Jumpchain Quest Mode/Questing System

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Version 1.0

“Hey there kid, wanna go on a quest?”

Okay, but seriously. There are a range of ways to embark on a jumpchain and to go about selecting builds. Traditionally jumpers utilize a budget of choice points to purchase perks and items, and select drawbacks to overcome or otherwise endure while in any given setting, but for some people that particular method of doing things feels a bit too game-like or immersion breaking, and this is for them. It’s also for people who would rather get their abilities and items over time while in a setting, potentially earning them rather than being given them through benefactor-powered-fiat.

The questing system is designed to strike a balance between the traditional mode of play and some other alternative rulesets, taking elements from both the rules as envisioned by Quicksilver and the rules many different jumpers have used over to give their jumpers unique builds without the constraints of budgetary considerations and without the raw power of doing something like taking everything a jump offers from the instant they arrive in a setting.

Before we go anywhere else, this is a living document that chronicles one community member’s methods of creating alternative game-modes that take away from elements they don’t like in jumps and increase fun for themselves and for other people. Sections can change, and rules can be updated to reflect shifting understandings of the rules. Sufficient changes might well result in the creation of a whole new document, to leave this particular document up for anyone who’d enjoy it and who’d want to utilize these rules in their own jumps.

How does the Questing System Work?

This is not a complete overhaul of any given jumpdocs, nor does this require the creation of unique jumpdocs innately attuned and designed with this system in mind. That said, this particular edition of a formalized ruleset for the questing system is not designed for gauntlets, and attuning this system to gauntlets will require further refinement. Also, drawbacks can be taken and implemented as written

Here is how it works, and it is compatible with both traditional, origin-jumps and supermarket-style jumps.

1. During the “Build” phase of a jump, when a jumper or author is looking through a jumpdoc, disregard notions of choice point budgets. Instead, either select an origin(s) (multiple origins can be selected in jumps where multiple origins are expected, such as jumps that give you the ability to choose a nation or region of origin as well as an in-jump identity, or in jumps with 5 or more origins, though if you want to get the full experience of this keep your number of chosen origins to as few as possible), or select perks and items to get out the gate if in a supermarket-style jump. Also, it is assumed that

nondiscounted things are acquired as well, but if there is over 5 such perks or items they may necessite quests of their own or engagement with the world to acquire, and this is always true of capstone boosters.

2. Take note of what you or your jumper did not select. For example, if in the Super Mario 64 Jump, and if the plumber origin is selected, note the ruler and helper origins.
3. Mark down that which is acquired by you or your jumper at the start of a jump.
4. Select any desired drawbacks, and implement them as you normally would, minus the addition of choice points to a budget. If you desire, you can tie them to certain origins and make overcoming them a part of acquiring the powers and items as well as any companions tied to origins.
5. The process of actually acquiring new perks can be implemented in two ways, or in a fusion of the following two methods.

   5.A: You can have your jumpers engage in-setting in manners reminiscent of the desired origins, such as having a jumper in Super Mario 64 who took the plumber origin but wishes to be a ruler acquiring followers and leading them to gain ruler perks, or act as a helper to have them acquire helper perks. After sufficient time spent behaving in a way reminiscent of a certain origin, jumpers will gradually find themselves getting new perks that are a part of the origin's perk tree.

   5.B: An alternative method is to stock a setting with quests which when completed award the jumper with perks that they do not yet possess. Logically these perks should be attuned to the origins they are modeled after, such as a helper quest in SM64 asking a jumper to do an errand for a character such as delivering a message from one kingdom to another. These quests logically scale in difficulty depending on the cost and nature of the perks they award jumpers upon their successful completion, with capstone quests being especially challenging things to do. Some quests may be known explicitly, while others are never concretely stated until a jumper completes them.

   5.C: A fused method here could require that jumpers behave in ways reminiscent of the origin they seek to get perks from, until they eventually earn the ability to complete a quest that would award them the perk. For example, someone seeking a perk from a dark wizard origin in a Harry Potter jump could need to torment muggles for a period of time before getting a quest that asks them to perform a series of actions that would cripple a muggle government.
6. The process of acquiring items is a bit simpler. Items other than the ones the jumper has at the start of a jump are scattered throughout a jump and can be acquired by the jumper organically during their time in a setting. A jumper's items, in the jumpdoc sense of the term, gain fiat-backing at the end of a jump and proceed to follow them along their chain. Some items might be logical things to give as quest rewards, such as someone in a Star Wars jump who is force-sensitive getting a light-saber after beginning to train in a particular force-philosophy. Items still function as stated in their description during the jump, it is just that they don't get their fiat-backing until the end of one's time in a setting.
7. Insert a jumper into the setting with the things they ought to have, as in all of the things linked to one specific origin and potentially any general/undiscounted things.
8. Alert your jumper to the rules in place either through a game-like interface, or through a direct narration explaining the odd rules. This is especially important for jumpers who

have already embarked on jumps and are used to the normal rules/whatever previous ruleset was in place.

As a minor note, this system is compatible with things like the personal reality supplement and the essential body mod. In both cases what I recommend are creating quests that when completed would logically result in you having acquired the upgrades your jumper is gunning for, such as forcibly training your body past peak human level to reach the second tier of the physical prowess perk, or recruiting people to serve as servants in a jump to acquire the upgrades to your personal reality that outline that your special pocket dimension has servants.

The purpose of this is to reward a jumper for engaging with a setting, rather than to allow them to grab what they want and leave, or grab what they want, find a home, and then do nothing for a decade or longer, possibilities that becomes easier and easier as a jumper gets stronger and acquires more things. A jumper with the right items, in the right setting, could stay in one place for a decade and be completely fine, and might well lack incentive to go elsewhere and engage with a setting.

A more “hardcode” mode is also possible, if you want, where your jumper gets nothing at the start of a jump but has to go on quests for everything rather than taking a single origin and thus, potentially, getting methods of engaging with a given world in a way similar to how natives do so.

This is a way for gentle benefactors to encourage jumpers to be active and to utilize their abilities in diverse and entertaining ways, as well as to reward behavior that actively affects a jump. It’s also worth noting that this system makes certain drawbacks and perks far more powerful, with perks that increase investigative ability and curiosity becoming potentially worth a lot more, as well as drawbacks that increase the duration of one’s time in a setting becoming immensely handy for completionists who really want to get 100% of what a jump has to offer. This can certainly change how any given jump feels and can make the 10 year time limit that exists in most jumps either a remarkable boon or a fun challenge depending on a jumper’s attitudes.