Generic Snippet Supplement

By: GritMaven

I want to preface this by saying that this supplement was heavily inspired by ChooChooMcgoobs' Generic Extra Toggle Options supplement, cliffc999's Creative Mode, Long-Haul Mode, and Jumpchain House Rules, and the JumpChain community at large. Credits at the bottom.

With that being said, this supplement is a collection of perks and items that I feel every jumper should possess. Everything here is free and may be taken at any point of your chain.

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Perks

Tune-Up

Upon taking/receiving this perk, you are cured of any and every health issue you'd consider detrimental in any way, shape, or form, no matter how severe. Whether it be of mundane or supernatural origin, this perk has you covered. And, so as to be clear, will also affect any alt-forms you possess. In the future, this perk can be invoked at the end of every jump/gauntlet.

Crash Course

Whenever you travel to a new world, you will be granted a bare-bones rundown of its history and geography. You'll also be granted fluency in the most commonly used language in your starting location's immediate region.

The Drop-In Option

You may now drop-in using any origin or equivalent, while still receiving the discounts, stipends, freebies, and some such that'd normally come with an associated origin. You may also be dropped into a setting in a manner that'd allow you to seamlessly assume the role/position that'd normally come with your jump doc choices. Thus granting you most, if not all, of the benefits of a drop-in and other origins/backgrounds. This option is complemented by a relatively inconspicuous, yet fitting in-jump background/alibi. And, the capabilities, experience, and knowledge expected of someone holding such a role/position; these benefits are all depersonalized and fabricated.

Take Over*

This perk allows non-drop-ins to transmigrate into or reincarnate as an established character, so long as two conditions are met. Them being that your

upcoming jump's doc choices must roughly reflect their own race and background/history. Drop-Ins on the other hand may become predisposed to experience the role of a canon character who is absent or otherwise indisposed. Either way, this perk won't help you live up to or fulfill a supplanted character's role.

Convoluted History

This perk allows you to purchase additional origins/races/affiliations/etc. at a surcharge of 200CP each. Gaining access to the discounts, stipends, mutually exclusive choices, etc. associated with said origins and the like. Note that discounts and stipends of the same category do not stack. You instead receive whichever set(s) you find most worthwhile.

Character Creation*

This perk allows you to make purely cosmetic and naturally possible changes to any forms you possess or are about to acquire; and become any race that is in line with or relatively unremarkable in an upcoming jump's build/setting respectively. Furthermore, you can freely dictate/alter your in-jump history, so long as it doesn't result in any significant/unwarranted advantages. Note that this perk may only be used before starting a new jump.

Utterly Unique*

Amongst all that is, you are truly one of a kind. No alternate versions of you exist, or ever will for that matter. Consequently, this trait of yours makes other's efforts to copy any part of you far more difficult than it otherwise would be and outright impossible to copy in full.

An Eternal Disposition*

The disposition this perk grants you will help keep you sane throughout your chain and beyond. No matter how long you live or what you experience, you'll never become needlessly jaded, desensitized, and/or fail to adapt to your cultural surroundings. Furthermore, no matter the severity, you'll never fail to recover from any mental/spiritual trauma you may incur. These effects also affect those in your vicinity and your associates in general. Finally, once you reach your biological prime you'll cease aging; and age backwards should you pass be past this threshold.

Self-Conscious & Sacrosanct Ego*

You're now passively aware of how your personality, beliefs, morality, identity, and some such are changing in real time. This is complemented by your new ability to nudge the direction of any such change as you see fit; i.e. you may halt/undo or reinforce any changes your ego undergoes. This perk also renders your ego nigh

immutable to outside forces. Thus making it far more difficult - than it otherwise would be - to subvert, influence, displace, and/or damage anything directly associated with your ego and it in of itself.

Anti-Hax*

You are now immune to any effects or events that would overwrite/override your existence in any way, manner, or form. This perk also provides you a resistance against more conceptual effects; becoming less effective the closer you are to another's power, eventually becoming a nonfactor once you rival or surpass them.

Dodging Misfortune*

While this perk won't make you any more prone to good or bad fortune, it will prevent any fate that would end your jump, chain, or death solely due to bad luck. Furthermore, from now on, you'll find yourself overcome by a sense of foreboding whenever you're about to unwittingly encounter/do something that'd abruptly end your chain.

Deathly Contingencies

Under normal circumstances, dying without any 1-Ups would end your jump or chain on the spot. This perk will grant you a time - equal to a tenth of the remainder of a jump's duration - in which you must be resurrected. This only comes into play when you don't have any 1-Ups available. You, your companions, and followers will be revived at the end of each jump or your chain's end.

The AU Option

You may use this to visit settings that deviate from the continuity you'd normally end up in. No matter it be a canon iteration, a work of fanfiction, a generic version based on common fanon tropes, and/or a setting totally unrelated to any jump doc's contents. You can also freely alter any facet(s) of a setting and its inhabitants, and/or seamlessly mix in some or all the aspects of other settings into them. However, this perk cannot be used to fast-track yourself, or any of your companions and followers any overt advantages. This perk also ensures that every world you visit has their own local multiverse. Post-Chain, should you have the means, you'll be able to travel into the greater multiverse from any setting you're in.

(+)**Homebrewed**: Only works for a jumper's first jump. Instead of being sent to another reality altogether, you may instead start off in your home reality. In order to do so you must at minimum mix in some or all the aspects of other settings into it; your home reality must be at least vaguely recognizable after all is said and done; and you must remain as yourself, barring any changes your jump doc choices may bring. Other than that, you may use this perk as you see fit.

A Touch of Realism/Wonder

The stories we experience are often but a reflection and simplification of some reality, an interpretation. And, while these interpretations may hold some truths, they are prone to inconsistencies. You may now dial how realistic, logical, nuanced, and multifaceted the settings you visit are overall; without compromising any of its more exotic and/or fundamental metaphysics. Although, generally turning the dial up - making it more realistic and some such - will make a setting's metaphysics more inviolable and vice versa. You may only use this perk before entering a setting.

World Anchor

If you're real, why wouldn't the settings you visit be as well. You now possess the ability to permanently - for lack of better words - validate the existence of any setting you visit. That is to say, you can make a setting, whose continued existence is dependent on an outside source, become entirely autonomous; and become immune to being arbitrarily pruned/unmade by any overarching forces/events. This can all be done retroactively if need be and without compromising/undermining other settings.

Personal Playground

This perk guarantees that you will never inadvertently encounter, attract, or be affected by any beings synonymous with R.O.B.s, isekai protagonists, planeswalkers, or even other jumpers. The one obvious exception is your sponsor, should you have one in the first place.

Time & Location

Barring certain circumstances, you may now freely choose when and where you start your jumps. That is to say that while you may choose to start at any point in time, you cannot use this perk to access any location that is largely unreachable and/or unknown to the native population at large.

Jump Duration

Either 10 years is entirely too much time, or not enough. Rarely is it ever just enough. Now, though, you may end your jump at your discretion once 10 years have passed or when the jump's main plot has been resolved or fubared. Any use you'd make of this perk cannot be prevented or influenced by any outside force.

Continuation

Should you have already visited a setting during a previous jump, you may either continue where you left off or at some point after the fact.

Adventure Awaits*

No matter where you find yourself, you will regularly stumble upon opportunities for adventures you'd find worthwhile. And, should you find yourself at the right place and time, you will find yourself roped into canon plots and/or events of importance. This perk will also allow you to suppress memories of a setting in order to genuinely experience what's to come. If done, you may optionally be granted a sense of intuition fueled by your suppressed memories. This sense will serve to guide you towards or away from events you'd otherwise want to experience/avoid. It'll also bring about bouts of insight and/or interest towards any canon characters you encounter.

Sticking to the Script*

The mere presence of a jumper is liable to alter the course of history. This perk will help mitigate the effects of your actions on a setting's canon plots/events. Keyword being help, for if the change you bring about is too grand, then this perk may fail to keep things on track.

Breaking the Script*

This perk renders you immune to any force that would set you upon a predetermined path. Consequently, and perhaps more importantly, this trait bequeaths the ability to disregard and unravel the threads of fate. This will also shield you from any backlash that'd be born solely due to your meddling.

Beneath Notice

This perk obfuscates attempts at gathering information about you and anything you're associated with. Its effectiveness wanes as the closer you are to another's power, eventually becoming a nonfactor once you rival or surpass them.

Uncapped Potential*

While this perk won't accelerate your growth, it will remove any hard limits you possess. Thus allowing you to infinitely improve any aspect about yourself with enough time and effort; this extends to any powers and perks you may possess. Any gains you make won't inhibit your ability to learn or improve other things you may otherwise become barred from; nor will they inhibit any you've already made. You'll also find that your base abilities and skills will no longer suffer any form of passive deterioration. Post-Chain, any post-spark limitations that don't explicitly rely on a spark to function will also be lifted.

Boon Boons*

This here is a set of boons affecting any, well, boons you have, including any you successfully acquire down the road. Note that for the purposes of this perk, the word

boon is synonymous with perk, ability, skill, trait, etc… First, you're safeguarded from any non-inherent downsides/pitfalls that would come with the possession and/or use of a boon. This explicitly covers any necessary secondary powers needed to properly and safely use your boons. Second, any boons acquired from a jump doc comes with the knowledge, abilities, and skills expected of someone possessing such boons. Third, you may selectively toggle/dial the effects, scope, magnitude, etc… of any boons you possess. This may not be used to circumvent any downsides/pitfalls intrinsic to the utilization and/or possession of a boon. Fourth, boons that update every jump in some manner will do the same for every unique setting you visit. Lastly, post-chain, any boons that have a limited amount of uses every jump, recharge every 10 years.

Item Boons

This is a collection of boons affecting any items obtained from a jump doc unless explicitly stated otherwise; this also affects any warehouse facilities and some such. First, you'll always be compatible and/or worthy of your items; never incurring any adverse effects that'd normally affect you unless they are inherent to its function. Second, any equippable items will automatically tailor themselves to any of your transformations/alt-forms. Third, you will be granted just enough competence to properly use and maintain your items. Fourth, you may selectively toggle/dial any attributes your items may possess, so long as doing so doesn't increase the inherent value of it. Fifth, items will automatically restore themselves if damaged, return to your person if lost, and replenish their stock. How fast your items are repaired, returned, and restocked depends on their individual value and/or size, but will never take more than a decade. This boon may not be used to cheese extra resources, and - if you like - will not undo any modifications you may make. Sixth, you may merge/import your items if they are roughly analogous in form and/or function, once per item per jump; you can also split these amalgamations at will. Seventh, you may have any of your items deposited into your warehouse or an attachment before starting a jump, as they spawn, or when items are/would be subjected to this perk's fifth boon. Eighth, items within your warehouse or attachments may be summoned in any unoccupied space in your vicinity. Static items will either connect to any existing infrastructure or become self-sufficient. Ninth, you may lend/share your items to/with others, granting them access to the boons offered here, except this one. You may take them back at your leisure. Tenth, any items that update every jump in some manner will do the same for every unique setting you visit. Lastly, post-chain, any items that have a limited amount of uses every jump, recharge every 10 years.

Warehouse Boons

As the print above suggests, these boons will affect your warehouse and its attachments, and/or whatever equivalent you possess. First, the warehouse's

environment will always be hospitable to any and all beings that reside within, no matter how varied. Nor will external environmental conditions bleed into the warehouse. Second, by default, your warehouse's floor, walls, and ceiling are made of meter thick, non-reactive, self-mending, and indestructible concrete. You may not replicate this material, nor can it leave the warehouse's confines; but, its indestructibility can be toggled and will expand and contract as needed. Third, you may freely, but slowly alter the shape of your warehouse, so long as the storage capacity remains constant. This boon cannot be used to split rooms. Fourth, the warehouse's borders are absolutely inviolable and cannot be circumvented in any manner; the only way in is through an entrance. Fifth, the warehouse's contents and it in of itself is undetectable and unviewable to any entity outside its confines. Only its entrance can be seen and seen through, but not detected. Sixth, nothing can prevent or instigate the closure of your warehouse, nor can you be made to open it without your witting consent. Seventh, should any living and/or sentient being find themselves within the warehouse after its closure, they will appear in the former vicinity of the entrance they used. Eighth, your warehouse will produce easily accessible and appropriate attachments for any items acquired from a jump doc. These attachments' space cannot be used to store anything but these items, unless they are stored within the items themselves or their perimeter. Ninth, door/entrances opened/created by your access key or equivalent may lead directly to any part of your warehouse, including attachments. Lastly, you may hook up and/or utilize any of your warehouse utilities and some such in any attachment. You may also extend this access to any item acquired from a jump doc, that can feasibly be lived inside of, even if it's not within the warehouse.

Alt-Form Boons*

This perk grants you a collection of boons concerning your alt-forms. First, once per month, you gain a stashable charge that will allow you to instantly swap alt-forms. Otherwise, you can change forms after an uninterrupted hour of rest or via any shape-shifting abilities you may have. Second, your alt-forms or any transformations you initiate will never see you suffering any form of dissociation. Third, you can make any of your alt-forms appear as similar as possible to another. Fourth, any alt-forms not being used are held in a sort of stasis, ensuring that they do deteriorate in any manner. Lastly, unless stated otherwise, you may decide whether or not every jump's build calls for a new alt-form.

Retrofitted Acquisitions*

Before starting a jump, you may change the form, history, facets, and/or overarching theme of anything from a jump doc. Note that while this can be used on companions and followers, it cannot be used on any that you've already recruited and/or

met. Changes made with this cannot increase the inherent value of whatever it is used on, nor can it result in outcomes with totally disparate functions.

Arbitrarily Ambiguous*

Whenever the workings of your jump doc choices just work, with no discernable reason beyond fiat or are simply vague, you may dictate how exactly they function. You'll also be able to dictate how your choices come into being and/or your possession; i.e. ex nihilo or in-jump, the latter guarantees you'll receive/acquire them in a timely and relatively convenient manner. However, you may not use this perk to increase the inherent value of your jump doc choices. And, under no circumstances may it be used to lessen the severity of drawbacks and some such.

Power Collector*

Whenever you find yourself in a new world, this perk will grant you the prerequisites needed to potentially - if not outright- use any power system(s) generally available to whatever race is most analogous to your current form. Any alt-forms you possess are also affected.

Power Conversion*

You now have the ability to instantly and seamlessly convert and/or merge the energy/capacity of any internal energy reserves you possess into another. You may even do this with reservoirs belonging to alt-forms.

Exotic Lessons

You're now able to grant others the prerequisites needed to potentially utilize any power system(s) you possess. You cannot forcibly use this on anyone, and prospects would need to be compatible with said power system(s) as per the **Power Collector** perk.

Sneaking & Blending In*

This perk renders you impossible to track/detect when traveling in between universes and ensures that your entrance in thereof brings no unwanted attention. Furthermore, any cues that would oust your nature as an alien entity are concealed. This includes any metaknowledge, memories of your home reality, and generally any information about JumpChain at large. Note, that this perk won't help obfuscate anything that is demonstrably and openly OOC. But, other than that you'd pass off and feel like any native would.

Setting Adaptation*

Whenever you travel to another world, you and your stuff are seamlessly attuned to the local metaphysics. Thus ensuring that your existence and their functions continue unimpeded, even if the underpinnings that would normally support them are absent. Consequently, this ensures your mere presence, or any change you bring about won't automatically destabilize/doom the settings you visit. This perk can also be used to grant a background to any of your possessions before starting a new jump; giving content to what would otherwise lack it.

Inoculation & Containment

Whenever you travel to another world, your immune system is bolstered to match the average immunity of whatever native race that is most analogous to your current form; this affects alt-forms too. Furthermore, any pathogens you bring along with you - even if indirectly - will not affect or propagate amongst the populace of whatever world you're in, if they're not native to said world.

The Supplement Option*

This perk simply allows you to turn any doc into a supplement; CP budgets must be kept separate.

Redistribution, Conversion, Transfers, & Stacking

This perk also allows you to freely spend CP, which would otherwise be allotted for specific sections by first giving up half of it. Convert CP and other such in-doc currencies at a given ratio both ways. Transfer CP to companions at a 1:4 ratio. And, take anything - except drawbacks and freebies - offered in a jump doc multiple times; effects stack additively and discounts only affect a single part of a stack.

Niche Discounts*

This perk allows you to purchase capstone boosters for either 200CP or at a 50% discount. In exchange, you forgo all the effects of the perk, except for the capstone booster's boosting aspect.

(+)**Newbie's Discount**: New jumpers and companions receive a one-time extra floating 50% discount, which may be used on any one thing(and its sum components if applicable). This bonus may even be used on normally non-discountable things and can stack with other discounts, but may not be saved for future jumps.

Skipping the Rolls & Banes

This perk comes in two parts. First, you may choose to ignore rolls and freely choose from what a jump doc offers. If you do this, you forfeit any offered bonuses you'd otherwise gain by rolling in good faith. Second, you may choose to freely reject/ignore any mandatory perks, boons, conditions, drawback limits, and some such that a

jump/setting would normally impose upon you. In the case of mandatory drawbacks, you may nullify them by paying CP equal to what they'd normally grant you.

Recruitment & Deployment

This perk allows you to make anyone a follower, so long as you can get them to agree. You cannot trick or coerce any prospects into becoming a follower. However, you'll find that so long as you're being truthful and sincere, prospects will be able to tell you're being such when discussing JumpChain and all that it entails. You may also import as many followers as you wish and as many companions as you can afford; followers can become companions via importation.

Enduring Bonds

From now on, so long as you don't actively neglect or disparage them, the bonds you forge with others will no longer deteriorate with the passage of time. You'll also find that the stronger a particular bond is, the harder it will be for others to sabotage/erode.

Friends Old & New*

Every jump this perk will grant you four slots that will allow you to freely import/create a companion each; should an import/create option not be available, then these companions receive 600CP to spend, alongside any other benefits a jump doc would offer a jumper. These slots can also be converted into 50CP each to purchase new companions/followers or into 200CP each to bolster companion(s) stipends. Companions may not purchase their own companions/followers and may only take drawbacks that affect themselves. By default, you'll be compatible with and easily grow close to any OC/created companions, and vice versa; purchasing an established/canon character from a jump doc all but guarantees you'll grow close to one another. Either way - barring any monumental blunders on your part - they'll be or will become willing to join you on your chain. Alternatively, you may use these slots to designate specific characters native to a jump/setting. Doing so will ensure you'll frequently cross paths under favorable circumstances throughout your stay and, should you get along, this perk will conspire to keep you in close proximity afterwards. You may acquire more slots in two ways. Either you purchase them at the standard import cost offered in a jump doc or at 50CP a piece should one not be available. Or should a jump doc offer an option(s)/slot(s) akin to the ones offered by this perk, you may convert them into the latter at a 1:1 ratio.

Snippet Sharing

You may freely distribute a single copy of each perk and item on this doc to any of your companions/followers. Post-Chain, you may distribute these perks and items to anyone. However, the following are exclusive to jumpers: **Utterly Unique**, **Deathly**

Contingencies, **The Supplement Option**, **The AU Option**, **A Touch of Realism/Wonder**, **World Anchor**, **Personal Playground**, **Time & Location**, **Jump Duration**, **Continuation**, **Recruitment & Deployment**, **Friends Old & New**, **Snippet Sharing**, **Media Collection**, **The Lounge**, and **Jump Portal**.

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Items

Starting Equipment

This provides you an ordinary and modest set of equipment and funds to kick-start your journey every jump. What you receive will be influenced by your starting location and origin/background. Whatever is provided by this item will not restore/restock itself.

(+)**Drop-In's Paper Trail***: A collection of high-quality forged official documents meant to provide drop-ins with and support an inconspicuous background/alibi. This includes any certificates, degrees, and deeds they'd qualify for. Drop-Ins that are provided a background/alibi by the **The Drop-In Option**, won't receive these benefits; instead they'll receive a dossier detailing such backgrounds/alibis. They'll receive the same each jump.

Munitions & Provisions

A steady supply of items needed to properly use, store, and/or maintain any items from a jump doc. This includes any food stuff needed to keep your companions, followers, pets, and some such fed.

Admissions Letter*

A seemingly ordinary envelope, which will quickly secure you a spot at an institution of your choice. Note, that while this will get your foot in the door, whether or not you last there will be up to you. This only works once per jump.

Media Collection*

Whenever you visit a setting, you'll get any media about said setting that exists in your home dimension. This is all stored in a warehouse attachment that has all the equipment needed to properly store and enjoy it. All of this will be incomprehensible to anyone who doesn't obtain your witting permission beforehand.

The Lounge

A warehouse attachment that will comfortably house any benched companions, followers, pets, and somesuch; jumpers can't become residents, but they can visit. Residents will not experience any form of deterioration while inside. But, they also won't

be able to directly influence anything outside the confines of this room. If a resident dies they will automatically return here after a year passes or at the end of every jump; healthy and hale as per the **Tune-Up** perk. This attachment also has a special room that will allow residents to view and perceive the outside world through you, if they have your permission. Jumpers will be able to tell when this room is being used and who. Residents that leave will be unable to return until the next jump or after they are returned after death. Post-Chain anyone you want can become a resident, and come and go as they please.

Jump Portal*

This warehouse attachment will remain utterly inaccessible until your chain has come to an end. Within lies, a navigation terminal that records the coordinates of any place you've been to, including your home dimension and past jumps. Once you've set a destination, a portal will appear, allowing you to seamlessly cross over to said destination. No one can use this room without your witting permission. And if you've successfully managed to obtain your spark, the terminal will project a map of all of reality, allowing you to navigate and visit any setting, without exception.

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Endings

Your jump has come to an end, and all drawbacks are revoked/nullified. Now you must make a decision…

Stay

Go Home

Continue

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Notes & Credits

Notes

•An asterisk* indicates that a perk or item was at least partially influenced by another author's work, and will be credited below.
•All perks and items taken from this doc are become part of your Body Mod
•For the purpose of this doc and its content, CP is synonymous with other currencies used in JumpChain; jump doc with supplement, gauntlet, and some such; aspect with facet; Setting with I.P. (Intellectual Property).

•On **Take Over**, non-drop-ins may decide whether or not they inherit the original's memories, personality, and/or some such.
•On **The AU Option**, whether you're actually altering an existing setting or simply end up in one that meets your specifications is up to you. Either way once you actually enter a setting you won't be able to use this perk to alter such.
•Use of the **The AU Option** perk will see - if you like - your purchases adapt to the resulting setting. This may only happen once, and only for that particular jump and its corresponding jump doc choices. For example, if a perk offers you mastery over a magic system based on thoughts and prayers, but the counterpart present in the setting you're about to enter is based on calculations, you may have the perk give mastery over the latter.
•If you're visiting a setting totally unrelated to a doc's source material through the **The AU Option**, you may choose to receive fanon versions of your jump doc choices.
•Along the same vein, you cannot use anything here to invalidate, or evade drawbacks you don't nullify with the **Skipping the Rolls & Banes** perk. Meaning they'll adapt, but not go beyond their established purview.
•You may use Snippet Sharing on companions/followers as you purchase them, and use perks and items they are given for them on their behalf at and only at this time.
•Any references to the passage of time refers to time past in a host reality/setting not what is personally experienced.
•companions and followers share warehouse
•Companions and followers with the **Item Boons** and the **Warehouse Boons** perks share/use your warehouse for the purposes of these perks.
•The **Redistribution, Conversion, Transfers, & Stacking** perk cannot be used on CP derived from the slots in the **Friends Old & New** perk. And, for the purposes of this perk a freebie is anything that's free before any discounts are applied.

Credits*
•Perk form this doc
–Original perk, item, drawback, etc.: Source doc name by Author(s)

•Character Creation
–Touchup: Attunement by Miss Direction

•Alt-Form Boons
–Alt-Form Shift, etc...: Body Mod Supplement by Insertrandomnickname and TangledLion

•Sneaking & Blending In

–Further Information Is Not Available Here: Creative Mode, Long-Haul Mode, and Jumpchain House Rules by cliffc999
–Jumper Not Faller: Pokémon Gotta catch ‘em all! by Regalus

•Setting Adaptation
–Import License: Generic ASOIAF Fanfiction by theajl (SB) / the_ajl (reddit), blackshadow111, and RichardWhereat
–Once Upon A Time: Generic Highschool DxD Fanfic Jump by DonChief

•Take Over
–Self-Insert Wish Fulfillment: Generic Hentai World by Smuthunter and Merior

•Niche Discounts
–Demi-Servant/Pseudo Servant: Fate/Zero Jump by Valeria

•The Supplement Option
–Supplement Mode: The Elder Scrolls: Dovah by Pokebrat_J

•Power Collector
–Mage: Generic ASOIAF Fanfiction by theajl (SB) / the_ajl (reddit), blackshadow111, and RichardWhereat

•Power Conversion
–One Power: Generic Worldwalker by Edrogrimshell

•Sticking to the Script
–Ride The Rails To See The Sights: Generic First Jump by Ursine The Mad Bear

•Breaking the Script
–Changing Destiny: Flow by MultiverseCrossover

•Adventure Awaits
–A Pirate's Life for Me: One Piece by MojaveCourier
–Inspiration: Attunement by Miss Direction

•Uncapped Potential
–Unlimiter: Generic Naruto Fanfiction by blackshadow111 and cliffc999

•Boon Boons
–The Superhero’s Greatest Power: Generic Humanity Fuck Yeah by Esper

•Arbitrarily Ambiguous
–The Harem King: Generic Highschool DxD Fanfic Jump by DonChief

•Retrofitted Acquisitions
–Popularity Redesign: The Land of the Rising Sun by Valeria
–Transmogrification: Generic Worldwalker by Edrogrimshell move to retro

•An Eternal Disposition
–The Road Goes Ever On And On: Generic First Jump by Ursine The Mad Bear
–Wide Eyes: Pokémon Gotta catch ‘em all! by Regalus

•Self-Conscious & Sacrosanct Ego
–No Matter Where You Go, There You Are: Generic First Jump by Ursine The Mad Bear

•Dodging Misfortune
–Good Fortune: Generic First Jump by Ursine The Mad Bear

•Anti-Hax
-Breaking Destiny: Final Fantasy 7: Remake Jumpchain by u/guyinthecap and u/Timber-Faolan

•Utterly Unique
–Singularity: Generic Worldwalker by Edrogrimshell

•Friends Old & New
Chick Magnet: Generic Hentai World by Smuthunter and Merior

•Drop-In's Paper Trail
–Teacher's License: The Testament of Sister New Devil by Smuthunter

•Admissions Letter
–Acceptance Letter: RWBY Jumpchain by Azrael Elderblood

•Media Collection
–Canon: Generic Generic Jump Jump by Ursine The Mad Bear

•Jump Portal
–Returner: Attunement by Miss Direction
–A Small Watch: Generic Traveler by Clay-Dozer

Updates

•published on April 20, 2025?
•first update on August 2, 2025

Live Version

https://docs.google.com/document/d/11dkv_skbtZO_NJyzyW1SV7VaT4CvTjPWo2_-Q3-dnXg/edit?usp=drivesdk

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