

# Creation Cheat Jump v1.04

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Welcome jumper, to the forbidden land of cheats... at least I hope that's what you're here for. This may have been inspired by various things (for example [this](#), *be warned* I can't vouch for it being any good or SFW), but most of this is just random OP cheats mashed together into what may as well be an alt-chain ruleset, so be wary, you aren't likely to proceed and emerge unscathed.

You have 1000CP to spend in this doc, make good use of it.

## Location

This jump doesn't make any assumptions about the setting. My advice is to apply this to another jump as a supplement. If you really want a starting location, then you start in a modern day setting - it really doesn't matter much, you'll see why as you move forward.

## Age and Gender

This jump doesn't make any assumptions about the jumper. You can be any age, race, or gender you want, or just be what you were last jump or your base form if you're not feeling particularly inspired. It really doesn't matter much, you'll see why as you move forward.

## Origins

Who are you jumper? How far are you willing to go for power? All backgrounds can count as drop in, or have backstories, whatever you choose. This is one of those jumps where origin dictates what you want to do, rather than what you did.

### **Traveler (0 CP)**

Everything is so complicated, you'd rather just go around and explore than get involved in all the hubbub. You get a discount on all Travel Perks and get the 100CP Travel perks for free.

### **Creator (0 CP)**

Now this is the real core of the cheats in this doc, you want to create - people, places, things - it doesn't matter what or why, you want to leave your mark on the world. You get a discount on all Creation Perks and get the 100CP Creation Perks for free.

### **Destroyer (0 CP)**

Well, I guess this is a way to leave a mark too. If you want power, this is probably the fastest and most sane way to get it in the whole document, though it does come across as a little unnecessary at times. You get a discount on all Destruction Perks and get the 100CP Destruction Perks for free.

### **Mary/Gary Sue (0 CP)**

Oh, you just want to be the center of attention? Sure, that works too. Everything just seems to work out in your favor, if not by coincidence than simply because you want it to. You get a discount on all Mary/Gary Sue Perks and get the 100CP Mary/Gary Sue Perks for free.

### **Cheater (+250 CP)**

Ah, as expected, you weren't satisfied with just one, were you? Well, okay then, embrace your inner cheater. You get discounts on all four perk trees and get all 100CP perks for free. Yes, this does mean you can now afford everything - that is the point. However, you must take at least 1500 CP of drawbacks for no points in exchange.

## **Perks**

*All origins get the above mentioned freebies and discounts*

### **Travel**

Go Anywhere. All purchases include adequate secondary powers to protect you from issues like relative position and velocity, or paradoxes. You may freely use perks from this tree at the same time, such as traveling to X location at Y time.

#### **Spatial Travel (100 CP)**

You can, at will, instantly travel to any location you can identify in the current dimension and space-time continuum. This could be a place you can see, such as on a nearby mountain, or a place you recall, or even just a place you read about or saw on a map - the important thing is that you are able to somehow identify "what" place to go to.

#### **Future Travel (100 CP)**

You can, at will, travel into the future. You can choose to travel like in The Time Machine, with time racing past around you at an accelerated rate, in which case you can stop whenever you want, or you can just travel an arbitrary amount of time forward to the same equivalent spot. Like for spatial travel, the important thing is that you have some concept of "when" or "how fast" you want to travel, depending on the mode.

#### **Past Travel (100 CP)**

You can, at will, travel into the past. You can choose to travel like in The Time Machine, with time racing ahead around you at an accelerated rate, in which case you can stop whenever you want, or you can just travel an arbitrary amount of time backwards to the same equivalent spot. Like for spatial travel, the important thing is that you have some concept of "when" or "how fast" you want to travel, depending on the mode.

#### **Dimensional Travel (100 CP)**

You can, at will, travel between space-time continuums and dimensions in the local multiverse to the equivalent space and time coordinate. Like for spatial travel, the important thing is that you have some concept of "where" in the multiverse you want to travel.

### **Conjuration (200 CP)**

Now, you can bring other people or things along with you, aside from what you were carrying. In fact, now you can transport things not including yourself entirely: would you like to send the legendary sword forward 1,000 years into the future? Would you like to banish the hero to another dimension? Maybe you really want your exact meal from three years ago, again, so you bring it forward to the present for some insane reason. If you want, you can even create and control portals between points in space, time, and dimension... not saying it's a good idea though.

### **Unrestrained (400 CP)**

Sometimes, people want to get you down, tie you up, seal your movement, etc. now that doesn't work. No condition, be it petrification, paralysis, etc.; circumstance, be it restraint, imprisonment, siege, terrain; or power may restrict your ability to travel where you please. Not even Jump-chan. As a side effect, multi-versal and omni-versal travel is now open to you - but expect to get a very annoyed visit from Jump-chan and be forced to either eventually return or do some task for her to make up for skipping out on your jumps.

## **Creation**

Make Anything. All Purchases include adequate secondary powers to protect you from the hazards of your own creations. You won't be crushed by any black holes you make or irradiated by your own nukes, and if you create a dragon or something it won't eat you... at least unless you go out of your way to specify that they "destroy everything" or "are super dangerous" or "hate humans" and forget to include an exception for yourself... in short, this protects you from everything about them but active stupidity. You may freely use perks from this tree at the same time, such as customizing the equipment of the knight you are creating.

### **Create Objects (100 CP)**

You can, at will, "create" any in context object of your choice. Are you in a classic fantasy setting? Swords and treasures aplenty. Are you in a military setting? Unlimited weapons and ammo.

### **Create Places (100 CP)**

You can, at will, "create" buildings, structures, locales, and if you're feeling particularly enchanted, even pocket dimensions and planets. They must be in context, however, so you can't create krypton while you're in a marvel jump or some such. Creating a random planet is probably fine... if a bad idea given the regional or planetary scale of most settings.

### **Create Creatures (100 CP)**

You can, at will, "create" people and creatures, from the smallest bacteria to the largest tree, or from a mundane civilian to a god. You can only create them in context, though, so they can't be alien or possess powers alien to the setting. If gods don't exist, you can't make them, either.

**Customize Creation (200 CP)**

Before, you could create anything you wanted... sort of. You could create a sword or a gun, but what if you wanted some demented combo of the two? Does that exist? Can that exist? Well, now it can. If you can conceive of some way to create, decorate, enchant, empower, or otherwise detail your creation within the setting, you can now do it when you create the thing.

**Out of Context Creation (200 CP)**

Now, when you create something, it no longer has to be within context. Create the one ring in dragonball; summon krypton into the marvel universe; or create magical artifacts in an otherwise mundane setting, heck, you can make up some power if you want to - it's all open to you.

**Edit Anything (300 CP)**

Before, when you created something, it was out of your hands... but now, if you could have created it, you can now edit it. If you could create objects, now you can upgrade a sword into a magic sword, or, if you're in the mood, turn a magic sword into scrap iron. If you could create places, now you can upgrade buildings, or enrich fields, or poison a well, it's up to you. If you could create creatures, well, now you can edit anyone - even yourself. You can also decide how that change impacts the setting - was that always that way, now, or is it a sudden and inexplicable change on their part? Did they wake up a girl one day? Note that the retroactive property can also apply to creations, so if you want your army of conjured death knights or your fiftieth conjured girlfriend to have some tie to the setting, you will need this.

**Destruction**

Break Anything. All Purchases include adequate secondary powers to protect you from the hazards of your own powers.

**S Rank (100 CP)**

Somehow, you have peak abilities for the setting. You always seem to rate an astounding but not quite impossible 110% on just about any scale you try to compete on, at least in terms of raw power... Expect to outperform your peers in just about any scenario - or be part of a very eccentric and often famous group of peers in the rest.

**The (Also) Chosen One (100 CP)**

Now, somehow, you find yourself inexplicably possessing unique or special powers typically reserved for the likes of protagonists and BBEGs. Congratulations, you are now the avatar, jumper... note that this doesn't mean the original holder of that unique power isn't still there if you want them to be, it just makes your ability to do the thing "only" they can do more inexplicable.

**Limitless Power (100 CP)**

This doesn't actually increase your power... but it does increase your stamina, magical or otherwise. After all, what good is an OP character if they get tired? Somehow, you have vast, seemingly infinite reserves of energy when you need it, and you can always somehow dig for more, but the energy doesn't strain you or pour out of you like water through a sieve when you're relaxing.

### **Precision Targeting (100 CP)**

Somehow, you are able to control your power enough that you hit what you want to hit and leave the rest alone. Even better, when you do hit something, your hits do as much damage as you want them to, from painful but no marks to crippling injuries or even disintegration, provided you are somehow able to inflict that in the first place. You are much better at finding weak points too, not that you need to.

### **Destruction EX (200 CP)**

Now, your abilities can be bestowed additional in and out of context properties to make them even more destructive and devastating. Maybe your punches deal 200% damage to structures, or flesh; or your flames never stop burning, or inhibit regeneration. The more properties you cram into a power, the more its overall potency is magnified and the more destructive it becomes.

### **Erasure (400CP)**

Thanos snapped his fingers and dusted half the population of the universe, but you don't even need to go that far. This is the true counterpart to creation - the ability to, at will, remove something, anything, from anywhere - and to decide how that ripples out across the whole setting. You can make it so some character never existed, or simply disappeared without a trace, same with objects, even entire countries. Expect rampant butterflies if you let this have its way though, this is literally the stuff movies are made out of.

### **Mary/Gary Sue**

Have it all work out, somehow.

### **Charisma (100 CP)**

Congratulations, you won the social lottery. You sound wonderful, you look amazing, you probably even smell amazing - to everyone too, not just those who would be typically culturally or biologically predisposed to it. Alien trash monsters will find you as attractive and likable as the supermodel who lives two apartments over. You can choose to either be effortlessly friendly and charming, like a classic cinnamon roll, or to somehow have the same effect despite the fact that you are an arrogant prick most of the time.

### **Talented (100 CP)**

You know how S Rank makes you one of the best? Well, this isn't quite that, but it is at the same time. You see, there is no Mary or Gary Sue who isn't inexplicably able to do anything and everything... but we have to be fair to the mooks. You are super talented at

just about anything you apply yourself to, and are able to easily find teachers - even your enemies will inexplicably teach you how to do things. Expect to be discovering new applications of the thing you learned that morning on a regular basis. Somehow, your teachers will manage to endure the bitter jealousy of you becoming better than them before they know it and will even develop pride and attachment to you for all your successes... especially when those successes rub off on them.

### **Connected (100 CP)**

You have a way with relationships. Somehow, a random encounter could spin off in unexpected ways and you find yourself with a new backer or companion. Or, you know, someone to add to your harem. The old guy you saved is much more likely to be an important old guy, with money, and a hot grand-daughter; that sort of thing. Relationships will improve much faster than they would otherwise, in ways you would enjoy, and you will find your allies and acquaintances working behind the scenes to smooth things out for you - and the more successful you are, the more allies will appear and the more loyal they will become, though this doesn't apply in reverse - if you suddenly hit a rough patch, your allies and companions will support you, rather than abandon you. Do expect to receive frequent visits and the occasional request for help or invite to some party for them to show you off though, this is a two way street.

### **Lucky (100 CP)**

You are now blessed with luck to the point it could be called plot armor. In fact, you are so lucky it can cover some of the issues caused by your lack of common sense - if you were to throw a lightning bolt into a swamp, your allies would most likely not be in the water to get shocked alongside the monsters you are frying... well, except Chad, Chad always annoys you, so he might get shocked, but he won't die from it, so it's totally fine you don't need to have any regard for the safety and security of your allies anymore, right?

### **If I Say So (200 CP)**

Well, the evil villain has accomplished his fiendish plot, or maybe your rival just successfully tricked your girlfriend into poisoning you, whatever the case, you were caught in some trap or scheme... until now. Now, when a trap or scheme involves you or your companions, you will have some limited sense of what is going on... and when it actually strikes, you can choose to either let it happen, have it conveniently foiled, or pretend it works for a while if you really want to hit them in the gut when they come to gloat over your corpse. Do be sure to let your companions know what you're doing though, don't want a Romeo and Juliet on our hands, do we?

### **Convenient Contrivance (400 CP)**

Well, there's a lot of deus ex machina packed into this tree already... but this is basically where reality breaks down and the universe bends to your will. Somehow, you will already have or quickly find what you need for the best possible outcome in just about everything. Your friend is poisoned? Well, you just so happened to get an antidote last

week. Do you need to advance to the next stage of cultivation? Well, here's an inheritance with a super advanced high tier cultivation technique that is somehow **faster and stronger** than the best available today. There is a fine line between setup and payoff and contrivance... and you have probably left it far behind.

### **Drawbacks**

Now, if you're the sort who wants to do this jump, you probably want more points... so you can take these drawbacks to get more points if you're up to the task

#### **Whammy (+500 CP)**

Commiserations, Jumper. Just before you awaken your powers, something absolutely horrible happens to you. You may stack this as many times as you want, to get the **worst day ever**. This will always be heartbreaking and/or traumatic, regardless of any other perks or powers you may have.

#### **Restrictions (+500 CP)**

Are you sure you want this? Okay, then... Well, unfortunately your nigh godlike power is now restricted in some way. This restriction might be significant, or just annoying; ranging from requiring the consumption of rare and special resources to use, to having to dig through an infinitely long list for the particular thing you are looking for. Which is which? You decide. You may stack these until your powers are basically useless, if you so choose.

#### **Unnecessary Complication (+500 CP)**

Okay, Jumper, you have the power, you have the plan - what could possibly get in your way now? This. This will get in your way. Somehow, somewhere, some number of beings have plans of their own, and will interfere with the setting to achieve them... interfering with you in the process. Expect rivals, weirdly inconvenient opposition, and a cavalcade of arrogant fools lined up in front of you like cannon-fodder by a behind the scenes master manipulator you may never even see. You may stack this to have more, stronger, or more pervasive opposition (your choice each time).

#### **Savior (Another +500 CP, requires Unnecessary Complication)**

So, you know how Unnecessary Complication adds a puppet master who's secretly working to make your life harder, even if they don't know it? Well, now the universe is the puppet master, and disasters and calamities are its minions. Expect any setting to turn into 2012 (the movie) or 2020 (the year). Worse, you don't succeed at the jump unless you actively help and save people throughout the duration of your time there. Though it doesn't have to be every waking minute of every day, if you aren't at least widely recognized as a hero by the end of the jump, you fail. The level of the disasters scales with the size of your **Unnecessary Complication** stack.

#### **Low-Key (+500 CP)**

Now, you can't finish your jump until you spend a contiguous decade of your (the jumper's) own personal time without getting caught up in some disaster or drawing a large amount of attention

to yourself. I know you think this is easy, after all, you just have to sit in a corner of the world and do mundane things for a decade - but remember, this is jumpchain, we're all here to be entertaining, to you (the author), the community, or to Jump-chan. You can't stack this drawback, unfortunately, and time spent in your warehouse or a private zone doesn't count either, in case anyone gets ideas about using time dilation to cheese this.

### **Primary (+100/500 CP)**

You know how a lot of those perks come with secondary powers to help protect you from side effects and other hazards and considerations? Now they don't, and for 500 CP, they never will. This applies to any other "secondary powers" perk or bodymod of a similar vein that would apply to the powers from this jump as well. Unlike other drawbacks, the 500 CP version of this is a non-revocable chain drawback, and will permanently block the perks from this jump getting secondary powers. Be very careful, lest you end up smeared on a wall or eaten by something. This drawback cannot be stacked.

### **Complicated Backstory (+100 CP)**

Oh, dear. This is either the most brilliant or terrible idea in all of jumpchain. For every 1,000 words of backstory you (the author) have on you (the jumper), you receive 100CP. This can be far-ranging, from an autobiography, to a simple outline of your personality traits, goals, beliefs, how you got that way, and various other factors. Honestly, if you have it in you to spend 1,000 words describing your hair alone, that is still worth 100CP.

## **End of Jump**

### **Move on**

Well, you move on to your next jump... I'm sure Jump-chan is proud of you for not running there already.

### **Stay**

Stay here, wherever or whenever here is and enjoy your current life... or, you know, just travel to the next jump on your own terms if you have the ability.

### **Go Home**

Go back to where you came from, ending your chain... though nothing is stopping you from continuing your explorations anyway... unless you didn't get all the travel perks, that would do it.

## **Change Log**

V1.01

Added End of Jump

V1.02

Included Suggested Edits

Minor Text Changes

V1.03



Added **Savior**, **Low-Key**, and **Primary** Drawbacks

V1.04

Added a 100CP version to the **Primary** Drawback