Jumpchain Inheritance
Narrative & Chain Supplement

Sometimes, the Chain doesn't end in triumph. Sometimes, Jumpers fail.

For one reason or another — sacrifice, defeat, or a cruel twist of fate — this Jumper's journey has ended in failure.

But not all journeys are meant to stay buried.

This Jumper was not driven by the pursuit of their Spark, at least not solely. They carried within them a dream, a cause, or a promise too important for them to abandon. Something that burned brighter than a Spark, something that even death (or whatever came for them) couldn't snuff out.

And so, they have chosen you.

Whether you knew of them or not, whether you accept willingly or are dragged into this kicking and screaming, the torch is now in your hands. The weight of their unfinished mission has been passed along for you to shoulder.

But you are not starting from nothing. Their perks, their tools, their powers; everything they were and had is awaiting you, just out of reach.

But this wouldn't be Jumpchain if you didn't get some choices, now would it?

Here's
+ 1000 Inheritance Points
to get started.

Rules & Clarification

- To use this Supplement, you must have had a previous Jumper with a goal or wish left unfulfilled. This must be something they genuinely sought but failed to obtain/complete. This cannot be related to Sparking (barring a Drawback taken below) or anything that'd solely benefit the new Jumper.
    - The task is intended to take most of if not the entire Chain.
- All Perks/Items/Powers (referred to as Inheritance) obtained by the new Jumper originate from the original Jumper. This means the pool is limited to Jumps the previous Jumper has done and Perks/Items/Powers they took.
- How much the new Jumper knows about this or how they see and interpret everything is yours to decide. It's completely acceptable for them to know nothing about this Supplement (psst, there's a Drawback for that).
- This is first and foremost a narrative supplement, so take liberties as you see fit. Make up extra Modifications and Drawbacks, add new methods to obtain Inheritances, do whatever you like!

How will you seek to obtain this power? (Select at least one):

1. **Quests** — *"Fulfill their unfinished work."*
    - Obtain quests and scenarios related to their goals.
    - Completion grants at least one new Inheritance. Failure or refusal will enforce punishments, such as the temporary or permanent removal of previously granted Inheritance.
    - Quests can be anything from seemingly inconsequential tasks to grand undertakings. The reward will be thematically related to the completed task, equal to the difficulty of the undertaking, or both.
2. **Resonance** — *"Walk their path."*
    - Rather than directly obtaining Inheritances, Resonance allows you to tap into your predecessor's general power by demonstrating similar mindset, actions and resolve.
    - Inheritances may still be obtained by taking the actions they would have taken or literally recreating feats they once pulled off.
    - Temporary restrictions may force you to approach problems the way they did.
    - Failing to follow their path will see these gains quickly atrophy.
3. **Guidance** — *"Heed their legacy."*
    - Their lingering consciousness (or, in the case of still living Jumpers, the consciousness of someone/something that held them dear/they hold dear) takes the form of a voice, AI, or Navi-like companion.
    - This is the easiest way to obtain minor Inheritances, as they can hand them out near-freely as needed. They may also give you vague ideas on how to obtain further Inheritances.
    - Of course, their goal is to get you to complete the given task. Though this consciousness may come to care about you, it could even interfere a bit with the entire inheritance system (limited to times of *actual need*), the task *will* be placed above everything else.
4. **Memory** — *"Relive their steps."*
    - You may be pulled into dreamlike simulations of their memories, particularly those relating to your current experiences.
    - Most memories will require you to overcome a trial or complete a task using only what they had at hand. Success grants you the skill/ability/item used in that endeavor, failure will lock it away until a new opportunity arises.
    - You may instead enter a memory that is more an experience than anything. Whether you obtain anything from this depends on you, your predecessor, the memory, and what you learn from the experience.

Obtaining Inheritances:

- In order to obtain any Perk/Item/Power there must be narrative justification and sufficient points. This Supplement offers two methods, but you may make your own.
    - In-Jump CP could be used to supplement the CP costs. So long as it's earned, every Inheritance can be bought at a discounted price using this pool. Jump Perks/Items may or may not be bought as normal, available as normal.
    - A separate pool of points may be generated through writing. 100 points per however many words (I usually do a 1:1 or 1:2 ratio but pick whatever you like).

Modifications

You can have one Discount, on the house.

Interface - *Free/100 IP*

Some kind of interface for you to track your progress, taking whatever form you like. It'll show you your main objective, current quests, how aligned you are with your predecessor, and everything you've obtained from them.

For 100 CP, this interface will expand to a *very simple* "System" that can be used to track most things related to the chain (i.e. tracking and managing anything fiat-related, interacting with your Benefactor/equivalent, interacting with Jump Documents, tracking Drawbacks), its limits decided by your Benefactor. This is mostly quality of life, but it'll even have an inventory for storing items and an equipment screen, as well as means for toggling/dialing your abilities and items.

This System will integrate any future "System-type Perks" into itself.

Starter Bundle - *200 IP each, no limit on purchase amount.*

Begin with 1 Perk and Item from your Predecessor, these are added to your Body Mod.

Offer: As an incentive for initial interaction with the Inheritance system, you may receive a discount for these originally being granted at a weakened level and/or without the Jumper knowing what it does. See clarification in Notes.

Quests - *400 IP* (Requires: **Quests**)

Quest rewards will be more generous, allowing you to get Inheritances beyond what a quest may typically allow for.

Resonance - *400 IP* (Requires: **Resonance**)

Resonance is less static. As you grow and experience more, Resonance will now account for these changes as if your predecessor were growing with you, broadening the scope of action it deems acceptable.

Guided Path - *400 IP* (Requires: **Guidance**)

The consciousness guiding you will be much more upfront. They'll be able to give you fairly specific instructions on how to unlock specific Perks/Items, though their willingness to do so may still depend on your relationship with it.

Recall - *400 IP* (Requires: **Memory**)

Once a year, you may force yourself to relive one of your predecessor's memories that would be useful to you. You may also use this to re-challenge a previously failed memory.

Experience - *600 IP*

Every time your unlock an Inheritance, you gain it at your predecessor's level of mastery, rather than starting at its basic form.

True Inheritance - *600 IP*

Once per Jump, so long as you have been following their path you may invoke your predecessor's will to instantly unlock *any* one perk, power, or item in their legacy that will be useful to you in the moment. There's no limits on how strong this can be.

Companions

Determines connection to the Predecessor's Companions.

No Companions - *+200 IP*

You get no access to the predecessor's Companions. Though you may pick up new versions from their respective Jumps, these are entirely new versions from entirely new timelines.

Old Companion - *Free*

One of your predecessor's Companions remain, and will be willing to assist you on your journey. They're likely still loyal to the previous Jumper, so it may take some time before they're more there for you than to honor your predecessor. They lack anything the previous Jumper gave them, however.

Old Companions - *200 IP*

Up to eight of your predecessor's Companions remain.

Powered Companions - *200 IP*

Your new Companion(s) have not lost everything they had from before. They keep anything not bought with CP. Additionally, they have at least one Perk and Item from before, and an additional Perk and Item for each purchase of Starter Bundle.

Additionally, they will be able to reclaim their lost Perks and Items through you. You will now be able to use your methods of inheritance to restore them.

Warehouse

No Warehouse - *+600 IP*

Not only do you not have access to your predecessor's Warehouse, but you don't even have one of your own. All fiat-backed Items and anything that would have been attached to the Warehouse will now appear in Jump.

Looks like you'll have to make your own! If you manage to put together something that could theoretically function as a Warehouse (i.e. pocket dimension) then it will be treated as your Warehouse for all purposes of the chain and fiat-backed as one. Though you'll have to source and create all improvements yourself, they will be maintained as if really a part of your warehouse.

Barebones Warehouse - *Free*

You get your predecessor's Warehouse or Warehouse-equivalent… sort of. You're getting the barebones, but you do get access to the Supplement they used in order to build it back up. None of the additions to it remain.

Limited Warehouse - *200 IP*

Your new Warehouse retains some of the improvements your predecessor made to it. If using a point-based supplement, you may add about half the points they used on theirs onto the total. Otherwise, it'll retain many non-CP based improvements they made.

Full Warehouse - *400 IP*

You get your predecessor's Warehouse, full stop. It has all the bells and whistles they had added. However, it still lacks their Jump-bought Items.

Drawbacks

Design Your Own - *Varies*

Perhaps you have a specific limitation in mind? Design your own Drawback for your Jumper. Price according to the effect it gives (decided by you), if it can be resolved later then reduce the points given (the Drawback will still technically be active for any point that could reactivate it). If it personally affects the Jumper and is taken with Contractual Amnesia, you may increase the points.

Binding - *100 IP*

It'd still technically be possible to simply escape this destiny, no? Nothing's stopping you from simply abandoning this quest (and losing everything gained through this Supplement, of course). Let's remove that, shall we?

From now on, you are irrevocably bound to complete your predecessor's goal. There's nothing in your Chain that could possibly change that, and even attempting to do so will face a heavy penalty. Just play by the rules, yeah?

What Goal? - *200/400 IP*

You have no idea what goal it is that you're meant to complete, not even Guidance will explain. You'll still be guided towards it but the end game will remain a mystery up for speculation until the moment you achieve it.

For an additional *200 IP*, the Jumper may know nothing about this Supplement at all.

Contractual Amnesia - *400 IP*

Oh, um, something seems to have gone wrong. Or maybe it went right. Either way, you seem to have lost your memory of all that came before. It won't be impossible to regain bits and pieces — your core self, your *youness*, remains unaffected — but don't expect to recover *everything* until after the goal has been completed.

Weakened Inheritance - *400 IP*

All Inheritances start weakened or incomplete. You must perform extra steps to restore them to full strength, not limited to simply training or repairing them.

A Means to an End - *600 IP*

Your predecessor is definitely alive… and is *very* interested in seeing their goal complete. They may be an ally to you in your journey (though not directly), they may tilt things in your favor, hell, they may even like you! But make no mistake. No matter the kind of person they are: *You* are a means to an end, and everything you achieve *will* be theirs.

Achieving a Spark is now added to the list of possible goals; but if you let them take your Spark (they *will* try, and they *will* be capable of it) don't think it'll be as easy as just completing another end jump.

Flickering Torch - *600 IP*

Should you ever fail your predecessor's goal, it's chain-fail. No do-overs. You'll be sent back home without a drop of their power, any of their items, and possibly out of some of your own.

Nothing but a Means - *1000 IP*

Oh, it appears I've been mistaken. Here I thought I was speaking to a person! But you're just a tool, aren't you? Whether created by their lingering power or active will, you were crafted with the express purpose of ensuring their goal is completed. There is no other path for you.

You can pretend you're your own person, you can even believe it, but in the end… Well, there's no point in explaining it to a mere pawn; what happens when tools are used up.

Notes

- As I'm sure you've noticed, this Supplement is very easy to abuse. And honestly? Go ahead. Do whatever it is that you enjoy, that's what creation is about. As for you who prefer a harder go of things, feel free to balance everything as you desire.
- This supplement can entirely replace the concept of a Benefactor if the original Jumper is strong enough/has connection to a power that could do this. It'll place more importance on the final goal, but perhaps they're just patient.
- Starter Bundle Discount:
    - *Taking both options does not double the Discount, but does reduce the effort it'll take to discover and restore its functions; either way there must be effort and a story.*
    - *Technically discovering its functions is easier, but the Interface will only update the bits they have gathered (at least it won't add false information) until about 70-90% of the ability has been figured out, depending on how complex it is.*
    - *Rediscovery is primarily meant to reduce initial power of the Jumper, or for giving a particular ability/power that you want to center their build on but would be too much originally. Feel free to adjust as you please.*