



Version 1.1
Jump by dragonjek

Welcome to the multiverse, Jumper... albeit it a rather smaller multiverse than the one you're familiar with. The local multiverse contains a meager hundreds of habitable universes, each of which serves as a parallel dimension; there are broadly similar rough strokes making all universes similar, but with different details.

In each universe that a person exists, they are connected to all their other selves through a form of energy that exists across dimensions. But, as some people have found out, the fewer alternative versions of you there are, the more condensed this energy becomes. One of them—Gabriel Yulaw—has set about killing all of his alternative selves in order to become “The One”, the singular recipient of the life

energies of all versions of himself to exist, creating a singularity of energy never before seen in the multiverse.

Some say it would make you explode. Some that you would implode. Others tell that it would make the universe explode, or even the entire multiverse, if such a singularity of power should come to pass.

But the belief Yulaw is most interested in is the one that says it would make him become a god.

You arrive in this world a week before Yulaw kills his 123rd alternative self, “Lawless”; this, combined with having killed other versions of himself who were also trying the same thing, means that there is but one single version of him left to killed before he becomes the One. The year is 2001. You receive **+1000 CP** with which to prepare yourself for your time here.

Location

You may either freely select your location, or you may roll 1d6 to take a location from the following list for **+100 CP**.

1 – Alpha Universe:

The first universe, labeled as such because it was the first to discover the multiverse, and thus serves as the headquarters of the Multiverse Authority, aka the M.V.A., a regulating body providing control over travel between universes and punishing multiversal crime. Roedecker comes from this universe.

2 – Beta Universe:

Funsch’s home universe, it isn’t actually that bad... except for L.A., which is a hellhole where the L.A.P.D. is forced to treat anybody they meet as an enemy combatant if they want to survive patrol.

3 – Anubis Universe:

The universe of “Lawless”, at least before Yulaw killed him. Al Gore was recently elected as the President of the United States, the guns seem to be a little more high-tech than the standard for your universe, and police helmets have just a little bit of a “samurai” vibe to them. Why’s it called the Anubis Universe? Well, that’s your job to figure out.

4 –Hades Universe:

Also known as the Stygian Penal Colony, this an inescapable prison for those condemned to serve life sentences without parole—an entire dimension existing purely to hold prisoners, with no in-universe method of leaving, making escape effectively impossible. There are guards present, but they are distanced from the prisoners, and even they aren't able to leave without outside assistance. You'd need to have some sort of universe-traveling capability of your own if you want to get out of here... or maybe you'd prefer to spend a decade making everyone in this prison world into your personal bitches?

5 – Home Universe:

A universe that is functionally identical to the Earth you came from, Jumper.

6 – Free Choice:

You may freely select which universe you go to, and where you arrive in that universe. Maybe you want to try out the Serpenz Universe mentioned in Yulaw's list of murders, or the Monoceros Universe? It's all up to you.

Origin

There are no origins for this jump—the multiverse is too great and too varied. In one universe you might be a criminal, and in another a cop, and a baker in yet another. Or perhaps a waiter, or a pâtissier, or a sous-chef. Maybe a sousaphone player, a used car repairman, or a plumber. Of course, instead of having a background in this setting, you may freely be a drop-in, simply arriving without any pre-existing history or memories to help you.

Perks

You receive 2 discounts on perks per price tier. Discounted 100 CP perks are instead free.

Multiversal Infiltration (-100 CP):

It can be hard, traveling from universe to universe. What might be boring, ordinary clothing in one 'verse could be the height of fashion in another, or a terrible faux pas in yet another. Although language seems consistent between worlds, customs can vary dramatically. If you're trying to sneak around and assassinate yourself, it could be all too easy to call attention to your actions if you

didn't know how to fit in. Fortunately, you do; no matter what the social environment, you always know how to look inconspicuous and can keep a low profile even in the most absurdly deviant of alternate realities.

Veterinary Experience (-100 CP):

You have the equivalent of 20 years of experience working in a field of employment of your choice. In every world you go to, this will update to include 20 years of experience in the local equivalent to that field, ensuring that your knowledge will always be up-to-date in jumps with a higher technology level.

Everybody Was Kung Fu Fighting (-100 CP):

It'll be a little hard to keep up with the Jet Li's—sorry, with Yulaw and Gabe Law—if you don't have something like this. You're a highly skilled martial artist, with the equivalent of 20 years of experience training in a martial art of your choice. You have the reflexes of a trained combatant, and never freeze up when under attack or under fire.

Quantum Sickness Immunity (-100 CP):

Quantum tunneling, for all of its marvel, is also a horrendous piece of technology. Every atom of your body is disassembled and you're flung out of the fabric of space-time into another universe, where it is reassembled—all while you remain conscious and aware. Even a trained warrior or experienced wormhole traveler is overcome with the shakes and shivers, reduced to mewling weakness after arriving at their destination, allowing for even someone on the cusp of becoming the One be brought into custody. But not you. Or rather, you still suffer, but you're able to get control of your body after only a couple of moments. This self-control will also apply to things like vertigo, nausea, dizziness, or other such effects.

Vengeance Is a Dish Best Not Served (-200 CP):

It is easy to be caught up in the desire to wreak terrible vengeance upon those who wronged you, especially if they did so by killing someone you love. But the pursuit of revenge is all too often a hollow one, and achieving your goal never gives you any lasting satisfaction and never heals any of the wounds you try to avenge. Forgiveness may be too much to ask for, but you DO know how to let go of your rage and anger, even when it seems like an impossible task. Furthermore, you will never forget what the consequences of your actions could be, even when caught in the grips of a terrible and hateful fury. You could fight the man who

killed your wife, and spare their life because you know that killing them would risk the lives of countless people.

Of course, that doesn't mean you can't find an alternative way of dealing with them...

"It wasn't a bookstore." (-200 CP):

You have a second sense for imposters, particularly those pretending to be someone you already know. You have an insistent feeling that the fake isn't who they claim to be, and if you listen to this instinct you'll be able to trick them into revealing themselves. This doesn't protect you from the consequences of doing so, however.

Believe the Impossible (-200 CP):

It can be hard, working for a multiversal agency. Local governments rarely accept your authority, and any attempt to convince someone as to what you are is almost certainly going to be met with disbelief. It's hard to tell someone you come from another universe without sounding like a crazy person. But something about you makes people think differently. As long as you're actually telling the truth, people will believe you even if you tell them the most outlandish and impossible things. This should save you a lot of time and headaches.

Wanted for Murder (-200 CP):

Doesn't it suck when someone with your face murders someone and you take the blame? This doesn't provide a blanket protection against that, but you can at least be certain that no one you know will be bamboozled by your duplicates. Your allies can always tell when someone is pretending to be you; even if that was a version of you from another timeline, there would always be something that gives it away and makes it obvious that it was a pretender, not the real you.

You can disable this in case you ever want to deceive your allies.

New Procedure (-400 CP):

People, particularly your coworkers and bosses, are bizarrely accepting of you acting against protocol. You could be under firm orders to take a suspect alive, and your attempts to kill them would be brushed aside. As long as you don't cause permanent damage, it's fine—and even if you did kill them, as long as nothing

worse resulted from your actions, then you'd probably still get away with it. A useful trick for the sort of person who likes to break the rules to get the job done.

The Tiniest Clues (-400 CP):

You are supremely aware of your surroundings, and can pick out even minute, easily-missed details with ease, and in stressful situations. You can always find the small details that give away a fake, and can spot the miniscule differences that separate two otherwise identical individuals. This requires that such differences exist, but if they're there, you can find them.

One Container (-400 CP):

Every time you kill a duplicate, clone, or parallel version of yourself, you grow just a little bit stronger, faster, and smarter. This doesn't apply to clones you create yourself, however.

There Can Be Only One (-400 CP):

You have a remarkable talent when it comes to defeating imposters. When people mimic you—be they alternate dimension versions of you, clones, temporary copies, someone wearing a disguise, or just someone imitating your voice or fighting style—you find all of your efforts in opposition to this individual to be heightened in effectiveness. You chase them faster, hit them harder, resist damage from them better, and are even more effective at insulting them or discovering their plans.

Where Am I? (-600 CP):

It must be hard to find yourself in a brand-new universe. After all, "you" have lived a completely different life there, so there's no reason for you to have the same job, live in the same place, or even go by the same name. Fortunately, you have this; whenever you're looking for someone that you know exists, you develop a link to them, allowing you to track them down no matter who they may be or where they are.

"I'm nobody's bitch. You are mine." (-600 CP):

It doesn't matter what advantage an enemy holds over you. Numbers, flanking, tactics, superior positioning—none of it is important. Unless an enemy is actually capable of defeating you through raw power and skill, no trick will allow them to defeat you. You could be overcome by the trauma of multiverse travel,

surrounded by an entire dimension full of hardened criminals, and still have the ability to power through to victory unless someone there is able to beat you fair and square of their own accord.

Not Quite the One (-600 CP):

You're not the One—not quite—but you're very close to it. For one reason or another, most versions of you in other universes of this jump have died, and their life energies have concentrated into you. You are stronger, faster, and smarter than a human could possibly reach of their own accord. You can run at fifty miles per hour, use short bursts of super speed where everything appears to go in slow motion, and are strong enough to deform steel with your bare hands... and survive attacks from someone capable of the same. Do make note, however, that despite being tougher than a normal human, this provides little protection against force focused on a small area, such as a bullet.

There are only two versions of you still alive, including yourself; the other surviving “you” is fiat-backed to survive the next ten years, but is likewise guaranteed never to leave their home universe or try to kill you. This perk is incompatible with “The One” scenario. In future jumps which operate by different metaphysics, this simply serves as an increase to your abilities, and does not affect any duplicates you may or may not have in parallel universes, if other universes even exist in the jump in the first place.

Items

You receive one discount per price tier, with the 100 CP item being free.

S.W.A.T. Armor (-100 CP):

S.W.A.T. armor from the Anubis Universe, which resizes to perfectly fit anyone wearing it, regardless of body shape or size. It's very useful for stopping blades or bullets... but it wasn't designed to stop the impact from a super-powered punch.

S.W.A.T. Gear (-100 CP):

Everything you need to be a S.W.A.T. officer in the Anubis Universe, save for the armor. The weapon is an assault rifle with an attached shotgun barrel, allowing for increased versatility in combat.

High-Tech Restraints (-100 CP):

A set of restraints with a digital lock, such as those used by the MVA. They're made of tough stuff, designed to restrain even people with super strength without suffering any damage. Only people with the correct authorization are capable of opening these locks, as they are unable to be hacked.

A Very Good Dog (-200 CP):

This is a fantastic example of your favorite breed of dog. Not only are they physically stellar in all respects, but they're extraordinarily tuned to your emotions, and always know when you need a dog's love and comfort. But what's more, they have a peculiar luck when it comes to bringing people into your life. Bringing this dog to the vet might result in you meeting the love of your life; a standard walk in the park, and you might bump into someone who would make a great friend; bring your dog on vacation, and you might run into someone whose idle conversation happens to reveal the answer to a puzzle you're having problems with.

Quantum Scanner (-200 CP):

A handheld device capable of locating imminent wormholes, this tool of the Multiverse Authority is also able to interfere with attempts to use any sort of teleportation, portal, or quantum tunneling effect, by redirecting the travel attempt to a location of your choice. However, those you block will be aware of the interference.

Saboteur's Shoes (-200 CP):

This pair of shoes hides a secret compartment just large enough for a mouse. Nothing hidden in the shoes is able to be detected by others through any means, and the shoes themselves look completely normal on the outside. Comes complete with a small mouse with an explosive device attached to it, strong enough to blast through a reinforced wall. The explosive is remotely controlled, and the mouse will follow your desires to walk wherever you like. If the mouse dies or the explosive is destroyed, you will be provided with a new one after a week.

Quantum Tunneler (-400 CP):

This device resembling a wristwatch is actually a tool to enable quantum tunneling. Whenever a massive star dies and transforms into a black hole, a new

universe is born; this process of genesis influences other universes, enabling those with the technology and knowledge to use quantum tunneling to travel to a different universe. Fortunately, stars collapse into black holes all the time—especially when you consider that there are 124 other universes to account for—so you don't have to wait long until you can travel again. This device will create a wormhole, sucking you and those in your near vicinity into another universe.

Until you earn your Spark, this item will only allow you to travel the local multiverse of each jump setting, but once you've Sparked you'll be able to travel freely to any reality you like.

Custom Gun(s) (-400 CP):

A highly modified M-590, resembling a large, futuristic handgun. It is capable of firing 25 smart rounds per second. It comes with multiple tracking modes, and each round has an anti-personnel explosive warhead with selectable fuse delays. It also comes with all the latest countermeasures, allowing the gun to pierce straight through shields, barriers, and ignores the effects of EMPs and similar attempts to interfere with the electronic features of your weapon. You also get a scaled-down version of this lethal device in the form of an easily-concealed pistol.

Jumper Hospital (-600 CP):

Your own private hospital! Well, not really. It's completely open to the public, and provides care free of charge to anyone who needs it, but still somehow produces all the resources it needs to function and the wages needed to pay its employees (who are all Follower "NPCs" rather than full-fledged people, unless you import one as a companion, at least)—and all without attracting legal attention or impacting the economy. Operations performed in this hospital never have complications, and doctors never encounter either false negatives or false positives in their diagnoses and tests. But more importantly for you, is that whenever you are a patient in this hospital, it is completely impossible for anyone holding negative intentions towards you to figure out where you are. You will always be safe while being treated here.

The MVA (-600 CP):

You get your own copy of the MVA, populated by Follower NPCs. The Multiverse Authority monitors and tracks movement across universes, but yours also keeps track of all travel between dimensions, pocket planes, alternative timelines, and

other forms of travel that may or may not count as inter-universe transit. They do not have the authority to charge people for illegal travel in other multiverses, but they do have the resources to assemble crack squads to take out interdimensional criminals, and the political connections to ensure that no consequences come about from their intervention.

This version of the MVA is loyal to you first, and to justice second. Although they won't break the law for you, they'll turn a blind eye to any of your actions that they would normally find objectionable.

Stygian Penal Colony (-600 CP):

Yes, you get an entire prison dimension, all to yourself. It has staff who keep it maintained and orderly in the form of NPC Followers, but by and large any inmates you place within will be left to their own devices. This isn't a security risk, because this prison reality is completely inescapable from the inside. It requires outside assistance to leave... except for you, that is. You and those you permit can travel to and from it freely, even if you otherwise lack a method to travel between dimensions.

Companions

Companion Creation/Import (-100 CP):

If you'd rather not take on this multiverse on your lonesome, you can either create a new companion from scratch, or import an existing companion into this universe. Regardless of which you decide to do, your companion will receive all the discounts you did, as well as +600 CP to spend on perks and items.

Canon Companion (Free):

You may freely recruit anyone from canon to bring with you on your chain as a companion. All you have to do is convince them to come along of their own free will.

Scenario

The One

Requires:

Must have the “Quantum Tunneler” item. Can not have taken the “Not Quite The One” perk.

Goal:

You must become the only version of yourself. This setting has 125 inhabited universes; that’s 124 alternative selves that you must hunt down and kill. They are not Jumpers, having only whatever perks you purchased in this document; however, for every version of yourself that you kill, the others become stronger, tougher, smarter, and faster, even beyond the empowerment a normal local to these universes would experience. By the time you get to the 124th individual, they will be at least as powerful as you are; depending on how many physical enhancement perks you’ve taken on your chain, they may be much stronger.

Rewards:

You have become the One. You are a singularity of power and energy the likes of which this multiverse has never seen. You are closer to a god than you are to a human; not only have you become immortal, but the amount of energy dwelling within you is infinite in scope (although not infinite in terms of how much you can output at a single time). Your mind and body have been raised to ultrahuman levels, putting you on par with Superman in strength, speed, and toughness, while your mind is comparable to the greatest comic book geniuses in terms of how far it can extend beyond what humans can normally achieve. You also gain the ability to travel the local multiverse without the use of the Quantum Tunneler. Finally, when you are a drop-in to a setting you’re jumping to, you may opt for there to be a version of you who already exists in that setting, and kill them to become a little bit stronger.

However, the process of becoming the One also utterly annihilates the universe in which you kill your 124th self, although the rest of the local multiverse survives.

No, Really The One

Requires:

Completion of “The One” scenario. Must have completed at least 10 jumps before this one.

Goal:

Alright, so you killed all of your other selves... or at least, all of yourself from *this* multiverse. And you’ve become mighty as a result. But you’ve been to other universes and multiverses before. What would happen if you killed EVERY other version of yourself, from every reality? An intriguing idea. But taking on an infinite variety of yourself may be a bit much to start with, so how about we begin with a test run?

Your ability to travel the multiverse is improved to allow you to travel to previous jumps. You must find the version of yourself in that jump, and kill them. Each version of you is “you” in isolation, having only the perks, powers, and items obtained in that jump. However, every “you” that you kill will then empower every other version of you—apart from you yourself—with their perks, powers, and fiat-backed items. This already applies regarding the versions of you you’ve already killed—each and every version of yourself now benefits from the rewards of “The One” scenario. In order to complete this scenario, you must kill yourself in each of your previous jumps, as well as the original you from before you started jumping.

Rewards:

You have become the One (again). You are more the One than you were before, at any rate. By killing all of the versions of you that have fiat-backed powers, you have become a focal point of omniversal energies, which has had the side-effect of destroying the entire local multiverse you were in when you killed your last copy of yourself. These energies ensure that you will continually grow, with all of your perks and powers, as well as your physical, spiritual, and mental abilities, all improving to be greater than they were before with each passing moment.

Most importantly, this has further augmented your ability to travel between universes, and it has developed into **the Spark**, allowing you to freely travel every multiverse and omniverse. But although this may be the end of your chain, it is not the end of your growth; you still exist in the infinite number of realities, and each version of you that you kill will improve your growth rate a little bit more. If you ever kill every other version of yourself in this infinite multiverse, you will

have truly, absolutely, and inarguably become the One, and in so doing, will have ascended to become an entity similar to your Benefactor.

Oh, and don't worry that an infinite number of you will have gained your perks or the Spark. Your killing of your fiat-backed selves only affected your other selves that are affected by fiat-backing, so the rest of you throughout the multiverse only benefits from the original benefit you optioned from "The One" scenario.

Drawbacks

There is no point limit on how many drawbacks you can take.

Noncombatant (+100 CP):

Whatever fighting ability you may have possessed has now just gone down the drain. Oh, you'll regain it when you leave the jump, but until then you aren't going to be able to engage in combat with anything resembling competency, no matter how much you train. Fortunately, Yulaw isn't looking for you.

Shoot First (+100 CP):

You have a disconcerting tendency to want to solve problems with potentially-lethal violence. Now, this won't make you resort to a fistfight over a normal argument, but if you needed to bring in a criminal and killing him might result in a universe being destroyed, you've got even odds of just deciding to shoot him anyways, damn the consequences.

Replacement Goldfish (+100 CP): [Requires Companions, imported or otherwise]

Having someone close to you die is an awful experience. So why not just replace them with someone who is functionally identical from another universe? If any of your companions pass away in this jump, they will not be brought back to life until the end of your time here. Instead, you will get a new, temporary companion, who is that individual from a different alternate universe. They cease to count as a companion at the end of the jump; however, if you so desire, you can replace your existing companion with their duplicate to bring them on your chain instead, with your previous companion remaining dead.

Left Out (+100 CP):

When one of your duplicates is killed, for some reason you are left out of the power gains that would normally benefit all versions of you. Incompatible with the “Not Quite the One” perk.

Bullet Magnet (+200 CP):

You can’t get through a firefight without getting hit by at least one bullet. This doesn’t guarantee that the wound will be lethal, or even serious, but it will definitely be unpleasant.

The Eye of the Underworld (+200 CP):

The attention of the criminal world has fallen upon you, and for a bad reason. Maybe you went around killing a bunch of people connected to major gangs, or maybe you’ve got some evidence that could get a high-ranking mafioso convicted. Whatever the reason, some big names in the crime business want you dead. This isn’t restricted to just your local universe, either—no matter what universe you go to, you’ll quickly attract the ill will of the world of crime.

Threat to the Multiverse (+200 CP):

The Multiverse Authority knows of your existence, and has come to the conclusion that you are a threat to the stability of the universe. They will regularly send hit squads after you, and if that proves ineffective, they will begin to leverage full military might against you, using interdimensional contacts to turn local governments against you and arranging for you to fight entire armies if they must. They seem to have gotten a lot more competent for some reason, too... no more of this “send a two-man team to stop a potential threat to the multiverse” business.

Yet Another Jet Li (+300 CP):

Seems like you’ve become another version of Yulaw. You are now male, look just like Jet Li, and have a mass murderer empowered by the physique of all the other selves that he killed who is coming after your head. Yulaw is smart, and will attack from ambush whenever possible, take advantage of your similarities, and use people you know as weapons to get at you. But for some reason, you haven’t received the empowerment from all your dead doubles that you should have had (unless you took “Not Quite The One”).

Better to Have Loved and Lost (+300 CP):

Well, you're going to get to experience both, Jumper. At some point during this jump, you will fall in love with a local; however, this individual is also doomed to die at some point before you leave. This death cannot be revoked via any sort of time reversal or resurrection ability. *However*, if you also have the "Replacement Goldfish" drawback, then they will get a replacement, which you are able to bring along with on your chain as a companion.

The One Jumper (+300 CP):

You have been reduced to 1/125th of your fiat-backed resources (perks/powers/items/etc) from past jumps. The remaining resources have been split up amongst 124 other versions of you, spread across this multiverse. If you want to get your power back, you will need to hunt down and kill them, which will release the resources they possessed to be available to every surviving version of you. If you fail to kill them all, then your perks/powers/items/etc will still be returned to you in full when it is time to leave. If taken with the "Left Out" drawback, this is worth double points.

Great Minds Think Alike (+500 CP):

Turns out your alternate selves have pretty similar opinions on how they should deal with this multiverse of alternates. Your duplicates all benefit from your out-of-jump abilities and items, and are universally "in it to win it", so to speak, seeking to become The One. This means you need to die for them to succeed, although fortunately you aren't any more targeted than the rest of your duplicates are. Incompatible with the "Not Quite the One" perk.

Notes

Thanks to everyone on SpaceBattles and Reddit for their suggestions.

There are a couple of perks out there that make it so that you don't have any copies of yourself in the multiverse, so you're the only one of your kind. At your discretion, you may freely disable such perks for the duration of your stay in this jump, or use it to automatically complete "The One" scenario (although the universe is still destroyed). It does not, however, complete the "No, Really the One" scenario.

Changelog:

- Version 1.1
 - Added Threat to the Multiverse drawback
 - Mentioned in the notes what happens if you have a perk that ensures that you don't have any duplicates in the multiverse.
 - Renamed Jet Li #126 into Yet Another Jet Li
- Version 1.0
 - Spelling and grammar corrections
 - Created "I'm nobody's bitch. You are mine." perk
 - Added my name and the version number to the jump.
 - Split "The One" into "The One" and "No, Really the One" scenarios
 - Added A Very Good Dog item
 - Added High-Tech Restraints item
 - Removed most mentions of there only being 125 universes, as someone pointed out that Yulaw killed at least one duplicate who was ALSO trying to become The One, so there's an unknown but probably-limited number of universes to account for. I kept it for The One Jumper drawbacks, as there needs to be some sort of finite limit on where your perks go
 - Created Left Out drawback
 - Created Better to Have Loved and Lost drawback
 - Added Great Minds Think Alike drawback
 - Added Replacement Goldfish drawbacks
- Version 0.5
 - Created jump