

Style: The Art of Writing Well



By **YngvarrFrey!**

Welcome, Jumper! You have landed in the realm of all writers to have ever written in any narrative. In this place you'll be able to accomplish all of your dreams of being a writer and telling your stories across the worlds. Your only command is to spend the next decade with your sole dedication being that of writing. You may also choose to spend any amount of time after the decade doing anything you want to do.

Have your standard **1000 CP** to begin your journey as a Writer.

Setting

While most jumps go to a particular setting, this jump allows you to go to any setting that you want to, including settings that you have personally made up and imagined. For the most part, this setting choice is made for the Benefactor rather than the Jumper, but which of the two will make the decision is up to the writer of the chain. Because of this, there is an additional rule to the jump, being that drawbacks will overpower the setting that you go to, such that you cannot go somewhere that nullifies a drawback you have chosen.

Whatever setting you choose will allow you to start anywhere that is somewhat reasonable for you to be.

Age and Gender

There are no restrictions to either age or gender, as you're allowed to change them to any value that you want to. Of course, you'll most probably still be a human if you're not another race yet, so choosing to be some ancient age can still kill you from old age. As a bonus, though, you can choose any sex at all, including ones that don't exist in the way that you want them to.

Styles

This jumpdoc uses the word 'Styles' as a replacement for the general 'Origins' found in other jumps. They still operate in the same manner, with the inclusion that you can take any of the following styles as a Drop-In, making sure that you simply enter the jump without any addition of memory or experience that you may regard as undesirable. These 'Styles' are precisely what they say, the style of writing that you'll be most familiar with after choosing them, though you'll still be able to have the others. If you want, with any of the Styles, you may get some freebies such as the local language seamlessly uploaded to your brain or similar things.

Natural - You've made things simple in your life, and decided instead to opt for the way of the common folk, not that your style is mediocre, average or lacking in anyway, but rather that you've simply decided it's better to write the way you write, with no further worries or ensembles upon it. For this, your writing has succeeded at something the others might have not: it truly is a perfectly natural style!

Clear - You are the kind of writer that focuses on making sure that every single thing that you write is thoroughly clear, made so that anyone could understand it and see your words as being written precisely, perfectly. This is made manifest in your writing itself, as the more you write, the more clear your words become to you and the world. Be the writer whose words only need to be said once, Jumper.

Urban - Your works are made for the people, the readers! Each of the words that you produce and the books that you make are tailored so that others could find their experience in life changed, made different by the inspiration that you bring. Your words alone can one day bring the world to its peace.

Inspiring - Your words change the world around you, Jumper, with every single sentence and paragraph making the hearts and minds of the people around you swirl with new thoughts and emotions because of their meanings. With only the words that you write, you could bring about revolutions, enlightening the hearts of the people with the depth of experience that you have.

Sincere - Though this style may be first thought as being about honesty, it's about something else instead. Rather than honesty, this style is about sincerely believing in the words that you write, creating greater works through that sincere belief in the things you make. Through your 'Sincerity' in the process of your writing, your words will carry a lot more effect than otherwise.

Perks

All origins have their respective perk lines discounted by 50%, with the 100 CP perks being discounted to Free.

You're a Writer, Jumper! [Free]

What it says in the title. You are a writer and you have this perk to prove it, it gives you a decade worth of experience doing everything that a person with writing as their career would have, from knowing how to write adequately well to knowing how to promote that writing to other people.

Natural Perks

Blissful Writing [100]

For you, writing alone is all that you need in your life in terms of mental needs, fulfilling everything in terms of your mind, whether it be your need for socialization, love, or anything else at all. The process of writing is a joy for you, something that by itself could make you have a blissful life with little need for other things that don't pertain to basic, physical survival.

Love For Writing [100]

You're always capable of feeling passion for any subject that you want to write about, with your inner drive for the writing you're making always being at the peak of what it could be without this perk. It matters not what the idea is or what the writing is about, as long as you want to, your inner passion for it will be supreme.

The Power of Calligraphy [200]

You're incredibly good at handwriting, with your handwriting improving the things that you write, such that the more aesthetic and the more refined handwriting you use, the better your work quality becomes. This happens when your writing session is done or at the same time as you are writing, with your words remaking themselves into your style and changing to become a more beautiful creation at the end. You'll always be able to appreciate the beauty of the words you and others write, with their aesthetic giving you a peace of mind that holds stronger the more beautiful the words are.

Inspired Words [200]

You're vastly more inspired by the things around you than normal, and you're capable of using the things that inspire you in the world to a much better degree than any other writer can. When you use your inspirations, from something as simple as seeing a bird perched on a tree to the sight of an entire warzone, your usage of those inspirations will shine through your work in ways it never would have before.

This can work in a number of ways, with the main one being that your words will capture the minds of your readers in ways that they will feel as if they were right there when you were inspired by what you experienced. Your capacity to translate the experiences that you go through, the things that inspire your writing, is so immense that your readers will always feel as if they were right there with you in your journeys.

Your Mind Is Your Pen [400]

What are you talking about, writing things down? We are writers, we don't write with our hands! Our palms?! That is completely foolish! Writers write with their minds! And that is what works for you.

You are a writer that can use your very thoughts and imagination to carve words into paper, with those words reflecting your handwriting as if you had actually handwritten the words. These thoughts can write into any surface, from digital to physical, and they can write as quickly as you are capable of thinking.

Furthermore, since you're expected to be doing this in the middle of public places sometimes, you'll have a mild field around you that makes it so that people don't find it weird that you're just staring words into existence on your computer. This field also comes with a little add-on that makes your thoughts look like you pressing the keys at thought-speed, just for aesthetic purposes, if you want.

Your Writer's Palace [400]

You can use your own mind as the place wherein you make your writing. This manifests in a mind's palace where you can visualize all of your words together in any medium that works best for you, and through this, you can write on your own mind with the same speed as that of your thoughts. Not only that, but this perk also gives you the standard memory kit of endless memory capacity and indexing, so that you can make your writing as perfect as you need them to.

The Best Method of Writing [600]

You have what is certainly the best method of writing things as any method could ever be. It's made precisely for you, and can work for writing literally anything that you want to write, from spells to articles to stories to all things imaginable.

Not only has it been perfected for you in a number of ways, but this writing method will also make sure to harmonize with every other perk you have pertaining to writing, in such a way that you'll even be able to use opposing perks or perks that don't sync well, as long as you have this perk.

As a method of writing it will give you a perfected process that makes sure that your writing goes as exactly and as precisely as you want it to be, allowing you to write things with far greater skill and ease as before. This method will be useful to you no matter how great your writing becomes.

As Much Time As They Need [600]

Your works are altered in such a way that all of your readers will always find time to read the things that you write or have written, even if they were physically unable to have any time at all to dedicate to reading. Even if you were in a world where everyone was in a never-ending war for survival, your readers would still find time to read more of your works, and if they already had time to read, that time would be augmented. If your readers had an hour to read, now they would have a day. If they had a day, it would become a week.



Clear Perks

A Writer's Flow [100]

Whenever you want, you can enter into a state of complete focus, where your flow of thought is unrestricted by literally anything, going as quickly as it could possibly going for as long as it is used for writing. There are limitations based on how quick it can go as it will only go as fast as you could make it go if you pushed it, but you'll still be unrestricted in thinking.

In this state, your mind can make thoughts and bring them into existence without personal doubt, worry, or anything stopping them. Not merely that, but any other action taken around this writing will also have just as much ease of speed and thought as writing itself. As an assurance for your existence, this flow will keep a small part of your mind watching over things in case you need to have some of those doubts and worries to make sense of things.

The Art of Poetry [100]

Your skills in writing fiction or nonfiction are translated to your skills with writing poetry, and vice-versa, with the skills being linked such that they're always equal to some degree. Through this, you have also gained the ability to write poetry at an expert level, having the experience of someone who's decided their past decade with learning and practicing poetry daily.

Setup and Delivery [200]

Your capacity for planning is immensely improved, to such a degree that you can easily plan up an entire series of books, knowing all of the scenes and characters that will appear in advance. This planning is mainly focused for writing purposes, but you can translate your planning for real world things with some ease by reframing your worldly plans in the frame of scenes and characters in action.

Insightful Writing [200]

You can use your writing to substitute for thinking, in particular in terms of thinking about what decisions to make and which paths to follow. One might find you stuck in a situation where you have to pick one door out of a set of three and you would be writing down a couple of ideas about a fantasy adventure in another world and your thoughts would eventually come together into the best end result you could have had normally.

This is not precognitive or something that goes beyond what you're capable of, its limited to how big the decision is and how much you can write about it, the best end result action you can decide might not necessarily save you from every situation either. Sometimes, the best option is quite a horrible option indeed.

Drops of Blood [400]

Certainly you have heard of it before, have you not? The incredibly famous quote for all writers that have ever been out there: "Writing is staring into the blank page until drops of blood congeal in your forehead and fall upon it", or something like that, that was paraphrased! But this is precisely the kind of thing that you are capable of doing, and not only does it work well, it works better than your normal writing!

By simply focusing really hard on a blank page, letting your mind drift into exactly what you want to write, the words and things you need to write will come into existence in your head as if something else were dropping them there. Oftentimes, these words will be even better than your very best, as if these "drops of blood" were simply too pure to not be better than your actual writing. Don't do it too much though, lest your brain start getting hurt by this overwhelming focus.

The One Masterpiece [400]

You can place your complete focus on a singular thing that you are creating, and through this, improve upon your process of creation more than if you were to focus on multiple things.

You must only focus on creating a singular thing for this to work, so while you can work on a saga of books, you must focus on only writing a singular book and no other for this perk to work. When it does, the things that you are creating will always be a grade or two above that of what you would make naturally without the perk or when focusing on multiple things. When it comes to writing, the grades come in forms such as 'adequate', 'good', and 'great', as one would think of common books, good books, or great books in an objective manner.

Even if you were a writer that would only be able to make adequate books on their general time, when using this complete focus, your books would easily be of good quality. The sole limits to how high the grade of your creations can go are the limits that you already have naturally, such as not being able to go beyond 'masterwork' and into 'perfection' as a normal person.

The Writer's Ideal [600]

The very idea of perfect writing has been made manifest in your mind, and you can use this manifestation of 'perfection' to change the things that you write, bringing them ever closer to a perfect written work. This means that you'll have the ability to notice imperfections, to change the very essence of the words you write and the meanings that they convey, making them capable of things far beyond what normal writing could ever be capable of, even when unshackled.

You could use this for any number of goals, from writing a plan that will be perfect in its end result, due to the nature of the plan being a written work, or being able to slowly write up a perfect spell, with its efficiency and capability at the level of literal perfection, and so on. As long as you put in the work and time necessary to bring things into the perfection that you see in your mind's eye, your works will be things never seen before.

Unshackled Writing [600]

There are no limitations to what you are capable of writing, from being able to write so incredibly well that the world warps around your writing, your words causing their meaning to effect really, or anything else. For as long as it related to writing in any way whatsoever, whether it be a different setting's magic system with words, to your speed of writing or any such thing, it can be trained as far as you want.



Urban Perks

Peaceful Writer [100]

You are the kind of writer that makes the world around you do its best to flow around you rather than through you. When you write or even just generally exist without trying to affect the world in combative ways, the world will do its best to avoid causing you undue harm. This means that things such as a robber deciding to just rob a different person instead of you, or a bombing run being done a couple of blocks away instead of the one you are in, will be the kind of happenstances that a world will try and make for you. It doesn't mean that you can live in horrible worlds with nothing ever getting to you, but it will be just that little bit harder.

An Inspiring Author [100]

Your written words inspire people. You could inspire people into doing many things, from trying to better themselves to hurt other people, and while you're good at it, you're in no form supernatural at it. Though your ability to inspire others into writing is even greater than your general inspiring nature alone, as it's almost a certainty that people will feel the inclination to write after reading your words.

Your mind is naturally inspired by the world around you, seeing motive and inspiration to do things and to help other people move forward in their goals and dreams with ease. Even when you interact with others through means other than the written word, your inspiring nature will still affect them.

Gathering Your Readers [200]

Even if you are a complete unknown or a writer of a subject so arcane that not a single person would ever read it, you have the ability to always be able to gather new readers to your works, finding people even in situations that are impossible for there to be people to read your works.

Word of Mouth [200]

You know where to go to find people that will help you get your stories and works out into the world, finding exactly which people to talk to or which people to deliver your books to such that your works will quickly be spread through word of mouth to all sides of the world.

An Infinity of Subjects [400]

When it comes to writing, subjects are no longer a limitation to what you write, being instead only another choice you make prior to the process of writing. Everytime that you choose a subject to write about, you can enter a trance during your writing that guides your words and thoughts, as if your subconscious were an avid reader and knower of the subject you're writing about.

You could write about subjects completely unknown to you or even to mankind itself, as your mind would make you think about sentences and paragraphs that you never would have thought before. You do not acquire any knowledge from this aside from what you can gather from the words you're writing.

While you could use this to write an entire novel with quantum physics as its main point, you would not necessarily be able to understand quantum physics through your words. The words would contain information that conforms exactly to what quantum physics is in its truest form, but whether you could understand it or not is another question. Be careful of the unknowable.

Words of Power [400]

Your words have power, and the more sincerely you mean their meanings, the greater are their capacity to affect the world in a myriad of forms. Through your words you can cast spells of power, to change the world through them in small, but powerful forms. With enough words you can cast spells that make people feel love, to cast spells that make walls crumble, and to even gather enough words to cause entire tsunamis to come into form. All of these require your utmost sincerity and desire for effect for them to come to work, but make no mistake, your words are truly strong now.

Writing the Story of the World [600]

You can write changes in the plot of the world, changing the very foundation of the story that is being told as you go through the chain. This manifests in accordance to your writing skill, scaling ever upwards as you continue writing and learning how to write. The sole limits to what you can do with your writing changing reality is the limits of your writing skill itself.

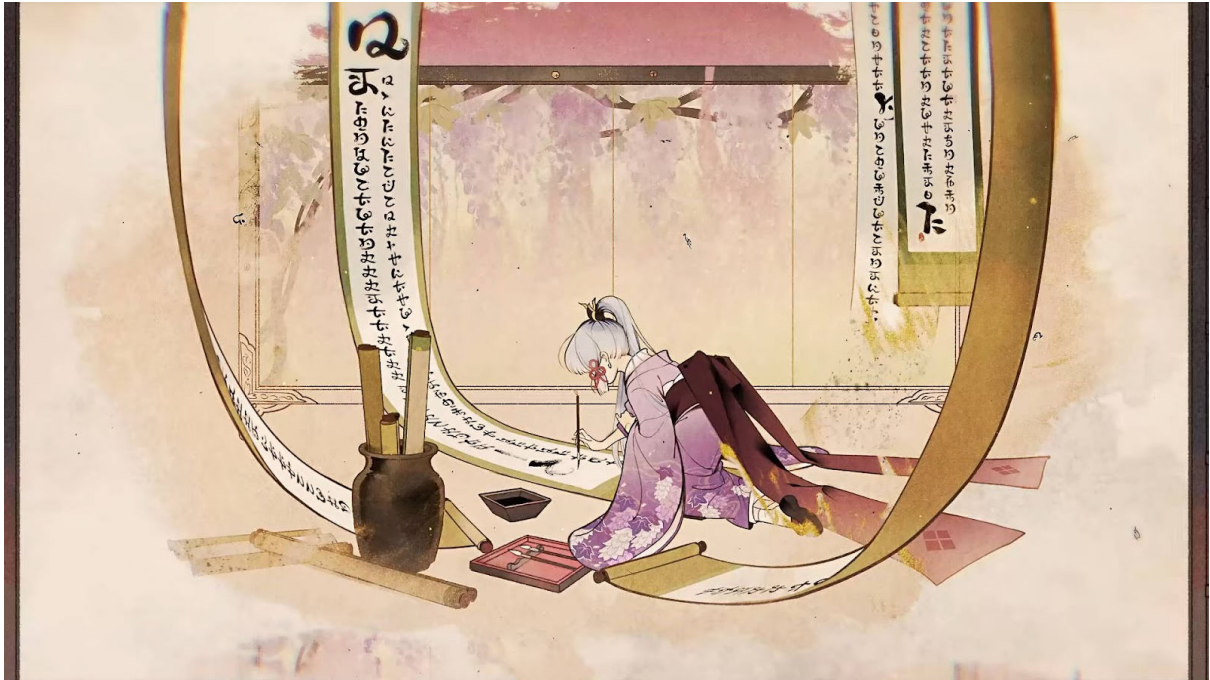
A common writer with only a dozen years of writing and a few books under their authorship could write an entire book and make it affect the world in a myriad of ways. The characters in their book could manifest themselves in reality and sentences of the book could enact themselves upon the world. At this level, their characters and sentences could do things such as breaking down doors or fighting with bows against bullets.

As you progress ever further in your writing, the things that you can do with your words will only improve, though the depth of the effects you can cause in the world will require more and more skill as you progress. Because of the nature of written words, the characters won't be able to stay permanently outside of their novels, no matter how skilled you get, you'll only be able to have them for a temporary amount of time, depending on your skill.

The Dao of the Writer [600]

You have connected yourself to the Dao of Writing, to the very Essence of Writing that binds all of the writers and all of the things that pertain to writing in all of Jumpchain. Your connection to this concept allows you to traverse the expanse of writing in all of its concept with everything that you do, thoroughly suffusing every aspect of your life with the idea of writing.

This changes everything that there is about your living, from the way you act to the way you write itself, as your actions are performed under the nature of the Dao, and all of your actions are perfected for this Dao. Through your connection with the Dao of Writing alone, you can guide your actions and your life such that anything you could do with your writing without this perk, will be achieved by you, bar the most extreme of interference.



Inspiring Perks

Charisma of an Accomplished Author [100]

You're a rather charismatic person, having the confidence and skills needed to convince them into doing a lot of things, especially getting them to love your words and your writing. When it comes to promoting your work or making performances of your writing, none can stand uncharmed by your speech.

A Writing Teacher [100]

You're a great teacher, one that can easily instill a deep drive and motivation in your students, helping them with learning what you teach and staying focused on their studies even after class. Your ability for teaching writing is even better than your ability to teach general things, with your students quickly catching up to one or two steps below your skill level, and eventually even catching up to you if you continue teaching them over a long period of time.

A Character's Perspective [200]

You can immerse yourself in the mindset of characters that you understand, letting you know their actions and thoughts before even themselves may come to know. The amount of understanding over the characters will change just how deep and how much you can acquire from this immersion.

With surface level understanding lending you the ability to copy and understand their behavior and thoughts to only the obvious goals and intentions. But the deeper your knowledge goes, the more you understand those characters, until, to you, they're nothing but open books showing their every move from step one.

The Perfection of Others [200]

You can thoroughly perceive every which flaw and imperfection in the written work of other people whenever you want to. With those flaws being spread out over all levels of the written word, from mere syntactic failures to semantic or pragmatic, letting you unravel a work and see how it could've been made better. There is no way to circumvent this such that you would use it with your own works.

You are also capable of giving others reviews and your person opinions in such a manner that they will always be perceived from a neutral, logical standpoint that does not compute their immediate feelings about things. This makes sure that your reviews and opinions are not taken negatively without motive, and will always have at least a chance of being used to better the work.

Emotional Writing [400]

Whenever you want, you may experience any amount of emotions to any degree that you are capable of experiencing. When your emotions are used for the purpose of writing, you are placed under an effect that keeps you functional regardless of the amount of emotions you are experiencing. You can always translate the emotions that you feel into words that will cause others to feel those same emotions when they read the words you've written.

The complexity of the emotions you feel are all under your command when you are writing. Using writing as a means of emotional control or intelligence is greatly improved when used with this perk, helping you do things such as to harness the horror of seeing the unfathomable into the will to continue going forward in any hellscape.

The Centerpiece of an Academy [400]

You're actively the single most important part of an academy, whether you are actually present in the academy or if you have only been present many years before the current period. This manifestation comes in the form of you being able to pass on your teaching skill to every teacher that works in an academy that you are a part of, all while motivating them to be the best kind of teacher that they could be.

Not only are you exceedingly good at gathering great teachers around you through this, but your ability to gather an immense group of people together and lead them to be coordinated and close to each other is incredibly high. You could easily lead forward an academy the size of an entire country, with millions of students and teachers all working across a great expanse of land.

Kaleidoscope of Emotions [600]

The more that you insert your emotions into your works, the greater your works become, as if the infusion of emotional experiences enriches the entire work, from its start to its finish. The complexity and depth of the emotions that you place upon your words affects just how much better the overall work or even how just the singular sentence or paragraph that you write will improve. This means that when the emotions that you place upon your complete work are varied in quantity and immensely deep, the end result will be grades above what you would be capable of writing without drawing into your full emotional spectrum.

Learn Through Writing [600]

Your writing improves by doing nothing but writing more, and that's not all that there is to it either, when you write, any skill that you choose will be improved upon as if you were actively training it instead of your writing skill. You could write for hours on end and come out of it with the same level of writing ability as before, but somehow knowing how to Kung-Fu? Even though you've never even heard or seen Kung-Fu before? This works with anything that you could learn before! As long as a hypothetical omniscient teacher could have taught you the skill before, you can improve upon it with nothing but writing.



Sincere Perks

Vision of the Writer [100]

Your senses have been uniquely changed by your nature as a writer, making it so that you have a secondary set of senses for each of your primary ones that work on a different form of information. You can see the narrative information that exists around in the world, this is the actual written words and effects happening in the back of the Jumpchain, the actual story that is being written and imagined into existence.

Through this, you can do a number of esoteric effects, from being able to see the emotions in the people around you to being able to listen to the foretellings of the narrator. These powers are constrained by what you're capable of doing in terms of information gathering, but the better you are in terms of what you can normally sense and discover, the better this becomes.

The Way of the Writer [100]

You can use anything related to writing for the sake of fighting, having the ability to fight with the same expertise as a trained professional with nothing but writing tools, from using books as if they were shields to using laptops as blunt weapons. Some degree of fiat will make sure that the tools that you use are capable of surviving and dealing the damage that you require them to do.

The Actions of a Character [200]

You can copy physical actions that you have previously seen written down in some manner, whether that is through words or drawings, even if they're fictional or theoretical. As long as you are capable of doing those actions otherwise, such as being able to punch as a normal person, or being able to use magic to copy magic spells, you will be able to replicate those things you've seen written.

Fast Writer [200]

There's writing, and then there's this. You're a quick writer, the kind that can write as quickly as a human being could possibly write, with your handwriting skills being at the literal physical limit of what you're capable of.

Of course, if there isn't an actual limit, then a narrative kind of limit will be placed to make sure you don't abuse this perk, but still, you are the speediest writer on both sides of the globe! Overtime, under the narrative limit, you'll slowly grow faster and faster and faster, until you're almost indistinguishable from infinite writing. (This also works with **"Your Mind Is Your Pen"**, have at it!)

Depth of Linguistics [400]

You have become a genius of linguistics unlike none that have ever been seen before, giving you both the ability to learn everything about language at rates far faster than anybody else, but also providing you with an innate understanding of languages that makes everything about language easily understood. You know an immense number of linguistic subjects well, from the earliest of theories to the most current ones, with your knowledge being even greater than that of multiple PhDs in these various linguistic subjects.

Through all of this knowledge that you have gathered in your mind and are capable of gathering even more, you can easily understand new languages, learning how to speak and write or even sign languages all with ease. Even making new languages from scratch are things that you can do with a degree of gracefulness.

Unremitting Rewriting [400]

The more that you rewrite a work, the better that it becomes. Every session that you use to rewrite a book from beginning to end will see the quality of that book increase, and every sentence and paragraph that you rewrite by themselves will similarly see themselves being improved in the direction you wished to improve upon. This will affect any work that has any connection to writing, which includes things such as writing enchantments or similar arcane things.

A Gateway to Your Characters [600]

You're capable of making a doorway in space that can connect directly to any universe that you have a written story within. This doorway will allow any character you have written to pass through into your side of reality. Any character that passes through will change to adapt to your reality, with their powers being constrained to the levels of power you or the setting currently holds; they may regain some of their power through time and narrative, but the constraints will remain.

You can bring any number of characters from your stories, as long as they exist within a story and are not made merely for the purpose of being brought into your side of existence. If they die on your side of the world, they really will die and disappear forever, only being remembered through written words. That is, unless you invite them to your chain as Companions, of course.

The Momentum of Writing [600]

The more you write, the better you become at writing. This is a fact of your writing ability that is most apparent when you write over a long period of time. There are two ways in which this manifests, the first is passive in nature, making it so that no matter what you write, as long as you are writing, your skill will improve. The second way is that, while you are writing, your writing will progressively become better and better, from minute after minute and hour after hour, until your skills reach the limits of your capacity, if you have any.



Items

You gain a stipend of +400 CP each time that you use this jump, this CP must only be used for this items section. All of your items come with the option to be returned to your presence whenever you wish for them, as long as the way you lost them doesn't affect the narrative too much, so you won't get them back if someone important steals them from you.

Your writing items also come with their own indexing and sorting functions that help you quickly go to the exact pages that you want to get to, regardless of the number of pages or content contained in the items. The items are discounted to their respective origins.

Writer's Handbook [Free]

You receive a small book and pen that you can use to write anything you want. This book has an infinite number of pages, and the pen similarly has an infinite amount of ink, always feeling comfortable to grip and write down for as long as you want.

With these tools, you also get a boost to your ability to write, breaking away from any writer's block that may afflict you in some manner, so that you can easily figure out what words to use to write the next sentence, and the next, and the next.

Natural Items

A Little Cornerstore [100]

Somewhere in a corner there is a store that you can visit and spend your time in there just writing things away and, sometimes, enjoying whatever it is that the store sells. This store will exist literally anywhere, even in a post-apocalyptic world where nobody other than you exists. It will not get affected by anything in the setting, unless you personally want it to be affected. And it will always provide a place for you to write. What it sells changes from jump to jump, and is determined by you.

An Inspiring Collection [100]

You receive a collection of multiple novels, poems, short stories, non-fiction, and other books of mundane genres and media that you can access through any appropriate space, such as a handbag or a bookcase. All of the things you read in here have the effect of always inspiring you to write new things, no matter how much you have already written in your life, there will always be more to write.

This collection is composed of average books on the subjects that you have chosen and will always update from setting to setting so you can have new things to read and be inspired by whenever you enter a new jump.

These books will give you any information that a mundane person would be able to acquire if they were an avid reader and researcher of the subject. Meaning that if you go into a new setting, you can easily reach into your collection and read and know more about subjects you might've never personally seen before.

Writing Tool [200]

You have something made for writing, such as a computer, a tablet or a handbook, this tool will always be able to change itself into the better form for the present moment, whenever you take it out of a handy bag or other storage space. This tool will always come with proper amenities to help you use it and everything that you write with it will be undoubtedly better than if you were to write with something else, as your very words are improved when they're written down using this.

A Very Insightful Friend [200]

This is precisely what it says in the title, a friend, of any kind at all, from a wayward animal to an actual living person, that has all of the insights you could ever want into writing. They will also provide wise ideas on other things too, but for the most part, they have insights that can help a writer even if they have literally reached the pinnacle of all writing that could ever exist.

This friend can only be around for that and other general friendship things though, that means no fighting or betting their lives for your otherworldly jumper stuff. They might even be your best friend, but they're no fighter, they're just a rather insightful being!

An Amalgam of Concepts [400]

You gain a chest filled with countless visual arts, including sketches, paintings, sculptures, pottery, and much more. None of these arts can be sold or used for a different purpose other than that of inspiration and knowledge. You can toggle an effect that makes it so that others won't try to steal or damage the art contained within if you want.

As a compensation for these rules, the arts that you find within are true representations of countless concepts, from love to hatred, hope to despair. Everything that you could think of that could serve as the thematic center of a story can be found here, represented in visual arts of all kinds.

You can use these in a multitude of ways, from deeply inspiring yourself or others you allow to witness the arts to using them as the foundation of learning about the concepts that you seek.

The Coziest Outfit [400]

I mean it with this one, this is the coziest set of clothes you could ever find anywhere in the jumpchain, and they're even stylish and wearable outside at that! These clothes immediately bring an immense amount of comfort to their wearers, calming their heart and healing their mind even in the worst of realities.

By wearing them alone you are able to bring yourself strength to move forward and write a bit more each day. Whenever you are wearing these clothes, your writing will be unshackled from the pressures of the world around you and your mind, letting you write things without any pesky thoughts interfering.

Furthermore, these clothes come with the further addition that whenever you wear them, you gain an effect around you that more or less puts a plot armor on your person, affecting the probability of happenings around you to avoid any harm coming your way. You could stand around in a warzone with these and have a writing session on a small children's table with nothing falling down on you.

Though, beware that Jump-chan must be entertained, so if you abuse this too much or if you don't make your writing sessions important in the overall scheme of things, it will eventually fail.

Excerpts From The Writer [600]

You gain an endless amount of little excerpts, small notes containing mostly poetry from all sorts of styles, real and imagined, written by The Writer, the very embodiment of the idea of writing given shape, a true God of Writing that encapsulates the idea of writing across all realities and verses.

These excerpts realize the effect of bringing you one step closer to that idea whenever you read them, starting from causing small effects such as making your writing a little bit better, your words flowing a little bit nicer, and so on, before eventually letting you reach into the idea of writing to make your actions function like those of characters, or even change the plot of the world.

Solely reading these excerpts will cause great effects, but you will only grow beyond small effects if you write after reading them, as it is the process of writing out the knowledge that you gain that makes the effects grow deeper and stronger within you.

Perhaps, one day, your writing may become so incredible as to be one and the same as that of The Writer.

The Best Writing Program [600]

This here is an actual program made for writing, which can be used with literally anything that is made for writing, whether that be a computer or a notebook. This program can serve an immense amount of functions, anywhere from giving you actual sentences and paragraphs from which to start out a story from, to giving you an entire outline perfectly made as if you were the one to personally work it. All of these functions are adaptable for what you want and will be made such that they synchronize with you with complete exactness.

The program acts on its own behalf, becoming one with you whenever you make use of it, allowing you to transfer an immense amount of your writing to the program itself to act on your behalf. Not only does the program get the same abilities as you do, acting essentially as your person but automatized, it can also do repetitive work such as making sure a character is consistent or a theme is always present.

Clear Items

Cup of Black Coffee [100]

You have a cup of coffee that refills itself each time that you drink it, with the coffee tasting perfect for your personal preferences (even if you don't like coffee, you'll enjoy this one) and every time you have a sip, your writing speed will be increased a little bit and you'll find your writing flowing with a bit more ease. The only cap on this is how much liquid your body can hold. Caffeine amounts are decided by you.

Writing Manuals [100]

You receive a pack filled with numerous writing manuals, all of which will adapt themselves to the kind of writing that you want to learn about, regardless of whether the genre is mundane or not. These manuals are the perfect way for you to learn more about writing outside of writing itself; they have exercises guaranteed to help your writing skills, information written precisely for your comprehension, and are generally good motivators for writing. You are allowed to gift these manuals to other people or use them as a foundation for writing classes or even an entire school, though any manual used in this way will not gain a replacement from the pack, so losing it will make it lost forever.

Your Personal Writing Desk [200]

This item is a portable desk that you can take around you wherever you please, casually fitting inside the space a laptop would take inside of a bag while folded and going as big as you stretch from hand to hand when unfolded.

The size of the desk is decided by you when you unfold it, and the desk comes with the special attribute of bringing your mind into the stories that you write, as if you were actively there, at the heart of the story, seeing whether your words are speaking of something real and true.

This will assist you immensely in being able to notice whether the things you are writing about are remaining believable, understandable, and so on, all while keeping your ability to write unimpaired, as if your hands could follow your thoughts with the input of your senses.

When using the personal writing desk, your other items will also appear within your vision if you have them nearby and desire their assistance, so that if you wanted to, you could combine seeing your story with being able to notice flaws, or realize the writing's clarity, and so on.

Inspiration Notes [200]

Wherever you go, chances are you will not always be able to write down every thought and inspiration you acquire from the world at large. This item answers that problem by writing out your thoughts and ideas in a small handbook that you possess. This handbook comes with its own pen, both of which can be casually placed inside of a pocket.

As long as the handbook is in your person, it will automatically write down thoughts that you want to be written down, with inspirations placed on paper to be checked and used again later. This cannot be used to replace the act of writing itself, as it will only capture ideas and inspirations rather than entire paragraphs and stories (unless you have reached the point that those are your ideas and inspirations, be sincere).

Spellbook [400]

You have acquired a spellbook that functions in much the same manner as the others common in fantasy settings, though this book also includes the bonus of assisting you in the creation and writing of spells, making sure that you commit fewer mistakes, and streamlining the process for you.

This spellbook will also serve as a sort of guiding system, leading you to the right places, if you wish, to find things that will inspire you and help you with the creation of these spells. Though, naturally, these spells will be limited by the setting. While you could go to a modern world and find ways to make charms that give you a little more luck or make you a bit more attractive, you will not be finding methods for fireball spells or others like them.

These spells can be shared with other people through the writing of manuals and methods that others can use to start casting them in the world.

A Gift to the World [400]

You own a great work of writing coined by yourself. This work is not a simple novel or story, but rather a work of art that contains the deepest representation of yourself. When you read this book, you are able to peer into your soul, with the certainty that the words will be written in such a way as to not cause any harm, but instead promote a great amount of inner strength and balance within yourself whenever you read them.

If you share or use the words in this book, you'll provide your readers with the same wellspring of hope and strength as you'd get, leading them to push forward even in the most grim reality. Though you may also use this instead to lead people in a different direction, harnessing this wellspring for the purpose of passionate evil and horror instead. As long as your soul breathes for it, this book will push you and others towards anything.

An Inspiring Quote [600]

This is a quote that you have in your person, written down in a slip of paper that you can fold and place in any of your pockets or what have you. The quote might be either something actually said or written somewhere in reality or a hypothetical quote said by an hypothetical person.

Whichever way it goes, this quote is inspiring to the point that it could sufficiently change all of your life through its effect alone, from helping you traverse a world of grim darkness with the inspiration of a writer that has endless hope to helping you create works upon works of horror through its inspiration for horror.

You can choose what kind of inspiration the quote brings when the jump starts and it will always work for you through all of the jump's duration.

The Domain of a Writer [600]

You have a connection to a place outside of time and space, unconstrained even by the rules of the chain itself, where you can spend any amount of time—a limitless amount, in fact—to write anything and everything you could ever want.

At first, your connection to this place is weak, only at its beginning stages, and as such, you can only tap into this connection to dilate the time around you 1:2, such that two seconds of writing time pass for every second of real time in the chain while you're tapped to the domain.

Over time, this connection not only enhances the dilation of time to an infinite extent for your writing, but it also allows you to fully immerse yourself in the writer's domain, removing yourself from the chain for a smaller amount of time to focus solely on writing.

The time dilation cannot be used for purposes other than writing, and the more you write using this domain, the faster its progress in time dilation. An infinity of writing stands before you.

Urban Items

A Writer's Paradise [100]

There's a place in the world, located either inside your warehouse or somewhere you could insert this item in, where you are able to completely remove yourself from the world for a while. You can enter this place by walking through any door, as long as you're not actively in combat (pursuit does not count), and while inside, you'll be safe from all but the interference of godlike entities.

In a dangerous situation, this place will only house you for up to an hour, whereas otherwise it will let you take residence for as long as you want. It's a true writer's refuge, with all of the amenities and resources you could want to write and write for as long as you can.

Jumpchain-fiat makes sure that you will always be able to be contacted by people outside that you allow to contact you so that you won't be away in your paradise while someone is trying to find you or talk to you about things. Unless you want to ignore them, in which case, Jumpchain-fiat won't care about them either.

Book of Poems [100]

You have a book filled with poems from countless great poets, both real and fictional, all of which you can use to inspire yourself and make your own poetry or recite before others as a form of performance.

While most of these poems will have the purpose of motivating and inspiring you to create poetry yourself, all of them will have the further ability of teaching you the very fundamentals and essence of poetry itself as you read them, giving you the road, so ever slow, to the concept of poetry.

Know, however, that you cannot publish any of these poems and that any attempt at doing so will cause the book to self-combust, fading forever into nothingness while a deep feeling of shame arises from within you.

Letters From Your Readers [200]

Your mail is filled up with letters from readers both real and fictional that give you reviews in real-time of the scenes and stories that you write, being vetted and rewritten so that they pose sincere criticism and heartfelt incentives to help you continue writing.

Since the letters update and come in real time, you could do something such as write a scene and immediately find out what all of your readers would feel about this scene, being able to either adapt to their desires or change your words until they enjoy them as long as you give it a try.

If any of your readers send you actual letters or similar things, this will also help you in finding them, though if any of the letters contain things excessively negative, they will be highlighted with content warnings if you wish.

Robes of an Orator [200]

These robes are aesthetic clothes made by the finest of materials for the purpose of an orator to go out in the streets, the halls, and the grandest of places to speak and smith the greatest words that any have ever heard. As long as you have these robes with you, your speechcraft will be vastly enhanced, enough that even if you have never told a poem before, you could do so now with enough skill to enchant the hearts of the people.

Book of Experiences [400]

You have a book that connects you with a myriad of alternate versions of yourself through all of the Verse, spreading through different realities altogether. Through the use of this book, you may tap into the experiences that your other selves have gone through for a temporary moment and use this for any number of possibilities and choices, with the added bonus of easing any connection made for the purpose of writing.

Your Writing Statement [400]

In the many writing circles, there are some that would write statements or codes that signified to themselves what it was that they wrote for, their reason to write, their dream with their writing and the motive that fueled their words. You have written something like that and not only does it successfully reflect on everything that you write and do in regards to writing, but it can also be flexibly changed and remade whenever you want. Whatever is stated in your statement about your writing will be verified as true and correct to what your writing is for you and where it comes from. If you say you write for hope, hope will be the fuel of your words, if it is despair, it will be despair, and so on.

The Writer's Muse [600]

You hold possession of a statuette of your personal muse, a godlike character with immense beauty. This statuette is a small sculpture that fits in your hands and is of the most pristine quality. As long as the statuette is near you in some manner, with proximity being as far as remaining within the same universe, all of your words will have the effect of always reverberating through all of reality and time.

This does not happen in the form of your voice reaching everyone, but rather with your words affecting everyone within time. If you were to tell stories of hope and peace, then in time even the worst of warmongering worlds would falter and change through the words that you have written and shared. Anything that is written by you or spoken by you, when blessed by the light of the Muse, will follow on to change the world at large.

Book of Unity [600]

You own a book that captures the essence of unity in its pages, with its contents being aimed at helping you understand and use the idea of unity in all of your works, especially helping you bring together everything you have written into an unified whole.

A singular story could have every single word written, from the very first to the very last, unified in intent and design without a single lapse in its united measure, making it so that reading your written works feels like reading the most harmonized things that the universe could ever witness.

Not only can you use all of this for your writing, but the more that you use unity in your written works, the more that you will find you're capable of translating the unity you create in your works into the world outside of you.

With only a couple of books that have been written with perfect harmony, you could bring entire squads of people into that same perfected harmony, with the whole acting as far more than the sum of its parts.

Inspiring Items

The Writer's Guild [100]

What is a writer without their readers?

This item takes the form of a professional publishing company that is both well known and well regarded for all of the books that it publishes, with the assurance that anything published by it will reach its targeted audience in time.

You are affiliated with this company, and it will follow you to each jump, retconning itself into the setting as long as it's plausible for it to exist. You can send any of your finished manuscripts for them to publish, and as long as they're of adequate quality, readers will always buy them.

They also send you the means to contact an editor that will help you with the editing of your manuscript and with feedback on your work, such that even if your works are not of adequate quality yet, they will eventually be with the help of this contact.

Your means of contact is sped up in such a way that even if you're in a medieval world, you'll still get their messages back in a short amount of time.

Fellowship of Authors [100]

There is a group of people that you are a part of that will always exist from jump to jump. They are composed of writers, both amateurs and professionals, which all together span nearly all genres and ideas.

They're all cordial people, blessed by the chain to not cause trouble and to generally be good people to give feedback on your works, with tips that are helpful for your level, and peers to help you engage with writing.

Even if you reach writing levels beyond the mundane, they will still keep up and continue being people that you can practice with and bounce ideas off of.

If you befriend some of them, you may be able to have them follow you around as Followers, helping you in your quests and generally making the world around them a little bit brighter with their words.

Great Book of Writing [200]

You possess a book that initially comes in the size of a large tome but can transform into a massive form, one that stands both taller and wider than most humans; in whichever form the book is in, you can telekinetically move it around, doing anything with it as it holds the strength and toughness of steel itself.

When you flip the pages of the book, it will show you the flaws contained within your writings, down to the smallest details, whether it be a comma wrongly placed or the rhythm of a sentence not being as precise as the rest of the paragraph.

If a person other than you sees these pages being flipped, they'll be caught in a swirl of words that confound them, surrounding them from all sides in a flurry of letters.

The Fellowship Hall [200]

This place is a grand hall where multiple people can gather together in a public crowd to witness the oratory skills of the greatest of writers, poets, singers, and more. This hall relocates itself across the world and your journeys, always holding the chance of changing the world in some manner.

Whenever you enter a jump, you can place it anywhere in the world and even retcon it into existence, and while it's being used, nothing can stop its denizens from enjoying the spectacle. This cannot be abused, as a gathering can only last so long. Though, with a place like this, there are few places in the chain that will not have their settings changed by the performances here.

Unity of Pages [400]

You have a book that collects and fuses all of the other writing items into one, as long as they are also based on a writing medium that you use to personally write things, i.e., the Spellbook, the Incantation Scrolls, etc.

Aside from helping you with not having to carry around multiple books and having the function of changing its size to anything appropriate for your best use (making it the size of a skyscraper without being a giant is not allowed), this book also improves upon the items it fuses with.

These improvements happen in the form of amplification effects that, while not completely removing the natural drawbacks of the items themselves, will still improve upon their effects and make them better to use in general.

As an example of this improvement, if this were used together with the Incantation Scrolls, you would find yourself able to write stories with numerous incantations written out that would still disappear when used but would still have the stories left behind to hasten the writing process.

A Writer's Tower [400]

You hold ownership of a tower of grand size, akin to a wizard tower, which combines together other location items that are directed towards writing. Not only does it gather all of those items in the same place, but the tower will also show you the way forward to write anything you are capable of writing, clarifying your ideas into paragraphs and sentences to be created.

Even for things that you do not know how to write yet, the tower will show you the directions you need to take to start learning the new things you want to learn and write. Through the Tower, nothing will hamper your ability to write anything, as clear pathways will stand before you whenever you're within it.

Gloves of the Author [600]

You have a pair of gloves that places you in the perspective of a writer, making it so that your viewpoint is changed to either a third-person perspective or a first person-perspective, where in the first you can see everything around you, and in the latter you can see the world replaced by words in your sight.

Through this change of perspective, your ability to control yourself is unrivaled, as you feel as if you were a character that you were writing, doing any actions as a character would do.

More than only better self-control, these gloves will also give you the ability to write things in the air itself, as you can use the empty air around you as your ink and your canvas to help you write in the air itself.

You can channel any of your writing abilities through this, and other people will be able to read anything that you write in the air as if they were reading your words from the most perfect reading device they could have.

Your Guild of Writers [600]

You are the sole owner and leader of a company filled with writers from all walks of life and all sides of the world, all of whom are master writers in their own right, always standing at least a step behind you in capability when you stand past the point of mastery.

Not only are all of them masters, but they are more than capable of learning all of the perks available in this jumpdoc given time and effort, slowly growing along their way as they stand beside you in your journey.

They are writers; their fundamental purpose is to write more and more, but their writing need not be limited only to words written on paper, as they can also write by acting in reality, fulfilling their design as characters in a story. As your Followers, they will help you with anything in the chain, using their writing abilities to change the world around them, one word at a time.

Sincere Items

A Swirl of Paper [100]

This item comes in the form of a small bag filled with blank sheets of paper, which, when opened, will immediately swirl out into the air around you, making a small hurricane of papers with you as the center. None of the papers will damage or impair you, and when you use them in a normal situation, the papers will help you associate the things written within them, one with the other. This will allow you to connect all of the pages together in a far more intuitive way than otherwise.

When you use this in a combat situation instead, the swirl of papers will cause papercuts in your enemies while obscuring your presence amongst them, making it harder to hit you. In either situation, the swirl of papers will end after a minute, falling to the floor in a haphazard manner before you collect them and place them back inside the bag. Of course, you may also organize them and write stories with them to make use of the association effect.

A Rather Unique Pencil [100]

You own a pencil with special attributes, from having a sharp edge that never dulls to being nearly unbreakable, this pencil scales off from both the strength of your bones in terms of its capacity for fighting, and your writing ability in terms of its support for your writing. In combat situations, the reach of this pencil is enhanced such that you could pierce someone's heart through their chest as if you were holding a normal blade.

Writing Glasses [200]

Everything that you see when you are wearing these glasses are recorded in your mind into words, such that you could see anything, from the move of a martial artist to the performance of a singer, being recoded into words and sentences that are placed on your brain.

Your ability to recall those words and sentences will be vastly greater than in comparison to other things, and you'll be able to visualize them once more perfectly, as if you were seeing the things you saw before once more. As long as you have those glasses on your person, the words you write will truly conform to the images and things you've seen, making your readers really visualize the things you are thinking of.

Incantation Scrolls [200]

Whenever you interact with an empty space that you personally own, such as the insides of a backpack you carry around, you may generate within the space a number of scrolls, ink, and feather pens that you can use to write incantations. These incantations are phrases of magic flourish that can be used whenever you want to cast cantrip spells, which are not of great strength but still useful in mundane situations. As an example of their capability, the incantations are comparable to some found in Dungeons and Dragons, such as the Firebolt, which allows you to hurl out motes of fire that could break a person's bone on impact.

These scrolls have to be near you, at the very least near enough that you could touch them, so that you may use their power by shouting the incantation's name. You can continually make new incantations with no limits on the number of scrolls that you can write, though whenever you use one, they will burn down into nothing.

The Greatest Writer's Library [400]

This is a massive library of enough dimension to collect the information of an entire world, filled from top to bottom with books collected to help a writer find any information needed to make their writing correct in regards to its subject matter. It does not matter whether your writing speaks of multiversal space battles or the general use of quantum gravity in mundane magic spells; your library will assist you in finding information about anything you need.

Remember that these books are made for the purpose of writing, not learning. They will assist you in writing about things you did not know before, but while you will learn from this, it will not teach you the knowledge of sciences or any such thing. It'll only make your writing better, and your learning will only come as it would if you were to read a fictional book with touches of realism. You can access this library either through your Warehouse or any door that you have a key to.

The Experience of Your Readers [400]

You hold possession of a bookmark that you can place on any page of your written books to immerse yourself in the experience of a reader who knows nothing of the book that they're reading yet, so that you could completely remove yourself from viewing your novel through only the eyes of a writer.

Using this, you could find yourself able to read and reread your entire stories or even those of others, all from the beginning again, always having a new experience as long as you want to, allowing you to recreate the things that you have to truly give you and your readers the experience you most precisely want.

Chekhov's Gun [600]

You have an item that you can make anew every time you enter a new jump. This item does not have an inherent purpose, nor can it be used immediately into the jump. Rather than that, the item can have its purpose created by you within the story and foreshadowed in-jump until the time comes that its purpose can be enacted in a climatic situation. The possibilities for what the item is capable of are nearly unlimited, with only a number of limitations.

The first of which is that the item can only be capable of a singular action before it disappears until the next jump. The second being that it must be plausible within the context of the setting. The third being that it must be limited up to the effect of saving your life (i.e., an 1-UP). The fourth being that the stronger the item, the more sincere its creation and writing. And the final being that you cannot repeat the same item idea across jumps.

An example of this item would be the Eldritch Talisman. An item that you could write in a story within the Cthulhuverse, where again and again you have written about it, appeared with it, and even shown its ineffable nature affecting things around you. This talisman could then have the ability of saving you from falling into insanity in the worst of situations that the Cthulhuverse could place you in. It would be able to protect you from losing yourself after crossing the Final Gate. But it would only be able to do so for a sufficient length of time to flee; if you remain in a dangerous situation, the item will eventually lose its power.

After such an item is used, then it would disappear and be unusable for a significant length of jumps. At the very least, it should be another ten jumps before you can once again speak of an item previously used.

All Pages You Have Ever Written [600]

As quite literally stated, this item is composed of all of the pages you have ever written out in your life—past, present, future, and alternate—all across the chain of realities and possibilities of writing that you could ever have touched. Even if you spent infinity attempting to read all of this, it would never cease to have more and more to be found—everything unique, everything new.

These pages are found inside a nondescript space inside the innermost depths of your mind, beyond any physicality of your body or the world you are found within. Whenever you want, you may reach into your mind and read some of these pages, learning brand new scenes and words that you could never have thought of before but that are most sincerely written by you. By making great use of these pages, you could write new things to add to this infinity that would carry with them ideas, phrases, thoughts, and experiences that go far beyond what you could do solely by yourself.

Companions

This is the standard companion choice, with you being able to create new companions from scratch that will have their own Style and History in this world or you can import companions you already have into your story. This costs as much as 100 CP per character, or a total of 400 CP for the usual 8 characters. You can also, if you must, bring about as many companions as you want after the initial 8, with a cost of 400 CP for every 8 more that you want.

Your companions will also get an stipend of 600 CP to use wherever they want, they will not get the Item stipend, but will be allowed to take any drawbacks that personally affect them, but doesn't change the overall setting. They cannot partake in the scenarios, though they can provide some assistance within the scenario's limits. Naturally, they also cannot buy other companions.

Drawbacks

You're allowed to take as many drawbacks as you want, though hold the knowledge that the drawbacks will always cause some degree of annoyance to you, scaling with their pricing. This means that no matter what you bring from outside the jump, these drawbacks will somehow affect you, even if your perks would otherwise nullify them. As an example of this, if you bring a "I have 12 extra hours in the day" into the jump, and you take the **"Exist For Writing"** drawback, you will still have to spend a solid, normal, narrative 8 to 12 hours working on your writing, in a way that the drawback works like an actual drawback.

Creatively Stunted [+100]

It really feels like it, as if your brain simply didn't work well for the purposes of creating new things and making new stories. For the most part, this only causes you emotional and sometimes social harm, since you quite literally cannot tell stories properly. But hey, you can recycle stories you've read before, though they will be damn nearly written exactly the same as you've seen... yeah, this is the drawback that requires some strategizing if you don't want to be a plagiarist.

Writing Difficulty [+100]

There's something that makes your writing a really hard time for you. This particularly comes in the form of a handicap that affects your writing, such as being blind in such a manner that you have to listen to your words to know if they're right, or being unable to use your hands to write and thus needing to speak, so on and so forth. Whatever it is, it will require some effort to adapt to it and make sure that it works properly. What you choose will incapacitate your writing to some degree, no matter what perks you use.

Foreign Language [+100]

You're only allowed to write in foreign languages, languages that you don't really know well and that you have to learn as you write. When you learn the foreign language you are using, you'll have to switch to another one and start everything from scratch again. There will always be new languages to write in and learn from.

Imagine Sleeping [+100]

You have really bad insomnia and because of it you're always tired, no matter what you do about it, you could consume more caffeine than your body volume, and you'd still be tired and in need of rest. This will make your writing a really troublesome task a lot of the time, since you lose your focus and get irritated by just about anything. "Ugh. I've already deleted this sentence ten times! LET ME SLEEP!"

The Most Random of Writing [+100]

The times when your writing happens and when it works properly and you can write for a long period of time are completely and utterly random. Not only does the period in which you write well gets randomized each day, but writing outside of those times is honestly just a slow, unbearably annoying process. Sometimes you write well for four hours from 2 am to 6 am, other times you write well for ten minutes from 11:59 to 12:09. Nobody knows what it will be next. You'll just have a vague sense of when to start working. Though it'll always be anywhere from 10 minutes to 1 hour before the writing period. Your writing schedule is a bloody nightmare.

Annoying Readers [+100]

First, the good news, you have readers! Now, the bad news, you have readers. The readers of your writings are, honestly, quite bothersome. No matter what you do and how you write, your readers will always be annoying to you in some form. It doesn't even matter what perks you bring into the table, they just make your eye twitch and your nerves rise up. At least they seem to like what you write. They could do with some socialization lessons though. Jeez.

Starving Artist [+100-200]

You will spend your time in this jump with a rather small amount of money and buying capacity, no matter what you bring into the jump. For 100 CP, that only means you're essentially in "the lower class" in terms of income and what you can use your money with. You're not starving yet, but you're not exactly having the comfiest of lives. For 200 CP, you are quite literally starving in terms of just how much you have in your day to day life. You might even be completely homeless, at that! This still leaves you with enough to at least survive, but there will be days where you'll have nothing to eat, and where survival may seem grim.

Scathing Readers [+200]

Now it's getting hurtful. You have readers to the things that you write, but all of them just sincerely hate whatever it is that you're writing. And they're not even completely wrong about it, either! Somehow, their words just make some sort of sense, no matter what they are about. They are also fiat-backed into hurting you emotionally, even if you're a hardened Yog-Jumper! Sure, you might react to emotional hurt by killing everyone, but they always come back. Even Azathoth cries, Jumper. ;-;

I Have How Much Time Left? [+200]

You love them. You hate them. The one word that terrorizes people from all over the world. Deadlines. These ones in particular will actually have consequences for you, enough to make you sincerely regret missing them and continuing to delay their completion. The consequences won't ever necessarily end up harming you in debilitating ways or causing your death... but I mean it when I say they're regrettable to lose. We're talking about physical and emotional pain. Like losing a finger. Though, all of these deadlines will be fair to you, you can do them, it's just gonna be stressful.

Exist For Writing [+200]

You must always dedicate at least a solid eight to twelve hours of your day with nothing but writing, and must at least do a couple hundred words every hour at a minimum. You cannot circumvent this by simply using that time to do writing-related things, at least a good chunk of it must be pure writing. For every day that you miss, you get cursed with requiring even dedicated time writing, stacking and escalating over time. Until you have to spend more time than you're capable of spending.

Like Pulling Teeth [+200]

This is quite literally how it feels to write for you, and whenever you write it literally physically and mentally hurts you, as if what you're doing is a horrible act of self-harm akin to pulling out your teeth. Some say that passion and hardship in your artform is a form of making it real and true to what the artform is, but you feel as if this is simply not worth your time. Alas, this is the Writer's Jump, and you must write. Yes, this does mean that you will have to write at least sometimes in the week, to feel the burn.

A Fragile Artist [+200]

There is little to blame about that, not all are thick-skinned and able to take everything and be headstrong about their art... and you certainly aren't such a person. You're pretty fragile and easy to hurt, Jumper, with only a couple of words, and even reasonable reviews being enough to emotionally wound you. This happens even when the reviews are positive at that, as your mind comes up with negative things about you and makes you feel horrible about being a writer at all. Incompatible with 'A Headstrong Artist'.

A Headstrong Artist [+200]

In an odd mix of perk and drawback, you're really thick-skinned and headstrong when it comes to writing. Which makes you quite the... nuisance? For all of your readers that actually enjoy what you write. This makes it hard to connect to your readers and brings about more haters than usual. Not only that but you actually want to have an amicable relationship with your readers and to not have haters, as long as you have this drawback, that is, so being this way actually causes you issue personally. Incompatible with 'A Fragile Artist'.

A Writing Affliction [+200]

There is something that afflicts you, a mental disorder of some kind that not only impacts your daily life, but also manifests in your writing in some troublesome way. Perhaps you have Schizophrenia, and your writing can often have delusional discourses that are clearly an effect of the mental affliction. Or maybe you're afflicted with OCD and it makes you obsessively force your writing to be very methodic and metrical... in a bad way. Whatever it is, it will cause you and your readers trouble with your writing.

Harassing Readers [+400]

This is getting kind of dangerous... your readers don't just hate your writing, they hate you, the author! I don't know what you did or didn't do, but these readers have a problem with you and they'll stop at nothing to make sure that you feel it. You'll get harassed and bothered in the worst of ways by these readers, even if you're a literal walking God.

Somehow, they will throw rotten eggs through your Warehouse and make everyone in there (you included) bothered by the smell. They'll destroy your writing project at the worst moments they could pick, set fire to your house at precisely the time you didn't want them to, and just generally be a thorn on your side all jump-long.

How Are You Even Writing? [+400]

It's honestly a miracle! There's something wrong with your brain, Jumper. As in, regardless of what kind of brain it is at all, or even if you have a brain, whichever part of your existence is the part that controls how you understand words and languages is just... broken. Shattered into an immense amount of pieces. And nothing in this jumpdoc will fix it, not until you go into the next jump. How you write is... complicated, to speak the least of it.

Picture how 'Like Pulling Teeth' makes your writing a really painful process... then reimagine it as an utterly alien process to you, as if you were trying to do something your existence didn't recognize. Can you imagine just how grueling doing that would be? It would be worse than trying to understand shapes in spite of being an one-dimensional being.

Work For It [+400]

All of your perks outside of this jump are locked out, and anything from your bodymod that cannot be found in a normal human being will also be limited. The perks that you take in this jump must be acquired by your own effort and hands, they will not be granted by virtue of a Benefactor, and must be acquired in-jump. As a degree of compensation for this fact, you will have an omniscient teacher guiding your way into acquiring these perks. Of course, you are not under a Path to Victory or anything that will actually protect you from the world. You'll just be granted a fair chance at having these perks.

Make Your Things [+400]

In much the same manner as that of the Work For It drawback, every item from your Warehouse and from outside of this jump will be completely locked out, even if they're included in your Bodymod. The items that you have chosen from this jump will also have to be acquired or personally created by you, with the further addition that your out-of-jump perks will be constricted such that creating these items will be a 400 CP-worthy challenge. You are granted the same courtesy of 'Work For It' that will help you in finding and/or creating the items that you have chosen. It will be a challenge, though, make no mistake about it.

Murderous Readers [+600]

This is quite dangerous, now. Your readers are out to kill you. And they're backed by the setting! Somehow, these readers will scale a step below you and coordinate themselves to try and hunt you down and murder you for the things you have written. They're actually capable of causing your death, in spite of everything you might have in your hands. Something is fueling them, like a Malefactor from another chain or the very essence of Jumpchain. You're not narratively bound to die, though. It's just gonna be quite the challenge.

Conclusion

After you spend your decade here, or any amount of time after said decade, you can choose from the following options to decide what will happen beyond this jump.

Go Home: You've written enough stories in the Jumpchain, maybe it's time to come back and start writing stories in the Real World.

Stay: Maybe you've taken a liking to this setting you have come into? This happens from time to time, and since you can choose from anywhere in this jumpdoc, it might even be more probable here. Have fun with your writings in this world!

Continue: Well, you are a Jumper, after all! Go on to the rest of the jumpchain and follow onwards to the next jump. If you need, you'll also get a standard cleanup of whatever you might have gotten here that is undesirable to bring into the next world.

More Stories!: As an extra feature of this particular jumpdoc, you can use this jumpdoc multiple times, up to five times, one for each style. Every time that you use this jumpdoc again, it will be as if you have taken a completely different jumpdoc, with the sole difference being that you cannot stack perks or items.

Notes

While the jumpdoc was made with the '**Generic Writer**' idea as the center (thus why this is essentially a generic jumpdoc and can be used as such), the book 'Style: The Art of Writing Well' by Frank Laurence Lucas was the main inspiration for most of the jumpdoc, especially in regards to the 'Styles' origins.

In the book, Style are essentially the reflections of certain characteristics in a person being reflected in their writing, changing their words and speech in such a manner that might do anything for the readers, from making them interested, to bored, to annoyed, or fascinated. While it commends a number of characteristics and writers, it does attempt to state that its commended characteristics do not mean that the people that have them are 'good' people or not.

In regards to the 'Styles' chosen as the origins of this jumpdoc, I've decided to choose things that work into a character archetype or a thematic character. For '**Natural**', the archetype is the kind of person that doesn't worry about styles, and just tries to write and have fun writing with little worry about the 'craft' of it or such things. '**Clear**' is about the writer that wants to be understood, for their words to mean exactly what they say and for people to understand exactly what they mean.

'**Inspiring**' is about the writer that wants to feel their words, to transport their emotions and to make their soul manifest, which is why, oddly enough, it might reflect more as the '**Emotional**' style rather than the 'Inspiring' one. But still, it's hard to conceive of it as just the 'Emotional' style, because showing your soul bare to the world... is quite '**Inspiring**', is it not?

'**Sincerity**' is about the kind of writer that cares about a different kind of emotion, they stand in between 'Clear' and 'Inspiring' in a lot of ways, but what makes them what they are is that they want their writing to reflect who they are. They write themselves into the world, without a single moment of hesitation or worry about how they'll be received.

'**Urban**' is, quite sincerely, the most troublesome of the midst, lacking in a number of certainties when I've written it. The essential idea behind 'Urban' was it was the kind of writer that wants to change the world, to make their words make the difference in people's life. Basically, they are the writer that wants their words to make the world a better place.

Changelog: 1.1 (11/03/2025) - The only difference from the first upload should be the ordering of things in the jumpdoc, for aesthetics.

Have fun!