Minecraft Jumpchain
(Vanilla edition) v1.21

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Welcome to...well, I don't really know what this place is. Besides cubical. There's no curves, and nothing has an angle on it that isn't a perfect 90º. The dirt, trees, leaves, clouds and even the sun and moon are cubical. Your tools are made up of lots of little cubes of metal and wood that somehow stick to each other. Looking at this place, it's kind of like a big sandbox you can play in. Except that everything is cubes, and some of the cubes are trying to kill you.

Did I not mention that part? Yeah, this world is filled with cubical undead. You'll run into hundreds of zombies and skeletons during your time here. I don't know what happened before you arrived but it must have been bad. Then there are the other monsters, which range from basic to horrifying to eldritch. You can also visit the Nether, which is basically cube hell. Then there's the End, a strange and terrible place with a bit of a dragon problem.

You're probably going to be sick of cubes long before the end of your ten years (Earth time) here.

For the duration of your time here almost everything will interact with you exactly as if you were playing the game. Days last on a twenty-minute cycle. Punch down anything with enough effort. Whack a piece of coal with a stick to make a torch that'll never stop burning. Chop out the base of a tree and watch the rest float in the air unsupported. Swim up waterfalls. If you want to keep some of these mechanics with you after the jump ends, there are perks you can buy.

Although you will inhabit an ordinary flesh-and-blood body instead of a blocky game avatar, you will have no trouble working with or eating the exclusively right-angled objects that make up this world. With a little effort, you can even build things just as non-standard as you are, like a ship that you can actually sail and isn't just a ship-shaped bunch of blocks stuck in one place.

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Take +1000cp to help you survive in a surprisingly hostile world. Age and sex have no real relevance here, so you may choose either for free.

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Location
Roll 1d8 or pay 100cp to choose
Within the biome that you rolled or chose, a Villager can always choose to start in an existing village, while an Illager can do the same but within a pillager outpost.

1 – Plains, Savanna, or Swamp
Trees are sparse but wild seeds are plentiful. There's plenty of water and herds of useful animals wander here. Other resources are hidden deep beneath the earth, but at least mobs will have a hard time sneaking up on you.

2 – Forest (Oak, Birch, or Dark)
Pleasantly temperate and with small rocky hills, this area is thickly wooded and you'll find a good mix of useful plants and animals here. Take care, as visibility can be very limited and there's plenty of shade for mobs to take shelter in from the sun's rays.

3 – Jungle or Taiga
You have a choice between hot or cold. Both have large amounts of wood to harvest but a more limited supply of edible plants and animals. You'll get used to the temperature shift eventually.

4 – Mountain
Trees, edibles and animals are rare here. It's a nice place to visit but it'll need a lot of work to be made comfortable. There's more stone here than you'll know what to do with, and exposed deposits of coal and iron are common sights.

5 – Mushroom islands
An extremely rare occurrence, the mycelium that covers the ground here allows mushrooms to grow to massive sizes even in direct sunlight, while herds of mooshrooms wander aimlessly. Hostile mobs do not naturally spawn here, but neither are there trees, seeds, or the materials needed to leave or make tools. I hope you like eating mushrooms.

6 – Ocean
...Huh. You're on a tiny island made of sand. You've got one tree to your name. At least there's lots of fish to catch, so you aren't guaranteed to starve. You can make this work.

7 – Desert or Badlands
You've got a choice of sand or terracotta. Greenery of any kind is very hard to find, but you may find an oasis or wooded plateau if you look hard enough. On the upside minerals, particularly gold, exist in these areas in a much higher abundance than in other biomes.

8 – Free choice + structure
If you rolled or bought this option, in addition to starting in the biome of your choice you'll begin within sight of an appropriate structure like a temple, pyramid, shipwreck, or even a dungeon with a monster spawner. Many of these locations can be hazardous, but this one is guaranteed chock full of useful loot that will make getting set up much easier.

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Background

Steve (Drop-in)

You pop into existence somewhere in this world without ceremony. You've got new clothes, and a chest is nearby that holds some supplies. Adventure and possibly a horrible demise awaits you.

Villager

You are a native of this world, living a simple life. There is the village and your fellow villagers. There are monsters and the iron golems that protect you from them. There are the others, the Illagers...but we don't talk about them.

Illager

Yours is not the sedate life of farming and gathering, but of pillaging and conquest. Ashen-skinned outcasts, you and your fellow illagers raid villages for what you need, mounted on fell beasts and wielding dark magics.

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Perks
100cp perks are free to that background, with the others being discounted 50%

Undiscounted
These perks reflect some of the in-game mechanics that players operate by within the world of Minecraft. You'll have them for free during your time here, but must pay the listed cost if you wish to retain them in future jumps.

100cp – Can't sleep, must dig
You no longer need to sleep, but may choose to. When you awaken you'll immediately shift to full wakefulness with no disorientation. You'll never suffer from jet lag or other circadian disruptions.

100cp – Food gauge
There's a limited selection of food here, but with this perk you'll never suffer from an imbalanced diet. You'll remain healthy and full of energy so long as you eat enough of any kind of food. Water is now slightly nutritious for you, and even the driest food will satiate your thirst a little.

200cp – Cube farm
Choose animals or plants. Animals you tame (or at least corral) will grow to maturity five times faster, and they can breed with each other regardless of sex and with no concern of health issues from excessive inbreeding. Plants you cultivate grow five times faster, and are both more tolerant of poor conditions and need less attention. If you purchase this perk twice, the second purchase is discounted. You may apply this perk selectively or turn it off entirely.

200cp – Experience orbs
Killing monsters and performing certain tasks grants experience orbs. When something would cause the loss of XP or any sort of 'life energy' you can expend these instead. In future jumps where XP is a tangible resource, this extra experience is gained in addition to whatever you normally receive for your accomplishments.

300cp – Heart gauge
A row of ten hearts is displayed in your mind's eye, and you now live by an HP system. Injuries will result in a proportionate loss of hearts instead of physical damage. If your hunger is fully satiated, then excess calories will be burned to quickly regenerate lost hearts until you're either at full health or begin to go hungry. You may toggle this perk on and off if you wish.

300cp – Inventory and hotbar
You have a 4x9 grid of pockets to store items inside, along with an image of yourself that shows everything you currently have equipped. You can swap items between your pockets and your image to instantly equip or remove your gear. Each pocket can hold items up to one cubic meter in size, but up to sixty-four identical objects can be stacked into a single pocket. Nine of these pockets form your hotbar, a translucent row at the bottom of your vision. Without needing to open your inventory you can instantly swap whatever is in your hands with an item stored in your hotbar, which will shrink to a handheld size until you release or use them.

Steve (Drop-in)

100cp – One Steve limit
You'll likely spend a lot of time by yourself here, not counting monsters, animals, and villagers that you can't communicate with. So now you'll have no issue with solitude. You won't go crazy or have to re-learn how to socialize when you do get back in contact with other people.

100cp – Constant vigilance
Long stretches of digging, building, and farming tends to make the mind wander. A very bad thing considering the one-point-five second fuse on the local suicide bombers. While you can still get distracted like anyone else, warnings of danger like the hiss of a creeper or the sight of an incoming arrow cuts right through any idle thoughts or daydreams and mashes the 'pay attention' button in your brain hard. Your brain will never gloss over an important warning from your senses.

200cp – Dig all day
You're incredibly strong and tough by human standards. You can run or swim for hours without pause, swing iron tools or heft blocks of stone all day without feeling sore, and easily leap more than a meter into the air. But most importantly, you're very, very stubborn. When you want to dig for diamonds or finish that project, you're very good at setting yourself a goal and sticking to it.

200cp – Sword all night
You won't last long here without knowing how to fight. You can wield a sword, axe, pick, or almost anything else you can grab with a decent level of skill. You know how to move in armor and protect yourself with a shield. You also understand just enough of tactics and fortifications that you won't make simple mistakes like moving into a corner when you should have a fallback plan or mistaking a deathtrap for something defensible.

400cp – Cube raider
There are many secret places in this world. Guides or tools may exist that will help you find some of them while others will be found only by exploration. You're lucky in that you'll often come across interesting places more often than not in your travels. You might find a shipwreck or lost temple as easily as a pillager camp or monster spawner, but this perk does come with the promise of a safe arrival. You will never 'discover' something by blundering into a trap or alerting a sentry, and you'll always know if simply entering an area is harmful in any way or if anything will complicate your efforts to leave. You won't know the details of these conditions or how exactly they'll apply to you, but you will have a good idea of your odds of surviving and making your way out again.

400cp – Swimming in diamonds
Diamonds are rare but not impossible to find. But ever try digging for emeralds? That's not fun. With this perk you're very lucky when it comes to finding loot, the mineral veins richer and the treasure chests fuller. If you're looking for an item that can only be acquired from a specific monster then you'll have far more luck finding those creatures and those you defeat will almost always have what you need.

600cp – The way of the cube
Whether you were born to the cube or merely adopted it, you have internalized some of the principles of this world and made them your own. When you harvest something you can choose to have it fall apart into separate portions. Pluck a plant from your garden or slaughter an animal from your stables, and they will be instantly and perfectly divided up among edible portions, usable materials and all other categories without the slightest waste. Things harvested with this perk are also just better, blemishes, damage and imperfections corrected during the process. When the time comes to build something with the materials you've harvested, you can cause similar materials to fuse cleanly with each other at just the perfect angle, building walls without mortar, wooden structures without joints, or massive sections of glass and cloth without seams. This perk can't be used as a form of attack, so no punching the bones out of someone that bothers you.

Villager

100cp – Profession
Everyone within the village has a role. Choose a skill suited to this world, from blacksmith to farmer to cartographer. You are exceptionally skilled, enough to make a living off your chosen field of work and create some of the best examples of your craft to be found here.

100cp – Emerald trader
You have an eye for valuable goods, able to quickly suss out an item's quality and value. People will also happily accept non-standard currency items from you as payment, so long as it's something that they'd still consider a valuable trade good like gold or emeralds, or something they personally desire and would accept as barter.

200cp – Voice of the village
The life of a villager is not a complex one, but it can be stressful. Monotonous work, spartan conditions, cabin fever, the odd zombie siege...You know how to keep a group calm and focused through persuasion, moderating disputes, inspiring rhetoric, and sheer stubbornness. You can't keep this up forever, so you'd better be able to make good on your promises eventually.

200cp – Village lookout
Trouble can lurk behind every cube in this land. As a villager it is not enough to just keep a lookout, you must also be able to warn the rest of your people of the danger. You'll get a prickly feeling when danger is near, like a creeper sneaking up behind you. You can then issue a mental 'silent alarm' to nearby friendlies, giving them a heads-up that something dangerous is closing in.

400cp – Redstone certification
You fully understand the ins and outs of Redstone and how it can be used to power and control the machinery of this world. This includes the fundamentals of programming and a pinch of engineering, more than enough to design and build a working calculator. Even if lacking the proper materials, you could build some very complex, if very large, devices with nothing more than rope, floodgates, and pressure plates. Compared to that, controlling the defenses of a small town with a few levers is child's play for you. Post-jump, you'll know how to synthesize redstone from common materials.

400cp – Golemancy
You've made inroads into the practice of creating golems, since the usual 'pumpkin on a T-body of iron blocks' won't work after you leave this jump. You aren't limited to working with iron, or even bipedal humanoid forms, and with time and effort you might discover how to program your creations with far more complex commands than 'wander around and punch these things.'

600cp – Master enchanter
Removing the randomness and ambiguity of the usual process is the least of what you can do. You don't suffer any restrictions when it comes to what kind of item can get what kind of enchantment, so you can fish up treasures with a chain-sickle or empower a shovel to deal massive damage to the undead. Selectively remove or add new effects to an existing magical item, or transfer effects from one item to another. Fuse multiple similar magical items together to make a single, stronger item. While there are limits to how much magic that can be crammed into something, that limit is much higher for you. With time you may figure out how to recreate items found within the game, from the space-bending shulker boxes and ender chests to the humble ever-burning torch.

Illager

100cp – Raider
You have a talent for making a mess of things. When you're on the warpath there's extra collateral damage wherever you go. Crops are trampled, animals get hurt, delicate things get ruined and fires break out. You can turn this perk on and off, but cannot decide how exactly it behaves when used.

100cp – Creeping along
Like mobs you make very little noise when moving, and keeping just out of sight comes easy to you. By staying still in a dark area, you'll be practically invisible as even attentive people tend to just gloss over what little signs of your presence are showing.

200cp – Alchemy
You know Minecraft's alchemy recipes front to back, and understand enough of the theory to begin experimenting with the ingredients of this world and others to make new potions. It's possible to get a little more out of your efforts than expected, sometimes getting a free fourth potion when using a brewing stand. By any other method, sometimes creating a potion will create a duplicate at no extra cost to you.

200cp – Zombie steps
Like a poorly-timed spike of CPU exertion, you are capable of stuttering movements that defy the rules of momentum. Go from a standstill to your full speed without needing time to build up to it, and then stop on a dime or turn ninety degrees without losing speed. It will be incredibly difficult for opponents to react to these glitchy motions. You can only pull off one of these tricks once every ten-ish seconds or so. It's a little random, but you'll always know when you've 'recharged.'

400cp – Monster tamer
Mobs are normally universally hostile, but you know how to wrangle and subdue spiders, slimes, even creepers. If it's alive and non-sapient, then you can eventually, somehow, get it to follow simple instructions. It'll take time, effort, and somewhere to hold it long enough to work it over. Particularly fierce or wilful creatures may be impossible to tame, especially alien or eldritch types like the Enderdragon.

400cp – Necromancy
The likely source of this world's undead infestation, you know how to raise the dead in your service. This requires a quick ceremony and with a little extra effort you could imbue your creations with some variety, such as better adapting them to a specific biome or putting a bit of magic into their attacks. Simply having this power causes unintelligent or undirected undead to ignore your presence, and with small effort you can bind uncontrolled undead to your will. Gaining command of another necromancer's servants or forcing an intelligent undead into your service will require much greater effort and a contest of will and skill.

600cp – Dark Magic
You're an apprentice of the sorcery that illagers make use of. So far, you're limited to summoning phantom jaws that appear and bite opponents, ignoring the protection offered by even enchanted armor. Soon you'll be able to summon a pack of vexes, small flying sword-wielding demons. Learning the arts of an illusionist to turn yourself invisible or strike others with temporary blindness won't take much longer. You also know the 'wololo' spell that all aspiring practitioners of the dark arts learn, it will alter any person or animal you cast it upon to be a natural redhead. The greatest masters of magic can create the portals that lead to the Nether and The End, and you could learn to create portals to similarly nearby dimensions in future jumps.

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Items
100cp perks are free to that background, with the others being discounted 50%

Steve (Drop-in)

100cp – Beginner chest
When you arrive it will be next to a wooden chest filled with the following: An iron pick, axe, shovel, and hoe. Enough loaves of bread to last you three days (of real time) if you ration them, a stack of sixty-four torches, and a full suit of leather armor. The tools and armor will be repaired and returned to you after 24 hours if lost or damaged.

100cp – Mining clothes
The standard green shirt, purple pants, and grey boots. Or Alex's colors, if you'd prefer. The outfit is completely waterproof and will repel dirt, grime, and zombie bits. The shoes will never get soaked or trap sand in them, and the outfit is self-repairing. It will keep you at a comfy temperature in both warm and cool environments, but only up to a point. You may import an existing outfit or suit of armor to gain these qualities. Returns after 24 hours if somehow lost or destroyed.

200cp – Crafting bench
Continuing to function in future jumps, this bench (more of a cube, really) will instantly and accurately assemble anything up to one cubic meter in size, provided you supply all the materials and have at least a rough idea of what you want to construct. The bench can only reshape provided materials but cannot otherwise alter them, it is not a furnace or chemistry set. Building more complex things may require preparing raw materials with other crafting blocks first. Post-jump, the no-longer-cubic creations will be every bit as good as if you'd made the item with your own skills, and any perks or items you may have that involve crafting will be applied normally to the end result.

200cp – Block of bedrock
Striated and speckled in white, black, and grey, this cube is absolutely indestructible. It is summoned and placed with a moment's thought and can be removed just as quickly. Once placed it is absolutely immutable and impermeable, and you may decide if it will remain fixed in space or can be moved. It can also be attached to something, and nothing save severing any connected material will dislodge it. You can only have one block of bedrock out at one time, and it can be retrieved at range with a thought.

400cp – Anvil
While it cannot create new objects on its own, this anvil is a powerful tool for upgrading your equipment. Its simplest function is to repair damaged objects by providing suitable raw materials, but very similar items, both mundane and magical, can be fused together to create a more powerful version. Provide two different enchanted blades to gain a single weapon with the qualities of both, or combine weaker items of a similar nature to create a single, more powerful and refined object. Both matter and magic can be altered by the anvil multiple times, though not infinitely. Items can only hold so much magic, and the anvil can't create truly new things through simple linear improvement.

400cp – Recipe codex
Summoned to hand or dismissed with a thought, this book records every Minecraft recipe and block interaction that exists within the game, such as how to create nether portals, golems, basic redstone circuits and how to summon the wither. Post-jump, the book updates as your scientific knowledge grows, recording every blueprint, chemical process or recipe you create or learn. While the book cannot create new designs, it can act as a magical CAD program, performing calculations and making models of proposed creations, the complexity allowed growing to match your own skills and knowledge.

600cp – The far lands
Legend speaks of the edges of the world where the laws of reality begin to fail, and a portion of that place is now yours to shape. Reached through a portal that can be summoned with a thought, a cube ten thousand kilometers on a side awaits to be filled according to your specifications. You can generate anything from a perfectly flat plain to an amplified world of twisted mountains and plunging valleys. Mobs can be made passive and biomes manipulated. While you don't have access to creative mode or commands, any other part of the default minecraft world generator is available to you. Once created it can be left as-is or remade as many times as you like, but anything left inside when you reset the area will be destroyed. Post-jump, while inside this space you are once again subject to Minecraft's idea of physics and will temporarily regain use of the undiscounted perks on offer. Anything removed from this place will be transformed into a three-dimensional, real-world version of itself without any game mechanics involved, and anything introduced into this world may become cubical if you wish but will always continue to behave as it normally would.

Villager

100cp – Animal eggs
You've got a box of eggs spotted in various colors, two of each. Each color matches up to one of the animals that exists in the Minecraft world, and breaking an egg will spawn a child of that egg's animal. This includes those that don't produce eggs, like fish and bees (and a beehive to live in.) Broken eggs are replaced after 24 hours have passed.

100cp – Seed stock
This bag contains seeds, saplings, shoots and mushrooms, allowing you to cultivate every kind of plant that exists within Minecraft's overworld. This will make establishing a farm and gathering several kinds of resources very easy, and the extra variety in your diet during your time here is sure to be appreciated. Anything you plant or use up will be replaced after 24 hours.

200cp – Village well
The center of every village, you can cause this simple cobblestone construction to
sprout from anywhere. You can draw an infinite amount of water from the well, and no
matter the surrounding conditions the water will remain cool, pure, and it will resist
contamination both physical and mystical. You may only have one well existing at a
time, and may place or remove it with a thought.

200cp – Loyal llama
This tamed llama will come trotting up to you when you whistle, no matter where you
are. It carries a pair of small saddle-chests that only you can access. Even if smashed
open or stolen, the chests will appear empty and their contents will be waiting for you
the next time you summon the llama. The llama is rather smart and can follow some
surprisingly complex commands for an animal, and if killed can be summoned again a
day later. Will spit if abused.

400cp – Sculk catalyst
A disturbing-looking cube of what may be moss and bone, it will absorb the energy of
those that die nearby to spread a veined and mossy carpet that extends the range of
the effect. While collecting XP from the created sculk would normally require a hoe and
a great deal of patience, you can absorb the stored XP simply by touching the catalyst
which proportionately shrinks the bloom in the process. When the sculk bloom grows
large enough, it will produce sculk sensors and eventually shriekers that will summon a
Warden if disturbed. The Warden will not attack you or anyone you mark as friendly but
it is otherwise not under your control. Post-jump, anything that dies will enrich and
spread the sculk proportionate to the strength of the slain, while in settings where XP is
a tangible resource no one will gain XP while in very close proximity to it.

400cp – Workstation
If you're going to do a job, you need a place to work. The standard bench is good for
basic tasks, but this is the block you want for specialized work, coming pre-loaded with
every job site block within Minecraft including an enchanting table. You can command
the workstation to assume the shape of any of those blocks and cycle through them as
needed, even allowing the included blast furnace and smoker to work while you handle
a third task. Other villagers will use this block to gain a job of your choice if you allow it.
Post-jump any improvements or additions to blocks that are part of the workstation will
be retained, and you can separate the blocks if you wish to work with them individually.
Even without the 'Inventory and hotbar' perk, you can always shrink the workstation
down to handheld size for easy transport.

600cp – Testificate bazaar
Stepping through the new door in your warehouse will take you to a sprawling, cubical town filled with traders and craftsmen. The Villagers here operate shops based on the most prevalent themes of your current jump. In a magical world, you can find a wide assortment of spellbooks and magical materials for sale. In a space opera, the shops stock everything from high-tech weaponry to the occasional secondhand spaceship. It is impossible to steal from the Bazaar, and perks that would let you scam the owners or get discounts won't function here. Every so often, you'll find a wandering trader has arrived in the Bazaar with goods from previous jumps. The only things you can't find within the Bazaar's walls are that which simply cannot be bought and copies of truly unique items.

Illager

100cp – Weaponry
You can't go raiding without weapons, so you'll receive a diamond sword and a crossbow with a stack of ordinary bolts. If lost or destroyed, they'll reappear in your possession 24 hours later. Any changes made to them, like being enchanted or upgraded, will be retained.

100cp – Nametags
At will, you may conjure a nametag attached to a collar, bracelet, or other anchor. Anything non-sapient that wears the tag will respond to the name you write on the tag. While this does not make an animal smarter, it will make training them easier.

200cp – Alchemy workshop
A single brewing stand atop a chest that holds a miscellany of reagents and alchemy supplies. The chest will provide a small but steady supply of glass vials, water, nether wart and blaze powder, the things which form the basis of all Minecraft potions. The chest will also provide a little glowstone, redstone, gunpowder and very rarely some dragon's breath to refine your potions further. Post-jump, the chest will update to provide a similar supply of anything a world's alchemy absolutely requires to get started along with small amounts of random low-level ingredients.

200cp – Ravager
A massive beast that will accept no other rider but you (and any you order it to carry, if grudgingly) a ravager is the preferred mount of high-ranking illagers. Fast as a horse, absurdly durable, and strong enough to smash through anything less fragile than the meter-thick trees that grow around here, no common mob will survive more than a few seconds in front of your ravager's jaws. Its sheer size means that anything without a ranged attack would have to climb it before they can attack you, but the force of a ravager's roar can knock away or even kill man-sized creatures. The only thing this beast doesn't do well is swim, though it can paddle its way across a river if it must. After 24 hours, an injured or slain ravager is returned to you fully restored.

400cp – Portal ring
Attached to your warehouse or placed somewhere within the world, this empty stone ring will massively boost the power of summoning or transport magics you work through it. Additionally, the ring can open a portal to another dimension if provided with materials that have a link to the desired destination. The sacrifice of a few creatures native to the targeted dimension will work best, but you can manage with a larger amount of lesser debris or a single item of great power.

400cp – Empty spawner
A seemingly empty copy of the spawners you may come across, this version can produce any of the hostile mobs found in this world. The stronger or rarer the creature is, the longer it will take to create. A simple zombie or skeleton would be produced each minute while an enderman or magma slime might appear every five to ten minutes. Any of the boss mobs need a full 24 hours to be generated. No mobs will spawn if there is no space available or the environment can't support them. While the mobs produced can be killed for loot and XP, they are not in any way under your control. Post-jump, by stuffing the corpse of a non-sapient creature into the spawner (it'll always fit) you can create more copies to kill as many times as you like, but must remove it to produce something else. To avoid any accidents, you are given a remote to control the spawner from afar, both of which are returned 24 hours after loss or destruction.

600cp – Totem of undying
A disturbing little effigy crafted through dark means, having this totem in your possession will save you from death. Once. After suffering a fatal wound, you'll have the choice to be revived at full health where you are or moved to a home you own or have constructed. If used up, you'll get a new totem at the beginning of your next jump.

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Companions

X00cp – Companion Import
For 100cp, you may bring a single companion with you to this world. They get a background and 600cp to spend. For 200cp, you may bring eight, for 300cp, sixteen, and so on with no limit. It's a very big world with very little to do, so there's no reason why you can't fit in everyone you've got.

200cp – Mobfu
Being alone in a hostile world can be tough, even for a short time. So now you're guaranteed to meet up with a Minecraft mob who's a little different from the rest. For one thing (he or she) is much more human than others of their kind, and the percentage of human-to-mob in their shape is also up to you. Get a 10% ender-girl that looks basically human but for her height and purple skin. Get a 75% spider girl for a cute drider that likes walking on the ceiling above you. In the beginning they'll be quite innocent and outside of mob-heritage instincts, like an endergirl's shyness or a creeper's explosive cheerfulness, their personality will be heavily shaped by your upbringing. Your mobfu may be based on any animal, hostile critter, or even boss monster, but they have none of the special powers their pure-mob ancestors possess. All mob-fus have the 'Can't sleep, must dig' 'Food gauge' and 'Heart gauge' perks.

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Drawbacks
You may take a maximum of +1000cp worth of drawbacks.

+0cp – Third rock from the square sun
The world now has a day/night cycle similar to Earth's. Twelve hours of light followed by twelve hours of darkness, instead of a twenty-minute cycle. You'll have a longer period of relative safety to work on the surface, but a longer night to worry about mobs. The amount of time it takes for plants and animals to mature does not change, but plants won't grow without light.
Cannot take with 'Endless night.'

+100cp – Hyper-realism
The ground is cubes. The trees are cubes. The sun, the clouds, the stars are cubes.
But the mobs are not. If you ask why this is a drawback and how it could be worth any
points, then I refer you to the many pieces of fanart which offer attempts at realistic
depictions of the mobs and monsters in Minecraft. They will now look, attack, sound,
smell, behave, travel, and even die in far more flexible, realistic, and disturbing ways.
Cannot take with 'I AM CUBE.'

+100cp – I AM CUBE
Everything within the jump, including yourself and anything you create must now adhere
to the rule of having only right-angles and being fixed in space. No curves, no triangles,
nothing that can't fit a square-edge, and nothing that moves between blocks except
pistons. Getting used to your newly-cubed body will take awhile and you can expect
plenty of discombobulation, but it won't otherwise impede your ability to work or fight.
Cannot take with 'Hyper-realism.'

+100cp – Amplified
Where the geography might have been semi-realistic before, the world is now one of
plunging sheer chasms, massive mountains that are more column than slope, and
floating landmassess large and small. Getting around will be rather difficult, and the
wrong step could easily lead to your death.

+100cp – Ambience
This world will occasionally produce noises appropriate to the local environment. And
by 'appropriate' I mean 'fucking creepy.' Grinding in caves, moaning in abandoned
mineshafts, growling in forests, howling in the desert, creepy chanting on the edge of
your hearing as you step into ruins...It's not dangerous unless it distracts you at a critical
moment, but it will set your nerves on edge and might make you ignore a sound you
really should have heeded.

+100cp – Claustrophobic/Agoraphobic
You have a choice of being distressed by enclosed or wide-open spaces, which can
make working under or aboveground very difficult for you. The severity of the
symptoms aren't unmanageable, so short excursions into your disliked environment are
possible, if unpleasant. But stress, particularly pain, hunger, or combat can make things
much worse, so plan your excursions very carefully if you don't want to be seriously
impaired when you encounter mobs.

+X00cp – Single-biome world
The world now consists of a single biome, and no other will be found no matter how far you travel. As a consequence, some creatures and world features may not be found unless another drawback requires their presence. Taking this drawback overrides your starting location, but you may still purchase a structure that wouldn't normally be found in the biome you choose here.

        For +100cp, you may choose any temperate biome, such as oak forest, plains, or swampland.

        For +200cp, choose a biome with a less comfortable temperature, such as jungle or taiga.

        For +300cp, choose an extremely hostile biome where food or other resources are very scarce, such as a desert, rocky mountains, badlands, or have the entire world under a shallow ocean except for the tiny one-palm-tree island you arrive on.

+200cp – Hostile environments
Instead of the placid, static biomes presented in the game, the world is now more like Earth in its realism and occasional danger. There are now changing seasons and sometimes fierce weather. Frozen oceans are lethally cold. The heat and dryness of a desert will quickly dehydrate you. Storms can knock over trees and damage buildings. Blizzards. Sandstorms. Avalanches. Mudslides. Take lots of water with you and remember to dress appropriately. And if you think working inside magma-filled ravines is bad, wait until you visit the Nether. That place is literally hell, and water in the Nether that is exposed to the air will evaporate in seconds. New recipes, such as cold-weather clothing and enchantments specific to moving through and living in extreme conditions will be made available to you.

   For an additional +200cp the world will now occasionally produce extreme weather conditions and natural disasters.   Hailstones big enough to kill people. Earthquakes. Volcanic eruptions. Flash floods. Tsunami. Hurricanes. These phenomena still follow semi-realistic behavior, occurring only in specific places for specific reasons. Learn the warning signs or die.

+200cp – Single-player lag
Don't know how or why, just that it can be really, really annoying. Blocks that you mine will occasionally reappear after a few moments and need to be re-dug. If you walk into the space they occupied, you'll be roughly shoved into the nearest open space. If there's no room, you'll begin suffocating until you can make room. Worse, this will sometimes happen with blocks you place as well, which can make building bridges or working around hazards tedious and dangerous.

+200cp – Chunk loading
When traveling, everything in the chunks adjacent to the one you occupy (a sixteen square meter slice of the world) needs about a minute to fill in. Before that, everything in that chunk is invisible and that includes mobs. Thankfully a loaded chunk stays loaded, but safely exploring the world will be a slow and tedious process.

+200cp – Limitless hordes
Ordinarily, mobs will only spawn within a certain radius of the player and will vanish when the player leaves the area. Not anymore. Mobs spawn across the world, and will gravitate to areas where there are fewer or no mobs present. If you do not regularly cull the local mob population, it will slowly increase without limit.

+200cp – Physics engine
When you first arrive, a mighty crash will resound through the world as everything that cannot stand up under its own weight collapses. Everything is still cubes, but now cubes are affected by gravity and can collapse without proper support. This includes the tunnels you dig, the trees you chop down, and the house you build. Strongly consider buying some skill in architecture, you'll need it.

+300cp – Nyctophobia
Having a fear of the dark is completely understandable in this world, considering what's out there. You'll be nervous and jittery in dimly-lit areas, and seeing the sun begin to set will give you a strong urge to flee for home. Exploring underground will be a very slow process, and dark areas that you can see but not reach will leave you distracted and fearful of lurking mobs. If you were to somehow be forced into the darkest areas, like an unlit tunnel or outside a moonless night, it would take great effort to not react in any way but a blind panic.
If you take this with 'Eternal night' you'll get a single day at the start of the jump as a grace period.

+300cp – Eternal night
The sun will never rise on this land. Mobs will spawn almost as fast as you can kill them, and most food crops will not grow unless you provide sufficient artificial light. If you try to carpet the land in torches, mobs will still appear in out-of-the-way locations and neglected locations. Mobs will not spawn within a well-lit structure unless you abandon it for a very long time.

+300cp – Three kings

To not fail this jump, you must kill one each of the three mightiest mobs within ten years. The Enderdragon, the Wither, and an Elder Guardian. The Wither may be the most dangerous of them all, but the easiest to call forth. Hunting the Enderdragon requires finding a stronghold somewhere in the world, a chore in itself. Multiple Elder Guardians exist within a single ocean Monument, and it is only a matter of time before you find one in the many oceans across the world.

+300cp – Elite mobs

Normally produced only by a one-in-a-thousand lightning strike, you will now come across enhanced mobs with alarming frequency. Charged creepers that move much faster and detonate with far more force. Killer bunnies. Giant zombies able to tear down cobblestone walls. Skeletons with enchanted gear riding skeletal horses. Every mob has a stronger version you will eventually run into. As it would be entirely overkill, there are no enhanced boss mobs.

+300cp – Siege mode

Mobs are now vastly more intelligent, attacking in groups and using simple tactics. They love setting up ambushes. They will tear down torches, destroy your farms and slay your livestock. Endermen will teleport directly into your house or place and remove blocks to help other mobs, while creepers will detonate themselves to destroy traps and create openings in your walls.

+600cp – Testificate Wars

Scattered villages have grown into city-states and each has declared war upon all others. You will find yourself square in the middle of the fighting, and none will respect the existence of a neutral party. Soldiers will raid your stores for supplies, occupy and fortify your structures, or give you a choice between conscription or death. You'll never be able to tell the difference between the sides, and soldiers will identify themselves and their enemy only as 'Testificate.' Of course, any out-of-jump powers and the cosmic warehouse will be sealed for your time here.

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The End
(No, not that one.)

As your time here comes to an end, you'll lose access to any game mechanics you cannot emulate through the purchase of perks. Torches will no longer burn eternally, blocks of water can run dry.

Stay
A strange choice, but having an entire world to shape as you please could be tempting.

Go home
Take what you've mined and head home. A few cubic meters of solid gold is a hell of a nest egg...

Move on
More worlds to explore, dig up, and make your mark on!

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NOTE

v1.2 was the result of realizing that it would be impossible to visit the End even with the '64 chunks' item, as the size didn't allow for strongholds to spawn under normal generation. That snowballed into a general revision and then going over everything else in consideration of how even without that perk items from Minecraft and normal worlds would interact with each other. Generally, they act the same towards similar things. Drinking real-world cow milk will cure the curses and poisons from minecraft, but minecraft cow milk doesn't cure or de-curse anything from out-of-jump that doesn't have a very close analogue within minecraft. Fanwank as required.

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CHANGELOG

v1.21
Changed 'golem pumpkin' to 'workstation'
Tweaked 'crafting bench' to keep it distinct from 'workstation'
'Redstone certification' teaches you how to create more redstone

v1.2

'Alchemy workshop' now includes blaze powder supply

'Golem pumpkin' made smarter to justify cost

Changed '64 chunks' to 'far lands' as a larger area is needed to spawn strongholds

Changed 'bottle o enchanting' to 'sculk catalyst'

Altered and improved 'empty spawner'

Expanded 'way of the cube'

'Minimap' changed to 'cube raider'

'Block of bedrock' tweaked

'Anvil' improved

'Inventory and hotbar' now includes paperdoll for fast equipping

'Recipe codex' improved

Changed 'mob eggs' to 'ravager' as changes to spawner made them redundant

Lots of minor tweaks and upgrades, mostly wording

v1.1

'master enchanter' now also covers torches

'alchemy workshop' now has a more regular supply of ingredients

changed 'enderwaifu' to 'Mobfu' and reduced cost to 200cp

added 200cp 'physics engine' drawback.

Tweaked 'minimap' perk