

Alternative Alt-Chain Builder

This is an alternative to Alt Chain Builder. You can customize your chain to your liking. This is divided into three parts. The first is free, allowing you to choose all the traditional options. The second part covers advantages, those features that can make your chain easier or more enjoyable. The third part covers disadvantages, those features that will cause complications. Each advantage costs 1 point, and each disadvantage gives you 1 point. You can choose as many disadvantages as you want, as well as choose as many advantages as your points budget allows.

Free Options

Everything remains the same.

Your adventures in the multiverse can last decades, centuries, or millennia. It would be bad if the life you temporarily left behind didn't exist upon your return. While you make your jump, time in your original world won't advance, or if it does, it will advance so slowly that it will seem to stand still.

Death is just an illusion.

If you die during a jump, the only consequence is that it's a failed chain. Although you'll lose all the powers and things you acquired or learned during your chain, you'll return to your home world as if nothing happened. This entire experience will be nothing more than a dream or a vague memory for you.

The usual options

In each jump you can use the usual options: origin, discounts, drawbacks, etc. As long as the jump offers them, it's fair play.

Visa

Upon completing a jump, you can choose to continue, stay, or return home. Regardless of your choice, everything you've earned in your chain will be retained.

How many jumps my chain has is my business.

The number of jumps you do is up to you. Whether you want your chain to have two jumps or two thousand is entirely up to you.

Let's go to the Gauntlets

You can choose to visit gauntlets. Following the rules, if you die or fail, it doesn't count as a failed chain; instead, you move on to the next one, unless you're given the option to redo it. You can also claim any rewards you receive.

Vital Supplements

You can take the essential supplements for the entire chain. These are Body Mod and Warehouse, but one of each.

Choose your own destination

You choose which jump to visit, so putting together your chain is up to you.

Fiat backed

All the options you purchase, such as Perks, Items, Powers, and Followers that come with these options, will be protected or Fiat-Backed. Therefore, it is impossible to lose them, except temporarily due to Drawbacks or options outlined in this document or other documents that you voluntarily accept. In the case of Followers, or Items that are lost, stolen, or destroyed, they will return after 24 hours.

Several Suits

As a jumper, you'll have several Alt-Forms that you purchase during your chain. You can keep these, being Fiat-Backed and retaining all their advantages (and disadvantages if they exist and you don't have anything to counteract them), and you can transform into them at will.

Jumper Power

You can use all your powers, perks, and items in other worlds without issue, regardless of whether the energy to generate them exists or if they go against the logic of the place. Your powers and everything you buy during jumps will work perfectly. This also applies to your companions and followers, as well as all their fiat-backed abilities and items.

Rewards

The rewards you earn at the jumps you visit will be recognized, so as long as you complete the tasks to earn them, it's fair play.

My comrades

As a jumper, you need companions to accompany you on your adventures. You have 8 companion slots. Depending on the jump you visit, they will gain CP and other benefits offered by the jump. Of course, they will be Fiat-Backed, so if they die, they will return at the end of the jump.

Followers

You need useful lackeys to be your hands and legs. These NPCs, whom you'll initially see as faceless or uninteresting, will be your loyal servants. Unfortunately, being lackeys, you'll perceive them as flat and boring, so don't expect your relationship to develop into anything more than interpersonal.

House Rule and Challenges

A chain can incorporate house rules, which impose limitations but offer rewards. There are also challenges you must complete during your chain, granting rewards (before or after) their completion. Many of these are created by the community and therefore aren't specifically documented in a single document or supplement. You can adopt these for your chain, along with their limitations, advantages, and rewards.

Towards the ultimate goal

The goal of every jumper is to obtain the coveted "Spark." There are many interpretations of this, such as the ability to travel freely through the multiverse or powers equaling those of a benefactor. As long as you complete an End-Jump scenario, you can obtain the Spark and all the additional rewards that come with that jump.

Advantages Options

Not just some NPCs

Your followers won't just be generic NPCs; they'll be people with their own personalities and appearances. You can even invite natives from the jumps you visit and make them your followers (though they won't be able to revive due to Fiat-Backed rules unless they're backed by a Perk, Item, or Power). If you want to bring the entire Naruto cast, you just have to convince them or use your powers to get them to serve you.

The more, the better.

This option allows you to have more than the 8 companions you currently have. You can purchase this option multiple times, adding one more companion with each purchase.

Meta Supplement

This option is for meta supplements, such as Universal Drawbacks, DW75s Meta supplement, etc. You can choose this option multiple times, adding one more with each choice.

Complement

This is for individual supplements, those added to the jump you visit. In this category, you'll find the Overlord Guild Base Supplement, Fate Servant Supplement, Ben 10 - Custom Omnitrax Supplement, etc., which are specific to jumps or settings. Other options include generic supplements like the Harem Supplement, among others. Don't confuse this with using generic jumps as supplements.

People can understand each other by talking.

Going to a new world with a different language than your own is a problem, luckily this option follows the logic of isekai, so you can understand and speak the local language.

The jumps can be supplements

As long as the jump offers the option to serve as a supplement, you can use it as such. You can choose this option multiple times, adding one additional supplement with each choice.

The script favor me

Let's be honest, if you interfere with the jump story, there's a chance you'll change the plot. Luckily, this will work in your favor. Only events that benefit you will change, such as preventing the Uchiha massacre or the Nine-Tailed Fox's invasion, ensuring that Naruto's story doesn't change or take a different turn. Therefore, if you know the story of the series you're visiting, you can use that knowledge to your advantage, as the events are predictable, allowing you to interfere and always achieve the good ending.

With everyone

With this option you can import as many companions as you want, but if it exceeds the amount you purchased in this document, these will not be able to benefit from CP or other advantages that the import option gives, nor can they choose a Origin.

Multiplayer

You can be accompanied by other people in your chain, and I mean other jumpers. Each of them has all the options you selected in this document. But I warn you that they are your equals, so I suggest you choose your partner carefully.

The story ends, let's move on to the next one.

What's the point of staying in a place where you've already done everything you need to do? If you've completed the story of the jump, or its mandatory scenario, you can move on to the next jump. If you took a Drawback that extends your stay, this option won't apply.

The house has room for everyone

The number of companions you can export is unlimited. You can purchase as many companions as your budget and these options allow. Inactive companions will be in an isolated dimension in a suspended state, waiting to be summoned. You can also choose to have them stored in your Warehouse or as simple followers (but they won't be able to use the powers they purchased in previous jumps).

Alternate world

It would be great to go to your favorite series but with some slight changes, as if it were a parallel reality. Perhaps you'd want your favorite characters to be older, have a different ethnicity or gender, or have slightly different relationships (instead of a marriage based on love, a formal, political one). The worlds of the jumps you visit will have these slight changes, but these won't be able to profoundly affect the story. You can't change people's personalities, like making the villains the good guys, or alter the narrative. Only subtle changes that don't have a noticeable impact.

Can I choose the time of year?

Some jumps only offer visits during a specific season or year, which is a shame since the excitement doesn't begin until several years after your arrival, or even after 10 years. You can choose your arrival time, as long as it doesn't conflict with any drawbacks or scenarios you've selected for the jump you're visiting.

Crossover

There's a series you like that shares several characteristics with the world or universe you're in. This option allows you to implement elements from other series, such as characters, objects, plots, etc. Remember that they must be compatible with the time jump, so it would be strange to put the ninja world of Naruto into a mundane 21st-century time jump.

Repeat the jump

There's a jump you liked and want to repeat; this option is for you. You can repeat the jump, but you won't get the complimentary +1000 CP, so you'll have to rely on the jump's drawbacks to gain CP.

Fill the holes and gaps

It's common to see series that were never finished or were abandoned by their creator, leaving unresolved endings, unanswered questions, and plot holes. This option allows you to interpret these as you see fit, filling in the gaps as you see fit. This is like a creative mode or a personal fanfic, but it will be useful during your stay. Keep in mind that the elements you

incorporate must be consistent with the story, and also avoid anything too convenient, like everything magically resolving itself.

Disadvantages Options

Skill Tree

It's simple: you can only buy options from your origin and general options. No buying options from other origins.

Foreigner/Native

The typical Drop-In or Local option; you can only choose one for your entire chain. If the origins offered by the drop-in don't provide an alternative, you'll treat that origin based on your selection.

The same as always

You can choose this option up to three times. You can choose to purchase only a specific species and its variants (Humans, Demons, etc.). The same gender for your entire chain. The same age for your entire chain. You can choose one of these options, two or all three.

Replacement

Each time you visit a jump, you'll take the place of a character in the setting. Regardless of whether the options you purchased are incompatible with their role, you'll assume that role. For example, in one jump you might be a Gym Leader (as in Origin), but the role you chose could be that of the protagonist. You can fulfill both roles if you wish, but the primary role must be the one you take as a replacement.

Like a tabletop role-playing game

All purchases you make at the jumps you visit, as well as everything you obtain, must be recorded (in notes, Word documents, Excel spreadsheets, etc.). You must record all of this and keep track of your jumper, just like in any role-playing game with statistics, information, etc.

My story

Your adventures during your chain must be recorded. You'll need to write at least 1000 words about all the adventures you experience at each jump you visit. Publishing them isn't mandatory, but it would be a waste not to share them with the community.

So many options aren't necessary.

This option does not allow you to purchase any of the following: Perks, Powers, Items, or Companions. Therefore, if you selected Items, you will not be able to purchase items from the options offered by the jump you are visiting. You can choose this option up to three times.

The fewer, the better

This option reduces the number of companions you can import per jump; you can choose it up to eight times. If you reach eight, it will be counted as a jump without companions. If you choose this option eight times, you cannot choose the "So many options aren't necessary" option (the companions section).

I hate NPCs

This option prevents you from having followers, regardless of whether the upgrade you purchase includes them. Basically, you can't have any followers.

Isekai style /I'm comfortable with my body

This option disables one of the following supplements: Body Mod or Warehouse. You can choose this option up to two times.

Generics only / Series Only

You can only choose one of the following options: either your chain is purely generic jumps or it is existing setting jumps.

SFW

You can only choose jumps that aren't rated R-18, so no jumps that offer "spicy" options. What you do at the jumps you visit is up to you, but choose jumps that aren't rated R-18 or "adult," if you know what I mean.

Do not repeat the setting

There are several jumps that are from the same universe or franchise, such as those from Marvel, DC, Fate, Warhammer 40K, etc. Unfortunately, you can only visit each franchise once, so you can't visit multiple jumps from the same setting. This option includes loopholes such as fanfiction or generic jumps from that franchise. However, series that take place in the same universe are allowed, such as Fairy Tail and Rave Master or Warhammer Fantasy and Warhammer 40K, as long as they are separate series.

Let's get to the roots

Jumpchain originated (or was popularized) by Quicksilver's jumps, as well as the rules used at the time. As in those days, you'll have to follow the original rules, such as Diminishing Returns, which states that each purchase of the same nature that boosts an ability only provides a smaller percentage, decreasing further with each subsequent purchase of the same nature. There's also the rule of using Quicksilver's original supplements. Of course, the first jump you visit must be Quicksilver's Pokémon jump.

Self-Insert/Native

You can choose one of the following options: your jumper can be a character from an existing series or an original character of your own creation. Another option is to insert yourself into the jump, becoming the jumper.

1000 CP is enough

Your budget limit is 1000 CP and its equivalent. You cannot use more than this unless the jump itself grants them as stipends. Therefore, drawbacks will not give you more CP, nor will any meta option that grants more CP. In the case of drawbacks, you can choose them if you want, but they will not give you points; they only make your stay more difficult.