Example Tutorial Jumpchain

Jumpchain CYOA
Version 1.04
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The Who and the Why

Welcome **Jumper** which is what you now are, normally this would mean you were a human from the planet Earth but not always.

Your Benefactor is a powerful entity that may be referred to as "**Jump-Chan**", they will be sending you out to go on adventures through what you once thought to be fictional universes.

By default you will be in that universe for 10 year stints referred to as a **Jump**, before continuing onto another **Jump** in another fictional universe, creating a chain, hence the term "**Jumpchain**".

The Tutorials

This **Jump** Document is a safety net for new Jumpers who may want to rush off to their favourite settings, not thinking how dangerous those places are to actually live in and prematurely ending their chains.

In order to properly prepare new **Jumpers** for the wide variety of environments and settings they will eventually have to interact with, instead of a single setting, you will spend one year in each of ten different **Levels** that give the **Jumper** the basic necessities and experience for the real deal.

The main feature of this category of **Jumpchain** is that dying does not end your life or your chain.

Instead, you will have the choice of trying again with no penalty, returning home and ending your chain or skipping the Tutorial and going directly into a Full **Jump** though this is not advised if you could not survive the Tutorial.

If you prematurely end the **Tutorial Jump** you will lose all of the purchases and things collected from this document, only retaining your memories and any skills that could have been learned in the real world.

If you do start again after dying, you do not have to repeat any Level that you have already completed.

Additionally, if this **Jump** is done as your first **Jump** additional options and rewards will be provided.

Jump Mechanisms:

As a **Jumper** you will be expected to take on new identities in each world you visit, gaining access to resources native to that **jump** through **CP,** a non-transferable non-bankable meta-currency that can be used to purchase from the **Jump-Catalog** also known as the **Jump** Document.

The **Jump-Catalog** contains various useful perks, items, and companions which are native to that universe, you gain them in exchange for **CP** making them **Fiat Backed**, a state that retains its universal laws allowing it to function even when the laws of physics are completely different.

Local Abilities can be learned and Items could be stored within your Warehouse to be taken into future **Jumps** however unless they are supported by the local universal laws or something that is **Fiat Backed** they will not function correctly if at all.

Typically **1000 CP** is given to the Jumper by their Benefactor at the beginning of each new **Jump** though the amount and naming conventions may be different depending on the **Jump** that is being entered.

+1000 CP (Choice Points)

Unique (Optional)
If this is your first **Jump** you may select to be the one and only version of yourself to exist across the infinite Omniverse with exception of any intentional imitations, replications or copies of you.

Level Selection:

These are the ten different **Levels** you will visit in the course of this **Jump**.

Each **Level** is a simulation of a distinct universe from a popular genre or setting under the same umbrella term used as the theme of the **Jump**.

Unlike normal **Jumps** the people, animals and even gods met during this **Jump** will not really be alive and will instead be advanced physical simulations who function through distinct movement patterns, in-Jump events dependent on the **Jumpers** input and self generating dialogue trees similar to a character from an interactive **RPG** video game.

In this document the **Anime** Tutorial, **Disney Plus** Tutorial, **EA** Tutorial, **Nickelodeon** Tutorial, **Shonen** Tutorial and **Soulslike** Tutorial will be used as examples.

You may choose to go to a specific time and location within the Level or go to an auto generated version created using all canon media from that universe.
If you go to a Jump in Future that a Level is based off you will not be able to import the events of the level into that setting.
You may choose to do these Levels in any order or take the **Randomised** option in the Drawback section for extra **CP**.
In each **Level**, you acquire an identity that fits the setting, with all appropriate memories.

1. Slice of Life
These types of Jumps are mundane experiences similar to the real world, that focus on day-to-day happenings with no clear central plot, often taking place in a world that mirrors our own, though they sometimes take in more fantasy oriented worlds.
Examples include: **Lucky Star**, **Phineas and Ferb**, **The Sims**, **Doug**, **Nisekoi**, **Code Vein**.

2. Survival
These types of Jumps are worlds where you are constantly threatened with danger or death from the very environment in which they live.
Whether through starvation, dehydration, asphyxiation, the power of the elements, the threat of attack from deadly wildlife, or fantastic environmental circumstances, the world around the cast poses at least as much of a threat to life as does any humanoid enemy.
Examples include: **Danganronpa**, **The Walking Dead**, **Spore**, **The Wild Thornberrys**, **Dr Stone**, **Outward**.

3. Horror
These Jumps are often mundane for the most part but contain hostile monsters, apocalyptic events, and religious or folk beliefs will inevitably target the Jumper or those around the Jumper.
Examples include: **Another**, **The Haunted Mansion**, **Dead Space**, **Aaahh!!! Real Monsters**, **Jujutsu Kaisen**, **Dark Souls**.

4. Military
These Jumps are focused on a heavily armed, highly organised force primarily intended for warfare with an active conflict between two or more factions taking place on a number of scales.
Examples include: **The Saga of Tanya the Evil**, **Captain America: The First Avenger**, **Command and Conquer**, **Robot Wars**, **Attack on Titan**, **Remnant: From the Ashes**.

5. Modern Adventure
These Jumps focus on a near-modern time period with the driving force requiring travel to many places and meeting new people, often encountering hardships along the way, or discovering strengths and weaknesses about themselves that are revealed throughout the adventure.
Examples include: **Street Fighter**, **Kim Possible**, **Call of Duty®: Modern Warfare**, **Dora the Explorer**, **JoJo's Bizarre Adventure**, **Let It Die**.

6. Super Hero
These Jumps are focused on Heroes and Villains that have special abilities that arise from genetic differences, random accidents, or exposure to strange phenomena.
Examples include: **Voltron**, **Big Hero Six**, **Marvel Nemesis**, **TMNT**, **My Hero Academy**, **Parahuman**.

7. Modern Occult
These Jumps focus on the modern world but with many supernatural factors including magic, demons and outer realm entities who are often secret and considered dangerous.
Examples include: **High school DXD**, **Gravity Falls**, **Shadows of the Damned**, **Danny Phantom**, **Bleach**, **BloodBorne**.

8. Historical/Alt-Historical/Lost World
These Jumps portray the lifestyles, societies, and technologies of past periods and peoples accurately or believably can vary greatly between the different Jump settings.
Examples include: **Code Geass**, **Pirates Of the Caribbean**, **Battlefield 1942**, **Avatar The Last Airbender**, **FullMetal Alchemist**, **Nioh**.

9. Fantasy
These Jumps are set in a broad range of settings influenced by mythologies, legends, or popular and defining works of the genre. These Jumps tend to feature magic or other extraordinary abilities, strange or mysterious creatures, or humanoid races which coexist with humanity or inhabit their own separate lands.
Examples include: **Overlord**, **The Owl House**, **Kingdoms of Amalur reckoning**, **Fairly Odd Parents**, **Naruto**, **Elden Ring**.

10. Science Fiction
These Jumps explore a new world, in a distant future or another planet entirely, often requiring the Jumper to grapple with new technologies, new societies, or new frontiers in Outer Space.
Examples include: **Cowboy Bebop**, **Buzz Lightyear of Star Command**, **Mass Effect**, **Invader Zim**, **Dragon Ball Z**, **The Surge**.

Age and Gender:

This category is personal to each Jumper often offering the Jumper to choose what their age and gender is, for this **Jump** and most others you can choose to be whatever gender you want to be, though your age may be altered to fit the identity granted by the specific Level you are in.

Origins:

Your **Origin**, also known as a Background, provides you with a history and memories from the setting unless you become a **Drop-In**.

Choosing to be a **Drop-In** either through a specific Origin or as a separate choice makes it so that you appear at the start of the **Jump** unknown to the rest of the world.

Your **Origin** provides a discount on particular perks, items, Companions, and other things available for purchase with **CP**.

The provided **Origins** should come with a quick summary containing information that explains the background and mentality of the type of Jumper who might pick it.

In this Example we will use **Sub-Origins** as the **Prime-Origin** is an example of **Origin** types and the **Sub-Origins** are examples of what would normally be the **Origin** for those types. **Sub-Origins** are an optional rule that allows for further customisation as the Jump is able to select **Sub-Origins** which will give the Jumper any labelled discounts for both that **Sub-Origin** and its corresponding **Prime-Origin**.

Relationship

This style of origin decision is all about how the main characters see you.
Protagonist: With this Origin everyone views you as important in both good and bad ways.
Friend: This makes it so that you have a history of being trustworthy.
Rival: This leads to others thinking of you as kind of a Jerk but a helpful one.
Antagonist: This gives you some kind of background issue with the main characters making them suspicious of your actions.

Position

This is determined by your narrative significance, it is similar to the relationship style of origin but it doesn't give any connections to the main characters beyond whose side you're on.
Hero: You're a great light, the one who will help everyone and end the threat.
Villain: You are a big bad, a part of the evil threat but just because you are the Bad Guy does not mean you are a Bad Guy.
Outsider: You don't care about the Good, Evil dynamic and are instead looking for something else, maybe peace, perhaps profit, both sides could see you as a benefit or a hindrance.
Civilian: You are a small part in this whole thing, something that both sides would overlook as little more than a statistic.

Intentions

This is completely personal to the Jumper as it is determined by what the Jumper wants out of the story and what they are looking to do.
Wanderer: The jumper just wants to look around the world, experience its sights and find new things.
Hunter: This jumper is looking to go after specific people and creatures either for materials or just to get rid of something that always wound them up.
Seeker: This jumper wants to get things whether this is power, knowledge, magic, love or a nice collection of rocks.
Saviour: This jumper is taking the bad guys down. They want everyone to know that they don't need to be afraid of the things in the dark.

Style

This type of origin tends to focus on the way the Jumper does things and how they would handle conflict.
Warrior: This Jumper would go straight for a fight taking the target down in as simple a matter as they can.
Researcher: This kind of Jumper would take to the books in order to find out what caused the issues and what can be done to solve it.
Diplomat: This kind of jumper would try to talk out any issues and reduce the hostilities so that everyone gets to a place where they can all work together to fix the problem.
Commander: This kind of jumper would know how to organise others and create a greater whole to acquire and use whatever is needed and get those most capable to do it.

Perks:

Perk is a blanket term for powers, skills, and abilities that have been unified into a singular section but some Jump Documents will have sections for purchasing powers, skills, or abilities separately from the **Perks** in these situations they are considered distinct from Perks when **Meta-Perks** are applied.

Meta-Perks are perks that alter or affect the functionality of a **Jump Document** such as increasing the initial CP, gaining an extra Origin or granting Free Perks.

Narrative-Perks are activated before a **Jump** begins in order and sometimes during in order to give the Jumper control over the continuity of the **Jump**. This allows them to alter people or events within the **Jump** such as including AU/Fanfic Options that otherwise exist in that **Jump**.

In a tutorial **Jump** the perks should be mainly for support, cost no more than **-400 CP** and should be worded so that they are in line with the umbrella term for the tutorial.

The perks in this document are not mandatory but are a good archetype for the kind of perks you may make.

General Perks:

Basic Requirements (Free to All)
This perk provides an in-universe personal history, as well as a basic adult education and memories which all fit the identity you acquire for that **Jump**.
This perk should also grant Supernatural Skills, Traits and Abilities required for basic participation in the **Level**/**Jump** which are **NOT Fiat Backed** or retained post **Level**/**Jump**.
Additionally should you not have a Spirit, Soul, or other essence this perk will grant you one.

A Jumper‘s Body (Free for All)
This Perk improves the **Jumpers** physical fitness so they are above the average physical fitness for their selected Race or Species.

A Jumper‘s Mind (Free for All)
At the start of each **Jump** this perk will repair any psychological issues or brain damage so that the **Jumper** is not hindered by mental problems.

Tutorialise (Free for All)
This **Narrative Perk** allows the **Jumper** to Toggle a **Jump** before it starts so that the world within the **Jump** functions as a Tutorial **Jump**.
By activating this Perk you alter the **Jump** so that the Jump world and those within it are advanced physical simulations instead of real locations or people, in a similar way to a futuristic interactive **RPG** video game. If this perk has been toggled on, dying does not end your life or your chain and instead will restart the **Jump** requiring you start from the beginning.
This can also be used to Toggle a Tutorial’s Level so its inhabitants are not Simulations.

Skin Deep (Free/50cp)
This makes the **Jumper** beautiful by the standards of anyone who sees it. These are often a graded Perk with multiple options, in this example the **Free** option would make them appear to be a 7/10 by anyone who sees them and the **-50cp** would make them a 10/10.

Alternative Form (Free/50cp)
An Alternative Form (**Alt-Form**) is a preset body that you can switch to and from, for **Free** you gain an **Alt-Form** at the start of each **Jump** that matches your **Jump** purchases. You can switch between Alt-Forms at will though the transformation may take a few seconds. With each purchase of this you will gain 1 new customisable **Alt-Form** that may range between ¼ and 1½ your base form's total body mass. Although by default this would be an organic hominid form you may choose to design it to match the structure and composition of other beings however they will not retain any special features of that type of being without being supported by perks or visiting that setting to gain setting data which will function like a Non-Bodymod Perk.

Lucky Duck (Free/50cp/100cp)
Perks relating to luck will increase the **Jumper's** luck and can be set as another graded Perk, these grade examples are all using two sided coins with 0% chance of landing on the edge.
For **Free** this makes a coin toss 50/50 removing any inert bad luck.
For **-50cp** this makes a coin toss 65/35 in your favour.
For **-100cp** this makes a coin toss 80/20 in your favour.

Common Sense (50cp)
This perk will grant you a simple awareness of obvious issues and simple solutions.

Motivated (50cp)
This perk will keep you motivated and will prevent you from procrastinating.

Self Care (50cp)
You gain all the skills required to take care of yourself including cooking and cleaning.

Common Knowledge (50cp/100cp)
This graded perk will grant the **Jumper** knowledge relevant to the **Jump** they are going to and update each **Jump**.
For **-50cp** the **Jumper** will gain the same level of knowledge as an average person in the location they arrive at.
For **-100cp** the **Jumper** will gain the combined level of knowledge as a newscaster and historian even if they do not exist in **Jump**.

Boredom Immunity (100cp)
This perk prevents the **Jumper** from getting bored and allows them to retain their enthusiasm.

Moral Malleability (100cp)
Through this perk you can control how flexible your morals and beliefs are.

Social Butterfly (100cp)
Charisma boosting perks grant the **Jumper** the in **Jump** knowledge and social skill required to become popular making them capable of entertaining and placating most people.

Calm and Collected (100cp)
This perk allows you to keep control over your emotions and remain calm regardless of the situation though you will be aware of the emotions you would otherwise be feeling.

Comfortable with your Confidence (100cp)
With this perk you have gained a form of charisma that aids you in speaking with others, this does not change you or what you would say but instead helps you to bring the right words to the forefront and make you more comfortable in saying them.

Irrelevant Friends (200cp)
With this perk no one will mind who you're related to or who you are in a relationship with as they will find those details irrelevant to your interactions, allowing you to be in a close relationship with the leaders of both sides of a war and no one considering it an issue.

Alternative Energy (200cp)
All forms of natural and supernatural energy within your body including fat and blood sugar are automatically converted into a singular intangible energy source that can be used in place of any energy type you have previously converted. Your body will automatically store and distribute this energy to optimise your development and longevity but can be altered as you see fit.

1-UP (400cp)
This Perk can be purchased multiple times with each one granting you an extra **1-UP**.
1-UP's are a fiat-backed "extra life" which prevent the **Jumper** from Failing a Chain if they die during the **Jump** by bringing you back to life, the individual mechanics of how you return to life may differ between **1-UP**'s, this **1-UP** when activated will resurrect the **Jumper** at the nearest safe location from where they died.
Each **1-UP**'s recharges once per 10 years or at the start of each **Jump** whichever is first.

Origin Perks:

These Perks are discounted by **50%** for their **Origin** with their **100cp** perks being **Free**.
Origin Perks relate thematically or mechanically to their origin, sometimes this requires a creative interpretation of the origins meaning.
As this Example uses **Sub-Origins** the **100cp** Perk for that Sub-Origin will be **Free** with all other **Sub-Origins 100cp** Perks within the same **Prime-Origin** discounted to **50cp**.
In a normal **Jump** each **Origin** will traditionally have four perks priced as **100cp**, **200cp**, **400cp** and **600cp** which will act as a **Capstone Perk** that can often be improved or gain additional abilities through a General Perk that is called a **Capstone Booster**.
In a Tutorial **Jump** Origin's will **not** have a **Capstone Perk** or a **Capstone Booster**.

Relationship

Protagonist (100cp, Free for Protagonist)
You are unmistakably Important, anyone who meets you can immediately sense that being your ally would be a better idea than being your enemy so expect people to go out of their way in order to gain your favour.

Friend (100cp, Free for Friend)
You gain an instinctive boost that lets you feel how possible it is for you to become friends with someone. Using this sense you can feel when your friends are nearby and if anything is wrong with them, even when they are hiding it and dont want anyone to notice.

Rival (100cp, Free for Rival)
You are used to the taunts of others making it so that you are no longer bothered by the insults of others, this allows you to give better than you get responding with the perfect comeback and if you wish to insult them this allows you to narrow down on the things that they are being hypocritical about and what they are most insecure about.

Antagonist (100cp, Free for Antagonist)
You understand the importance of a common enemy and are always able to unite your enemies under a common course.Through this you are able to work with your foes without fear of being betrayed and so long as you do not strike first there will be a grace period after your alliance where your enemy will not target you.

Always a part of the story (200cp, Discount for Relationship)
This **Narrative Perk** allows you to alter events so that a character from canon, extended universe or additional media get involved in the story at a point of your choosing.
You are also able to dictate the narrative changes that resulted in them getting involved.

More than two faced (400cp, Discount for Relationship)
You are a master of controlling how you show yourself to others, through this you can easily convince them that your personality and character matches what you want them to believe it is. Should contradictions to this image appear you will easily be able to explain it away.

Position

Hero (100cp, Free for Hero)
You are a bastion of honour and a righteous defender. Whenever you are protecting others or fighting in a one on one duel, your durability and physical strength will increase proportionally to your will power, you will also become more aware of those around you and their actions should they intend to act with dishonourable intent.

Villain (100cp, Free for Villain)
You have a certain way of twisting the morality of your actions when talking people around to your way of thinking, as this perk removes the discomfort from any unsavoury ideas and cold decisions that you discuss with them, making otherwise intolerable notions easier for the other person to come to terms with and horrid choices seem justifiable or even a necessary decision that someone had to make.

Outsider (100cp, Free for Outsider)
You have the gift of Neutrality allowing you to act as a perfect and impartial mediator when two or more opposing parties need mediation. This perk allows you to think of several equally beneficial options for all parties involved for every point of contention and when you present these options neither side will think or even suggest that you are playing favourites.

Civilian (100cp, Free for Civilian)
Many people like to cause trouble for anyone who crosses their path but with this perk these thugs seem not to be able to notice you.
So long as you are not being specifically targeted you won't be bothered by those trying to start problems or cause issues for whoever they can.

Plot Magnet (200cp, Discount for Position)
You gain an extra sense that guides you into events that are relevant to the story whether canon, FanFic or self constructed, helping you find where events of interest will happen large or small.

Selective Plot (400cp, Discount for Position)
With this **Narrative Perk** you are able to selective control whether canon or semi-canon events occur, this can be preset at the start of the **Jump** or chosen during the **Jump**, forcing those events to proceed as expected even in the absence of key factors, adjusting and making changes to the plot so that are needed for the event to be possible such as redirecting or replacing a dead character with a narratively identical character.

Intention

Wanderer (100cp, Free for Wanderer)
Whenever you visit a world you almost instantly learn any languages, local customs and the cultural norms for any areas that you interact with allowing you to deal with foreign cultures, without making any social mistakes or accidently committing any crimes.

Hunter (100cp, Free for Hunter)
What is a hunter who doesn't know how to hunt with this perk you gain considerable hunting, trapping and tracking skills that aid you in following trails that most would not be able to find and aids you in determining what you are following regardless of if it's a person or beast.

Seeker (100cp, Free for Seeker)
These are your voyages and you know what you're searching for. With this perk you will gain a sense of where you can get what you're seeking for as well as the activities that will aid you in gaining what you want plus a general sense of how dangerous it would be for you specifically to go after.

Savior (100cp, Free for Savior)
Some worlds are desperate for help with people suffering in the dark while the vile and evil pose as the righteous. With this perk you gain an additional sense to guide you to those in need and who the **Jump** continuity would be better off without.
Though this does not show you the full story behind the situation, it does show you who needs help, who doesn't, it grants you a notion towards what needs to be done and vaguely why.

If it ain’t broke? (200cp, Discount for Intention)
Whenever your perks, powers and other abilities are disabled such as being in a **Gauntlet** or taking a perk removal **Drawback**, the historical applications of your **Fiat-Backed** abilities remain in effect.
This makes it so that any alterations or creations such as magical seals, magi-tech and clones in previous **Jumps** which would normally be sustained by your **Fiat-Backed** abilities will have the effects remain even without you.

Balance and Acceptance (400cp, Discount for Intention)
Using this perk you have found how to balance and wield opposing and otherwise mutually exclusive abilities allowing you to safely use both the Purifying Light and Corrupting Darkness without them conflicting or negatively affecting you.
Any broadly defined requirements you would normally be required to meet such as alignment or affinity are no longer necessary for you nor will they be able to harm, corrupt, or alter you against your will.

Style

Warrior (100cp, Free for Warrior)
Through this perk you gain a passive knowledge of how to effectively use both your own body and any weapon you touch in combat with this perk also boosting your physical capabilities and fighting instincts to that of a professional mixed martial artist.

Researcher (100cp, Free for Researcher)
You are an expert at doing your research with you always knowing the best way to find the correct information within any collection of knowledge and instantly understanding how it connects to anything you already know.

Diplomat (100cp, Free for Diplomat)
You have learned how to wield your words as a lever in order to manipulate others. Through this perk you are able to convince most who do not have issues with you or what they think you are into believing that you have their best interests at heart and that you're on their side, even when something you do is clearly to their detriment they will at least give you a chance to give an explanation before attacking you.

Commander (100cp, Free for Commander)
In a combat situation clarity of instructions and clear line of communications is vital, with this perk any instructions you give so long as it is theoretically possible for your subordinates to hear them will be fully understood, even if they could not hear them completely.

Titanium Trap Mind (200cp, Discount for Style)
This perk improves your memory so that anything you learn will be retained forever and will be passively called upon when relevant or wanted.
Should you learn any info hazards they will be either removed from your mind or trapped off and isolated until you are able to safely remember them.

Retained Effort (400cp, Discount for Style)
Any form of training you do will now be at its maximum efficiency helping you to develop far faster than you otherwise would be able to, meaning that the time and effort you require for your training to pay off is far less than what other people would require.
Additionally this perk prevents any abilities you gained through training from ever fading or deteriorating from time or disuse allowing you to use a skill as effectively if not more so that the last time you used it.

Level Perks:

These Perks are specific to the **Level** they come from with some granting the low level powers and abilities of their specific continuity such as action posing in a Specifical Fighter however as the levels for this Example Tutorial are all generic topics the perks in this section will be generic.

Slice of Life

Passively Pleasant (100cp)

You have something special about you that is so broadly appealing that everyone you meet has a passive appreciation for you regardless of the details about you and their preferences making it so that everyone is favourably disposed to you unless they dislike you specifically.

Well Rounded (100cp)

With this toggleable perk active you will find it at least as satisfying to spend time with and as easy to connect emotionally with ordinary people as you did before starting your **Jumpchain** journey, no matter how inhuman your abilities or nature becomes.

Survival

Hunter Gatherer (100cp)

You are talented when it comes to gathering natural resources as you can easily locate edible or medicinal plants and the natural habitats of compatible prey.
With this perk you can also instantly tell if a plant or animal has useful or harmful characteristics and how to use or consume it.

Solitude and Sustenance (100cp)

Your mind and body are now better able to survive without stimulation as you are no longer negatively affected by isolation or boredom, additionally you are able to survive off only a third of the normally needed food, drink and sleep without it negatively affecting you.

Horror

Last Survivor (100cp)

Congratulations you have gained the survivability of the main character of a multi-movie franchise, letting you know the tropes, know when to run, when to hide, and when you need to fight back. This should make you aware before you make cliched horror movie mistakes that will result in your death.

Silenced Fear (100cp)

Through this perk you can separate your fear from all external factors so that you do not show any signs of panic or terror unless you want to. This also gives you a gauge for how frightened you should be in your situation even if you are unaware of what you should be frightened of.

Military

Self-Maintenance (100 CP)
Your training has granted you an incredible tolerance against pain, mental trauma and physical strain as well as practical knowledge on battlefield medicine, first aid and psychological restoration techniques and.

Leading from the Front (100cp)
At the start of each **Jump** you gain the same knowledge and skills that you would have gained if you had been through Basic Training for a military organisation of your choice that is native to the setting of the **Jump**.

Modern Adventure

Silent but Deadly (100cp)
You are a dab hand with a firearm as you are not only able to effectively fire a pistol or rifle while running and keeping cover, you also have a knack for staying out of sight and keeping silent while sneaking around, you are also actively aware of all potential lines of sight for any given location you find yourself in.

Screws and Bubblegum (100cp)
You're quite the mechanic as you can work out how to repair virtually anything and know exactly what tools and components available can be used to Macgyver missing components or commit makeshift repairs.

Super Hero

The Amazing Bagman (100cp)
You won't always have your costume available but with this perk you will always be able to make quick disguises and quick excuses to cover up for your absence.
Your excuses will always be enough to wave people without being suspicious and even though not all of your makeshift costumes will be stylish they will be enough to hide your notable features.

Self Support (100cp)
Sometimes the powers you gain cause more harm to your body than good, fire that burns your body or strength that rips your muscles apart. Through this perk every power and perk you gain comes with a sub power to support and protect your body from the harm it causes.

Modern Occult

Always Watching (100cp)

Congratulations through this perk you have gained a subconscious paranoia which makes you passively aware of the potential dangers around you and how best you can respond to each one.

This awareness will be active regardless of your conscious state so that when danger strikes, you'll be as able to respond as if you were awake and alert. Remember you're only paranoid if you're proven wrong.

I AM ME (100cp)

Through this perk the core of yourself is isolated from any external corruption, through any form of mutilation or sculpting of body, mind and soul, your core will remain you.

This also means that should you be reassembled into another entity or be forcefully made undead your mind will remain in the body and count as alive for any relevant perks.

Should another mind take control over your body you will still control a "Kill Switch" that can forcefully lock up your body making it impossible for the usurper to move.

Historical/Alt-Historical/Lost World

Nobel Education (100cp)

Nobility aren't just people with titles and land, they should have had a great deal of education about how to act as a nobel.

Through this perk at the beginning of each **Jump** you gain the in-Jump education expected of moderate nobility including how to act within social situations, how to run a province and the local standards of political honour.

A Foreign Novelty (100cp)

With this Perk your irregularities and strange behaviours are not as noticeably out of place as they may otherwise be expected to be.

Your most notable regulations such as clothing and equipment not native to the setting may instead be considered interesting or amusing with the possibility of approximations being made and being considered fashionable.

Fantasy

Caster (100cp)
This perk grants you a tiny amount of the lowest tier of the magical abilities available to the fantasy world you have selected to enter.
If it is possible for the people in **Jump** to improve this magical ability through training and study then you are also capable of doing so but only as far as your bodymod is capable of supporting.
This perk can be purchased once per distinct type of magical ability but cannot be used to access an in-universe system.

Fraudulent History (100cp)
One of the biggest threats to a new **Jumper** is thousands with power becoming obsessed with stealing their position as a **Jumper**.
With this perk no matter what method they use or how they might try, should you not want them to see your true information, they will only be able to see the information about your in-universe Background with no one being able to tell that it is fraudulent.

Science Fiction

Another Type of Lifeform (100cp)
When using this perk anything you explain yourself to be so long as it's vaguely true will be accepted without question, however those involved may attempt to explain it in terms they are comfortable using such as explaining a ghost as an energy based non-corporeal being.

Academic Specialty (100cp)
You may purchase this Perk multiple times and must choose a specialist subject.
At the start of each **Jump** you will gain an in-universe education based on your specialist subject at the level of knowledge that you would be able to gain if you had attended a course at an in-universe educational facility.

Items:

If these items are lost, stolen, or destroyed, new ones will be in the Warehouse 24 hours later.
You can combine similar items purchased from this **Jump** at no additional cost.
You receive a **+200cp** stipend for this section.

First Jump Only

This section is only available to you If this tutorial is your first jump.
If this is not your first it is assumed you already have a Warehouse.

Warehouse (Free)
You gain a “warehouse”, a pocket dimension which is separate from any **Jump**, and is tethered to you allowing you to call upon the entrance wherever you are.
This area is designed to hold your possessions and provide a homebase and while the entrance is closed it is protected from any threats in a setting barring specific drawbacks.
An unfortunate safety feature of this is that the entrance cannot be disconnected from the reality whilst the **Jumper** is inside of the warehouse as doing so would leave the pocket dimension adrift in the Omniverse like a child’s balloon let loose into a stormy night.

Personal Possessions (Free)
All of your Pre-Jump belongings will be put in the warehouse.

General Items:

Cash (Free/50cp)
Going into otherworlds with nothing but the clothes on your back can be problematic and no one wants to do menial labour so with this item your warehouse will have a freshly minted local currency equivalent of **£60** appear in a bundle on the floor.
This money is legal, with all taxes paid and all documentation needed. No one will question where it comes from.
For **50cp**, you will instead gain the local equivalent of **£600** per day.
Each time you purchase the upgrade, the amount will be multiplied by ten.

Mundane Clothing (50cp)
At the start of each week you will gain five sets of clothing that fit you perfectly and are appropriate to the **Jump** setting, in the designs of your choice.

Mementos (50cp)
At the end of each **Jump** or **Level** you will receive a nick nack, or collectable based on the **level** or **Jumps** you just completed such as a custom bobblehead, Snowglobe or teddy bear.

Jumper the Movie (50cp)
At the end of each you will receive a movie, tv show or cartoon depicting your adventure within the **Jump** you completed in a media format of your choice.

Origin Items:

These Items are discounted to **50CP** within their **Prime-Origin** and their **Sub-Origin** is **Free**.

Relationship

Quest Compass (100cp, Free for Protagonist)
When open this Brass Compass produces a glowing line of light visible only to the one holding it which leads to their current objective, quest or target. If you have multiple objectives this Compass shows the closest one.

Friendship Bracelets (100cp, Free for Friend)
You are able to give a copy of this multi-colored decorated bracelet to any other person as a symbol of friendship. Through this you will have an imperceptible connection to them which will always let you know if your friends are in danger or need help, you can also use this to determine direction they are from you and how far away.

Cool Jacket (100cp, Free for Rival)
This Jacket is always stylish, is self cleaning, self repairing and acts as a form of supernatural armour increasing your resistances against heat, cold, physical damage, and magical damage.

Measuring Throne (100cp, Free for Antagonist)
This sturdy throne can measure every form of strength that anyone who sits in it possesses, this can be used to show them where their power lies and force others to feel the difference in strength between them.The forms of power shown include every form of supernatural power they can wield.

Position

Sacred Sword (100cp, Free for Hero)
This Sacred Sword is golden and overly decorated but possesses the quality to damage or kill those who have no physical form while also being able to purify or weaken corruption and evil.

Black Rings (100cp, Free for Villain)
You are able to bestow one of these black rings to any of your companions, followers and supporters which will allow you to know if they betray you in any way and allows them to communicate with you wherever you or they wish.

Clearsky Umbrella (100cp, Free for Outsider)
While under this umbrella you will not be affected by any of the conditions of the natural weather around you making a downpour of rain, a powerful snowstorm, a lightning strike and even a hurricane feel as though it were a pleasant summer's day.

A Box of Rocks (100cp, Free for Civilian)
This large wooden box contains a random selection of raw metals, ores and minerals with the quality and quantity of these randomly varying from day to day.

Intention

Walking Stick (100cp, Free for Wanderer)
This ornate staff-like walking stick aids in the surefootedness and stamina of whoever is holding it allowing them to walk without discomfort or tiring themself out.
Using this you could comfortably walk for years only needing to stop for digestive and sleep related needs without taking harm such as boils, strains or tearing any muscles in your body.

Focused Bow (100cp, Free for Hunter)
This bow is capable of turning any wood that is put against it into a compatible arrow when targeting someone with this bow your perception will focus on the target allowing you to better see them.

Encyclopaedia of Items (100cp, Free for Seeker)
At the start of each **Jump** you will gain a book showing all unique and interesting items that exist within the setting as well as the general information about the items and how it relates to the culture that created it.

What They Need (100cp, Free for Savior)
This black leather bag will always be empty unless the one opening it is looking for something to help someone else, whenever the one opening the bag wants to help others the bag will contain one or more mundane items that will be exactly what the other person needs sometimes before they no that they need it

Style

Soul Bound Weapon (100cp, Free for Warrior)
This dynamic and customisable weapon can be summoned to your hand at will and can be switched between any mundane melee weapon at will while allowing you to customise a number of preset forms.

Expanding Library (100cp, Free for Researcher)
This warehouse attachment contains a self expanding Library which automatically creates a mundane clone of any book you touch, adding it to an appropriate section within the library.

Impressive Suit (100cp, Free for Diplomat)
While wearing this set of high-quality clothing you will always make a good first impression with you appearing to look important and professional without impairing your function and always makes you feel comfortable.

Medals (100cp, Free for Commander)
Every time you make an accomplishment you will receive a medal that proclaims the importance of your actions. When these medals are shown to people they will instinctively understand the importance of your accomplishment even if they do not know what it was.

Level Items:

These Items are specific to the **Level** they come from however as the levels for this Example Tutorial are all generic topics the Items in this section will be generic.

Slice of Life

Lunchables (100cp)

You gain a lunchbox that whenever opened will contain a supply of lunch foods, which could be any appropriate food, including crisps, chocolate, sandwiches and cans of pop. You can summon this food at will by simply closing and opening the lunchbox.

Survival

Basic Backpack (100cp)

This brown backpack will contain a stock of items that will refill themself once per day.
The items contained within this backpack are a bedroll, ten pieces of chalk, a flint and steel, fifty feet of rope, two bread rolls, six granola bars, soap, five torches, and a full waterskin.

Horror

Ouija Board (100cp)

This magical board can be used to contact any consciousness within the afterlife allowing you to gain answers and knowledge from the dead and ethereal. Unlike a regular ouija board this one is awarded so that only the information you wish for the other being to learn will be transmitted.

Military

Bandana Bandoleer (100cp)

This bandana is embroidered with the symbol for infinity while wearing the Bandana it gives the user an infinite amount of ammunition for whatever weapon they are wielding.

Modern Adventure

Identification Papers (100cp)
At the start of any **Jumpchain** you will gain a basic ID and supporting documentation that gives you any supporting documentation needed to prove your identity and qualifications.

Super Hero

Cape and Cowl (100cp)
You gain a self repairing Super Suit which can withstand the use of your powers and perfectly hides your identity, as long as the mask is not removed.

Modern Occult

Paper Doll (100cp)
Once per day you will receive a paper doll which can take any curse in the place of whoever's hair is tied around its neck.

Historical/Alt-Historical/Lost World

Superior Bathroom (100cp)
Not every world has the modern amenities that we are used to having, with this purchase your warehouse gains a fully stocked bathroom including water and power, with a self refiling stock of shampoo, toothpaste and toilet paper.

Fantasy

Magical Focus (100cp)
This item can be used as a wand, staff or any other type of focus required for magic or any other supernatural ability. While still being one item you are able to summon as many different copies of this item as you can hold.

Science Fiction

Universal Translator (100cp)
This small badge can connect to someone's mind in order to allow you to understand, speak, read, write, and think any language you come across or have ever encountered, even if you do not have the anatomy necessary to communicate in that way.

Companions:

This section is for creating or gaining A non-Jumper character who accompanies you in your 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 this is not a hard limit. Some companions can have pre-existing import options, fiction as a group companion or can be imported as if they were Followers thereby not getting CP. Companions who die during a Jump unless otherwise stated are returned to life after a year or at the end of the jump whichever comes first.

Companion Starter Kit (100cp)
At the end of the **Jump** you can select up to 8 NPC's to become real people with them gaining true sentience.
In your next **Jump** they can all be imported for **Free** with them gaining **+600 CP** to spend.

Followers (Free)
At the end of the **Jump** you may select any NPC's from this Tutorial to become followers who will gain true sentience and be able to follow you into other **Jumpchains**.

First Jump Only

This section is only available to the Jumper If this tutorial is their first jump.

Real World Import (100cp)
For each purchase you may import 1 willing origin location person as a companion with them becoming a Free import in each future jump and they will gain a stipend equivalent to half the amount you gain in each Jump.

Drawbacks:

You can take as many Drawbacks as you want, without limit on cp gained. If you can handle the Drawbacks, you can have the reward however unless specifically stated you cannot take the same drawback twice. Drawbacks that change the world are altering its condition at the start of the **Jump**. If you are genuinely capable of changing the nature of the world, fiat will not kick in to change it back. Drawbacks specific to a particular Level only function in that Level.

General Drawbacks:

Canon Insert (Free)
At the start of each level you may choose to replace a canon character or continue as you are keep in mind any unique or special abilities gained this way will not be Fiat Backed.

Continuity Selection (Free)
If a jump has multiple options for the continuity such as having multiple versions of the media it is based on or a customisable protagonist you may choose which one is canon for the level you are entering.

Randomised (+100cp)
Your level choice is out of your hands. Roll a d10. Check the list to see which level that number corresponds to. That's your first level. Survived it? Good. Keep rolling and completing levels until all 10 are completed. You re-roll if you roll a level you have already faced.

Bigger Longer Uncut (+50cp)
You may take this once per Level with that Level now lasting a full ten years.

Drawback Keeper (+50cp)
This makes what would be a Level specific drawback into a General drawback. This can be taken up to once for each Level specific drawback you have taken.

Drop In (+200cp)
You do not receive the Basic Requirements perk. Good luck.

Power Loss (+200cp)
For the duration of this **Jump**, any Level perks you have purchased are now only available in that Level.

Item Loss (+200cp)
For the duration of this **Jump**, any Level items you have purchased are now only available in that Level.

Amnesia (+200cp)
Until the end of this **Jump**, you can not remember the events of any Levels except the one you are in.

Total Amnesia (+200cp)
You have no memories of your time before entering the first Level and explicitly no memories of **Jumpchain**. You are probably very confused.

Level Drawbacks:

These Drawbacks are specific to when you are playing that level and will not occur on any of the other levels.

Slice of Life

Homeless (+100cp)
Regardless of what you'd otherwise have imported into, instead you start out in a homeless shelter with just the clothes on your back and without a dime to your name. The shelter will kindly give you a few days' worth of room and board but soon enough you'll have to leave to make room for others. From this point on it's all up to you.

Accident Prone (+100cp)
You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

Odd Jobs (+100cp)
You'll constantly be gaining and losing your job, having to learn a new minimum wage task every few weeks. Sometimes you'll be qualified, others much less so. Still, you've got to try your hardest.

Survival

Resource Shortage (+100cp)
Food, water, and other staples are scarce. You will find it more difficult to acquire enough resources to live.

Disability (+100cp)
You have a limp, or a missing eye, or a crippled arm or some other physical disability that hampers your efforts to stay alive.

Horrific Weather (+100cp)
For the duration of your stay in this Level, you will be plagued with bad weather. It will be drought when you need rain, rain when you need clear skies, and alternate between blistering heat and freezing cold.

Horror

Scripted Encounters (+100cp)
You'll run into whatever threat you're dealing with more often. You will not automatically become a priority target, but sheer proximity is likely to put you at risk.

Born to be a Victim (+100cp)
Your common sense is going to be slightly impaired for the duration of this Level. You are going to check out the abandoned house, split the party, or get drunk and decide to skinny dip in the lake. You are not blatantly suicidal, but you are going to take risks and you are definitely not going to be genre-savvy.

Monster Bait (+100cp)
They may or may not be supernatural in nature, but there are monsters here, and they seem to like you an awful lot. Any monster, no matter what its type, will consider you the perfect prey, and will target you over any other person.

Military

I Have Truly Found Paradise (+100cp)
Your chain of command is... sub-optimal. Expect vague orders that are of little help in letting you or your unit know what you're supposed to be doing but still stick you with the blame if anything goes wrong, reinforcements or resupply to be inconveniently scheduled or diverted at the last minute, a stupid emphasis on spit-and-polish at the expense of combat readiness, or whatever else would be inconvenient. This will never be to an outright suicidal extent but it will be damned annoying. Whether you're on the front line or in the rear with the gear, during wartime or peacetime, one way or another you're going to need to game the system and make things happen despite the best that "channels" can do to fuck things up, or your military service will not be the thing that recruiting videos are made out of.

The Meat Grinder (+100cp)
Welcome to the tip of the spear. This Drawback guarantees that your year in this jump will be spent not only in wartime but in frequent, gruelling combat. Whether it's because your unit is a penal battalion/slave-soldier dumping ground whose job is to catch bullets that would otherwise hit soldiers who are actually worth something or because your unit is the elite division that the high command entrusts with all the most important missions, either way it ends up mostly in the same place; with all war and no play turning Anon into an unhappy grunt. Your R&R opportunities will be few and far between, your chances to sleep in a proper bunk instead of a tent or a foxhole likewise. Embrace the suck, soldier.

War Is Hell (+100cp)
Any perks that might have helped you deal with combat trauma, overcome fear, or otherwise make being in a war easier will be disabled for the duration of this Level. You are going to have to face the worst of humanity without that insurance.

Modern Adventure

Bad Comic Relief (+100cp)
You have a friend, or comrade, or student, or whatever other reason you might have a person following you around. The thing is that no matter how much you might like this person, they are really more trouble than they are worth. They say or do the wrong thing almost constantly, need rescuing on a regular basis, and seem to be a lot more likely to get you killed than any of your actual enemies are. Unfortunately, there is just no getting rid of this person.

Secret Society (+100cp)
You are being opposed by a powerful and well-entrenched secret society of some sort. They may be religious, political, corporate, or any other type of group, but they do not like you at all, and they have a lot of resources to throw against you.

Retired, Extremely Dangerous (+100cp)
You have skill, talent, and experience. A little too much experience. The fact is that you are just plain too old for this shit. Your body is wearing down, you don't react as fast as you used to, and the general complaints of old age make "adventures" seem more like torture.

Super Hero

Nemesis (+100cp)
There is this one enemy that you can never seem to get rid of. No matter what, this enemy, who is dangerous enough in some way to at least require effort to beat, will always survive or escape anything you do to stop him. You will be dealing with him repeatedly.

Massive Collateral (+100cp)
No matter how careful you are, you somehow seem to always end up destroying everything around you when you fight.

PR Nightmare (+100cp)
Public relations never seems to go the way you want it to. You always screw things up, often presenting the exact opposite of the image you wanted.

Modern Occult

Masquerade (+100cp)
The public is not ready to discover the existence of the supernatural, and part of your job is ensuring that they don't. This could be limited to making sure you don't reveal anything to the public, or it could extend to having to put down other people attempting to reveal the supernatural world.

FBI's Most Wanted (+100cp)
Though they may not be aware of the supernatural aspects of the world, the mundane authorities have discovered enough information, which may or may not be true, about your activities that they are willing to expend a lot of resources hunting you down.

UPP - Uncontrollable Psychic Phenomenon (+100cp)
Whatever supernatural abilities you possess, you have great difficulty controlling them in stressful situations. And if you do not possess any supernatural abilities, you often seem to be the target of odd occurrences such as hauntings or poltergeists.

Historical/Alt-Historical/Lost World

Inconveniences (+100cp)
It is the little things that can make life hell. Things like a lack of toilet paper, or bad hygiene, or scurvy. And you are going to suffer through them, because you cannot bring anything with you, item or perk, that would exempt you from this suffering.

Arranged Marriage (+100cp)
This may not be a literal arranged marriage, but you have been stuck with someone that is essentially useless in any high-risk situation, and you have to keep them safe.

Modern Sensibilities (+100cp)
You will never adapt culturally to this setting. You will always be surprised and shocked at the ways your current home differs from what you grew up in. This is going to cause social problems, and could make you underestimate opponents that you assume are less sophisticated than you are.

Fantasy

Bandits (+100cp)
No matter where you are going, you will be accosted by bandits, muggers, bullies, or someone else that wants to beat you down and take your stuff at least once a week. They may not be powerful, but they will be persistent, and probably ugly.

Siege At Jumper Fortress (+100cp)
At some point in your time in this Level, you will be forced to participate in the kind of large set battle that fantasy blockbuster movies love. It will be bloody and dangerous, and you will be there.

Archmage's Interest (+100cp)
A very powerful, well-connected and influential being of some sort has taken an interest in you. They don't hate you, but they are not necessarily on your side either. They mostly are just finding amusement in your antics, and they want to keep things interesting for as long as possible.

Science Fiction

Three Sea Shells (+100cp)
The future is full of amazing new technology designed to improve every aspect of life. The problem is that you have no clue how to use most of it, cannot figure it out for yourself, and for some reason have difficulty getting anyone to teach you how to use it. This is a quality of life issue that applies mostly to everyday convenience technology. If your life depends on it, you have as good a chance to figure it out as you normally would.

The Glitch (+100cp)
Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is taking aim on you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal, but will make things more dangerous.

Alien Invasion (+100cp)
At some point in your time here, you are going to have to deal with some major event, like an alien invasion, first contact, a robot uprising, or some other world changing event that will pose significant challenges or risk to you.

End Choices

You have completed all ten Levels. Congratulations! Now you can choose to Go Home, or Continue On. There is no staying here option.

Gauntlet Mode

If this is not your first **Jump** you may choose to take this **Jump** as a Gauntlet without anything other than Body Mod's, if you fail the Gauntlet you will be reverted into standard **Jump** Mode.

If you succeed in all ten levels on your first go you can receive the Tutorial Rewards as if it were your first **Jump**.

Tutorial Rewards

If this is your first **Jump** you may take this rewards upon the completion of your Tutorial **Jump**.

Instant Access (Free for All)
You can now summon any of your possessions from your Warehouse to you, or send objects directly to the Warehouse. Objects cannot be heavier than you can lift, and will be properly and safely stored, assuming you have the facilities to store them safely. You always know what is in the Warehouse and where it is located.

Body Mod Reward (Free for All)
All perks and items from this **Jump** (with the exception of Basic Requirements) are now considered part of your Body Mod. You will still have them, even in Gauntlets or if you take a Power Loss Drawback.

Update Log

V1.00: Initial Version

V1.01: Text Changes

V1.02: Text Changes
Added “Real World Import”
Changed “Longer Run” to “Bigger Longer Uncut”

V1.03: Text Changes
Added “Continuity Selection”

V1.04: Text Changes
Added “Comfortable with your Confidence”
Added “Irrelevant Friends”

Notes

This style of Jumpchain is inspired by Ursine The Mad Bear’s wonderful Generic First Jump

https://www.reddit.com/r/JumpChain/comments/fcaarx/generic_first_jump_v14/