GENERIC FANFICTION PLOTS SUPPLEMENT

There is a lot of fanfiction out there. Hundreds and thousands and millions of stories. But some particular themes arise again and again, and this document will use some of those themes as a focus for you entering the world of a given fanfiction. This won't be focusing on any specific world of fiction, instead being a supplement to be used alongside an existing document.

You start with **1000 CP**.

Plotline

The Plotline describes, not your background, but the background of the fic as a whole. Many fics might fit into more than one of these plotlines, or might not fit perfectly into any of them. In such cases, pick one which is closest or which you think is most important, which will be the focus of your discounts for your time here. Alternatively, you could pick one that truly doesn't fit your chosen fanfic, and instead have yourself enter what is effectively a recursive fanfic of the original fanfic, with a different theme and focus.

- Pick One -

For Want Of A Nail: Quite possibly the most basic and common type of fanfiction there is. This plotline asks the simple question "what if something about this story was different?". What if the plot focused on a different character? What if the main character had a secret twin? What if your favorite character never died? If none of the other plotlines fit, this one probably will, at least if you squint a bit.

Character Study: This plotline is focused on exploring a specific character. Their motivations, their backstory, their secret hobbies. Other things might be happening in the background, but the main focus is on exploring the hidden sides of the chosen character, and fleshing out details about them or celebrating what the author loves most about them.

Ship Launcher: There are two (or maybe more) characters, and the author really, really, really wants them to kiss (and maybe more). Whatever other plots are happening, the main point is to get the author's chosen ship together. This could be chaste, or could involve chapters of smut.

Chainbreaker: There is something holding the main character back. Maybe it is those around them lying and manipulating them. Maybe it is their 'outdated morality'. Maybe it is just them being lazy. Whatever the case might be, this plotline focuses on the chosen protagonist 'breaking free' and generally becoming the badass that the author just knows they could be.

Redo Button: Wouldn't it be great if the main character knew all of their hard-earned lessons, right from the beginning? Thanks to some plot contrivance (some terrible future disaster, a cosmic accident during a major battle, boredom, etc.), the main character of this plotline is thrust back in time to do things over, and do them better this time around.

Rational Remix: This story is full of plot holes! Powers and items aren't used to their full potential, the science behind abilities contradicts itself, power creeps means early claims are disproven. This plotline intends to fix all of that, via exploring what would happen if abilities were properly exploited, or expounding on why they can't. Concepts and motivations are adjusted to actually make sense (at least to the author).

Genre Filter: What if this medieval fantasy was actually set in space? What if this light-hearted children's cartoon was actually dark and gritty? What if this group of superheroes actually worked in a coffee shop? This plotline takes familiar characters, locations, and plot points, and then translates it into a different genre or setting. This isn't quite a crossover, just a retelling of the old story in a new way.

Crossover Option (300): Here is where the crossover option lives. One fandom may not be enough to tell the story that the author wants to tell. By taking this option, you will enter a plotline where two or more fictional worlds are mashed together. Either seamlessly integrated, or just colliding. Taking this option will allow you to supplement a second Jumpdoc alongside the first. Only one extra, however, even if there are many more settings crossing over with each other.

Generic Origin [Stand Alone Toggle Only]

Ordinarily, the origins and backgrounds listed in the document you are supplementing would function as your personal origins (potentially adjusted a little to fit the changed world of the fanfic). However, if you choose to take the Stand Alone Toggle in the Drawbacks section, then you will be using this document by itself. Maybe the fandom you want to explore doesn't have a jumpdoc yet. Or maybe the jumpdoc is kind of bad. Or maybe you just don't want to use it for whatever reason. Whatever the case might be, you will instead make selections in the next two sections to define how you will be entering the world.

Method

Drop-In (+200): You won't be getting any sort of real origin. You are dropping in exactly as you are, a pure 'SI' effectively. No history, no metaknowledge beyond what you know of a given fanfiction from having read it. Don't make any pick in the Origin section below.

Overwrite (+100): You will be taking over the body of a target character. If it makes you feel better, this can be the result of them encountering some deadly danger, with you just stepping in after they've passed. Whatever the case, you have their form and abilities, but none of their memories. You'll need to be careful as you play catch-up to work out the details of your new backstory.

Reincarnate (Free): You will be seamlessly integrating with a target character. You will fully maintain both sets of memories, and will basically become a fusion of both.

Origin

Nameless Extra (Free): You are entering the role of some nameless person in the background. You have no real connection with the main cast or any of the important side characters.

Side Character (200): You are one of the side characters, such as a mentor figure or famous figure in-setting, or directly connected to the same, such as a spouse, sibling, or child of them.

Main Lead (300): You are one of the main cast, either in the protagonists or villains, or a direct relation to them, such as a new twin or parent or childhood friend.

Perks

Perks are discounted 50% to their listed Plotline, with 100 CP Perks being free to their listed Plotline.

For Want Of A Nail

All The Little Things (100): There are a lot of little things that go into surviving life that many people take for granted. And now, you can too. Things like food and shelter and clothing will all just sort of… be taken care of. Luxury goods will still take effort on your part, but the bare necessities will always just be taken care of for you, allowing you to focus on enjoying the story.

Silent Observer (200): There is that one climactic scene you want to see play out, but it would kind of ruin things for you to be there. Now, you can find it quite easy to be unobtrusive and observe events without others noticing your presence. This doesn't make you actually invisible, but rather makes you seem unimportant so long as you are not interfering in events.

Ripples In The Pond (400): What difference can one person make? A bigger one than you think. You are able to amplify the results of your actions to have a much larger impact on the world than they might ordinarily have. For example, amplify the impact of picking up a piece of litter, and make the whole area around you noticeably cleaner. Amplify the impact of beating a gang member, and suddenly many of their members end up getting beaten, captured, or quitting. Alternatively, you can dampen the impact of your actions, so you can do something like saving someone who was supposed to die without causing the plot to go completely off the rails.

Character Study

Introductory Handshake (100): Upon meeting someone, you will instantly know their name, as well as a few basic but interesting facts about them, such as hobbies or pets. You will also get a feel for what you can do to make a good first impression with them. This effect can 'reset' if you haven't interacted with someone in a while or if they have forgotten you.

Third Person Narration (200): What does someone really think of you or the situation around you? When focused on someone, you can hear their 'internal narration'. This is limited to surface thoughts and emotions, and takes the form of an outside narrator describing what they are thinking and feeling. The narration will be accurate, but can be missing things they aren't thinking about or context for what their thoughts mean or why they feel certain emotions.

Firing Your Head Cannon (400): It can be very disappointing when you have an interesting headcanon about a character, and they turn out to be just a jerk or otherwise less interesting than you thought. Now, circumstances and history will twist to ensure that, more often than not, your headcanons about various characters is true. The more deeply you believe or enjoy a given headcanon, the more likely it is that it will end up being true. This can even extend to headcanons you develop during a Jump, with history possibly changing to make a particularly compelling headcanon become retroactively true.

Ship Launcher

Attractive (100): You are simply attractive. You look good, and your actions always seem to manage to enhance that rather than ever detracting from your attractiveness.

Curious (200): Why should a pesky little thing like ‘canon orientation’ get in the way of a really good ship? With this perk, you’ll find that those around you are more open-minded and willing to try new things in general, but most specifically with regards to relationships. This doesn’t erase or overwrite their actual orientation, it just makes them more open to finding certain people (especially those they’d be ‘really cute’ with) as ‘exceptions’.

Red Ribbon Bonding (400): The Soul Bond. A staple of many romance fanfics, which want to show just how much ‘better’ their ship is than whatever happened in canon. With this perk, you will be able to form soul bonds between two or more individuals that have a strong emotional connection. This connection does not necessarily need to be romantic, or even positive, though different aspects can rely on love and trust having become part of the bond. At the base level, this bond will allow for sharing of thoughts and physical sensations. It can include aspects such as an inability to willingly harm each other, sharing of mental or physical strength, lending each other powers, tying together and pooling of lifeforce between participants, and many other aspects of soul bonds as seen in fiction. You can be one of the participants in the bond, or you can simply act as the bonder between a separate pair / group. In general, each person can only be part of one bond, but a bond can be spread between more than just two people.

Chainbreaker

Nose for Lies (100): If you are going to be breaking your chains, then you need to know that something is wrong. You have an extra sense for when those around you are deceiving you. This can encompass direct lies, half-truths, omissions, misleadingly worded statements, and more, giving you different sensations to indicate what exactly is untrue.

Lucky Shopper (200): A common scene in the MC taking back control of their life is a shopping trip for them to gain the resources to do so. It can seem unbelievable what they manage to stumble across in this trip, and now you have that same sort of luck with regards to your retail trips. Unusually potent magical resources, overlooked books with potent secrets, even just rare bits of technology that really shouldn’t be on the open market. You can stumble across plenty of things like this, which are all also at a shockingly affordable price.

No Limit Training (400): If you need to catch up after being held back so many years, ordinary training isn’t going to cut it. But for you, your training has had its limits removed in several. Firstly, you can learn and train several times faster than normal, and secondly, your training in general will be several times more effective than normal, often allowing you to synergize several types of training at once. That later effect can extend to those who are training with you as well. Finally, the point where you will start to see diminishing returns is a couple of orders of magnitude later than normally, allowing you to surpass what would be the absolute limits for practically anyone else.

Redo Button

Sharp Memory (100): You have an eidetic memory, capable of storing all of memories perfectly in such a way that you can reference them with ease, without being paralyzed or overwhelmed with negative memories or emotions. This works retroactively to clear up and sharpen memories, even from before you had this perk.

Plot-Vision (200): It can be difficult when you are actually in the past to see all of the things that could potentially have derailed events and led to a bad future. Now, you have a special extra sense for determining what people, places, and objects are important to the 'plot' or 'narrative' or 'destiny' of the world, as well as being able to detect when key moments are approaching where decisions or actions will have a large impact on the future of the world.

Method of Moderate Resort (400): You have access to a form of mental time travel that can be activated to take you and up to a dozen others into the past. This method can be prepared, a process taking an hour or so, so that it will activate on a specific trigger or set of triggers, such as a keyword being spoken, or on one of those involved being immediately about to die. When activated, it will take those involved up to one decade into the past (or to the start of the Jump, whichever period is shorter). The limitations to this power is that it can only allow any given person, including yourself, to relive a given period twice (for three tries total for a given time period), and that it will need to be re-prepared after use. All of those being taken back must be physically present when it is being prepared, but can be separated when it actually activates.

Rational Remix

Let Me Explain (100): It can be difficult to get someone to listen to you when you are explaining why centuries or millennia of tradition are wrong. Now, however, your words all seem to be 'armor-piercing', pushing through stubbornness, dogma, and pride to force the listener to actually consider what you are staying and recognize whatever logic is behind it. It doesn't necessarily make your words any more convincing than they would otherwise be, only prevents the listener from ignoring the truth and rationale behind them.

Intelligent (200): You are extremely intelligent, easily within the top 0.1% of your species, and this intelligence is paired with a very broad education on a wide variety of subjects, including a variety of efficient learning techniques for you to learn more efficiently.

Unified Theory of Synergy (400): Everything is connected. Magic and technology. Divinity and demons. Cats and dogs. You are able to find ways to synergize the various powers and pieces of knowledge that you possess, bringing them together into something that is far greater than the sum of its parts. Combine spells with scientific knowledge to perform unheard of feats of magic. Create an incredibly powerful martial art based on principles of economics. The more disparate two concepts might appear, the more potent whatever you create will be once you work out how to bridge between them and properly synergize them.

Genre Filter

Genre Savvy (100): You have a sense for the narrative rules that govern the world around you. Even in a 'normal' universe, you can still feel things like 'there is a twist villain at play' or 'if we discuss our plans now, they won't work'. This doesn't make you actually fourth-wall aware, just more in tune with narrative conventions and tropes that help shape your story.

Fundamental Nature (200): Even when placed in entirely different settings, with different backgrounds and history, familiar characters still often end up being familiar and turning out to have the same sort of attitudes that they would in canon. Now, you have a similar effect, making your basic fundamental nature absolute. This doesn't mean that you can't grow and change, but you will remain 'yourself' as you do so. You can't be corrupted, twisted, brainwashed, or altered into some grimdark or pale imitation of your true self. You will remain true to your fundamental nature as a person, still growing and developing, but only on your terms.

Equivocal Excellence (400): Sometimes, changing the genre of a fiction requires that you also alter how the powers and abilities of the fiction function. Maybe your teen wizards are now cyborgs or psionics. Now, you have the ability to perform similar 'reskinnings' on your own powers. Once a year, you can change the 'source' of any number of your perks, items, and other abilities. By itself, this doesn't change how potent they are or what effects they can cause. However, it can open up various synergies if your cybernetic implant is now a biological symbiote, or if your divinely sourced powers are now the result of psionic self-hypnosis.

Crossover Option

Acclimation (100): What is commonplace in one universe can be totally unknown in another, and you don't want to be caught wandering around like a country bumpkin. You will now find that you acclimate to new locations and cultures insanely quickly. In just a couple of days, you'll have picked up the basics of the local language, and be as comfortable and knowledgeable of the local culture and traditions as if you'd been living natively there for several years.

Universal Power-Up (200): It is rather unfair when the powers in one crossover universe work and another doesn't. Similarly, it is unfair that you may have learned some form of magic or built a laser sword in a previous Jump, only for it to stop working due to a quirk of physics. Now, you can select any one item you have, or power you gained at one point, and have it become fully fiat backed, working in any universe or Jump you are in. You can swap what item or power is the focus of this perk at any time, but only one can benefit at once.

Powerscaling (600): Yes, that price is correct, given how ridiculous this perk is. “Who would win” is the great question that many crossovers are made to ask, and now you have the benefit of one of the most ridiculous notions to come out of trying to answer that question: Powerscaling. You may select any individual that exists in a Jump you are in, and declare a provable way that you can scale to or past them in some attribute or feat. You will then be able to scale to or past them in *every* attribute they have, to the same proportion as your initial attribute or feat. If you are 10% taller than a supergenius, you can use height to scale past them, and now you are 10% smarter than they are as well. This Perk will not reduce any of your attributes, only increase them, so if the aforementioned supergenius was also frail, you would not suddenly be reduced to only being 10% stronger than them. If you try to scale to someone in something that would be quantified as zero for them (such as scaling to ‘how many books have they written’, when you’ve written one and they’ve written none), this will not result in an “infinite” increase. Instead, it will treat the gap from zero to one as a 100% increase, and then scale properly from there.

Items

Items are discounted 50% to their listed Plotline, with 100 CP Items being free to their listed Plotline. For Want Of A Nail gets two floating discounts instead of set discounts, one for 100 CP items and one for 200 CP items.

Character Study

Fanart (100): A blank folio that you can write a name on and then open, filling it with a couple dozen pieces of artwork in various styles of the individual whose name you've written on it. You can write 'mix' to get a random assortment of random individuals, add qualifiers to the name or mix to adjust the focus, such as 'action John Smith' or 'strong female mix', and add an age-rating to adjust the 'age appropriateness' of the fanart. You will get a new blank folio each month.

Autobiography (200): A leather-bound book. You can write a name on the space provided on the inside cover, and the pages will fill up with an autobiography for that individual, written in their own voice and from their point-of-view. It will continue to fill in with new pages and chapters over time. You gain a fresh blank book each year.

Ship Launcher

Tokens of Affection (100): A set of jewelry or similar accessories that can be shared between two people. When both individuals are wearing one of the accessories, they will be able to feel the emotions the other has for them, and will be protected against outside mind-altering effects, especially those intended to seduce, arouse, or otherwise interfere with them 'romantically'. You get a new set to give out every few months.

Marriage Contract (200): A paper contract upon which you can write two or more names, and then use a provided stamp to seal. Once the contract has been sealed, circumstances and fortune will begin to twist to provide justifications and incentives for the listed individuals to enter into a relationship. This could be due to an actual marriage contract forming for them, circumstances arising that require them to pretend to be a couple while 'undercover', rooms mysteriously locking with them inside, forcing them to spend time together, etc. This contract will not force romantic feelings, just provide plenty of chances for them to grow. The effect can fade if those on it are completely opposed to the relationship. You will gain a new blank contract each year.

Chainbreaker

Grievance Book (100): A small leather-bound book, within which you can write down various grievances that you have against other people. Legitimate grievances will turn red, indicating that bad luck will be turned against the source of the grievance to 'balance the scales' and punish them proportionate to the actual grievance. Once karma has been metted out, the ink will turn black. If a written grievance fails to turn red, that is a sign that there is more to the issue, potentially that the source of the grievance was tricked into it or otherwise was not truly responsible for the problem.

Hidden Inheritance (200): A will that indicates you are secretly the heir to a significant fortune, complete with some sort of noble title or rank. This fortune will be at least sufficient that you would not need to work to live comfortably for the rest of your life, and can include various artifacts and hidden treasures as well. In each new Jump, you will find yourself being the beneficiary for a similar will.

Redo Button

Memory Records (100): A set of a couple dozen cubes which, when touched, can allow a willing donor to imprint their knowledge, memories, and personality onto them. The personality will form a sort-of artificial intelligence that can search the information contained in the cube and play them for those who are holding the cube. This can allow for things such as restoring lost memories or transferring memories to a younger version of an individual. Each cube can only contain donations from a single source, but it can contain composites from multiple versions of an individual across different dimensions or timelines, and each cube can be wiped by you at any time, to prepare it for a new donor.

Book of Disasters (200): A large book, which contains descriptions of a couple hundred potential apocalypses or wide-spread disasters that can occur within the next few hundred years. The descriptions of each potential disaster lists the various potential contributing factors that could lead to the disaster, and marks out key moments in time that are particularly crucial for causing or preventing the disaster. Each entry will also have a small circle in the corner. The more filled in the circle is, the more likely that particular disaster is. If a disaster is now totally impossible, the circle will be replaced with a large X. The book will fill with a new set of potential disasters each Jump.

Rational Remix

Sense Glove (100): A leather glove that can allow you to literally slap some sense into people. Touching someone with the glove, or hitting them with some sort of attack while wearing it, will cause their 'common sense' to increase, wearing away at or removing any mental or emotional blinders that they might have been operating under. This does not guarantee that they will suddenly agree with you, just that they will gain a wider perspective and be able to consider more angles that they would have been unable or unwilling to think about before.

Written Repository (200): A large book, which can safely copy the contents of nearby books (up to several dozen yards away) at the rate of a couple hundred pages per second. It can be targeted by touching it to a specific book, otherwise, it will simply prioritize the closest book it doesn't already contain. There is no limit to how many books it can contain. An searchable index is provided, listing titles and description of contents, and a book can be accessed by stating the title, which will fill in this book's pages with the target book's contents.

Genre Filter

Easter Egg List (100): A notebook filled with numerous hints and riddles that, if solved, would lead you to various hidden 'easter eggs'. These easter eggs could be people who are actually secret cameos or expies, hidden symbols for related fictions, recreations of popular memes, etc. Once you discover and recognize an easter egg, the hint related to it will fill in with an image of it in the notebook. The various easter eggs are arranged into sets of six to twelve related easter eggs, and once you've completed a set, you will earn a prize. This prize can be money or an object related to the easter eggs. This will be something of moderate value or utility, but not something completely game-breaking.

Coffee Shop (200): The manifestation of the cliche 'Coffee Shop AU'. This is a moderately sized coffee shop, which comes complete with a staff of generic baristas to run it for you. While this does provide a modest source of revenue for you, the main power of this shop is that various main characters, both good and bad, can randomly wander through its doors, both from the Jump you are currently in, and from entirely separate fictions. Violence is not allowed within the shop, and fights in the shop cannot rise beyond the level of heated arguments. Even subtle attacks or passive effects are prevented from causing harm.

Crossover Option

Change Notes (100): A short set of documents that outline how the current world has deviated from canon, specifically noting the areas where one side of a crossover is overwriting or altering the other. This focuses on large scale and historical changes, rather than small changes to individual characters, and can update itself to include large scale impacts of your own actions, if you wish. These notes don't reflect potential changes to future events, only changes that have already happened.

World Gate (200): A large portal making device with a handheld remote control. When activated, the portal can be set to any alternate timeline, parallel world, or extra-dimensional reality that you have visited within the current Jump. Alternatively, you can set it to connect to a random destination, allowing you to chart out new timelines or worlds to explore. The remote control can allow you to summon a return portal to the device at any time, even from within the same timeline or world. As you map more timelines or worlds in a given Jump, you can learn to tune the random connections towards specific types of destinations.

Drawbacks

You can take any number of drawbacks. Some drawbacks have a plotline listed. If taken with that plotline, those drawbacks have the indicated higher value.

Stand Alone Toggle (+0): You may select this toggle to use this supplement as a stand-alone document to enter a given fanfiction, rather than supplementing the jumpdoc for the canon version of the story. This gives you access to the Generic Origin section of this document, found earlier.

Plot Bunny Toggle (+0): You have an idea for a fanfic, but it doesn't actually exist just yet. You can use this toggle to enter a world based on a general idea or concept, even if there isn't a specific fanfic you are trying to enter.

Final Chapter Toggle (+0): You have read the fanfic, and you don't want to relive the action and have to wait for the characters to become the people you've come to know. You can use this toggle to enter a fanfic at the end of the story, when everything is wrapped up and the characters are starting on whatever is their happily ever after.

Round Robin Collab Toggle (+0): You can use this toggle to import some of your Companions. By selecting this option, any Companions that are imported, created, or recruited in the other jumpdoc(s) you are supplementing will gain 400 CP to spend in this document. You can also import an additional eight Companions that weren't imported elsewhere, who will gain the same amount. Any Companion that gains CP this way can pick a relevant plotline that applies to the chosen fanfic to gain discounts from. All companions will also gain ¼ of the CP you gain from Drawbacks, rounded down, minimum of +100 CP if you took any drawbacks at all.

Utterly Illegible (+100): Whoever was writing this could really use a spellchecker. You can't read, because everything written down appears to just be gibberish to your eyes.

On Hiatus (+100): Your sense of time seems to be extremely distorted, with days and weeks seeming to stretch out for months and years to you. This doesn't give you any extra time to act or extend the amount of time you can spend here in any way. It just warps your sense of time, and can make you feel really, really bored really easily.

Glued To The Rails (+100/+200 for For Want Of A Nail): No matter how much things should change, they just seem to stay the same. The story you are in is hitting whatever 'stations of canon' are for the fiction being written about, even when events should have gone off the rails enough for things to change. And it is only the stations of canon that you dislike the most that are being stuck to. Those you want to see happen have a good chance of being skipped.

Character Bashing (+100/+200 for Character Study): The author seems to have a distinct dislike for some of your favorite characters, with their personalities being twisted into distorted caricatures of themselves.

Crack Ship (+100/+200 for Ship Launcher): The author has apparently paired you up with someone (or something) completely ridiculous. Are you ready to be romanced by the main character's pet? By the villain's grossest minion? By a non-sentient plant? You will not enjoy whatever your 'designated pairing' is, and no other romance that you try to engage in will last.

They Know Best (+100/+200 for Chainbreaker): You have put your trust in someone that you really, really shouldn't, and you have a massive blindspot with regards to being able to figure out that this person isn't actually trustworthy. They can lead you into betraying your allies or trick you into helping them further some evil scheme, and you will wander along, happily convinced that they are just a wonderful person.

Keeping Secrets (+100/+200 for Redo Button): You have a strong tendency to keep secrets from those around you, even when it would make more sense to share what you know or even when the secrets are actively harmful to keep. Opening up and sharing information will be like pulling teeth for you during this Jump.

Authorial Mouthpiece (+100/+200 for Rational Remix): You will find yourself being used to voice some very strong opinions that the author has, randomly bursting into long rants about random subjects. Some of the subjects will be just odd, like anger about how the rules of cricket evolved, but others will be, frankly, deeply offensive, and you won't be able to prevent yourself from blurting them out.

Grimderp (+100/+200 for Genre Filter): Whenever something has changed compared to canon, there is a strong chance that it has changed for the worse. Characters that survived ended up dying, characters that died might have lived but with horrific mental trauma, battles that were victories become more pyrrhic, etc. Whatever changes happened in the fic seem to be constantly tilting towards worse outcomes overall.

And The Kitchen Sink (+100/+200 for Crossover): The author has basically shoved into the story whatever caught their fancy while they were writing, regardless of whether or not it made any sense at all. So you might have a science-fiction crew suddenly show up in fantasy land for a couple of chapters, before encountering a real-life heavy metal band and then teleporting away with them while being chased by an internet meme. This isn't necessarily a true crossover, just a ton of random and nonsensical cameos that can and will disrupt the story.

Antireliable Narrator (+200): The author has obviously not kept very good notes. Put simply, reality itself is now rather unreliable. Random characters will simply stop existing or vanish for long periods, before popping back up as if nothing happened. Characters' hair color, speech patterns, age, race, gender, and virtually any other attribute can just suddenly shift without warning. Events will retroactively not occur, people who died will show up alive. The only guarantee you have is that this effect will not directly alter you and your companions in a debilitating or lethal way. You can still wake up to find you are suddenly a different species.

Don't Like Don't Read (+200/+400): This story involves some trope or concept that you, personally, really dislike. Teen angst, forced harems, anachronistic slang, mpreg. Whatever the problematic concept might be, it is something that you absolutely loathe, and it will be repeatedly rubbed in your face no matter where you go or what you do. If taken for +400 CP, there are at least three such problematic concepts involved, and they will often combine together in horrifying ways that are even worse for you than they are individually.

Bashing Target (+200/+400): You have become the target of character bashing. Events will twist so that those around you end up only seeing the worst side of your personality, or so that you end up coming out looking bad, even if what you were actually doing was innocent. Those around you are all very quick to believe the worst of you, and very slow to accept anything good that you do. If taken for +400 CP, this goes beyond you simply looking bad and into the world effectively enacting karmic punishment for your very existence. This won't be lethal (the author wants you to suffer), but it will be humiliating and painful for you.

That's Fanon! (+300): "Jumper doesn't canonically have all of these random powers!" Yep, this is the power-lockout option. Any purchases from Jumps that aren't this supplement or the Jump(s) it is supplementing are locked out for the duration of your time here. You'll have to make do with whatever you get here.

Fridge Horror (+300): Thou should ponder not on holes of the plot, lest what should not be intrude upon thee. Any time that you think about or notice ways in which the story or world that you are in doesn't quite make sense, the very fabric of the world will weaken, and strange eldritch horrors will start to claw their way into reality. They will be drawn to you as the source of the 'hole poking', seeking to devour you or merge with you or manipulate you to tear open more holes and let more horrors in.

SInister provOCation (+600): The author has taken notice of your intrusion, and they don't appreciate it. Thus, they have inserted / empowered a character to try and deal with you. This could be an SI, an OC, or a Mary Sue MC, but regardless, they will have tremendous levels of power, and will be trying to seek you out to prevent you from interfering with the plot. The one saving grace is that the author will at least be trying to make them plausible within the world, so whatever powers they are given will have at least some basis within the world of the story.

Notes

Changelog

Version 1.0 - Released

FAQ

Q. What happens to my stuff if I use the Method of Moderate Resort?
A. While most of your things will reset to the state they had at that point in time, some can retain information. Most specifically, your Autobiographies, Grievance Book, Memory Records, Book of Disasters, Written Repository, Easter Egg List, and Change Notes can all retain some information about the future. Or, you can choose to deliberately exclude them from the method, forcing them to become blank. If you travel to before an Autobiography existed, then you will have to wait for it to reappear, but if you didn't exclude it, it can appear with the old timeline's information filled out.

Q. What happens if I take the Crossover Option with the Stand Along toggle?
A. Then you've kind of wasted 300 points, as you won't gain access to either Jumpdoc.

Q. What happens if I take That's Fanon! with a power-lockout option in one of the other jumpdocs?
A. Then you get points for both. Lucky you.