

Roald Dahl Jumpchain

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Created because I was looking for a James and the Giant Peach Jumpchain and found nothing. I thought for a little on if I should just hope someone else would ever do it, then decided fuck it.

So here I am, pulling a Thanos and deciding to do it myself. I did notice [JuliantheUnknown](#) over on SpaceBattles mention some things back in 2017. So, I guess this is for you?

"My dear young fellow," the Old-Green-Grasshopper said gently, "there are a whole lot of things in this world of ours you haven't started wondering about yet."

Welcome to an odd world. One full of mystery, adventure, family, and wonder. This Jump contains two of Roald Dahl's worlds in it. These are James and the Giant Peach and Willy Wonka and the Chocolate Factory.

Whether you wish to learn the secrets to Wanka's chocolate or make friends with a bunch of large sentient insects there is plenty for you here. Regardless, you will spend 10 years here.

+1000cp

Location

London, England: The home city of James Henry Trotter. This is where he lives with his Evil aunts until a Wizard gives him magical Crocodile Tongues. This is also where Willy Wonka's factory is located.

New York: This is where James Henry Trotter and his friends end up living after the Giant Peach gets impaled on the Empire State Building.

Origin

Orphan (Drop-in): Much like James, your parents were eaten by a Rhinoceros. Your age is 6+1d6.

Poor: Much like Charlie, you have a large family but an empty bank account. Your age is 8+1d6.

Special -100cp: You have some kind of special talent that makes you different from other children your age. Whether this is due to you being able to chew a single piece of gum for years like Violet, or perform complex mathematics to figure out exactly where the golden tickets were sent like Mike, you can do something that most other children cannot. Your age is 8+1d8.

Rich -100cp: You have the best superpower of all. Money. You have all of the money that you could ever need in this world.

Bug -200cp: You are now a sentient bug like the others in the Giant Peach. You have all the abilities that would normally be associated with the bug of your choice, scaled up to be usable at your new human sized form. Your age is whatever you want it to look like in your new bug form.

Perks

Orphan Perks:

Lovable -100cp: Most people will like you just for being yourself. You would have to go out of your way to make them hate you.

Real Friends -200cp: The friends you make will always be true to you. They will never betray you, never abandon you, and never forget you.

Good Kid -400cp: You won't get in trouble for anything you do that isn't actively harming other people. The only exception to this is evil family members.

I will show you something Wonderful -600cp: Much like James, when you really need something you will receive it. If that is a bag of magical crocodile tongues, a gun, or something else entirely; you will get what you need. The more immediate the need, the more impressive the item. If the planet you are on is about to explode, a massive magical shield might appear to protect it. This perk activates automatically, but only once per ten years that pass or per Jump whichever happens first.

Poor Perks:

Make Space -100cp: You can always somehow find a way to fit furniture and other items in small areas. You can get the most storage out of any space that is possible.

Food for the Family -200: You can make meals stretch out far beyond what the limited supplies you have should allow. Quality of the food depends on your skills. As an example, you can fully feed a family of 8 with a can of beans.

Gifting -400cp: People like to give you stuff. You don't know why, is it because you are cute? Is it because you just have one of those faces? Do they feel bad for you? Who knows! From a crisp fiver to a whole factory, you could just be given something so long as they deem you "worthy".

Luck -600cp: You have luck. Not just flip a coin and call it type of luck, the kind of luck that sees you stumble into a once and a lifetime opportunity without any consequences for your actions. Spend money on a chocolate bar instead of money for your starving family? Somehow things will all work out in the end!

Special Perks:

Do it -100cp: You can make yourself do things that would otherwise get repetitive without any issues. From playing video games until you have mastered them to chewing flavorless bubblegum for years. You feel none of the boredom that such repetitive actions would normally cause.

Better -200cp: Pick one skill or ability. You have mastered that to a surprising level. While certainly not supernatural in terms of ability, it is impressive to watch.

Faster -400cp: You can master abilities much faster than anyone should be able. Going from a complete novice to expertise takes around two weeks of dedicated effort. From that to Mastery takes one month.

Consequences -600cp: When you do something wrong, things can tend to spiral out of control. But not for you. If the action that caused consequences didn't harm anyone, then the effect shouldn't harm you. That could be that like Violet you become impossibly flexible, or survive falling several stories only to land on soft (if smelly) trash.

Rich Perks:

A Pony -100cp: You always seem to have enough money to indulge in the most useless of whims without consequence.

I Want IT! -200cp: Demanding things is rude. Somehow this doesn't seem to be the case for you. Even when the demand is petulant enough to make someone want to hit you, you still seem to get what you want. This does require the person to be capable of giving you the thing.

It's so cute! -400cp: Unlike Veruca, animals like you! From the smallest of Chihuahua to the most dangerous of animals. You will never have to worry about animals attacking or hating you

unless you do something to make them. Don't think that this means you can abuse them without consequences, they will still hurt you if you hurt them. Especially the wild ones.

Daddy's little girl -600cp: You have access to the fortune of a billionaire regardless of if you have any relationship with anyone in the world. As an added bonus you will always be liked more by people that are older than you appear to be.

Bug Perks:

Musical -100cp: You have a beautiful singing voice and can jump into song without any issues. You can come up with a whole song and dance in an instant to describe the mood or general aspects of the situation.

Magical -200cp: As a large sentient bug there are many aspects of yourself that shouldn't quite work. This Perk will make sure that regardless of the dictates of Biology your body will always function perfectly. Even if you are somehow a demon, devil, angel, and ghost... all at the same time.

Moves -400cp: You can move your body with perfect grace and accuracy even if you are a giant tentacle covered abomination of nature. You can move all limbs separate from each other without losing any precision.

Accepted -600cp: People will accept you without many questions. Even if you are a giant sentient spider living in a peach core house with a young boy. People will just accept that you are different without causing problems. You can turn this off if you wish.

General Perks:

Look sharp -100cp: You will always look your best. Shirts will be pressed and crisp, pants without wrinkles, and ties will rest perfectly in place.

Flash Mob -200cp: You can break out into song and cause others to do the same.

Chocolate -400cp: You can make anything that Willy Wonka can make. From his simplest chocolate to the most complex of things he has built.

Golden Ticket number Jumper -600cp: You are one of the lucky people that found a Golden ticket. This functions in every Jump, allowing you the chance to get pulled into the plot by what most would see as random chance.

Wizard -800cp: Much like the man that gave James the Magical Crocodile Tongues you can create mystical artefacts. The exact functions of the objects that you create depends on the ingredients that you use to make it.

Items

A Peach -100cp: You now have an unlimited supply of normal peaches. They all taste good and they never go bad.

Wonka Bar -100cp: You now have an unlimited supply of Wonka candy.

A Golden (Fake) Ticket -200cp: This golden ticket won't get you into Wonka's factory, but you can use it like a literal Get out of Jail free card. If something should happen in a Jump that would cause major issues for you; the police just so happen to see you kill a few people, a massive shadow organization finds out that you have been stealing their money, or something else. This ticket will get you out of all the trouble that the situation would cause. You won't get prosecuted or harmed for killing those people. The shadow organization won't do anything to you. One Use Only.

A bag full of Crocodile Tongues -600cp: A bag full of around 200 magical Crocodile Tongues. Refills every month. Build a bug army or something, I don't know.

Companions

The Obligatory Rule34 Option -100cp: For those of you that are into sexy french spider ladys, this is for you. This option will make it so that all of your Waifus/husbando/whatever can look mostly human. They might keep some of their features from when they weren't human, and they will keep their abilities, but you can fuck them without feeling weird now. Unless you're into that of course. No judging here.

Companion -200cp: You can take any canon character as a Companion or import any Companion you have into the world. They get 600cp to use in this Jump.

Drawbacks

+100 Evil Aunts: You are in the "loving care" of two evil aunts that will torture and abuse you.

+100 Bad Kid: Something about you will make everyone think that you are a horrible little brat the whole time that you are in this world.

+200 Mental Trauma: You have it now. Congrats!

+200 Oompa-Loompa: Every mistake that you make, every sorrow that you feel will have the Oompa-Loompa singing a mocking song that only you can hear.

+300 Awkward: You are just as bad at talking to other people as Willy Wonka is.

+300 Robo-shark: You have a massive robot shark that shoots fish head missiles stalking you. Try not to get eaten.

+400 Hungry Rhino: A hungry, angry, magical rhino is going to try and eat you constantly. Even if you kill it another will come to kill you.

+400 A totally normal bug: You aren't a magic bug, but a completely mundane one. You will not find a Crocodile Tongue unless you bought them from the Item section.