

Generic GURPS Jump

v1.2 (2024-05-08). By DataPacRat

Standard JumpChain Rules: 1,000 Jumpchain-CP (as opposed to GURPS-CP), 10 years, then choose Continue/Stay/Go Home. Unless the setting includes resurrection as part of the PCs' baseline template (eg, IOU, Riverworld), any death without a CP-backed Extra Life or other 1up fails the jump. This document can be reused to go to different settings, or used as a supplement; for the latter, all CP remain separate.

Roll 3d6, consider the bell curve. Roll 1d128 for the specific setting, or pay 23 J-CP to choose one or more:

1. Action	45. Espionage	87. The Prisoner
2. After the End	46. Faerie	88. Psionics
3. Age of Gold	47. Fnord	89. Reign of Steel
4. Age of Napoleon	48. Furies	90. Renaissance Florence & Venice
5. Age of Sail	49. Ghost Breaking (ASJ2004)	91. Philip José Farmer's Riverworld
6. Alchemical Baroque	50. Girl Genius	92. Robin Hood
7. Alexander Athanatos (Biotech)	51. Goblins	93. Russia
8. Sid Meier's Alpha Centauri	52. Greece	94. Scarlet Pimpernel
9. Arabian Nights	53. Hellboy	95. SEALs in Vietnam
10. Atlantis	54. Hellsgate	96. Seas of Dread (Horror)
11. Atomic Horror	55. Horror	97. The Silk Road
12. Autoduel	56. Horsecans	98. Space / Aliens
13. Aztecs	57. Humanx	99. Special Ops
14. Black Ops	58. Ice Age	100. Steampunk
15. Blood in the Craters (Horror)	59. Illuminati	101. Supers
16. Blood Types / Vampires	60. Imperial Rome	102. Supertemps
17. Blue Planet	61. Infinite Worlds / Alternate Earths	103. Swashbucklers
18. The Broken Clockwork World	62. In Nomine	104. SWAT
19. Bunnies & Burrows	63. International Super Teams	105. Tales of the Solar Patrol
20. Cabal	64. IOU	106. Technomancer
21. Callahan's Crosstime Saloon	65. Japan	107. Terradyne
22. Camelot	66. Lensman	108. The Time Corps (Time Travel)
23. Car Wars	67. The Madness Dossier	109. Transhuman Space / Biotech
24. Casey & Andy	68. Mage: The Ascension	110. Traveller
25. Castle Falkenstein	69. Mars Attacks	111. Undead
26. Celtic Myth	70. Mars, Domed	112. David Brin's Uplift
27. China	71. Mars, Dying	113. Vampire: The Masquerade
28. Cliffhangers	72. Mars, Superscience	114. Vikings
29. Conan	73. Mars, Terraformed	115. Voodoo: The Shadow War
30. Conspiracy X	74. Martial Arts	116. Vorkosigan Saga
31. Constantinople	75. Meridian (ASJ2004)	117. Warehouse 23
32. Cops	76. Middle Ages	118. Weird War II
33. Covert Ops	77. Monster Hunters	119. Werewolf: The Apocalypse
34. Crusades	78. Mysteries	120. Wild Cards
35. CthulhuPunk	79. Myth: The Fallen Lords	121. Witchworld
36. Cybermech Damocles (Mecha)	80. Gene Wolfe's New Sun	122. World of Banded Night (Lands out of Time)
37. Cyberpunk	81. Ogre	123. World War II
38. Cyberworld	82. Old West	124. Worminghall
39. Deadlands	83. Operation Endgame	125. Y2K
40. Discworld	84. The Phoenix Project (Psionics)	126. Yrth / Fantasy / Banestorm
41. Draconis (Biotech)	85. Jack Vance's Planet of Adventure	127. Zombies
42. Dragons	86. Prime Directive	128. Crossover: Roll twice more and combine
43. Dungeon Fantasy		
44. Egypt		

- **Discounts:** Purchases which last for just one jump, and then go away, are 80% off: one-fifth cost. Could be handy for Status, Rank, Reputation, Patrons, and other in-setting social stuff...
- **Perks & Companions:** For a standard setting, pay 10 J-CP for every 1 G-CP of Advantages, Powers, Templates, Skills, Allies, etc. (Special: If the GURPS setting book insists on more than 100 starting CP, multiply the G-CP you gain by that factor - eg, 400 starting CP gives you 4 G-CP instead of 1 per 10 J-CP.) Setting-specific freebies last just for the jump, unless paid for. Appropriate purchases can be improved via study, at the usual rates.
- **Items:** To give an object standard Jumpchain fiat-backing, buy it as a power with Gadget modifiers, as Signature Gear, or for something like a good-sized spaceship, as a Patron.
- **Drawbacks:** Gain 10 J-CP per 1 G-CP of Disadvantages taken. And for +23 J-CP, your Warehouse is labeled "23" for the jump's duration. Maximum of +623 J-CP.
- **Toggles:** For +0 J-CP, you can add 5 years to your stay; can be taken multiple times.