YOU WILL NEVER BE

THE JUMPER

Your interest in JumpChain is appreciated, but we regretfully inform you that all available Jumper positions have been filled. However, your efforts (either constructive criticism of a jump that significantly influenced the final product, or creating one or more jumps yourself) have not gone unnoticed. In recognition of your contributions, we are pleased to offer you this complimentary GIFT PACKAGE, consisting of the following limited edition official JumpChain promotional items: one (1) COSMIC WAREHOUSE DOORPLATE & one (1) VOUCHER BOOKLET.

GIFT PACKAGE

COSMIC WAREHOUSE DOORPLATE

This 1 inch by 6 inch engraved plate is inscribed "Cosmic Warehouse". When placed on a door, it makes the door indestructible, and causes it to open into the Warehouse. No lock is required. Only you may place or remove the plate, and you may summon the plate at will. The warehouse is otherwise as per the COSMIC WAREHOUSE SUPPLEMENT.

VOUCHER BOOKLET

This booklet contains six PREMIUM VOUCHERS, six PLATINUM VOUCHERS, & six ENTERTAINMENT SUBSIDIZED VOUCHERS. Each voucher is numbered, indicating the level of reward it may be exchanged for. Using a VOUCHER on a JUMP of your choice allows you to make selections normally, except with 0 Starting CP, in addition to the redemption reward.

PREMIUM VOUCHERS can be redeemed for PERKS.
VOUCHER #1 can be redeemed for one PERK valued 050 CP or less.
VOUCHER #2 can be redeemed for one PERK valued 100 CP or less.
VOUCHER #3 can be redeemed for one PERK valued 200 CP or less.
VOUCHER #4 can be redeemed for one PERK valued 300 CP or less.
VOUCHER #5 can be redeemed for one PERK valued 400 CP or less.
VOUCHER #6 can be redeemed for one PERK valued 600 CP or less.

PLATINUM VOUCHERS can be exchanged for ITEMS.
VOUCHER #1 can be redeemed for one ITEM valued 050 CP or less.
VOUCHER #2 can be redeemed for one ITEM valued 100 CP or less.
VOUCHER #3 can be redeemed for one ITEM valued 200 CP or less.
VOUCHER #4 can be redeemed for one ITEM valued 300 CP or less.
VOUCHER #5 can be redeemed for one ITEM valued 400 CP or less.
VOUCHER #6 can be redeemed for one ITEM valued 600 CP or less.

ENTERTAINMENT SUBSIDIZED VOUCHERS impose DRAWBACKS.
VOUCHER #1 applies one DRAWBACK valued 000 CP or more.
VOUCHER #2 applies one DRAWBACK valued 050 CP or more.
VOUCHER #3 applies one DRAWBACK valued 100 CP or more.
VOUCHER #4 applies one DRAWBACK valued 150 CP or more.
VOUCHER #5 applies one DRAWBACK valued 200 CP or more.
VOUCHER #6 applies one DRAWBACK valued 300 CP or more.

TERMS & CONDITIONS

“Jump of Choice” includes Gauntlets and Supplements.
Backgrounds, Origins, & Races all count as PERKS.
Properties, Pets, Followers, and Companions count as ITEMS.

Each VOUCHER can be used on a different jump, using the NEXT JUMP option to switch from one jump to another. Choosing to GO HOME or STAY permanently ends the jump selection process.

Choosing GO HOME will return you to where you were when you began the selection process, and choosing to STAY will leave you in the setting of the last jump you made selections from.

Please use all VOUCHERS you intend to redeem on a specific jump at the same time. Once you choose NEXT JUMP, returning to a previously chosen jump is possible and allows you to select freebies and make other choices twice but disables the GO HOME or NEXT JUMP options permanently, forcing you to STAY.

Any rewards from taking the NEXT JUMP, GO HOME or STAY options are awarded as normal.

DRAWBACKS set initial conditions once all selections have been made, with all ongoing enforcement waived. The Benefactor will not respawn or protect returning opponents, initial attitudes can be changed, handicaps can be overcome. Scaling opponents have a fixed power determined at the time in the selection process you take the drawback. They are NOT fiat backed, but will also not be removed or fixed by the Benefactor after ten years. You are NOT the Jumper Anon; the Jump never ends.

CLARIFICATIONS & F.A.Q.s

>Wait, so we're not actually spending time in these jumps?

No. You are just receiving some of the PERKS and ITEMS and actual Jumper would, Unless you choose STAY, which would place you in the jump you choose to say at, but not for ten years, forever, unless you took some multiversal travel ability.

>Do we get anything besides freebies and the redemption?

“Freebies” (as long as you meet the requirements) may include 0CP origins, races, perks, items, companions. After collecting these, one may select additional options by taking advantage of drawbacks for more CP, and sectional stipends are still available.

>So I can take drawbacks for extra CP in my chosen jumps?

Yes, once you have used a voucher, the jump text operates as normal, except you receive ZERO (0) starting CP. Taking Drawbacks (within the jump limits) is allowed, but note that they are not ever automatically removed. They will not be fiat-enforced, but you will need to resolve them yourself. Once the process ends, all selections will be applied to you at once.

>So we only have CP from VOUCHERS?

This is not even wrong. VOUCHERS do not provide CP. Premium VOUCHERS & Platinum VOUCHERS are redeemed for a single valid PERK or ITEM, bypassing CP entirely. Any DRAWBACKS taken with Entertainment Subsidized Vouchers do grant CP, though.

>Okay, but what about discounted values?

If a PERK or ITEM would be discounted to you, you may use its discounted value for redemption purposes.

>Refunds on unused vouchers?

Taking a free or 50 CP perk with Premium VOUCHER 6 would use the voucher, there would be no CP refund. Unredeemed vouchers provide no benefit.

>Warehouse Stipend?

You get 150 CP to customize as per the supplement. But some of the options are moot, like Return (you have no previous jumps) or Pods (you are not going on any jump, so you cannot take someone along).

>Do refilling items still refill? (E.G. refilling potion flask, infinite ammo box, summonable full water bottle) refill?
All Items received give full benefits such restoration from loss or destruction, including infinite ammo, etc – as long as the item included that feature in the jump.

>So wait. If I pick a jump and take an origin for free I get to use the discounted price?
If you take an Origin from a jump, either by taking it as a freebie or with a Premium VOUCHER, it gives free freebies and discounts as normal. Including memories if you wish, but unless you chose STAY, they will be fabrications since you were never actually inserted into the previous jumps.

>Since races count as perks, does that mean alt-forms are a thing? Can we still switch between alt-forms?
Alt-forms can be collected and swapped between, yes.

>Do I have to use the Entertainment Subsidized VOUCHERS?
Using them can allow you to get freebies from more unique jumps by using vouchers in 18 different jumps as opposed to 12. The drawbacks one takes with them give spendable CP as normal. But they are not mandatory, no.

>What about supplements?
Choosing an option that references a supplement directly (such as several drawbacks and the Body Mod Supplement) grant you normal use of the supplement. The Body Mod can also be considered a 600 CP PERK.