Jumpchain Gift Shop



By Ursine The Mad Bear
Version 1.3

Welcome, Jumpers! It seems that some of you have been complaining about wanting a few things from home or a few useful toys that are either uncommon or unavailable in existing Jumps, so Jumpchain Incorporated has decided to put together a lovely selection of items to help make your life a little bit happier.
These items can be purchased using the Choice Points, or equivalent, of any Jump, and are delivered just like items from that Jump. If these items are lost, stolen or destroyed, they are restored in 24 hours.
Any of these items can be purchased multiple times. If an item has an Upgraded form, you can purchase the basic item in one jump and buy the upgrade in a later jump.

MEMORIES FROM HOME

Knick-Knack (50cp)
This is a small object that reminds you of home or your family in some way. It could be a family portrait, a figurine, a doll, a quilt or anything else with primarily sentimental value.

Family Albums and Home Videos (50cp)
You have copies of all family picture albums, videos and family documentation. These will be restored to perfect condition.

Family Cookbook (50cp)
This book contains full recipes for all your family favorites, even if the family member who invented the recipe would never tell you how to make it. It will also collect any and all food or beverage recipes that you happen to encounter in your travels.

Your Best Friend (50cp)

JumpChan knows what it is like when you lose a pet or have to leave one behind. (She calls her pets "Jumpers", by the way.) So, she has decided to let you bring yours along.

Your Warehouse now has proper housing, care facilities, and supplies for any pets you have or acquire, which includes a veterinary version of the Medbay. This allows them to be brought into subsequent jumps. Pets will be kept healthy and in the prime of their lives, not aging beyond that point. If a pet dies, it will be restored to life and full health in 24 hours. To be considered a pet, they need to be non-sapient and be registered in the Veterinary Medbay. If you choose, you can have your pets from home already registered and in the housing facilities. This applies even to pets that passed on before your Jumpchain began.

Familiar Motif (50cp)

Your warehouse and any homes you might gain can be decorated in the same style as your original home. Even if you decide to change your decorating scheme, you can switch back to this at will.

My Stuff (100cp)

This is your stuff. All of it, barring vehicles and buildings/real estate, that you owned or partially owned when your Jumpchain began. Just as a bonus, all your stuff will be fully restored, repaired and cleaned. This includes digital property, such as downloaded or cloud-stored games, movies, music, books, and any other data.

My Wheels (100cp)

You can take any and all vehicles that you own or are leasing when your Jumpchain begins along with you. You have all needed documentation on these vehicles. They will never need to be maintained or refueled, and will repair themselves within 24 hours of being damaged. They will retain any modifications you make to them.

My House (100cp)

And any other properties you happen to own, rent or lease, including businesses and shops, when your Jumpchain begins. They can be inserted in any future jumps or be part of the Warehouse. Either way, they have a permanent portal to the Warehouse, which can only be accessed by those you give permission to. All taxes, rents and utilities will be paid on these properties and you have all needed documentation. You can choose to take a home you lived in previously, in place of a currently possessed home.

Contact List (100cp)

You have a list of a special set of phone numbers that can be used to call any of your real world friends or family. They will be aware of your Jumper status, but you can choose if they will or will not remember any previous conversations.

A Friendly Face (100cp)

You can choose one person from your original world to join you as a Companion. They will import into your current Jump using the import option of your choice from that Jump at no additional charge. After your current Jump, they will function like normal Companions. This can be taken multiple times.

SUNDRIES AND ESSENTIALS

Bare Necessities (Free or 100cp)

You have a job that pays enough for you to live on, assuming you live simply. You also have a home of some sort, a cheap but decent vehicle of an appropriate type, and the various basic sundries needed to live. Basically, you have a life, set up and waiting for you. The job will be something you are capable of performing, and that works with your background, and the schedule will be flexible enough that it will not interfere in your leisure activities.

For 100cp, you have a trust fund that pays in whatever the local currency is, equivalent to two hundred thousand dollars ($200,000.00) per year. Your home, vehicle, and other possessions are upgraded to be appropriate for this level of income. This money is legal, with all taxes paid and all documentation needed. No one will question where it comes from, and the local economy will adjust (somehow) to not be harmed by the influx of currency.

Each time you purchase the upgrade, move the decimal point one space to the right. This item follows you to all future jumps, adapting as needed, and can be toggled off for a jump. Any other form of income you receive, including from other perks or items, can be added to the trust fund, and will also be completely legal with all taxes paid and documentation needed.

Stuff (100cp per purchase)

You have $500,000.00 (five hundred thousand dollars), or the equivalent purchasing power in other settings, with which to purchase items and property that are available for sale in that setting at market value. These items are in your possession immediately at the beginning of the jump and are integrated into your Jump identity's history, but are not fiat-backed. Each subsequent purchase adds a zero to the end of that number. This only applies to the Jump it is purchased in, you must purchase it again if desired in a later jump.

Warehouse Upgrades (Variable)

You can purchase anything from your Warehouse document at its normal cost. It functions as if you bought it when you first acquired your Warehouse.

Companion Body Mod Machine (50cp)

This simple device allows you to grant your Companions access to the same Body Mod Supplement or equivalent that you used. This can only be used once on a particular Companion. This functions just like your Body Mod, becoming that Companions default state.

Personal Dossier (50cp)

This is a full dossier on your current Jump identity. It contains all pertinent details, such as full name, addresses, phone numbers, bank account details, family names and contact numbers, personal history.

Real Dossier (50cp)
This is a full dossier on you as a Jumper, including details on all your perks, abilities, powers and items. It also has a brief summary of your history. This item has an aura that will attract your notice the first time you enter the Warehouse in each jump.

Wardrobe (50cp)
You have any form of clothing and accessories that you need, all stored in a massive walk-in closet in your Warehouse or equivalent. No matter what the occasion, you will have the proper outfit. Just don't try to sell any of this, it will disappear and return to your Warehouse.

Personal Identification (50cp or 100cp)
You have the appropriate identity documentation and paperwork for the Jump you are in. This can be your real identity, or your Origin identity. Before a Jump begins, you can make small changes to this ID, such as changing your age or gender or small appearance changes, and these changes will become part of your identity in-Jump.
For an additional 50cp, you can also have a set of false identification that can be changed to fit any identity you want. These will be effectively perfect forgeries.

Smartphone (50cp)
You have a top-of-the-line smartphone that will upgrade to match the best equivalent device in each new jump, but will never downgrade. It never needs to be recharged or maintained, will instantly repair itself, is immune to malware and hacking, and always has a signal, along with unlimited data and memory. This smartphone can never be tracked, except by its own GPS app. Any apps acquired for this phone will work anywhere, even if the service should be unavailable.

Computer (100cp or 200cp)
You have a top-of-the-line personal computer, your choice of specific type. It never needs to be plugged in, recharged or maintained, will instantly repair itself, along with possessing unlimited memory and storage. The computer can always connect to an unlimited bandwidth Wi-Fi network which leads to that Jump's internet or equivalent and to any local network you might set up for your Warehouse. It has omni-compatible I/O jacks, and the most intuitive, perfect UI imaginable, as well as an operating system that's compatible with anything you could install. It has perfect antivirus/malware protections and cannot be hacked or even traced without your consent.
For an additional 100cp, this computer will upgrade to be equal to the most powerful computer of comparable size in the setting, and it will not downgrade if you go to a less advanced setting. It can morph into any computing device you wish with just a thought; mainframe workstation, pro gaming desktop, laptop, tablet, smartphone, smartwatch, whatever. Its functionalities remain the same even if the exact details of the UI might differ from form to form.

Degrees (100cp)
You have documentation and records awarding you any and all degrees, licenses and certifications that you have the skill, knowledge and ability to qualify for. These will always be believed and treated as respectfully as if they came from the best school/training facility in the setting.

Snacks (100cp)
You have an unlimited supply of your favorite snack foods and drinks, up to three varieties of each. These can be summoned at will. Choose whatever snacks you want, they can be changed once a week.

Personalized Hygiene Items (100cp)
You have the absolute best shampoo, conditioner, cologne, soap, shaving supplies, and any other hygiene items. These items are perfect for you, in all aspects such as scent, texture, etc. You will never run out of any of these items.

Work Desk (100cp)
You have a desk that will transform to be a perfect fit, both physically and aesthetically, for any room. It is perfectly organized for you to work at it, and can supply an unlimited amount of pens, pencils, paper and other needed office supplies. This also comes with a very nice office chair that never becomes uncomfortable to sit in but also helps inspire you to stay alert and keep working.

Mailbox (100cp)
All mail meant for you will be delivered to this mailbox. Any traps or harmful items will be made safe for you to handle, any perishable deliveries will be held in perfect stasis until you retrieve them and all mail addressed to you will appear here within fifteen minutes of being sent/placed in a mailbox.

Home Entertainment System (100cp)
You have an epically massive in-home entertainment system for movies, television, music, video games and other electronic media. This updates to include new technology used for similar purposes in later jumps.

Game Night Collection (200cp)
You have a collection of every board game, party game, collectible card game and similar that exists in the world. This includes any and all official promos and expansion. In future jumps, this updates to include their material and as more material is published. This collection is stored in a Warehouse attachment, and you can always find what you want from it.

Music Collection (200cp)

You have a collection of all music ever recorded in the real world, in every format ever used, including the equipment needed to play them. In future jumps, this updates to include their material and as more material is published. This collection is stored in a Warehouse attachment, and you can always find what you want from it.

Media Collection (200cp)
You have a collection of all movies, televisions shows, recorded concerts, and radio broadcasts ever made in the real world, in every format ever used, including the equipment needed to play them (though this equipment is not as impressive as the **Home Entertainment System**). In future jumps, this updates to include their material and as more material is published. This collection is stored in a Warehouse attachment, and you can always find what you want from it.

Video Game Collection (200cp)
You have a collection of all video games ever made in the real world, in every format ever used, including the equipment needed to play them (though this equipment is not as impressive as the **Home Entertainment System**). This also includes arcade-style cabinet versions of these games. You can transfer saved games between versions of each game at will. In future jumps, this updates to include their material and as more material is published. This collection is stored in a Warehouse attachment, and you can always find what you want from it.

Personal Library (200cp)
You have a collection of books and magazines, in printed, digital and audio forms, that contains every book in existence at the time your Jumpchain starts. In future jumps, this updates to include their material and as more material is published. This collection is stored in a Warehouse attachment, and you can always find what you want from it.

Art Collection (200cp)
You have copies of every artwork ever produced in the real world, that is not covered by any of the previous collections. You have both real examples and digital scans. This updates as new art is created and to include art from future settings. This collection is stored in a Warehouse attachment, and you can always find what you want from it.

Toy Collection (100cp)
You have two of every toy or accessory ever made for a franchise of your choice, one to play with and one still in the package. If this franchise exists in a future Jump, you get two of any toy that did not exist in the real world. You receive more toys/accessories as they are released, all of these are stored in a Warehouse attachment, and you can always find what you want from it.

Hobby Materials (100cp)
You possess all the materials and equipment needed to pursue a hobby of your choice, which could be music, art, go-cart racing, baseball, WH40K or whatever other hobby you choose. This includes a workshop/studio or any other facilities needed, which are all stored in a Warehouse attachment, and you can always find the items you need inside it.

Vehicle (50cp or 100cp)
You have a vehicle of your choice, that is legal for a civilian in the real world to own. This vehicle is unarmed, but never needs to be cleaned or maintained, will repair itself within 24 hours of being damaged, and never needs to be refueled. You have all needed documentation and never need to pay property taxes or any fees. For an additional 50cp, this vehicle can be military in origin or otherwise have weapons installed on it. Alternatively, for 100cp, this can be used to apply all these abilities as well as fiat backing to any one vehicle that you acquired in-Jump.

Weapon (50cp or 100cp)
You have a weapon that would generally be considered non-military in the real world. It never needs to be cleaned or maintained, will repair itself within 24 hours of being damaged, and has unlimited ammunition. For an additional 50cp total, this can be any personal scale weapon in the real world, even military weapons. Alternatively, for 100cp, this can be used to apply all these abilities as well as fiat backing to any one weapon that you acquired in-Jump.

Material Supply (100cp or 300cp)
Purchasing this grants you a replenishing supply of one material that you have acquired a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly. For 300cp, this supply is effectively unlimited.

ICONICS

Iconic Item (200cp)
This status can attach to any item (chosen when this is purchased). In addition to being indestructible, never needing to be cleaned, maintained, sharpened, refueled, recharged, or reloaded, and always functioning properly, this item will now gain the abilities of any item of the same type (melee weapon to melee weapon, computer to computer, vehicle to vehicle, etc.) that has fiat backing, if you want to add those abilities. This is retroactive, and it grants the item full fiat backing.

Morphic Item (100cp, Requires **Iconic Item**)
Your iconic Item can now change its form into that of any item it has gained abilities from, while still keeping all its abilities.

Perfect Fit (50cp)
Any item that has fiat backing will always be the perfect size and fit for you, whether it is an attractive pair of boots or a custom sniper rifle. This includes if you suddenly change size or shape, such as by taking an alt-form or with a size-altering power.

Cosmetic Customization (50cp)

Before a Jump begins, you can make minor cosmetic changes to any item that has fiat backing, as long as those changes do not alter its function in any significant way.

Item Merge (100cp)
You can merge any two of your items together to make a single item with the abilities of both items. The resulting item can take the form of either source item or can have a unique combination appearance. This is permanent. Unlike **Iconic Item**, this can be used on any two items, no matter how different they are. Any details are to be fanwanked.

Limited Perception Filter (100cp)
Any oddities regarding your equipment, such as glowing auras or shapeshifting, will be ignored by people that would be freaked out by them, unless they are directly interacting with them. This applies to all your possessions.

Infinite Fuel (200cp)
Any and all vehicles that you possess and that have fiat backing will never need refueling.

Infinite Ammo (200cp)
Any weapon that you possess and that has fiat backing will never need reloading. This includes vehicle weapons. If you have at least one shot worth of any special ammunition loaded in the weapon, then it will be infinite.

Cleaning and Maintenance (200cp)
Any and all items that you possess and that have fiat backing will never need to be cleaned or maintained, nor will they run out of power or need recharging.

Regenerative Items (200cp)
Any and all items that you possess that have fiat backing have the ability to self-repair at a rapid speed, taking just one hour to go from destroyed to perfect condition.

Indestructible (600cp)
Any and all items that you possess and that have fiat backing are completely indestructible. They will also never malfunction or jam. This does not apply to armor, vehicles, or consumables.

Personal Wiki (50cp)
Any computer or similar item that you possess can access fan wikis of your previous Jump settings that include all of your own adventures and contributions there.

Personal Museum (100cp)
You have an attachment to your Warehouse that is set up as a massive museum. This museum holds souvenirs and exhibits depicting your adventures in the Jumps you have visited. These are non-functioning replicas, only for display purposes.

Return Network (200cp)

This allows you to revisit any setting you have Jumped to. These visits can last as little or as much time as you wish, up to ten years maximum. You do not receive any additional choice points, do not receive anything from the Jump document and your return visit starts the moment your previous tenure in that setting ended. You can either retake the identity you had in the setting or can become the equivalent of a Drop In.

A setting can be visited as many times as you wish, but you must do a new Jump to earn each Return. Returns can be stockpiled and used consecutively at a later time.

After your Jumpchain ends, if you did not acquire a Spark, you can use this to visit any of the worlds you have jumped to, as often as you wish.

NOTES

When In Doubt

Fanwank. That is almost always going to be my answer.

If You Have To Ask

It is probably too powerful.

Personal Reality

Points from the Personal Reality Supplement can be converted 1:1 to CP to spend here.

CHANGE LOG

Version 1.0 5/19/2019

Created the Document.

Version 1.1 10/20/2019

Added **Companion Body Mod Machine**, **Personal Dossier**, **Real Dossier**, **Material Supply**, **Regenerative Items**, **Personal Wiki**.

Changed **Home Entertainment System**, **Game Night Collection**, **Iconic Item**, **Infinite Fuel**, **Infinite Ammo**, **Cleaning and Maintenance**, **Indestructible**.

Version 1.2 11/22/2019

Added **Stuff**, **Warehouse Upgrades**, **Art Collection**, **Perfect Fit**, **Cosmetic Customization**, **Item Merge**.

Changed **Contact List**, **Companion Body Mod Machine.**

Version 1.3 5/4/2020

Added **A Friendly Face** and **Return Network**.