed instruments.

Your charisma as a musician is such that you can *urge* everyone who can hear you into following you in your songs and dances, the lyrics and tune becoming perfectly natural for them on the moment. Even if they have a reason to kill you with extreme prejudice, you can be assured that they *will* dance and sing along even as they try to end your life.

Additionally, your passion is so great that you may “charge up” musical power during a solo on any musical instrument, that you may then channel into a magical shockwave after a few moments, wide enough to cover an army of tens, *hundreds* of thousands of men and send them all stumbling to the ground.

Rewind (600)

*"...***Censored*.**"*
- Merry / Pippin, watching Sauron un-die himself.

Sometimes, your enemies achieve something truly incredible. Sometimes, they destroy the source of your power. Sometimes, they cause the volcano near your fancy tower to erupt out of nowhere. Sometimes, they destroy said tower with a stray arrow, *and on accident at that*.

Sometimes, people think they've won against you. And in those times, Jumper, you laugh smugly.

You have the power, Jumper, to completely invalidate the results of any action at will. No matter what those results or actions may be. If you see someone do something you don't like, you can simply tell them "nope", and all of their hard work will be undone, just like that.

Your power source? Back in one piece. That volcano? As stable, calm, and whole as it always had been. Your fancy tower? Rewound into its perfect state in a snap of your fingers.

And you even get the power to let whoever's action you just invalidated know exactly how *smug* you are feeling about it.

There are only four downsides to this ability, Jumper. First, you may only invalidate a single action once a day, and only if that action was taken within the last 24 hours. Choose wisely.

Second, remember that some terrible things that happen in the world are not the results of someone else's action. Like earthquakes. You cannot undo those.

Third, you actually have to know of an action to invalidate it. So, if your soul is currently exploding because someone threw your soul jar into lava, you would actually have to know that this event happened. You *could* fire your ability at blank, by guessing that it was most likely what happened, but if you are wrong then your only chance will be consumed over nothing.

Remember, you are invalidating *actions*, not their results. If you don't know what the action is, you can't do anything against it.

And lastly, this will not activate automatically upon your death. You would have to actually invalidate whatever caused a mortal injury before it took you. And that means knowing what action, *who's* action, is resulting in your death.

Teh Itemz

Itemz under your Orgin get a 50% discount. Discounted 100CP Itemz are free!

Undizcounted

“And My Sax!” (Free)

As this is a recurring meme in this world, Jumper, you too may choose a “sax” to bring along. It can really be any kind of musical instrument, but be assured that it will sound clearly like a saxophone.

Jumper Edition (100)

This, Jumper, is an amusing gift.

This is a small, portable computer with a rather good video-editing software, but it also has a special function. You may open a special app, type in the name of an animated series or show of your choice, and the computer will produce a video introducing the main characters of the local story, but using your choice’s style of introduction.

So, you could end up with The Lord of the Rings being presented as if it was an episode of *Friends*, or of *Mission: Impossible*, or literally anything else. It won’t help you much to understand the theme or the plot of the story, but at least you’ll know names and faces of the main cast?

Unlimited Luminous Rings (200)

Well, this is quite the collection you have here, Jumper. You now are in possession of an endless pile of rings, all replicas of the One Ring, each shining in a different colour.

They don’t actually do anything beyond that, but at least they look pretty?

The YouTube Trophy (400)

No, Jumper, you don't have it. What you *do* have, is a missive that you can write once per Jump. It allows you to send a single message all across the world, with the guarantee that *everyone* in the setting will receive it and read it.

The message can only be as long as a single, normal-sized letter however, and everyone will receive the exact same message. Also, it cannot be used to trace it back to you unless you make your identity really obvious in it.

Jumper Calls For Aid, and Kentucky Will Answer! (600)

This, Jumper, is a simple war horn. Or so it looks like, from the outside. When blown, that war horn will summon a true army of hundreds, *thousands* of chickens by your side, that you may direct at any target.

Beware, Jumper, that they are merely common chickens despite their numbers, and that you may only blow the horn once a day.

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Teh Old Trollish Wizurd

The Pointed Hat (100)

This is a hat, Jumper. A Wizard's hat. It is pointy, apparently made out of some kind of fur, and will keep your entire face at the perfect temperature in all weathers.

But its true power, Jumper, is that it bounces hypnotically along with your head, making your headbanging all the more unforgettable to observers.

Fly Safe With Air Mordor (100)

This is your flight ticket, Jumper. The only one you'll ever need. With this, you have a free place on every aircraft ever, for every flight you care to go on.

And, once a year, you may even use it to take the pilot's seat. No one will ever question this.

Over 9000 Horsepower (200)

You have a carriage, Jumper. A Normal wooden carriage with a horse. For some reason, not only can this carriage go as fast as a modern sports car on any terrain, it can also accelerate to full speed instantly, and will explode violently and with great force on impact.

It will always come back to you in one piece the next day.

Unlimited Fireworks (200)

For some reason, you now possess an endless reserve of common fireworks of all kinds, Jumper. They come in every shape, size, and colour, and you even have a legal permit to possess them and set them off whenever.

Unfortunately, they're not the *good* kind of fireworks, the kind that explodes in a fireball of burning death. Oh well, I'm sure you'll come up with something, eventually.

Boomstick (400)

Unlike what this may sound like, Jumper, the Boomstick is not a firearm. It is a magic staff. A magic staff capable of producing enough force in a single direction to send people flying dozens of meters, as well as shooting small fireballs.

Gandalf tends to use it to shoot people off into dangerous or funny situations. Perhaps you could surpass his best pranks?

An Amazing Horse (400)

This is your horse, Jumper. And your horse is amazing.

So amazing, in fact, that it can take you anywhere in the universe, terrain and environmental conditions will not stop it, and it will protect the passengers in its back from these same hazards..

Fear Gangster the Cray! (600)

Like Gangst- *Gandalf*, you have free access to a true arsenal of pure firepower, Jumper. In this pile are pistols, semi-automatic rifles, miniguns, *rocket launchers*, and so much ammunition that you will never run out.

Even better, all weapons from this pile recharge automatically from the pile all the time, giving you access to effective infinite ammo, and you can summon and dismiss them back at will.

This comes with a sexy cap and some pretty good weed, for life.

Awful, Traitorous Contract (600)

"Do not take me for some conjurer of cheap tricks. I am trying to rob you!"
- Gandalf, to Bilbo Baggins.

The Awful, Traitorous Contract is a wonderful invention, Jumper. Should you get anyone to sign it, *willingly or not*, all of the terms written on it will become legally *and* magically binding until the contract is voided by all parties. Unfortunately, you may only maintain a single one at a time, per Jump.

Teh Future King

Rugby Ball (100)

This looks like a normal, common rugby ball, Jumper. But whenever you reveal it, it's like everyone around suddenly split into two teams, those with you, and those against you.

So long as the ball stays in their sights, you can expect everyone not on your side to go chasing after it, even if they really should have better things to do.

However, don't think that will stop them from trying to kill you at the same time. People can multitask, you know?

The Horn of Jumper (100)

This is a common war horn, Jumper. Only, it isn't. Whenever you sound it, it will produce a song of your choice, that you may change every week.

Whenever someone hears the horn sound, they will instinctively know that it comes from the Horn of Jumper, even if they don't know what that is, or who you are.

A Lightsaber (200)

You are now the owner of a lightsaber, Jumper, in the colour you desire most. Depending on your current continuity, this may not be as unique a weapon as you may believe.

It's still a lightsaber, however, and will remain a *deadly* weapon whatever the case may be.

Beeeeeeee! (200)

"Beeeeeeeeee!"
- Answered the herd.

Once a day, Jumper, you may shout this war cry to summon a herd of sheep and send them after your enemy.

There are hundreds of them, but remember. They are sheep, Jumper. *Sheep*.

Alternatively, you may simply summon the herd to make use of it. They will remain where you summon them, after all.

Just keep in mind, it will always be the same herd. As the sheep are Followers, they will be replaced upon death, but it will always be *this one herd* that you summon.

“The Beacons Are Lit!” (400)

“Gondor calls for a party!” “...And Rohan will answer.”
- Not actually in the script. Shame, that.

You have the designs, Jumper, to create a network of Beacons. They look like plain firewood pyres from the outside, but they are actually a high quality sound system capable of broadcasting music and light shows across mountain ranges and even entire countries.

Or, well, I suppose you *could* use them to broadcast messages instead, or the news. In any case, the Beacons are *lit*, Jumper, and they cost nearly nothing to make.

The Song of Fear (400)

Where you found this, Jumper, I have no idea, nor do I want to know. It looks like a normal, modern radio, but it certainly isn't that, as it can play only one thing. A single song.

Whoever hears this song, Jumper, is taken by an extreme level of instinctive and bone-deep *terror*, fleeing as far as they can, as *quickly* as they can, so long as they can hear it.

This will be effective even on an entire army at once. Thankfully, you are capable of excluding specific groups of people or creatures from the effect every time you push the "play" button.

Big Lizurd (600)

Dragon, Jumper. It's called a *dragon*.

This is your new pet, a rather big dragon, coming in any colour you want. It is completely loyal, does not need to eat, and is considered a Follower for your purpose.

But that's not what interests you about that mythical beast, is it? Well, know that it can fly all over an entire city and set it all on fire within minutes, at the most. It is also extremely resistant to damage of all kinds. As a Follower, it also comes back the next day if killed.

On the negative side, unlike Smaug, it is not smart enough to talk. Regardless, you are certain to become a threat capable of levelling *countries* with this new acquisition. Just keep in mind that the dragon *can* get tired, before you make it breathe fire all day long.

The Chalice of Peace (600)

This, Jumper, is a golden chalice. You can fill it with water, the blood of your enemies, or really any substance you can imagine. It will clean rather easily.

What is *really* important, is that this chalice, once filled and presented as a toast, will force anyone who sees you or the rest of the party to toast and party along with you, until you put the chalice down.

Battles will stop, wars will be put on hold, even a natural disaster will kindly wait until the end of this drinking party you just declared by showing off the chalice. Use that time wisely, Jumper. It will run out as soon as you put the chalice down, or if you try to take actions that are obviously not party-like to the participants.

Teh Avdenturer

Here Lies Jumper (100)

Well, isn't that a nice gift? Someone is clearly thinking… *something* about you, Jumper, given what item you just received.

This is your tombstone, carved in stone with your local name and date of birth, as well as an epitaph. On top of that, the date of death will update on its own should you ever die.

Place it wherever you wish, you'll receive a new one for every Jump.

Second Second Breakfast (100)

It wouldn't do to go hungry during the day, Jumper! As such, you may summon a rather large breakfast only once every day, to fill that belly of yours.

You'll never have to skip your second second breakfast again, Jumper. Now about the second second second breakfast…

The Good Stuff (200)

You have access to the Good Stuff, Jumper. What this is, is an endless source of high quality weed. It will take you high like nothing else, the fumes create the most wonderful hallucinations, and a single puff to the face will tempt even the most respectable wizard in the whole world.

On top of all that, you can be assured that the stuff can't poison anyone, it is simply impossible for it to have adverse health effects of any kind.

The Fellowship Of The Instruments (200)

This, Jumper, is your very own musical band. You have a dozen or so members, each with the appearance and personality you desire, each a master of their own instrument, and they are loyal to a fault. Together, they cover strings, percussion, winds, and vocals alike.

As your Followers, you may summon them wherever, whenever, and they don't die permanently. You can even exchange them around, should you wish to!

Just, don't expect them to be good for *anything* other than musical matters.

Big Bad Dragon (400)

Don't google that, Jumper!

Ahem. What you have here is the blueprint to make a sort of dragon-shaped fireworks from rather common materials. It is the size of a human child, can fly for a few miles when properly oriented, and will explode in a beautiful, dragon-shaped light show, with enough force and fire to wipe out a small village on impact.

For all things concerned with it, however, it still counts as a tool of entertainment and *not* as a weapon, for some reason.

One Door To Rule Them All (400)

What you have here, Jumper, are the blueprints to make a door. You can make it out of quite common materials, which you are certain to find everywhere you go.

This type of door is particular in that it is as tough as a foot-thick door cast into stainless steel, despite being a seemingly common door made out of common wood. Also, whoever tries to go through one by force is more likely than not to be highly distracted by the drum-like sounds it makes.

I Give You A Star (600)

This is a Super Star straight out of a mario game, Jumper. Whatever is it doing here? Regardless, you may eat that Star to become utterly invulnerable to all forms of damage, twice as strong, and twice as fast for a full ten minutes.

Be careful with your time, Jumper. You only gain one per day.

And yes, they *do* stack, actually.

Some Things That Have Not Yet Come To Pass (600)

This is a bowl of magic water that can't be spilled, Jumper. When you look into it, you will see things that were, things that are, and some things that have not yet come to pass.

Well, to be fair, you don't have any control over what the magic water shows you, and most of it is rather graphic sexual stuff for some reason. But it's all stuff pertaining to your future and that of those you care about, and there is some very important information hidden in there, I swear!

Teh Warrier

Special Surfboard (100)

Shield, Jumper. It's pronounced *shield*. Although, given how stable it is when stood on, and how smoothly it slides across all kinds of terrain, I *suppose* that you could use it as a surfboard.

Just… Don't forget its primary purpose when you need to save your own life, okay? That would be embarrassing.

Party Gear (100)

This, Jumper, is a party hat that you may summon at will.

I would love to say that it is everything, but it actually also comes with ambient party music of your choice whenever you put it on.

Do be careful, however. There are some people who believe that not every waking moment is the right time for a party, for some reason.

Shots! Shots! Shots! (200)

Everybody!

You have an infinite source of common alcohols of all kinds, Jumper. An endless amount of shots that you can serve at any party you attend or host. Truly, you are a maker of miracles.

Be assured that, with this, you will make many great friends during your time here.

I'm A Barbie Girl (200)

Please don't make me sing it, Jumper. We wouldn't leave this document for years- ****Ahem****

In any case, this is a pile of plastic figurines of the local main characters. It updates with every Jump you go through, adding to the pile, and you will never run out of any specific figure.

And yes, Jumper, it is retroactively applied. I'll leave you to your nostalgia, now.

Special Shot (400)

This, Jumper, is a set of blueprints detailing how to produce an arrowhead, a shaft, and a fletching. They can all be made with commonly available materials, but it will take you a *very long time* to craft even a single one of these parts, as they all require some magic work. Expect at least a full day of work for each.

On the other hand, the effects are very much worth your time. The arrowhead will explode on impact with enough force to blow up an entire stone tower nearly a mile in height, and can be set to a single, specific target upon firing, preventing it from exploding against anything else.

The shaft will enchant any arrow it is a part of to pierce through any kind of matter, and be unaffected by gravity. It also takes off a lot of wind resistance away as a byproduct of this effect.

As for the fletching, it too can be given a target when the arrow is fired, and will work to direct the arrow to that target like an auto-guiding system.

The arrow, once fully assembled, can strike at nearly any enemy from nearly anywhere in the world, and utterly *obliterate* them. It is even capable of interplanetary strikes (though you'll be waiting for years, *decades* before it arrives, at least).

Perhaps you could study the blueprints to alter the effects slightly, or even reproduce them on other things?

That Is No Orc Horn (400)

Indeed not, Jumper. This is a Jumper Horn!

This gigantic warhorn is, in fact, the best sound delivery system in the world. Whatever is spoken, played, or otherwise sounded into it, will be broadcast across the entire planet, and heard in every building no matter how well-isolated.

Don't worry, it does come with an "off" button. Just don't keep it turned on when unused. It will pick up the wind too, you know?

The Red Sun Rises (600)

You now own your very own sun, Jumper!

You could choose to keep it in a pocket universe, accessible from your Warehouse, or somehow insert it into any new Jump you go to. Beware the consequences of the latter, however.

Even if you don't insert it, you may have the Red Sun appear for as long as you wish on a mental command, temporarily replacing the local sun if any exists. This is useful because this Red Sun of yours has a special effect on all lifeforms capable of seeing it, which you can activate at will.

The Red Sun makes you dance, Jumper. It creates an overwhelming need to *party* in all being capable of it. Beware, this affects you as well, although never enough to forget to turn it off.

+500.000.000.000 EXP (600)

That's… *Woah* Jumper, I don't even… How…

Ahem What I mean is, *Congratulations*! You have successfully destroyed a great enemy and, like Gimli, have been rewarded for it. *Will* be rewarded for it, regularly. Every year, Jumper, you gain 500.000.000.000 EXP. What does that mean? Well, if you have an exp-based system of some kind in your possession, I don't believe that I need to explain what 500 billion additional EXP does.

If you don't, well… Imagine having been through a war, Jumper. A brutal, bloody war of immense proportion and great impact, spanning the whole world. You were right it the thick of it, on the front lines, doing the suicide missions, fighting enemies far above your weight class, and facing armies on your lonesome to give others the chance to survive. Then, after years, you finally put down the big bad yourself and ended it once and for all.

Imagine if *all of that* were true, Jumper. Imagine if you really *did* live through that war for years, and survived until the very end. Imagine all of the skills, experience, training, and abilities you would have gotten or developed during that time.

This is exactly what this gives you, Jumper. All of the skills, experience, training, and abilities you would have gotten by going through a war of that scale, standing right in the middle of it, except *without* the memories and trauma that comes from it.

Once per year, Jumper, you get a hero's reward. Pray this doesn't become an indication of where your future is going. If you so wish, you may have it come as a consumable item that you may share with others instead.

Teh Evil Villain

The One… Thing (100)

This? Oh, that's just a cheap halloween prop you bought one day, Jumper. It looks really cool, I'll give you that, and it has this strange ability to make your enemies believe that it is the source of your power, right up until the moment they break it like the cheap plastic prop that it is.

No worries if it breaks, you'll get a new one by the end of the day.

Thunderstrike (100)

This, Jumper, is a thing of beauty. The Thunderstrike is an electric guitar that will never break, never lose its perfect tune, and will never hurt your fingers, no matter how hard you go during your solos.

And on top of that, it can project harmless flames a few feet ahead of itself on demand, for effect. Isn't *that* a quality instrument, Jumper?

Boom-Jar Recipe (200)

This is it, Jumper! Saruman's secret gunpowder recipe! Just a single, head-sized jar of the stuff can shatter a thick castle wall made out of stone, and throw the pieces up in the air for dozens of meters before they'll fall back down. Be careful, however, as it will explode with the smallest spark.

You will always find the ingredients to make it in any world. They are rather common.

The Ball of Truth (200)

This is a big crystal ball, Jumper. I think they would call it a Palantir in the other universe? Regardless, yours only *looks* like one, its functions are far more… *interesting*.

Whenever you reveal the Ball of Truth, it will start producing sound and images of the people around, memories that reveal their most embarrassing secrets and shames. And it will not stop until you put it away.

Worry not, it doesn't work on whoever is holding it.

Tower Defense - Mordor Edition (400)

Now *that* is classy, Jumper. You are now in possession of the blueprints to make yourself a mile-high tower with a giant, flaming, eye-like ball at the top that can aim on its own from miles away, and shoot laser rays. And those lasers can make things explode, at that!

If that doesn't add to your Dark Lord flair, nothing will.

The One *Ring* (400)

And this, Jumper, is an *actually* indestructible thing. A Nokia phone with infinite battery, a perfect and stable cellular connection everywhere you go, no limits on memory storage, and, somehow, a great and Fiat-Backed internet connection. It is also immune to damage of any kind.

Well, even if you don't want to use it as a phone, it still has a strange ability. Mainly, you may choose to use it as a 1-Up, in which case it will regularly be lost to you, ending up somewhere in the current setting without your knowledge, and it will gain a single, *very specific* weakness usable by the natives to destroy it.

Of course, should it break, your additional 1-Up will disappear as well. And should you consume this 1-Up, the Nokia will break as well.

If you somehow break your Nokia, don't worry. You'll get a new one in 10 years, with a complete copy of everything that was in the last one.

Order 66 (600)

The Order 66 is a communicator. It doesn't actually connect to anything you can find, but if you activate it while thinking of someone, *anyone in the universe*, they will immediately turn over to your side and serve you loyally from that moment on.

Unfortunately, you may use this only once every 10 years.

The Song of Death (600)

No one knows where you found this horrible curse, Jumper, and that is probably for the best. What you have here is a music sheet, a song written upon it.

Should this song be sung by anyone, all beings capable of hearing present within the local universe will hear it clearly and slowly begin to die, some faster than others, the only exception being the singer themselves.

Beware a few things, Jumper. Firstly, the area of effect of this cursed song is not something you can control in any way. Secondly, it may be vanquished with a pair of earplugs. Thirdly, a *sapient* singer is needed for this to work, machines will not do. Lastly, some people will not die even by the time you reach the end of the song, simply too powerful to fall in the face of it.

Companyoonz

Import (Free)

You would torture others besides yourself with this setting? You truly are a monster, Jumper. I *love* the way you think!

Fine then! You may import as many of your Companions as you wish, and create up to 8 new ones that you are guaranteed to meet in short order. The first 8 of them get **600CP** to spend here, and *all of them* may take drawbacks. Be careful, some of them *stack*.

In addition, feel free to redistribute some of your own CPs among your Companions as you wish.

Canon (Free)

Is anything truly Canon in here? Well, regardless, you are free to take anyone you can convince as a Companion for free. Congratulations on your new friends, I suppose?

Fear not, should you wish for it, they will be given a free sanity as you leave.

Epic Sax Dwarf (Free)

This Companion of yours is a dwarf. In fact, he is the Epic Sax Dwarf, too. Just, imagine Gimli without an axe, but a sax instead, and epic skills in playing it.

With your own dwarf and his sax around, you will never need for entertainment, Jumper.

Good luck getting him to stop, though.

Drowbackz

All Drowbackz will disappear after the end of the Jump, so feel free to fuck up your life as hard as you can, Jumper.

Extended Insanity (+100 Per)

You were cursed, Jumper, to stay for 10 more years in this crazy world. I hope the points were worth it. You may take this as many times as you wish, but beware that the entire world will get crazier and *crazier* in a linear function for each successive decade, eventually reaching *far* past the point where it might still be survivable.

Why would you do this to yourself, Jumper?

AhahaHAHAH*AHAHAHA!* (+100)

You are terrible at singing, Jumper. Well, really, this doesn't affect your singing voice so much as how people react to it. Whatever the case, whenever you choose to sing, *everyone* around you will laugh at you, mocking your performance.

They might even throw tomatoes, if they have them on hand.

"Gimli Is Too Expensive To Feed."(+100)

Jumpers need good food to grow strong and healthy! Well, in your case, you need *way too much food*. You need so much food per day, in fact, that even a prince from the elven kingdom would find it too costly to hold you in jail, solely due to your food budget.

And yes, Jumper. Despite all the powers you may have, *you will need to eat*.

“For Frodo.” (+200)

Like Aragorn, you suffer from a terrible case of tunnel vision, Jumper. So terrible in fact that, should you be fighting in a war, you would never notice that you are *the only one* rushing at the enemy, your own army having decided to stay put.

You’re just *that* focused, Jumper. And it will never get better.

Gandulf (+200)

Despite your title, you can’t actually jump very far, Jumper. Like Gandalf, you will *always* believe that you can make it, but nearly all jumps you try from now on will be *very* close calls, and you will trip and fail them *far* more often than not.

And did you know, Jumper, that running can be considered a form of jumping?

“One More Step…” (+200)

Oh, Jumper. When will you learn *to shut the fuck u-*

Ahem. See, Jumper, you now share Sam’s linguistic problem. Or perhaps it would be more accurate to call it brain damage? Regardless, there are now a couple of rather long sentences about yourself and your life that you just tend to repeat. All the time. Especially *when no one asked*. Especially when your allies and yourself could really use the silence to, say, *hide*, or gather some sanity back.

Don’t expect to make too many friends, because of this. What you should expect are murder attempts to *finally* shut you up for good.

Bro-mir (+400)

You must be part of Boromir's extended family or something, Jumper. It's the only thing that makes sense as to how you came to share his curse.

Whenever you sing, Jumper, and whenever you do *anything* even remotely musical, you will be rudely interrupted by an arrow to the chest. *Always*. Who knows where it comes from?

You also have this nearly irresistible urge to pull out an instrument in situations where this could be described as "inappropriate" or even "dangerous", such as in the middle of a fight.

"Frodo. Where is The Ring?" (+400)

Everyone tends to overreact when it comes to you, Jumper. It's like people treat you an order of magnitude more *violently* than they would others in all situations.

Did that guy mean to ruffle your hair? Actually, he just pushed you on the ground and sent you rolling downhill for a couple meters. Did that guy want to ensure the safety of this priceless and very dangerous artefact? Hesitate to show it for even a moment, and he will be hacking at you with an actual sword to get it from your bloody corpse.

The more tense and sensitive the situation, the more pain you'll be dealt in response.

They're all still your friends, of course. It's just… *you*, Jumper.

"Go Home." (+400)

Like Sam, you take *everything* to the first degree. Not only will it give you trouble understanding humour in general, it will also prevent you from recognizing and understanding the obvious suffering in others, tsundere-like behaviour, and the meaning of riddles.

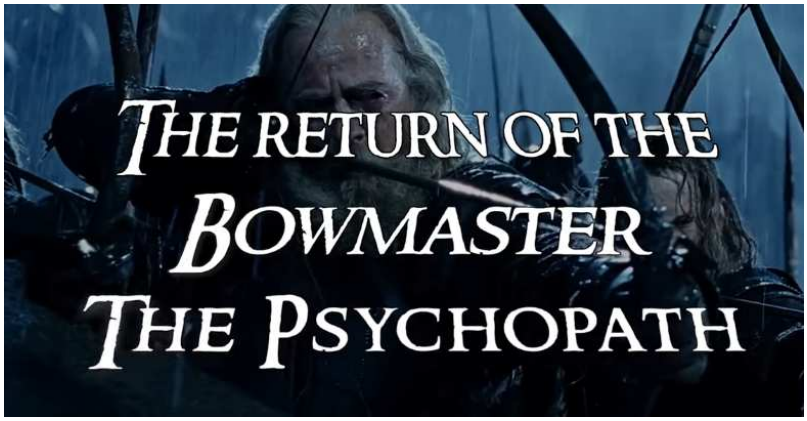
If your friend tells you to leave, like Sam, you *will* leave, even though they secretly wanted you to stay. If someone asks you what's up, you will answer "the sky" with utter seriousness. This is the kind of person you are now, Jumper.

Bowmaster The Psychopath (+600)

How unfortunate, Jumper. Like the original Bowmaster, you derive immense pleasure from the pain and death of others, especially the ones *you* cause.

This urge to see the world covered in corpses and bloodied innocents is linked to both your adrenaline level, and the amount of pain and death being dealt in your immediate surroundings.

When you are calm, you will have little trouble resisting it. But if you were to find yourself in the middle of an active battlefield, you would have an extremely hard time not jumping as your so-called allies to hack at them until you are the only one left standing.



Jumper vs The Forces of Copyrights (+600 Per)

This is a Crossover, Jumper, even beyond what was already present in this world. Every week, a powerful character from another franchise will be inserted into this world with the sole purpose of beating your ass to the next Jump, and they'll even team up if they must.

They will be strong, Jumper. Not unbeatable, but among the strongest humans (or *seemingly* humans) of their respective universes, at their very best, their powers and technologies working perfectly fine, and we all know that there are some *very powerful* humans out there..

Good luck surviving, Jumper. You'll probably need it.

And you know what? I'll even allow you to take this multiple times, adding yet another arrival each week, with no upper limit.

How far will you take that, I wonder?

What A Turn Off! (+600)

Indeed it is, Jumper. This Perk turns off *everything* you have that should not be here.

Your Perks and Items from previous Jumps? You can kiss them goodbye. Your powers and technologies from outside of this setting? You'll never get them to work. Your Warehouse? Inaccessible. Your memories of the local lore and events? A blank slate.

In fact, this perfectly sums up your existence at the moment, Jumper. A blank slate. Try not to get coloured too much by the local rainbow of rampaging insanity.

An Effort In Futility (+1000)

Choosing this drawback is *madness*, Jumper. And not of the Sparta kind.

First, should you have become too insane to think human thoughts by the end of your Jump, you simply *won't* leave, and your JumpChain will end here, in this world.

Second, you won't have the chance to leave at all until you somehow fix this world. Events must start making sense, the people must stop killing each other over gags, the dead should *stay* dead, and characters from another setting should stop getting inserted into this one.

Until this Jump becomes entirely normal (for the Canon setting), and starts making sense, you won't be going anywhere, Jumper. Of course, you must also ensure that this fix will be a permanent thing.

The only positive point in all of this? There *is* a way to 'fix' this Jump. Multiple ways, in fact. It will be up to you to find them, however, and you can expect each and every one of them to be *extremely difficult* to pull off.

Also, don't worry. To give you a fighting chance, other drawbacks that you take will not count against this.

Ending

Run Away!

You're free, Jumper, free! Free of that insanity, free of that illogical place, free of those things that call themselves people!
Well, it might have worn at your sanity a bit. Why don't you just go back home and… take a rest? Forever, that is. That should have been enough excitement for lifetimes.

Come, I'll show you the way back and prepare a bed for you. Maybe some hot chocolate? It looks like you could really use it.

Stay

Somehow, someway, you find yourself at home here, Jumper.
I… don't know what to say. Congratulations?
I'll just… go and find myself another Jumper. Someone less scary and more… sane.

Goodbye, I guess?

Keep Going

"Finally, it's over!", right? Right.
Here's the door to the next Jump, Jumper. I'm glad to see that you didn't break too much, in there. Truly, you are worthy of my respect.
Don't worry about your things and your Companions, Jumper. Just keep running to safety, I'll go get them for you.

See you soon!

Notes

- The Lord of the Thing: Teh Lurd Of Teh Reings
- This gave me brain damage to write. Maybe I shouldn't have broken the grammar so much… Meh.
- Yes, all items may be imported into similar stuff as you wish.
- If you are thinking that the *"Jumper vs The Forces of Copyrights"* drawback is too broken, please realise that this includes:
    - Eclipsa (SFoE) and her Spell With no Name (Reality erasure / conceptual death.).
    - Batman in Hellbat Suit.
    - Iron Man in Godkiller Armor.
    - Shiki Ryougi (MEoDP) (Thankfully for you, SHIKI doesn't count as "human" anymore).
    - Scarlet Witch (Marvel Comic level, or "I wish Jumper was dead" level.)
    - Magneto (Marvel Comic level, or wiki Quote: *"He possesses tremendous amounts of power, which is, for all practical purposes, limitless."*)
    - And many more. Not everyone is "just Dumbledore" or Io Otonashi (Acchi Kocchi), though this might just be only that if you're lucky. This drawback is a fucking lottery and you'll play it **520 times**, *at least*.

Changelog

Version 1.2

More grammar and formatting fixes

Version 1.1

Small grammar fixes

Version 1.0

Jumpable, *finally*.