

LET'S GAME IT OUT THE SUPPLEMENT

A JumpChain Supplement By ThornBrier (r/GigglingVoid)

Who wouldn't want to treat any world like a glitchy indie game? "I know I would!"

Now you too have the power of Josh, to break physics, burn up CPUs, and waste endless amounts of time. But you don't start with any Josh Points to decide how you want to do it. You can take Drawbacks to gain JP for this or you can spend CP to buy JP at a 1:2 ratio. Once you use this Supplement, it applies to all future Jumps and you can keep banking JP across them.

DRAWBACKS

Let's start off by getting you some Josh Points. Any Drawbacks will apply for the duration of the Jump in which you take them. You can keep taking them each Jump to gain more JP, but you can only take each once per Jump.

CRIMES AGAINST HUMANITY (+1 JP) [ALWAYS ACTIVE]

You earn a single JP for every person whose life you personally make worse in a unique and creative way that is entertaining to you.

CRIMES AGAINST NATURE (+1 JP) [ALWAYS ACTIVE]

Same as Crimes Against Humanity, but this gets you points for disrupting animals and biomes in unique and creative ways. Double if you somehow involve a Tornado.

GRACE HAS ENTERED THE CHAT (+? JP)

You can designate a person you encounter as your Grace. You may summon your Grace to be recreated or Imported in the new world at the start of every Jump, retaining as much or as little of their memories of previous worlds as you want them to. They may be Imported as any of the available Origins and can spend 100 CP in the JumpDoc.

Any of your Crimes Against Humanity you commit against your Grace will have their value multiplied by $x1+0.1$ for every Jump you've taken since designating them. You may change the designation any time you want, but the multiplier is attached to that person and is only active while they are designated Grace.

How is this a drawback again? Whatever, it's getting you points.

TEDIUM (+50 JP)

Disable any Perk that prevents you from getting bored from doing the same thing over and over for hours on end. If you don't already have one, then boredom comes far easier to you.

PHYSICS BREAKING BUGS (+50 JP)

Regardless of what type of reality you are in, you will begin to experience glitches and bugs that defy all logic and reason, save that they always trigger on something you do deliberately. These glitches will never be directly fatal, but could put you in quite precarious situations and will generally happen when they would be the most annoying. You will never be able to predict what will trigger them either.

"I KNEW IT! GHOSTS ARE REAL" (+53 JP)

Yup, ghosts are totally real and they don't care about you. Oh, sorry, did I say 'you'? I meant they don't care about other people. No, they are haunting you. Not the normal rattling chains and odd noises, though. These ghosts like to take objects you are supposed to be using and levitate them around. Say, dragging your jeep rolling through the woods and then flying it back until it gets stuck in a swamp. It's never actually dangerous, just inconvenient and easy to confuse for a glitch or bug, but this can't be reliably reproduced in any way because the ghosts aren't that boring. But their number one obsession is hanging out in bathrooms and stealing toilet paper.

FPS SLIDESHOW (+200 JP)

The more individual things are happening fast around you, the less information you get about it. This affects all methods of gathering information, including all your senses. This won't affect you at all in day to day life if you live in a common suburb, but when there are lots of people moving about like in a city, you will start to notice it. Be extra careful when people start shooting machine guns and shotguns around you, as that's a lot of objects with slightly different trajectories and ricochets to calculate at once. Even worse with large explosions.

SECONDS PER FRAME (+200 JP)

(Requires FPS Slideshow) Whenever your FPS Slideshow is denying you updates about your surroundings, your brain and body are also slowed. This means you can't even be thinking about what is happening between updates and try to preemptively act in response to what you expect will be coming. Everyone else will be moving at regular speed, and despite you looking slower, crashing from a great height will hurt just as much.

Perks

With a trickle of JP income it is now only a matter of time before you can purchase Perks to be like Josh. But they aren't cheap. What, did you expect it would be quick and easy to get these? That's not very Josh of you.

"Color Me Intrigued" (20 JP)

Any time you encounter something that isn't 'normal' for whatever you are doing or where you are, or things you would be interested in, they will light up with a unique color only you can see. This guarantees that you will never miss out on something just because you didn't see it there.

The Mind of a Josh (19 JP)

You never get bored. Never! When you see strange things, your mind instantly starts figuring out how it can be exploited. This doesn't mean you will come up with anything useful, but you will be thinking of all the insane interactions it could possibly have and how to test for them.

"You Don't Need to Tell Me Twice" (0 JP)

When it comes to things you want to do, or things others want you to do, you have a perfect memory. You can basically put up sticky notes in your mind to always remind you of what is on your list of activities. You might imagine this like a Quest Tracker, but the quests can be as mundane as you want them to be.

"He's Fiiiiine..." (246 JP)

Regardless of how devastating and brutal your attacks may be, no matter how much viscera and limbs spread everywhere, you can just say "He's fine..." and any one harmed will have miraculously survived and be able to recover within a few minutes.

"Is There a Limit?" (397 JP)

You are allowed to ignore the Drawback Limits of any Jump. Take as many Drawbacks as you want. Furthermore, once per Jump, you can select any object you can trade for that would have a limit higher than 12 and raise that limit to infinity, and the price will never increase.

"Hold Please" (197 JP)

You can pause time for your mind to contemplate things. Nothing physical will be happening, but you can stay like this giving you an unlimited amount of time to think through anything purely mental. From the outside your facial expression will have gone blank, staring into space for just a second.

“[X] Hours Later” (269 JP)

With any closed system where you are the only non-NPC person in the room, building, or area, you can accelerate time within. It will feel normal to you inside, but once you exit a fraction of the time outside will have transpired. When you first gain this Perk it will look like no acceleration is possible because your maximum starts at $1:1+0.000117$ per hour since you gained this Perk [That's $+0.1$ per year]. Each purchase adds another $+0.1$ per year speeding up your speeding up (not retroactive).

Glitch Through the World (0 JP)

You have the ability to ignore the floor under your feet, offering limited intangibility. It only allows you to fall through the floor in up to 3 meter increments, but you will remain intangible until you emerge somewhere. If you don't find an opening to land in then you will stop falling after 3 meters (or a multiple thereof if you want to keep going) and can walk along that depth looking for somewhere to emerge. If you do have some method of flight or super jumping, you can also go up through floors, but not sideways through walls.

“Welcome Back to Let's Game it Out!” (200 JP)

Any Jump can now be a Video Game Jump instead of just entering their world. You go into the version of the world represented by one of the games in the franchise. While there, you are subject to many of the game construct rules of that game.

If the franchise you have entered does not have a video game, then the graphics are just fairly realistic. Regardless of how, there are glitches you can learn to exploit.

Blame Sarah (200 JP)

You can always get away with social faux pas or property destruction by laying the blame at the feet of one of your Companions. Despite any evidence to the contrary, everyone will believe it is your Companion's fault. You can do this once per Jump for each Companion. Additional Purchases add one extra use per Companion per Jump. And yes, your Grace counts as a Companion for this Perk.

Vehicular Chaos (500 JP)

Any vehicle you pilot will be more difficult to pilot, but will be completely immune to any form of damage as a result of your piloting. You can freely merge or separate any Fiat Backed vehicles you own, the features changing in chaotic ways to reflect these mergers and the properties they combine to possess. No one who looks at these abominations will think they can possibly work, and they'd be right. But it does.

Humble Bundle Development (500 JP)

You are able to bundle and sell things for any price the customer wants while still making twice as much as it should be worth. Rather than ruining economies, these sales all contribute to the wellbeing of people all across the world based on the difference from what they paid to the original value. Anything sold this way cannot be tracked and is fully usable without connecting to any external services that would mean the users harm (even just to sell their data).

“There’s Only One Way To Find Out” (500 JP)

You are guaranteed to come up with a solution to test for a principle you want to test, that will give you a definitive enough answer. You will know how much time, money, and other resources the project will take, what environmental impacts it will have, and any costs to livelihood and mental stability of anyone it would affect so that you can properly pitch it to anyone who would need to greenlight the project. The method this Perk gives you will not be the most efficient method, nor the quickest, but it will work. It is likely to be very time consuming and have needlessly complicated intermediary steps. However, you won’t fully understand what is and isn’t necessary until you’ve tried. But if you do try, you might end up figuring out a more efficient method along the way.

Giga-Overkill (500 JP)

If you have the resources to complete a project you do not need any more to do the same project in a massively chaotic and overkill manner. You will only need the extra time to implement it.

Winding Path (500 JP)

If you construct a needlessly massive winding path for people or products to travel then you will be able to traverse it with ease, arriving at your desired point so quickly it’s like a jump edit. You will also be aware of the overall state of the path, and capable of sending your senses anywhere along the path to see how it is going in detail.

“Easy Peezy Lemon Whatever” (1000 JP)

Anything that requires resources other than money you can reduce the required amount of each resource by 1/3rd, rounded up to the nearest positive value that makes sense for the resource.

“This Should Work” (2019 JP)

You have the ability to put things together in ways that shouldn’t work, but somehow do. It will look crazy and be glitchy, but the glitches will be something you can figure out how to use to your advantage.

“Take That, Scum! Right?” (250 JP)

Once a day you can quicksave your existence. If you die in the next 5 minutes you automatically reload to that same point in time. Only your memories are updated with what happened. You can also manually reset to the quicksave if you didn’t like the results of your actions. Each additional purchase either doubles the number of times per day, or doubles the window of use.

Note: This CAN also count as Turning it off and Turning back on again, or a Cosmic Reset, if you have other powers that care about such things.

***Josh Dies* (3000 JP)**

You can designate a Safe Spot. Every time you die you respawn there completely restored. You may still need to go find your corpse to recover your items.