Glossary of Terms for Jumpchain

1-Up: A fiat-backed “extra life” which prevents Chain Fail if a Jumper dies during a jump. Most 1-Ups describe the conditions when they can be used along with any limitations. Most (but not all) 1-Ups recharge at the start of each jump, or at the start of each jump as well as every 10 years.

Active: A Companion which has been purchased in or imported into a jump and can act normally within the setting. Most jumps limit active Companions to 8.

Alt-Chain Builder: A supplement which allows an author to “trade out” rules for a Jumper’s chain as opposed to using all the default common rules.

Alt-form: Abbreviation for alternate form. While most Jumpers begin as humans, some jumps offer the option for non-human species for purchase. A Jumper is assumed to have the ability to swap between any alt-forms he or she possesses at will. Similarly, items may gain alt-forms when imported into a jump, and a Jumper can swap the item between alt-forms at will.

Attachment (item): A property which is linked to and thereafter accessible from one’s Warehouse. Attachments range in size from “room” to “entire worlds in pocket dimensions”, and tend to offer benefits beyond the increased floorspace.

Background: A type of character found within the jump’s setting that the Jumper can choose to self-insert into the setting. Backgrounds are associated with (and provide a discount on) particular perks, items, Companions, and other things available for purchase with CP. Choosing a background that is not a Drop-In also provides the Jumper with a history within and memories from the setting. Background is sometimes used interchangeably with **Origin**.

Benefactor: A being who is responsible for starting a particular Jumper’s chain. Benefactors are assumed to be capable of having any fiat-backed capabilities available in a jumpdoc, making them omnipotent and omniscient for all practical purposes. Benefactors typically only interact with their Jumpers between jumps, if even then.

Body Mod: As its name suggests, the Body Mod modifies a Jumper’s body. Modifications apply to the Jumper’s entire chain independent of their selections in a particular jump. The two main versions of Body Mod are Quicksilver’s original Body Mod (one of the two original supplements to Jumpchain) and the SpaceBattles Body Mod. Alternative Body Mods also exist. Originally granted after the end of the Jumper’s first jump (Pokémon), though a common house rule today is to provide it in advance of the first jump. The Body Mod is typically the only supplement which still applies in a Gauntlet or when the Jumper takes a Power Loss drawback.

BROB: Bastard Random Omnipotent Being. These sorts of “Benefactors” may limit the Jumper’s choices according to the jump author’s desire to put the Jumper through the wringer.

Build: The collection of choices made within a single jumpdoc, especially those requiring CP to purchase.

Bulk Import: A special type of Import, usually of Companions, which offers a CP discount for importing multiple Companions, Items, etc. compared to the cost to import a single Companion or Item multiple times.

Capstone: The most expensive perk available in any given tree. Capstones are generally powerful and flavorful enough that they define the background or race associated with them. Less often used to refer to the most expensive item in any given tree.

Capstone Booster: A perk that modifies Capstones to add additional effects or to notably strengthen existing effects. Capstone boosters are generally not associated with any particular background. The effects of a Capstone Booster on a particular perk are often listed in a jumpdoc’s notes rather than with the Capstone Booster or Capstone themselves. Often flavored as making the Jumper into a specific ‘heroic’ or ‘legendary’ variant of their chosen background or race.

Clarketech: Crazy advanced science. The term originates from Clarke's Third Law: “Any sufficiently advanced technology is indistinguishable from magic.”

Chain: The collection of jumps that a particular Jumper has taken.

Chain Fail: A condition which causes the Jumper to end the chain without choosing to Go Home or Stay (see End Choices) or gaining a Spark. Death is a Chain Fail in jumpdocs unless otherwise specified; other Chain Fails are specific to their jumpdocs. Most additional Chain Fails are optional and based on the Jumper/author selecting particular Drawbacks or failing a chosen Scenario. If a Jumper Chain Fails, then he or she retains any fiat-backed capabilities gained during the current Jump and returns to his or her pre-Chain universe unless otherwise stated.

Challenge: An external Scenario which extends across multiple jumps. Like normal Scenarios, challenges provide a reward once completed, and some may also provide additional resources or capabilities at the start of the challenge.

Companion: A non-Jumper character who accompanies the Jumper in the chain. Companions can be imported into a jump, which provides them with some amount of CP to spend on that jump’s build. The standard limit for active Companions accompanying the Jumper in a given jump is 8, though some Companion options allow multiple individuals to count as a single Companion in regard to this limit. Furthermore, some authors choose to house rule away this limit altogether. Companions who die during a Jump are returned to life after a period of time. Compare **Follower**.

Continuity toggle (drawback): A drawback in a jumpdoc which allows a Jumper's previous actions in the same setting (but a different jumpdoc) carry over to the current jump. For example, a Star Wars jump set in the New Hope era could have a Continuity drawback to link with a Knights of the Old Republic jump.

Cosmic Warehouse: See Warehouse.

CP: Usually an abbreviation for Choice Points, though jump authors sometimes rename the "C" to reflect the setting (e.g., the Stormlight Archive jumpdoc uses "Cosmere Points"). CP are used to purchase things within jumpdocs. Some jumpdocs also have a stipend of alternative CP used for a portion of the document (e.g., a jumpdoc which allows the Jumper to build a spaceship might have "SP" for Ship Points). Usually, CP can be converted into the alternative CP, but not the other way around.

CP-backed: See **Fiat-backed/fiat backing**.

CYOA: Choose Your Own Adventure. Jumpchain evolved from the CYOA hobby. The main distinction between the two is the "chain" aspect of continuing along an adventure rather than a standalone story. A jumpdoc can be used as a CYOA with only minor changes, but the opposite is generally not true as CYOA documents were never intended to interact with one another.

Discount: A reduced cost in CP to purchase something from a jumpdoc. Most discounts are 50%, though 100 CP perks, powers, and items are often freebies when discounted. Discounts are usually tied to a specific background or race. Unless otherwise stated, discounts do not stack.

Drawback: A fiat-backed restriction which limits the Jumper in exchange for additional CP. When drawbacks directly conflict with other fiat-backed perks, items, etc., the drawback's effects take precedence. Most drawbacks are limited to the jump in which they are purchased; the major exception is chain drawbacks from the Universal Drawback Supplement. Some jumps limit the number of drawbacks which can be taken within the document or limit the CP which can be obtained from drawbacks.

Drop-In: Either a separate background or an option associated with multiple backgrounds: Drop-Ins do not gain a history or background memories (or a new Alt-form, in the case of some jumps) associated with a character from the setting, effectively "dropping in" when beginning the jump.

Duration: How long a Jumper stays in a particular jump. The standard duration for a jump is 10 years. See also Time sink.

Early Chain: A point in a Jumper's chain where the Jumper has few or weaker fiat-backed capabilities. This is not necessarily tied to the number of jumps – using a jumpdoc with powerful

capabilities for a first jump could mean that a Jumper has effectively skipped the early chain stage.

Elder Jumper:

1. A Jumper with dozens, perhaps hundreds of jumps under their belt and tens or hundreds of millennia of experience. Usually extremely dangerous and experienced.
2. A member of the Jumpchain community who has written multiple jumps, has written copious jump builds or drawback analyses, or has, in general, been part of the community for a long time.

End Choices: At the conclusion of each jump, Jumpers choose whether to continue their chains. The three customary choices are Go Home (return to their pre-Chain universe), Stay (remain in the universe of their most recent jump), and Move On (continue to a new jump). In each case, the Jumper retains all fiat-backed options obtained to that point.

Endjump: A jump which contains a scenario or scenarios which reward the Jumper with a Spark when completed. Jumpers which complete such a Scenario are considered to have completed Jumpchain, having powers equal to a Benefactor.

Fanfic toggle (drawback): A drawback which replaces the jumpdoc's default setting with the author's choice of a fan fiction-variant.

Fan-wank: A term typically used by jumpdoc authors to leave the interpretation of jumpdoc text intentionally ambiguous, allowing multiple interpretations to be equally valid for creating builds and writing stories. Also used when the source material for the jump is ambiguous or unclear on how it would interact with OCP.

Fiat: The means by which a Jumper's OCP perks, powers, items, etc. continue to function despite the new setting's lack of the necessary cosmology: to wit, "it just works". Fiat allows these things to continue to operate as though they were in their home setting without otherwise changing the current setting. For example, if a Jumper purchased Psyker powers in a Warhammer 40K jump, the powers would continue to function in future settings but the new setting would not be connected to the Warp.

Fiat-backed/fiat backing:

1. Any options gained from a build within a jumpdoc which operate by fiat, in contrast to any abilities, items, etc. gained through in-jump actions to which fiat does not apply. (However, things which the Jumper creates or crafts using fiat-backed options are also considered to be fiat-backed.) Many fiat-backed items, especially those purchased with CP, automatically repair or replace themselves when damaged or when used.
2. A term used to describe the effects of drawbacks which *will* occur if the drawbacks are selected by the Jumper/author. These effects are imposed as a result of the jumpdoc,

rather than something intrinsic to the setting, and therefore operate similarly to a Jumper's OCP. A drawback's fiat backing takes precedence over other forms of fiat.

First Jump Build: A sample build created for a single jumpdoc which assumes that the Jumper has no other fiat-backed capabilities, similar to what a Jumper taking the jump as his or her first jump would have. Most First Jump Builds also exclude any benefits from the Body Mod or Warehouse. First Jump Builds tend to focus on survival and gaining capabilities for later in the chain.

FJB: See **First Jump Build**.

Follower: Followers are minor characters which follow the the Jumper through the chain and tend to be limited in some fashion (e.g., non-sentient, unable to act independently, interchangeable people who fulfill a specific function related to another fiat-backed capability). Followers do not get CP to spend and tend to have fewer abilities which require fiat backing. Any number of followers can be brought into future jumps for free, but do not gain any fiat-backed abilities from that jump (i.e., they are not being imported). Followers can be imported as Companions, but this conversion is a one-way process. A few jumps explicitly allow a Follower to be imported as a new type of Follower, potentially gaining new abilities, but these are rare. Compare **Companion**.

Freebie: A perk, power, or item which is available for 0 CP in a jump, often limited to a single background. Some may only be given for the Duration of a jump, requiring additional CP to be retained beyond the jump (this is most common in Gauntlets). Generally speaking, a Freebie is only given once, and will always indicate when this is not the case.

Gauntlet: A jumpdoc which provides 0 CP by default, requiring the Jumper to gain all CP from drawbacks. Most gauntlets block access to anything gained outside of the gauntlet (e.g., perks, powers, items, the Warehouse…) with the exception of the Body Mod: this is the default assumption unless otherwise specified. In exchange, dying in a gauntlet is not considered a Chain Fail. Depending on the gauntlet, dying will either send the Jumper to the next jump without anything purchased during the gauntlet or will reset the Jumper's progress in some fashion.

Generic: A jump which is not associated with a particular setting. The jumpdoc for a Generic jump can be used to send a Jumper to an existing setting which doesn't have a dedicated jumpdoc already or to an original setting created by the jump author. In either case, the setting should be in keeping with the theme of the jumpdoc (Generic Xianxia would be used for a xianxia-style story, and so on).

Generic First Jump: A jump by Ursine from SpaceBattles intended as a Jumper's introduction to Jumpchain as an alternative to Quicksilver's Pokemon jump. Of note, death is not a Chain Fail within Generic First Jump.

GFJ: See Generic First Jump.

House rules: Any rules used by a particular story author which change the generally agreed upon rules of Jumpchain (e.g., “death is not a chain fail”, “a jumper can use the same jumpdoc multiple times”).

Isekai: Japanese for “another world”; used to refer to stories where a character is sent to another world. Jumpchain is a type of isekai story.

Import: The act of bringing an item or Companion into the current jump in a way that preserves any fiat-backed properties from past jumps and adds new fiat-backed properties from the current jump. Importing may also provide the item or Companion with an Alt-form. There is often, but not always, a CP cost associated with importing items and Companions.

Inactive: An existing Companion which has not been imported into a particular jump. Inactive companions are typically forced to remain in stasis or are restricted to the Jumper’s Warehouse (including attachments), depending on the jump author. Some other properties also explicitly allow inactive Companions to inhabit them during a jump.

Insured: See **Fiat-backed/fiat backing**.

Item: One of the primary fiat-backed options in a jumpdoc. Also known as gear, equipment, and similar terms. Items tend to fall into one of two categories: physical objects or properties. Physical objects are usually strongly associated with a setting’s OCP, and therefore require fiat backing to function in future jumps. Properties either act as Warehouse attachments (improving and expanding the Warehouse’s capabilities) or insert themselves into future settings. Properties may also include any Followers required for the location to operate effectively: a factory would have factory workers, and so on.

Joke Jump: A jumpdoc made by an author who didn’t intend for the jump to be taken seriously. Sometimes people do anyway.

Jump:

1. A single step of a Jumper’s Chain, associated with some setting or aspect of a setting. Each jump has a jumpdoc associated with it.
2. Shorthand for jumpdoc.

Jump-Chan: A common name for the Benefactor.

Jumpchain: A combination of game and writing prompt where a character, typically from the real world, is sent to another dimension corresponding to some fictional setting (the “Jump”), given the ability to purchase abilities and items and befriend characters from that setting, left to “do something interesting” for the duration of the jump, then sent on to another dimension (the “Chain”). Jumpchain authors range from creating builds for their Jumpers, to writing snippets of

the Jumper's actions in particular jumps, to writing full-blown novels. Since Jumpchain authors usually don't collaborate with one another, decisions on how to apply and interpret the game-mechanics aspect of Jumpchain are at the author's discretion.

Jumpdoc: A document which describes the mechanics for creating a build for a particular setting or aspect of a setting. There is generally only a single jumpdoc for a given setting or setting aspect, though some larger settings have multiple aspects (for example, there are multiple DC Comics jumpdocs such as DC Fourth World, DC Occult, Batman: The Animated Series, Superman: The Animated Series…).

Jumper: The protagonist in a Jumpchain story.

Late Chain: A point in a Jumper's chain when the Jumper has many powerful fiat-backed capabilities and is either capable of completing an End Jump or is close to it. This is not necessarily tied to the number of jumps taken: a Jumper who went to many low-powered settings would still not be Late Chain.

Mandatory (drawback): A drawback that must be taken along with a race, perk, power, etc. in a jumpdoc which serves to counterbalance it thematically, such as a drawback which reflects a race's natural weaknesses. Mandatory drawbacks still expire at the end of a jump as normal.

Mandatory (perk): A perk that must be taken in a jumpdoc, either to provide some capability required to survive the jump (such as the Mistborn jump's Choked By Ash) or, when associated with a particular race, to reflect that race's natural capabilities.

Mass Import: See **Bulk Import**.

OC: Original Character. Used as shorthand for an individual who is not canon to the source material of a setting, but exists in the setting as a result of a Companion purchase within a jumpdoc. Certain Drawbacks or Scenarios can also spawn such individuals.

OCP: Outside Context Problems or Outside Context Powers. Used as shorthand for a Jumper's capabilities which "don't follow the rules" and are outside the understanding of a jump's setting (e.g., magic in a non-magical setting). The real world is the default setting of comparison if no specific jump is specified. The term originates from the Culture novel *Excession* by Iain Banks.

One True Build: The result of a jumpdoc which offers substantially better/more powerful options for a single specific type of character (i.e., a particular background, race, set of drawbacks, etc.) for a given amount of CP. One True Build is a sign of an unbalanced jumpdoc, as CP costs are intended to counterbalance the relative power of options found in a jumpdoc.

Origin: See **Background**. Also sometimes used as an alternative term for the umbrella of **Starting Choices**.

OTB: See **One True Build**.

Perk: One of the primary fiat-backed options in a jumpdoc. Also known as abilities or skills in some jumpdocs. Perks are associated with the Jumper or Companion who purchases them with CP, and provide some sort of ability, skill, power, talent, or trait to that character. Perks can affect and improve the character directly, or indirectly by affecting the setting that the character is in. Some perks are linked to a particular Alt-form: for example, a draconic perk which enhances the dragon's scales would not work in Alt-forms without scales.

Perk-sharing: A capability to share a fiat-backed perk from the Jumper or Companion who purchased it with another character without removing it from the purchaser. Despite the name, many perk-sharing capabilities also allow powers to be shared, and some even allow Alt-forms to be shared.

Personal Reality Supplement: A variant version of the Warehouse. The Personal Reality Supplement includes more bells and whistles than the original Cosmic Warehouse, and offers the capability to have the Personal Reality grow and improve alongside the Jumper.

Pod: See **Stasis Pod**.

Podded: The act of assigning a potential Companion to a **Stasis Pod**.

Pokémon Jump: Also known as the Pokémon Trainer jump. The original "first jump" written by Quicksilver which can only be taken as a Jumper's first jump within a chain. Intentionally selected as a relatively low-danger jump to give new Jumpers a chance to acclimatize to Jumpchain.

Post-Chain: Refers to fiat-backed capabilities which are limited in effectiveness until the Jumper ends his or her chain, whether that is due to Chain Fail, making a selection other than "Keep Going" during End Choices, or gaining a Spark.

Post-Spark: Refers to fiat-backed capabilities which are limited from their full power until after a Spark has been obtained via an End Jump. These capabilities are often related to widespread reality warping or repeatable, frequent resurrections.

Power: One of the primary fiat-backed options in a jumpdoc. Powers are typically found in superhero jumpdocs and are considered to be distinct from perks.

Power Loss (drawback): A drawback which removes the Jumper's OCP, such as perks, powers, items, and Warehouse, though the Jumper almost always retains his or her Body Mod. A typical Power Loss drawback effectively leaves the Jumper with a Body Mod, any fiat-backed capabilities purchased in the current jump, and any practice and experience from his or her life and previous jumps. Depending on phrasing, some portion of OCP may be retained.

Property (item): A type of Item which includes a location and any structures built there. Properties either attach to the Warehouse or are inserted into the setting (in some cases, this choice is made on a jump-by-jump basis). Some properties also allow Inactive Companions to be taken out of Stasis so long as they remain on the premises.

QQ: Questionable Questing. The QQ section of the SpaceBattles Google Drive contains lewd or otherwise not-safe-for-work jumpdocs.

Quicksilver: The originator of Jumpchain on /tg. Quicksilver is no longer active in Jumpchain, but many of the current rules and norms of Jumpchain began with him.

Race: One of the options contained within Starting Choices, and typically used to mean "species" (e.g., human, Kryptonian, dragon, angel…). Such races can provide a Jumper with different Alt-forms, and any capabilities of that race are considered fiat-backed. Races sometimes have associated perks, either at discounted CP cost for the race or exclusive to the race.

Reddit (r/JumpChain): The main subreddit for Jumpchain discussion. Reddit also has a Google Drive for jumpdocs, though many of those jumpdocs are not original to the reddit community.

Renegade: A combination of a jumpdoc and supplement which pits the Jumper against an evil rival Jumper, typically an alternate universe version of the Jumper. Successful completion of the Renegade supplement allows the Jumper to gain fiat-backed perks, powers, and items from other jumpdocs.

Return: An option available from the Cosmic Warehouse and some variant Warehouses. By using a Return, a Jumper can revisit a jump for an additional ten years, though a new build is not made for the jump.

Revive: See 1-Up.

Reward: Rewards are specific benefits gained when a Jumper completes a Gauntlet or scenario, or more rarely when the Jumper completes a normal jump. Rewards are considered fiat-backed. Unless otherwise specified, rewards are not considered perks or powers.

ROB: Random Omnipotent Being. Often used as a term to refer to Benefactors.

Scaling enemy (drawback): A character or group whose overall power, capabilities, and/or threat level are based on the Jumper's power and capabilities rather than what would be normal for that Jump's setting, and who is hostile to the Jumper and his or her allies. Some Scenarios also create scaling enemies.

Scenario: A set of starting conditions and specific goal that a Jumper can choose to complete within a single jump. Completing the scenario provides some sort of reward. In some cases,

completing the scenario also causes the jump to end, proceeding to End Choices regardless of the jump spent within the jump.

SI: Self-insert. Many Jumpers are self-inserts of their authors.

SpaceBattles: The SpaceBattles forum is one of the primary communities for Jumpchain discussion along with /tg and the Jumpchain reddit. Its community's Google Drive contains jumpdocs for SpaceBattles and QQ (Questionable Questing).

Spark: An "Oldwalker" Spark from Magic: the Gathering. In the early days of Jumpchain, this was the most powerful capability offered, and a Jumper who completed a scenario which granted a Spark in an End-Jump had effectively "won" Jumpchain. While the power level of Jumpchain has increased since then, the term is still used for the power gained by completing an End Jump's scenario. See also **Post-Spark**.

Starting Choices: A combination of starting location, age and sex of the Jumper's form, race/species, and background. In many jumpdocs, none of the Starting Choices cost CP, in contrast to perks, powers, and items which usually cost CP.

Stasis: The state of a Companion stored in a Stasis Pod. While in this state, Companions are not conscious and do not age.

Stasis Pod: An option that can be purchased for the Cosmic Warehouse. A character from the current jump can be put into a Stasis Pod ("Podded"), effectively recruiting that character as a Companion. However, each of these Pods may only contain one individual, and may not be reused for another character. Some house rules change how Stasis Pods function.

Stipend: An additional amount of CP or alternative CP which can only be used in a particular section of a jumpdoc. Most commonly seen as item stipends in any setting or power stipends in superhero settings.

Supplement:

1. A document which can be combined with a jumpdoc to modify the jump's setting. If a Supplement grants CP and things available for purchase with that CP, the CP is kept separate from the original jumpdoc's CP. There is no standard place where jumpdocs which can be used as supplements note this information (introduction, drawbacks, separate section), nor consistent terminology (e.g., "supplement mode", "crossover toggle", "overlay mode".).
2. An alternative name for **Stipend** (i.e., "CP supplement").

/tg: Traditional Games on 4chan. The original location and community for Jumpchain, /tg also has an associated Google Drive which is the primary resource for jumpdocs.

Time sink (drawback): A drawback, usually capable of being taken multiple times, which extends the duration of the jump.

Toggle (drawback): A drawback which changes a jump's setting in a way which doesn't necessarily add to the challenge of the jump (e.g., "You replace the normal story's protagonist", "You start the jump at a different time", "You are in an alternate universe of the setting instead of the usual one"). Toggles do not provide or cost CP.

Toggle (perk): A perk which allows other perks, powers, etc. to be turned off (for example, turning off a perk which gives a Jumper god-like charisma so that the Jumper can interact normally with people).

Tree: A collection of perks or items which are discounted for a particular background or race. Usually used as "perk tree" or "item tree". Named for 'Skill Trees' in video games, despite not having the same format.

UDS: See Universal Drawback Supplement.

Uncapper: A perk which allows a Jumper to exceed normal maximums associated with an ability, power, or similar qualities, usually removing any such limits entirely. Many uncappers also prevent their related qualities from growing less effective due to lack of practice or use. An uncapper which affects all of the Jumper's qualities, skills, powers, etc. is sometimes known as a global uncapper.

Universal Drawback Supplement: A supplement created by SJ-Chan which provides alternative drawbacks not associated with a particular jumpdoc. Of note, UDS drawbacks should not be used when a similar drawback already exists within the jumpdoc, and some UDS drawbacks apply to a Jumper's chain rather than to an individual jump.

Warehouse: The Warehouse and its alternatives are designed to hold a Jumper's "stuff" in a dimension which is separate from any jump, and to provide a homebase and refuge for the Jumper. The Warehouse is generally protected from any threats in a setting barring specific drawbacks. Many property-type items available in jumpdocs attach to the Warehouse. The Cosmic Warehouse was the second of the two original supplements created by Quicksilver.

Yog-Jumper: A Jumper so old and powerful as to be nearly alien to the mortal beings of most settings. Implies an alien mindset or morality, although this may just be the effect of coming from outside the setting. The term originates from Yog-Sothoth, a cosmic entity from the Cthulhu Mythos, whose power a Jumper can gain with a certain build in D.Y.N. Freaks. Compare **Elder Jumper.**

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