

Generic Setting

V0.03 (wip but jumpable)

Pick the following options to build your own custom location or setting. This Jumpdoc does not offer any discounts for perks or items. you have 1000 CP to spend.

Origin:

Age - Pick Any

Gender - Pick Any

Race - Any built for the setting or alt Form you possess

Background - you may drop-in with generic information or have a generic background

Average Setting Power Level:

Low - this amounts to cantrips or a gun

Medium - capable of destroying a house

High - capable of wiping out of cities blocks

Setting Comfort Level:

Primitive - the average being may spend all year collecting food and then starve to death

Modern - lots of labour saving devices, plumbing, lighting and decent medicine

Futuristic - Highly Automated Society

Setting Flavour: (pick and combine as many as you like)

Technology

Magic

Psy

Ki

Setting Aesthetic: (pick and combine as many as you like)

Arctic

Biopunk

Dimensions

Eastern

Mediaeval

Megacity

Roman

Space

Steampunk

Tropical

Wasteland

Water

Western

Average Setting Mood:

Welcoming

Peaceful

Neutral

Tense

Hostile

Warring
Xenophobic

Race Traits: (pick and combine as many as you like, you may build multiple races)

Alt-Form Import

Animal

Aquatic

Artificial

Human

Human-like

Mythological

Non-corporeal

Totally Alien

Uplifted

Void Adapted

Perks:

My Body, My Choice (Free)

you may freely choose your gender and age for any jump, as long as it is within the jump possible choices.

Common Tongue (Free)

You understand, speak and can read/write the most Commonly Spoken Non-Magical language near the start of the jump. This update for each new jump and you never get confused about which language you should use and who is speaking what language.

Nomad (50 CP)

You can freely pick your starting location for any jump

Mr Property Owner(100 CP)

You may insert any of your properties into a jump, placing it in-jump before you arrive. You can also start on or inside this property.

Items:

On Your Feet (Free)

It would be cruel to throw you out into the cold, so at the start of a jump you gain a voucher which can be traded for a place to sleep and full board dining for 2 weeks.

Jumpchain Gift Shop Catalogue (Free)

By feeding CP to this Ursine catalogue, it will allow you to store CP to spend in the Jumpchain Gift Shop. you may purchase things mid jump and it can store up to 1000 CP.

Companions:

You may import any and all companions, they do not receive any CP but the jumper may give them some of their CP.

Modes:

Media Mode - instead of building your own custom setting you can select any setting from any Media. If you Desire you can modify the settings with this jump doc.

Supplement Mode - you may use this doc as a supplement to other jumps to change the setting, unfortunately you do not gain the 1000 CP.

As Long As You Need Mode - After the time in the jump is up, you can choose to stay in the jump as long as you want. Any chain failures occurring during this time does not end your chain but rather send you onto your next jump.

Repeat Mode - you can use this doc as many times as you like but you only get the 1000 CP once.

Notes:

By combining Primitive comfort level with Space, Mediaeval, Megacity and Wasteland. it could mean that you're on a ruined mega structure which is inhabited by primitive tribes.

By combining Artificial and Human they could be cyborgs or homunculus or living dolls. If you add animals to that they could be Furry Robots.

By combining Psy with Animal and Non-corporeal they could be anima spirits.

If a jumper has the ability to jump multiverses, they could usually go to any of the settings. so long as it makes logical sense go for it.

Change log:

0.01 - initial release

0.02 - added origins, companions imports and changed Desolate to Xenophobic, added some more Aesthetics and race options, As Long As You Need Mode, minor spelling and grammar

0.03 - Added perks and items