



"Take a melody...simple as can be..."

A Jumpchain CYOA

By HeavensAnon and Agua

Before your arrival, a great alien invader set his sights on planet Earth. The Universal Cosmic Destroyer, Giegue, planned to conquer the blue planet for his species and had all the power needed to do so, wielding mighty Psychic Power that few in the entire galaxy could ever hope. Indeed, his victory was all but assured...

But Giegue would retreat. The cause of his defeat? Three ordinary Earth children, and Eight Melodies that painfully reminded him of his past.

Now, haunted by his defeat, Giegue has forcefully cast aside his emotional weaknesses to begin his conquest anew. Now, he seeks the Apple of Enlightenment and its ability to tell the future, hoping to find the final key to his victory...but all he will find is ruin and his own destruction. You arrive about an hour before Giegue strikes down a Mook named Alinivar, who will be revived and made part of a ragtag bunch of aliens who seek to keep the Apple out of the evil conqueror's hands. They are aided by Niue, a powerful but mysterious member of Giegue's race who seeks to oppose him, and meet all sorts of interesting and strange people in the Solar System...maybe even you, Jumper!

What do you from here is up to you, but be warned. The seeds of tragedy have been planted long before your arrival. And ultimately, the Applechasers may only live long enough to send a message and hope back to those who need it. Their fate and your own is in your hands, Jumper.

In this world, love is all that stands between you and the great beyond. You receive +1000 choice points to spend.

Age and gender are irrelevant and can be chosen freely. Try to pick something reasonable.

Locations:

Roll 1d8 for starting Location. Alternatively, spend 100 CP to decide where to begin freely.

1. Saturn - Ah, Saturn! Home to Mr. Saturns and Mooks. In truth, civilization here resides on the rings of Saturn, a series of damp and rocky grasslands that circle the gas giant to provide a peaceful home to its inhabitants. While stable, they have been known to break off parts here and there in the wake of overwhelming power, and things are soon to be chaotic as Giegue will choose this as the first stop in his journey. Tensions begin to rise between Mooks and Saturns as there's talk of a ribbon ban, and floods have been seen on the southern side. Maybe you should just lay low for now, or can you be the one to stop these problems before they start?

2. Jupiter - Covered in dense solid clouds surrounding towering rock spires, Jupiter is home to the Foppies and Fobbies, who are mostly benign. With stone huts and shanty towns built into the clouds, their corner of the world is quite peaceful... but that will soon change when Giegue's army attacks. Far further, in the deep darkness below the clouds, jungles of plantlife take on a life of their own, but few ever dare to go there.

3. Neptune - Solid clouds and endless oceans are what you'll find here, with no true land to give ships stay. The fishpeople here live in homes of coral, and decorate with golden spires or study strange machines they've rescued from the depths. Where could they have come from? Some lost civilization in the ocean depths? That's just silly!

4. Mars - Now all but a memory, Mars lies in ruin. An endless red desert with no people to call it home, empty facilities and abandoned storage sites nestled in the mountains the only sign there ever was. Besides picking through old files and vending machines, there's not much here to do. That might change, however, as Giegue will use this world as a base to strengthen his army in the future. By the time that happens, however, his journey will be nearly done. Do you really want to wait that long?

5. Earth - For being considered the star system's podunk, Earth is still bound to surprise! Having colonized most of their planet, the native humans are a diverse and ornery bunch, currently celebrating their victory over Giegue. There's lots to see and do here, but you'll be starting out in Thunderton City, where a group called the Pignout Society has recently bought their way to power, led by the visionary, selfish desires of a new hero, and where new construction is underway.

6. Pluto - Icy mountain hiking and hot air balloons, that's about all there is to see on Pluto. It's a quiet planet considered way out in the sticks, far removed from the war, but the Wooly Shamblers are accommodating and they take pride in their distractions. Currently there's a snow monsoon blowing across the planet that's expected to last through the month, and news has been circling that it might lose its planet certification soon.

7. Uranus - [Get a Freebie!] - Uranus is a gaseous and thundering planet, filled with terrible cloudstorms and boggy atmosphere... and it's not too pretty to look at either. Luckily you won't start there, because no one wants to be stuck in Uranus. Instead, you find yourself at a small truck stop orbiting the planet, where travellers come to eat and fill up on gas. It might be a dump, but you'll also get one free ride anywhere in the solar system to help things get moving.

8. Mothership - Uh-oh. You're on board Giegue's mothership, which contains the bulk of his army of Starmen and is incredibly labyrinthine to navigate through. The good news is that Giegue himself is currently preoccupied with brooding in a corner of the ship, and local whackjob Niue is in charge of it in the meantime. The latter will be happy to send you somewhere safer if you can find him before the guards find you...though, make it fast. It's not going to take long before this ship goes down in pieces due to shenanigans shortly after your arrival. If you're feeling particularly daring, it may be possible to catch and talk to Giegue before he departs to begin his own quest...

Backgrounds:

Drop-In - Just playing the part of the unwanted guest, are we? Well, the Apple wasn't able to predict you at all, and that means destiny might change because of you. Or not. I just hope you don't follow the example of the *other* unwanted visitor from a different time and space...

Friendly Guy - The Apple told of a friendly person, someone with a good heart and the desire to do right in this tiny galaxy of yours. Probably from modest origins, like an aspiring musician, delivery boy or someone seeking asylum from Giegue's conquest of the system. Maybe you're just someone who can't sit by and do nothing. No matter what, that honest kindness of yours will see you through this dark time.

Tough Guy - The Apple told of a strong warrior, someone who was used to the face of war and violence. Whether from a desire for your own freedom or for the freedom of those who live in this cosmos, you are no stranger to battle. Defender of the weak, soldier, or a former conqueror seeking redemption...may your strength carry you far.

Weird Guy - The Apple told of someone with great power, created from both a strong will and powerful emotions. Whether love or hate, family or conquest, that will drive them so strongly that their psychic powers are both mighty and terrible. You walk in the footsteps of Giegue and his shadow, with all the potential...and horror...that comes with it. Whatever you choose, I hope you choose what is best for yourself.

Races:

Human [Free] - Believe it or not, humans are actually pretty unusual out here! They mostly all reside on planet Earth. Aside from an unknown human stealing the knowledge of PSI from Giegue's race many years ago, there's not much remarkable about them and most of them don't really leave their home planet. Indeed, most of them don't really care much about what happens in the galaxy at large! Maybe the lack of spaceships are to blame? Since you're probably similarly Earthbound, you may start there for free.

Alien [Free] - Much more common in this Solar System! From the tentacle-clad Mooks, the weird-talking Mr. Saturns, to the tiny little flies in saucers, this galaxy is full of weird and interesting creatures. You may choose to be any of the races in this Solar System not already listed here (and that exist outside of Magicant). Aside from varying sizes and appendages, most don't come with any inherent advantages, though you'll definitely fit in!

Starman [Free] - Normally a mechanical menace that forms the bulk of Giegue's armies, you are part of a rare handful of 'defects' that retain their free will and the ability to question the Destroyer's mission. Whether you speak out, escape, or do nothing is up to you. You don't really eat food as it does very little for you, though you're able to subsist on and fuel your PSI with just oil. You're also a bit more durable by virtue of being made of metal. You may also be made of a blue alloy for free. You may start on the Mothership for free.

Lost Tail [200] - That's odd. You're a member of Giegue's race, yet someone not associated with his current conquest of the galaxy. You're a gaunt humanoid, thin and catlike with red eyes, and possess a natural affinity to PSI. You start with a bit more Psychic power than most other races, though you're nowhere near the power of the UCD himself at first. With some practice, you may be able to stand against Giegue mano-a-mano...though he may be too far gone and a very different creature when you finally get the chance.

Perks:

Ghosts in Flight [Free] - The cosmos is full of interesting sounds, isn't it? You now carry the Mother: Cognitive Dissonance soundtrack with you. It even comes with some personalized themes in the same style for you and your companions. It will play these songs in the background in a way fitting your current situation, though no one else will ever acknowledge it unless you want it to.

PSI [Free] - A somewhat necessary ability, these are a handful of psychic powers that enable you to do things like attack enemies, heal allies, read minds, and more. The amount you start with depends on your race - Aliens start with some fairly basic ability, humans have to work from the ground up, while Starmen and a Lost Tail would start stronger than the rest. When you gain this ability, you choose whether to specialize in defensive or offensive PSI. Your specialty will be

learned quickly and will make up most of your psychic abilities, while the other one will take longer to learn and won't be as strong.

Spankety, Spankety, Spankety! [100 - Free Drop-In] - Taking cues from a certain 'Greyface', are we? Alright, well, you're kind of a bully. A really big bully. You have insults, misdirection, and general emotional lashings down to an art form. You can antagonize or infuriate all but the most stone-faced of adversaries, and are able to do so with a song in your heart and a smile on your face.

Let's Be Friends, Okay? [200 - Discount for Drop-In] - You know what sucks? Consequences. All those heroics types holding a grudge against you for hurting them, the law putting you on a wanted poster, people remembering you dine-and-dashing...it's such a pain in the butt. Good thing you know how to duck and dodge all of that. You know how to twist the truth in just such a way that others let you off with a slap on the wrist...and even if you've done something they won't forgive you for, you know the best ways to escape retribution, whether by hiding from sight or putting the right bodies between you and them. Bonus? You can now toggle your ability to feel shame, regret or wounded pride at your cowardly and cruel actions, so that even your own conscience can't punish you for what you've done. After all, you're such a great Jumper, right?

Jumper Means Business! [400 - Discount for Drop-In] - No one really expects the weirdo to be much of a threat, right? But that's to your advantage. That's why it comes as a big surprise when you mean business. People habitually underestimate you and pass you off as an annoyance, but when you're cornered or in a position you're threatened, you suddenly become a lot more dangerous. Your attacks hit harder, your words cut deeper, and your schemes fall more easily into place. A less conditional benefit this grants you is that you have a keen eye for where to cause the most damage against an enemy...weak points in armor, weak links in a party that can be exploited, and the right words to turn a party against each other. This isn't a flawless tactical sense - tightly-knit groups or a foe that has no weaknesses you can actually exploit will elude your eyes and your words will just tick them off and nothing more. Unless that was your intent. In which case, congratulations!

Perfectly Safe Science [600 - Discount for Drop-In] - You know what the best kind of sidekick is? The kind that works for their boss just long enough to copy their technology and then running off at the last possible second. At least, when you're that sidekick. You have a knack for copying and reverse-engineering technology you have time to use or study, able to make knock-offs or eventual complete copies of said tech depending on its difficulty and how much time you get to learn. And as a bonus, this also comes with the knowledge of PSI and how to bestow it to other sentient beings, as well as how to 'chimerize' biological life forms with technology to give them 'improvements' - whether making them Starmen or something more to your liking. Don't forget to install a loyalty program or three!

Necessary Appendages [100 - Free for Friendly Guy] - It might be a little weird for a Mr. Saturn to be able to fire guns or a Mook to be able to play the guitar very well, but nobody really notices

things like that here. You will find that regardless of what form you take, you are capable of movement and simple manipulation that a human with a working pair of hands would have. This doesn't enhance what you have already, but gives you all the dexterity and benefits of things like opposable thumbs or the strength of an average human without actually having either.

Rock'n Roll [200 - Discount for Friendly Guy] - Music is the soul of the galaxy, and it's part of your pride and joy! Or at least a really good hobby. You are now musically gifted with all mundane instruments, able to put on a one-alien concert and get a decent enough crowd to listen in on you. In addition, you can channel your PSI through the instruments you play, letting you set foes ablaze with a guitar riff or heal allies with a drum solo, expanding its range to those who can hear you. However, this only works when you're in person...someone broadcasting your concert or playing it back through a recording won't cut it! But at least it will sound great.

Pollyanna [400 - Discount for Friendly Guy] - You believe in second chances and the wonders love can do. You embody a glowing sense of optimism that's strange to see in troubled times, able to find a silver lining in the absolute worst of circumstances and see what good there is in everyone and everything. Some may call you naive or even lash out at you, but most of the time, that hope is contagious and motivates both friends and strangers to try harder and look on the bright side of life. This is enough that you could perhaps even turn the heart of a monster half-circle if you could get them to listen to you...as long as they had a heart to turn.

Harmony [600 - Discount for Friendly Guy] - The shining light in your heart and mind is strong enough to be expressed through PSI, and it brings those close to you in...well, harmony. At the cost of most if not all of your psionic energy, you may heal the wounds of your allies completely, both mental and physical, and can even call back the recently dead as long as a chance to save them exists. An added side effect is that this temporarily synchronizes the minds of those affected by this, allowing your friends to support and aid each other, giving them a huge boost of courage and willpower, as well as teamwork during the few minutes of harmony they share together. Raise your voices all day long now, Jumper.

Veteran of the Rock War [100 - Free for Tough Guy] - Okay, but let's face it. Enemies you will meet in this world are...weird. Hippies, rock monsters, weird parasitic plants...it can drive even the hardest traveler nuts! But you're able to think on your feet. Not only do weird or out-of-place enemies stop giving you pause for thought, but you're able to quickly change up the way you fight or think to be able to fight them on even grounds...as long as you're not hopelessly outmatched, anyways.

Going My Way? [200 - Discount for Tough Guy] - It's a big Solar System, with lots of places to go and people to see. This can be tedious or exhausting for some, but not for you. You're able to plan out and travel with style, whether it's across the stars or just across the street. You're savvy enough to know what you'll need to survive in new environments and will find that your body just won't get tired from long walks, nor will your mind be exhausted from long and boring voyages. As an added bonus, you're able to hitchhike in the most unlikely of places, getting a ride

anywhere from the middle of space to an empty wasteland that's heading where you need to be. The people who pick you up have a good chance of being people you were hoping to meet or be friends with, too. At least that whole 'journey means more than the destination' thing is actually true now, huh?

Only Way To Be Sure [400 - Discount for Tough Guy] - A profound truth that you've internalized is that the best way to fight evil is to blow it to smithereens and let the void of space sort out the rest. You have an eye for the weak points in a structure or base, but more than that, you know the fastest way to tear it down in a hurry. Whether knowing where the self-destruct button is or knowing how to throw together a makeshift bomb that will hit it where it hurts, you know how to turn Starmen factories into craters and Motherships into space debris. You still need to actually do the deed, of course, but you're something of a one-alien demolition crew now. Boom!

All You Need Is A Hammer [600 - Discount for Tough Guy] - When the maw of madness stares down at you and the stars are right, when the light of life is being extinguished down to its last, and when the great beyond is ready to swallow you whole...you will stare it in the eye and say 'I have a hammer.' In addition to courage that would let you keep your cool against the mad abyss that is Giygas, your brute strength becomes the stuff of legends. You can practically atomize Starmen with a good swing of your weapon, and take on armies of everyday foes without breaking a sweat. In addition, your brute strength ignores things like 'intangibility' or 'being beyond mortal damage', letting you get into a scrap with and even defeat things like Giygas, though it will not be easy or effortless with just this, likely being a grueling battle. Use this wisely and don't just fight everything until the cows come home, okay?

Center Stage [100 - Free Weird Guy] - You're not a proper weirdo if you can't make people notice you, you know! Luckily, you've got 'stage presence' down pat...you're a master of ham-acting and know how to look and sound dramatic, right down to having a ridiculous (if extravagant) outfit, complete with a cape! You know how to establish yourself as someone others should watch and listen to, whether it's with shock or amusement.

Whackjob [200 - Discount Weird Guy] - Hey, don't look at me like that, that's just what it's called. Other people are likely to describe you this way, though. You know how to come off as eccentric, maybe even a little bit ditzy compared to how you actually are. This will make people underestimate you and the possible threat you pose, or at least just awkwardly go along with things when you declare yourself the new Commander of a ship as long as the circumstances seem probable enough. Careful, though - this will only work so many times if you get serious around people often enough!

Nightmare Empower [400 - Discount Weird Guy] - It is a primal thing, the mind of a sentient being. Although reason, memories, and love can be what stands between you and the great beyond, there is no denying that things like hate, fear, and pain have their own power as well. You have learned how to tap into your Nightmare, your personal source of bad memories and painful experiences, and change it into power. By dipping into your own personal font of

insanity, you can quickly heal your physical body and restore 'mental' energies, such as psionic power, going from on the ropes to fully revitalized in seconds. It can even give you a huge boost of willpower, fueled by your hate.

However, this is dangerous - each time you use this, you mentally damage yourself as all your worst memories and aspects scrape against the surface of your mind. Used sparingly, this will just exhaust you. Overused and abused, you may become something twisted as your mind and body become more and more like this 'Nightmare'. Alternatively, you can opt for a reverse of the process - by spending a small fraction of your mental strength or energies, you can immediately purge your mind of negative emotions or outside influences, leaving you in a calm reverie that lasts for up to an hour. During this time, no other influence - good or ill - can affect your mind without you desiring it..

King of the World [600 - Discount Weird Guy] - Magicant. It is a world that represents the mind and soul of the individual, and it is an important aspect of PSI that very few actually tap into. This world is a strange and colorful reflection of both your perspective and your memories, and you may either enter it in your own mind or manifest it in reality at your leisure, though once you do one you cannot do the other until the jump is over. Things and people in this world reflect how you see things in the real world, and thus while the peaceful and loving will find idyllic worlds, those who are twisted and broken will enter worlds of great terror...though both are liable to have their opposites hidden somewhere else. While the Magicant's appearance isn't completely under your control, the inhabitants will be benign or helpful, able to give you insight into your own mind and how to develop your PSI.

And...if you want to take the risk, there is a great power you can unlock here. Hidden in your Magicant is a Nightmare, representing the sum of your fears, doubts, and parts of yourself you actively deny. By overcoming this Nightmare in a trial or battle that reflects its strongest aspect, you will achieve a form of inner peace that will permanently and significantly boost your physical strength, willpower, and PSI. While this can be done at any time, the Nightmare will always be a challenge to overcome and the power-up will only happen once. Ever.

That said, there's a...different way this can unfold. Hypothetically, it's possible to separate your Nightmare from yourself to create a companion who reflects either your best or your worst...though you risk yourself and your chain by doing this. For more information, see the 'Cognitive' drawback, and note that you deny yourself the power boost if you choose the companion option.

Items:

Grey Facepaint [100 - Free for Drop-In] - Um...okay. Well. It's some gray facepaint that can hide your identity pretty easily if you apply it to yourself. People won't be able to figure out your true identity unless they remove this disguise, though it's not good for things like impersonation.

Box of Toys [200 - Discount for Drop-In] - It's a big box full of fun things to use in this world! It has a bunch of things like bazookas, flamethrowers, sludge launchers, smoke bombs, bottle rockets, napalm...what, don't those sound like fun to you? Aside from being plentiful and getting restocked with new ammunition each week, this really is just a huge collection of mundane weap--er, toys. That's what I meant. Have fun with it.

Spidermech [400 - Discount for Drop-In] - Just to show you mean business. This is a spherical machine that a single human could fit inside of, with its individual legs strong enough to rip an unarmored human apart like tissue paper. It's also pretty modular and can easily have new weapons modified into it, like the 'toys' described above, as well as coming with a foul gas it can expel to stun enemies. It's durable enough to last in a fight against three powerful psychics and still be in one piece, and also comes with a handy teleportation function that lets you get out of dodge in a Minch. Er, pinch. It's space travel capable, to boot, though the time travel module seems to have been taken out.

Jumper Statue [600 - Discount for Drop-In] - Well, that's a monument to the ego if I ever saw one. It's a twenty-foot tall statue of you Jumper, shaped in your likeness. In addition to being incredibly tough to even chip or damage, it's armed to the teeth with a huge arsenal of weapons and can knock over skyscrapers like sand castles. It is completely loyal to you and will defend you with its life, as well as follow any simple commands you can give it. It comes back the following week if destroyed, too.

Infinite Apples [100 - Free for Friendly Guy] - Even an Alien needs a good roadside snack, right? This is a box full of ordinary, everyday red and gold apples without any magical powers or prophetic ability. They always taste great, though. The box refills daily, having enough to feed a small spaceship crew.

Junked UFO [200 - Discount for Friendly Guy] - Well, this is a hunk of junk, I'm not going to lie to you. It's a gray UFO, able to hold a crew of about twenty or so aliens, and is capable of in-system travel. Here's the thing - it's amazingly fragile and eats gas (yes, gas) quickly, requiring constant refueling. It's also really hard to steer (which is amazing, considering you're in SPACE), only able to move in one straight line at a time. At least the interior is pretty comfy, though mind the rattling. A small mercy is that if this UFO is destroyed (which will happen at least once), it will be good as new the following week with any upgrades you installed in it...which you will definitely need.

Folding Wallet [400 - Discount for Friendly Guy] - Weird as it may sound, places like Earth and future jumps don't really use the same currency. This is kind of annoying, and can be especially annoying when you have to sort out your money. This wallet is able to fix that problem by being able to store a bottomless amount of money (and nothing else, mind) of any kind, as well as being able to convert any type of currency to another with an appropriate exchange rate. Note that any 'weird' or magical materials used as money with unique properties end up as mundane equivalents, or just without any unique properties. If you're not into conversion, this wallet also

conveniently sorts them all out in individual pockets, letting you be ready for any inter-galactic haggling.

Slice of the Apple [600 - Discount for Friendly Guy] - Where do you keep getting these things? Anyways, this is a slice of the Apple of Enlightenment, a sentient and prophetic...well, Apple that can tell the future with frightening accuracy. Once per year, the Apple will tell you a prophecy detailing the dangers you may face in the world and what is necessary to ultimately overcome them. The more danger you're in, the fuzzier the prophecy, though you will always glean an important clue or revelation from it. An important feature the Apple works towards is that in addition to warning you of danger, it will actively try to guide you to becoming a better person, though whether or not you listen is up to you. You may also eat the slice to gain a temporary but significant boost to your psionic power. Don't worry, the Apple itself is fine and will be back a week later.

Ballpeen Hammer [100 - Free for Tough Guy] - Now why would aliens have any use for this?

Lots of Coffee [200 - Discount for Tough Guy] - Because even aliens on an interplanetary quest need to prepare for danger with a simple coffee break. It's a collection of everything you need to make almost any kind of coffee on short notice, complete with a brewer and different types of coffee ground. Restocks daily, so you're always ready to greet the next morning.

Lost In Space [400 - Discount for Tough Guy] - Well, not you, but that's the name of this place. It's a gas station built into an asteroid with a modest dive bar for guests to relax in. Serves decent lunches and breakfast based from the local cuisine. As a bonus, whenever you find yourself stranded in space due to a lack of fuel, it will send a shuttle that will tow your ship to the station, giving you time to rest and refuel. It always has fuel that your ship needs and can function as a dock for any of them regardless of size or mass. However, the station itself doesn't move and is always in orbit around some sort of civilization.

Borange Ray [600 - Discount for Tough Guy] - No, I don't know what a Borange is or why Fobbies are it, but they must be pretty powerful if they're anything like this weapon. It fires a beam that can make the weak-willed be reduced to gibbering insanity or total lunacy, all while having a destructive power that's anywhere between 'ow my stomach has a hole in it' to 'there is a smoldering pile of ash where I used to be standing'. It's a little random and hard to control, but it is a potent weapon that will let you overcome swarms of foes with ease, though it is still possible for great and terrible entities to withstand the damage it inflicts.

Shades [100 - Free for Weird Guy] - It's a pair of cool black sunglasses. They don't come with any special benefit, but if looking cool were a stat, you'd get a +10 for sure.

Baseball Cap [200 - Discount for Weird Guy] - This is a colorful hat that you would probably expect a child or a very weird adult to be wearing. While it looks a bit strange, it has the benefit

of being able to protect your mind from sanity-straining or insanity-inducing effects so long as you're wearing it, letting you look into the mouth of madness and go 'Dude, that's rad.'

Relatively Safe Capsule [400 - Discount for Weird Guy] - This large sphere, about the size of walk-in closet, is capable of taking damage roughly equivalent to a heavily armed tank before showing damage. It's made of a clear glass-like material and filled with a warm and comforting, self-cleaning and breathable fluid. It has no other function, but makes for a strong defense measure or effective sleeping pod. Enterable by passing directly through the glass through an invisible door which you can prevent others from using. May be exchanged for a solid metal variant, a more visible door with viewport, and exchanging fluid for luxurious padded interior at no cost.

Mothership [600 - Discount for Weird Guy] - That's one way to travel in style. It's a replica of Giegue's own Mothership, both a space vessel and a mobile facility that's complete with a barracks able to sustain an army, an observation room for research, enough mechanical industry to create a squad or several of Starmen, and more. In addition, it's fully capable of intergalactic travel with ease. In settings where space travel is common, inactive companions can reside on this ship, though they won't be doing much of anything outside of it until you swap them out accordingly.

Companions:

Jumperchasers [100/200] - Don't want to journey alone? Perfectly understandable. For 100 points, you may import or create up to 4 companions, each of which receive a free background and 400 CP to spend on race, perks, and items. You may spend 200 instead to create or import 8 instead.

What's Your Name? [200] - Want to bring someone else along, instead? You may take a single, still-living canon character along with you, on the sole condition that you can convince them to come along. You won't have to worry about any time paradoxes caused by this, either, so don't worry if this puts things out of order somehow. However, you can't recruit Niiue or Giegue until their 'issues' are resolved somehow...and Giygus itself cannot be companioned, being more of a mad force than a person.

Drawbacks:

You may take up to +600 points of drawbacks.

I Wish I Had a Speedhack [+100] - Oh, dear. Everything feels like it takes such a long time to accomplish. A short walk feels like it takes up a whole hour of your time, and travel between planets feels agonizingly slow. This doesn't actually change how quickly you move, nor does it make you more likely to miss important moments, but it will FEEL like everything takes far too long to get done. I hope you don't get bored easily.

The Curse of Dan [+100] - People aren't very impressed with you, Jumper. You will find what would ordinarily be fast friends will think of you as a loser and someone who's incompetent, making others very unlikely to trust you with important tasks. This can be overcome with time, but only after a mountain or two of effort. Expect to be passed over for a lot of missions or interesting outings.

Hard Mode [+200] - It's exactly as it says. Enemies you face in this world will be both a lot more aggressive and put up much more of a fight. What's more, people you could normally convince not to fight you will insist on doing so anyways - not because they personally dislike you, but because you're the one who picked Hard Mode in the first place! Expect every battle to feel like an uphill grind.

George's Lament [+200] - Oh, dear. You don't have any PSI at all, Jumper, and absolutely nothing you do will grant you any. This applies to any and all psionic powers you possess, as well. To make matters worse, your mind is now more susceptible to outside influence...insanity comes a bit easier, you may be made more aggressive by Giegue's machinations, and you might even think Fobbies are actually Borange. I hope you have a way to compensate.

Cognitive [+300] - Who has lost their tail? You have, Jumper. Your own personal Nightmare has broken out of your mind and become a very real person. They have all of your powers and abilities (though none of your equipment, unless they can make their own) and access to your Warehouse. The good news is that while you can't attack or hurt them, they can't do the same to you either - the both of you are immune to harm from each other. The bad news is that this Nightmare is made up of aspects of your personality or life that you refuse to accept or are too painful to think back on, and being near them will considerably damage your sanity and mind, despite your resistances and willpower. You can tolerate being near them for up to an hour at a time before you risk breaking down.

They're not necessarily evil - they genuinely want to help you accept what they are, and will pursue you to the ends of the galaxy to make this happen, but being near them for too long risks causing you to lose control and go insane, which will mean the end of your chain. It doesn't help that they keep getting in your way, either. On the final year of your stay, you can confront your Nightmare...whether you continue to flee from it until the jump ends, find a way to destroy and deny this aspect of your personality forever, or even accept them is up to you. Should you manage to reconcile with them (easier said than done - remember, they're immune to your abilities, and are effectively just 'you'), you have the option of keeping your Nightmare as a companion, though they do not gain any additional powers or abilities without imports.

Dissonance [+300] - Something has gone wrong. You've been separated from your own mind and body. All the positive aspects of your personality are intact, but everything else feels muted and distant. You only have perks and powers from this jump, along with what would qualify as 'psionic' power on its own. Your Warehouse is sealed off, as well. Your body, meanwhile, has become a living Magican made of all your best and worst memories, twisted and broken from

missing its other half. You must journey into this hellscape made of your past lives and restore your body by overcoming the memories of friends and enemies alike, accepting them all as part of yourself, before your previous form and strengths can all be restored. And the moment Giegue loses his sanity completely and becomes Giygas, your Magicant is likely to be swept away in his evil, ending your chain...so you best finish this quest quickly.

...but if you took 'Cognitive', things are much worse. This Magicant isn't merely a dangerous highlight reel. It's inhabited by the 'you' that was left behind, with 'you' acting as its Nightmare. The personality within this Magicant is you without all of your positive aspects and ability to accept past trauma, and will do everything in its power to erase you. Like Cognitive, it can't confront you or hurt you directly, but you must be able to get this other half of your personality to accept you for you both to become whole again. And you represent everything they (you) would deny with all your heart.

If you have managed to survive ten years in this world, regardless of whether or not you prevented the creation of Giygas, it will be time to make the usual choice of what you want to do next.

Jumper Feels Homesick! - So what if you didn't make it to the end? You've probably come a long way, met a lot of friends, and done plenty of fighting. This is as good a place as any to call it quits. You return home with all you've gained. As a bonus, you receive a phone that will let you call old friends from this universe, as well as any companions who opted to return to their own homes. At least you'll know how well everyone's doing, right? Note that if you died or transformed into a horrifying eldritch mess like Giygas in-jump, then this is the only option you can choose.

Bein' Friends - Hmm? You want to say here? I mean, I hoped you managed to save the galaxy in the meantime, but I don't see why not. Take a free bonus +1000 points to spend, along with fully realized PSI power. Whatever you do in this Solar System is up to you, and perhaps now you'll even see the worlds beyond it? It's been fun, Jumper. Take care of yourself, okay?

Simple As Can Be - Off to the next jump, then? Let's continue this journey, then. Time will come to a halt in this world and your chain continues.

Notes:

To clarify the 'Giygas' loss condition, causing yourself to go insane with a huge amount of PSI power and having the good in your mind separated from you is the bare minimum needed for your body to start destroying itself with PSI - these were extreme conditions that Giegue put himself under, and you're likely not going to suffer it unless drawbacks or your own decisions lead you to it. If you were already eldritch and insane before entering this jump...well, good for you, I guess, because that won't count as losing. Same as after. Just remember that following Giygas' example is a bad idea - he was, in every sense of the words, an 'all-powerful idiot' trapped in his own angst and suffering, with his old identity and ability to make choices totally annihilated. Doing this is a bad idea.