Universal Universal Supplement

Version 1.2
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Are you looking for some spice for your Jumpchain? Well, look no further, for this collection of house rules and drawbacks is just the thing you need. For your convenience, it can either be assumed that any choices from this document were made by the Jumper or alternatively by Jump-chan/you as part of the ruleset for that Jumper's chain.

Let me just preface this entire document by saying that this was primarily meant for my eyes only when I started on it. It's been written by me, for me, and is really exclusively suited for my own personal needs. This note is even more important to keep in mind for the house rules. So, if you get to a point that raises questions like, say, "Why not just use Creative Mode/Long Haul/that other Drawback Supplement?" then the answer is just that I wanted to write and use my own rules for fun. There's nothing wrong with those rules, I just wanted to switch to my own ruleset entirely.

If something here catches your eye and inspires you in some way then, good, I'll be happy to hear that! On that note, I'd like to add that I am always open to feedback and suggestions for new drawbacks. Feel free to send it to me at any time, I go by AgeOfAges on SpaceBattles and u/Ottparty on Reddit.

Just to be clear, this Supplement is in no way related to or associated with the Universal Drawback Supplement.

Jumpchain Mode

Only one mode from this section can be selected. These selections fundamentally alter the baseline Jumpchain experience and should be used with caution, particularly in regards to selections that reduce difficulty or give the Jumper additional benefits. This choice is not presented to the Jumper and will be decided by the Benefactor before the Chain begins.

Along with this choice comes the ability to select a Risk Level, which can be found below the Modes section. Some modes have restrictions on which Risk Levels can be taken, which will be noted by the name. If there are multiple options then you may choose freely. If the selection is 'optional' then you may use whichever option you want.

Jumpchain: Time Loop Edition

Risk Level: ***Penalized***

You now get to try, try again when you die instead of your Chain ending! Upon meeting such a terrible fate, you and your Companions will be returned to your warehouse for a brief time to strategize before being looped back for another attempt at surviving what killed you. After your first death, you will be sent back a single day. After the second it'll be a full week. Then the third time will return you to a month before the time of your death. The fourth time is a year, and every time after that will force you to restart from the beginning of the Jump until you either survive or give up. In the event that you do give up, the functionality of **Penalized** will take effect.

This ruling doesn't apply to nonstandard chain-fails, such as from a drawback or scenario. It does, however, include any sort of 'death' that you consider appropriate for inclusion. This includes obvious things like being erased from history or wiped out of existence by a reality warper, but it also applies to personality death and other less direct forms of death. Nothing gained after the point you were reset to will be retained, save for the sole exception of objects with exclusively sentimental value. On the flip side, all of your possessions will be restored to the state they were in at that point in time as well.

Jumpchain: Push On!

Risk Level: ***Penalized/Protected***

In addition to the effects of your chosen Risk Level, Chain-fail is no longer the end of your journey. Instead, failing the Jump by any – and I mean any – means will cause you to be booted to the next Jump as described in your chosen Risk Level. This extra safety comes at a cost, however. Failed Jumps may never be returned to, even through the use of other

purchases that would usually allow you to return to a previous world. You can only move **Forward** now, Jumper, never backwards. Only the successful completion of your Chain, meaning achieving your Spark, will allow you to return.

Yes, the safety effect applies even if the failure comes in the form of a drawback that contains some sort of chain-fail penalty or worse.

For The Narrative

Risk Level: ***Penalized***

Instead of having to deal with all of that hard work weighing the pros and cons of drawbacks so you can afford the Perks you want, this mode allows you to just toss all of that out the window and focus on what really matters. The story comes first, after all.

The first and most important factor of this mode is that you have unlimited CP to spend. These points can be spent however you want, whenever you want. At your discretion you can have this aspect applied to Jump documents, supplements, and even your body mod. For all intents and purposes, you should treat point values as simply not existing. You are also not required to spend them during your initial build process. Do you want to add something halfway through a Jump? Feel free, nobody is stopping you. The only restriction is that you are not allowed to remove your purchases once you have made them.

Second, you are not able to fail your Chain by any means. If you die or experience some other sort of failure then the effects of the **Penalized** Risk Level will take effect.

Hardcore Survival

Risk Level: ***Standard/Penalized***

It's too easy to become overpowered with the huge budget you get just for showing up, don't you agree? It's hard to resist the allure of those valuable Perks and the power they give you... So instead, let's take those off the table right from the start. This mode has a few defining aspects, the first of which is that you don't get a starting budget at all. Every Jump has to be treated like a Gauntlet, at least in terms of getting 0 CP to start with. All of your points must be earned from Drawbacks. To counteract the option of going to a Jump with thousands of points in easy Drawbacks, you are capped at +1000 points per Jump from any non-Chain Drawback, and all Chain Drawbacks give 50% of their value, applied to the combined value of all Drawbacks and rounded down to the nearest multiple of 50. The good news is that the +1000 point limit applies regardless of what the document says. Yes, even if it offers a lower limit.

As a bonus though, you may choose to use the **Penalized** Risk Level to take some of the edge off. Dying or experiencing any standard Jump-fail will trigger the effect of **Penalized** instead of sending you home, but with a slight quirk. Free purchases will be retained, thus resulting in the only losses being the purchases you spent points on. For additional difficulty, you can trade getting 100% of your drawback earned points in return for being required to take the maximum number of points in drawbacks in each Jump. In the event that taking this many would make it impossible to complete the Jump or if it would cause you lasting mental or spiritual harm then you are simply required to take whatever you can realistically handle.

Risk Level

If you're going to be using one of the above selections then you're going to need to decide on the level of risk you want to endure regarding your Chain. Just to be clear, this is also a choice for the Benefactor to make. Only one can be selected and some Modes have a certain Risk Level as a mandatory addition.

Standard

The standard Jumpchain experience. Dying (without any available 1-ups), failing a Jump, or failing a Drawback that includes a Chain-fail penalty will all result in the Jumper being sent back to their home reality in the same way as if they had chosen the 'Go Home' option at the end of a Jump. Companions may or may not come along with them depending on how you feel regarding the matter. Time will resume in all visited universes now that your Chain has ended and life will go on once again.

Penalized

Dying before the completion of a Jump will not result in Chain-fail. Instead, you will be sent on to the next Jump. This will cost the Jumper, however. As a penalty for this failure, all of your purchases and anything collected during the failed Jump will be lost, including acquired abilities. There are a few exceptions, however. Purely sentimental additions will be retained, since it would be cruel to rule otherwise. In addition, any Companions that have already agreed to come with you will be allowed to do so. In that particular case, the exception applies to purchased Companions too. They will lose any special bonuses that would have come along with them though. Your personal House Rules still apply in regards to Companion recruiting, this just means that valid Companion recruits can come along regardless of your survival.

Protected

For those that want a more safe experience for their Jumper. Dying during a Jump will simply result in the Jumper being forced to move on to the next Jump. No purchases will be lost in the process. However, Scenario rewards will not be given if the Scenario in question was not successfully completed prior to this point.

House Rules

***Notes**: All house rules are assumed to function above Drawback fiat level. In the event that a selected house rule partially or fully negates the challenge of a Drawback, either from this document or otherwise, full **Challenge Modifiers** will apply. (See notes for details)*

All house rules are Chain-long, under the assumption that they are simply part of the Jumpchain rule-set given to the new Jumper.

If you're not sure of the point of this section, that's fine. This section is here to provide some interesting suggestions and options for people that want to do something different. More specifically, it's here for me to have some ideas for my Chains.

Unlimited Bank Capacity

Rather than the 300 point limit listed further below, your Companions are now able to store an unlimited number of points in their bank. Feel free to let them bank those Drawback points for some big Perks, or buy out one of those point-vampire Jumps. This is simply an expanded ability to store points gained from this Supplement. As such, it does not give your Companions the ability to take Drawbacks of their own.

Drawback Bank

This Bank allows you to store points that were earned from drawbacks, up to a maximum of +600 CP. These points can be used freely without counting against your Drawback total. You're effectively spending the points on a transfer to the bank, which is accessible during build creation. These points can't be spent on any Supplement, and the points can't be spent twice in cases where two or more Jumps are supplemented together. Splitting the points between those Jumps is acceptable, however.

Chain-Fail++ Protection

Yeesh, some random villain "taking your place" on the Chain just because they got the better of you one time? How about we don't do that? Any Drawback, Scenario, or other section that suggests anything worse than failing your Chain could happen to you is now just flavor text, something to add a little spice to your failure. This won't prevent you from failing your Chain in all such cases, however. The purpose of this House Rule is to state that failing your Chain is the worst penalty a Drawback can enforce upon you.

Postpone The Endgame

Sparking out is fun and all, but what if you're not ready to quit? By accepting this house rule, you can continue with your Jumpchain after achieving any sort of 'end-state'. Of course, regardless of if this end-state entailed sparking out, or claiming some sort of reward that would require ending your Chain, the benefits will all be locked away until the actual completion of your Chain. It doesn't matter if this completion comes in the form of you staying, going home, or achieving another reward and choosing not to postpone it.

Since you've already technically "won" your Jumpchain, suffering Chain-Fail after this point will simply force you to end your experience the same as if you had claimed your prize when you received it.

Play It Again, Jump-Chan

Sometimes, once just isn't enough. With all the varied worlds out there, one visit per Jump document might not be enough for you to see all that you can see. This is doubly true when you factor in the near-endless well of fanfiction that exists for some of these worlds. Well, what if you could go back and do it all again? Taking this House Rule is recognizing that, technically speaking, there isn't actually any reason why you can't use the same Jump document twice.

Now, we do have a couple points to go over briefly. The first is that you are strongly encouraged to go to a new timeline (or fanfiction) that is meaningfully different from any of your past visits. There is also a restriction that you will only receive the usual starting budget or CP stipends for your first use of a given Jump document. If you want any additional points then you will need to get them by taking Drawbacks. Chain Drawbacks and any additional House Rules that give you points will still do so. All other aspects of the Jump document will function as they usually do. (Origins/Discounts/Freebies/etc.)

Fiat-Loss

This House Rule functions as a replacer for any Power-Loss Drawbacks that you take. Rather than actually losing all of your powers and abilities, the Drawbacks will instead remove the fiat-backing from your Perks. Practically speaking, this works out to be roughly the same in most areas, with the largest immediate difference being that you still technically "have" the Perks. They just, you know, won't do anything.

There are, however, a few quirks to this new arrangement. Powers and abilities that naturally belong to the setting will work just fine, including ones that you've purchased from a different Jump. Furthermore, any sufficiently "realistic" Perks that would work with the metaphysics of a baseline (mundane) universe will also work the same as before. Neither category actually requires fiat-backing to function in that setting, so the altered Fiat-Loss Drawbacks won't impact them. If any perks or items were necessary to your well-being (such as cybernetic augmentations, for example), then the fiat-stripping process will safely revert you to your prior status quo for the duration.

You can additionally apply this same system to Gauntlets if you so desire, though the decision must be made at the start of your Chain and it cannot be changed later. Lastly, this system may be applied to Item lockouts with the same restriction, though you will not retain Warehouse access if the Drawback removes that. If you do have Warehouse access then any "inactive" Items will be placed into secure storage by your Benefactor and only unlocked when fiat-backing is restored to them.

Mind-Guard

Any Perks that fundamentally alter your core self on a sufficiently deep level are no longer subject to power-loss Drawbacks. Intelligence Perks, memory Perks, personality Perks, etc. Anything that, if removed, would inherently alter who you are as a person will be left mostly unaffected. *Mostly*. If a Perk contains any benefits beyond that then they will still be stripped out. So you can keep the super-intelligence, but you won't be making any comic-book style gadgets unless they're already physically possible in that world.

Property Sanitization Protocols

As your Benefactor's chosen Jumper, you have the final say in regards to what stays with you and what does not. As such, any contagious elements or "hitchhikers" of any variety will be completely removed and returned to their location of origin if applicable. Of course, choosing to take a Perk or knowingly inviting someone along counts as making the choice to let them stay. If you want to kick those "problems" out then you'll have to do it the old-fashioned way. As in, on your own, without your Benefactor's help. Well, you can't expect them to do everything for you, now can you?

Fluff Origin

There's no need to pick an Origin just for the sake of Discounts, nor is there any need to make a sub-optimal build because the only safe Origin has a terrible Perk and/or Item line. Instead, you may now pick two (2) Origins during the creation of your build. If either of the Origins has an associated cost then you will pay the greater cost of the two regardless of which one is the primary Origin. In return, you will have a 'real' Origin that you use for your Jump identity and a second one that only applies for the process of applying discounts to purchases in the Jump document.

Let me just be clear about one very important thing though. You may be choosing two Origins, but you will only receive discounts for one. Additionally, if one of your chosen Origins would grant points, it will only grant these points if it is your chosen 'real' Origin. These Origins are typically Drawbacks in Origin form, and should only grant points in the event that you actually experience the implied Drawback.

Self-Inserting

You may treat any non-Gauntlet jump as if it has a self-insert toggle that allows you to take the place of any canon character. You will receive access to enough of their memories and habits to convincingly imitate them, and your mind will be insulated from any trauma they've experienced. Don't worry, you're not actually killing anyone, as your Benefactor has set up a timeline where the original was just your reincarnation. As such, supernatural detection methods generally won't be able to see the difference.

You are strongly encouraged to have your Origin be as close as possible to the one that matches the character you're replacing, and you do *not* receive any of their powers or abilities from this toggle. At your Benefactor's discretion, certain plot-relevant or OP characters (such as the main villain, or that mostly offstage *deus ex machina*) will not be available for self-insertion, although the protagonist always will be.

Universal Item Imports

You may freely import any fiat-backed Item into an Item purchase of sufficiently similar function. This can only be done during the build creation process, and may only be done a single time per purchase. Thus, you may not import two different Items into a single Item purchase at the same time. If you really want to double up on imports though then you will have to pay an undiscounted **100 CP** for each additional Item. This does not prevent you from later importing the combined Item into something new.

In order for an Item to be eligible for this process, it has to be conceptually similar to the Item you are importing it into. There is some flexibility, so you could import a sword into any other type of sword or sword-like weapon, but you couldn't import it into a staff or a hat. The range of this similarity will likely expand as you add new Items, but it must always have some level of conceptual similarity to the overall concept. Maybe you could import that sword into a cane (sword-canes exist, after all), but you'd never be able to import it into a smartphone Item.

The final result will have all of the abilities of the merged Items, and can have either form or a reasonable combined form of your choosing. It can be switched between these forms freely without losing any functionality beyond whatever physical limitations the chosen form has.

General Ruleset

Notes: *This Supplement makes certain assumptions about the rules you're following for your Chain. Bear in mind that it was primarily written by me, for me. So, if a certain Drawback just doesn't make sense with your rules then just disregard it. In particular, if your Chain doesn't use Jump-Chan or a Benefactor at all then you can ignore anything that says otherwise.*

For the sake of clarity, my own personal rules will be listed below to the best of my ability. If I've forgotten something and you run into a Drawback that seems to assume something that isn't quite the base and isn't explained here then please let me know right away. Jumpchain is, at its core, an experience that you build for yourself from the ground up. I can't know what rules you're following, and in all honesty I don't entirely recall what the "default" assumed rules are. So take this section as a full clarification of the assumptions I made while writing this document.

Fiat

- All purchases are guaranteed to work in every setting as described, regardless of the local metaphysics.
- Items will, unless otherwise stated, be restored to you after being destroyed, stolen, or lost. No guarantee is given regarding the exact length of time between those two events, unless explicitly stated in the Item description. General length will be days for smaller things, weeks for larger Items, and weeks/months/years for very significant purchases.

Jumps

- Time is frozen in each visited Jump after you leave. It remains this way until the conclusion of your Chain by any means.

Body Mod

- The Mind-Guard House Rule (detailed above) or a similar effect are something I always run with in my Chains.
- Although it's unlikely that I will add in anything directly referencing it, I typically use either the SB Body Mod or the Essential Body Mod.

Companions

- Jumper may take an unlimited number of Companions on, without having to pay for them, by simply convincing them to come along.
- Companion purchases don't necessarily cause the selected character to instantly be your Companion when you start the Jump. Instead they will, if at all possible, simply give you a perfect opportunity to convince them to come along with you. Effectively, purchasing the option gives you a fiat-backed guarantee that nothing – and I mean nothing – will prevent you from having a chance.
- Companions are not considered to officially be Companions until they are Imported for the first time. This does not apply to purchased Companions.
- Companions are given the choice to Stay/Go Home/Continue at the end of each Jump, similar to the Jumper but independent of the choice of said Jumper.
- Companions are given a basic (Emphasis on BASIC) Origin, regardless of if they are Imported or not. Only official Companions are given this, and it only gives them an age reset and a new form appropriate to the Jump; optionally, local memories as well. No freebies are given without an Import.
- Companions will respawn a short time after an untimely death, roughly a few days later to be precise.

Warehouse

- This Supplement assumes that you're using the Personal Reality Supplement. You can click on that link if you want to reference it, or it can be found on the SB Jumpchain Drive.

Drawbacks

***Notes**: All Drawbacks can either be for a single Jump or for the entire Chain. Single Jump Drawbacks count against the Drawback limit and can only be selected if it would actually make sense for the Jump in question. Chain-long Drawbacks are selected at the start of the Chain and apply their points as if they were part of your starting budget. Feel free to take them later if you really want to though.*

If a Jump is supplemented to another Jump then the points granted by a Single Jump Drawback are applied to both Jumps. However, the above restrictions still apply in full. If the points granted would exceed the point limit of a Jump then it can still be taken, but you will not receive points beyond the limit.

*Drawbacks in a Jump that overlap with your chosen Chain-long Drawbacks will not grant additional points, unless they have a significant additional aspect beyond whatever overlap exists, in which case they will grant half points. No double-dipping is allowed. The exception to this is that any Drawbacks from this Supplement that are intended to be used with Jump Drawbacks will not affect their value, such as the stay-extending **Bonus Round**.*

Any Drawbacks marked with an [R] by the name can be revoked permanently for a one-time cost of triple (x3) the points they provide. Once revoked, they can never be taken again as a single-Jump Drawback. If the cost feels a little harsh to you then you can spread it out over multiple Jumps instead. See the Notes section for details.

Drawbacks with an [S] mark can be suspended for the current Jump for the listed value, but they will also not provide their points for that Jump. The fee for suspended Drawbacks will be deducted from your budget. So if you take a single 200 CP Drawback here and then suspend it, you will have 800 points at the start of your build creation process. Take that as an option to avoid a Drawback ruining your day in a Jump where it would be an unfair challenge.

Drawbacks with a [C] by the name can only be taken as Chain-long Drawbacks.

In all cases, these tags do not necessarily carry over to other Drawbacks that require their associated Drawback to be taken. If one Drawback with the [R] tag requires another Drawback without the [R] tag then the former can be revoked but the latter cannot. The same applies in reverse.

*Any Drawback(s) that award points to your Companions will do so regardless of if they are imported or not, however they can only spend them if they are actually imported. To prevent the waste of points, all points granted to them by this Supplement can be banked up to +300 CP. Any points past that will be lost if not spent when they are gained. See **House Rules** if you'd prefer to not deal with that.*

General Drawbacks

Rival

+50 CP *(Requires a special one-time cost of 300 CP to revoke, which cannot be spread out over multiple Jumps)* ***[R] [C]***

You now have a rival in your Jumping adventure! A friendly rival, but a rival nonetheless. Whether by fighting you or trying to undermine your plans, they'll make a sincere effort to oppose you in some way during every other Jump. They'll still be around during their 'off' Jumps, they just won't interfere unless you specifically seek them out. While they'll lag behind you somewhat, there is no denying that they'll always match the breadth of your abilities. Don't worry about them being sore about dying as they resurrect one year after any death with no harm done. Since they're a friendly rival, they totally get that it wouldn't be cool to kill you off if they win... Unless you have any spare 1-ups lying around, which they will conveniently know about.

If some kind of serious circumstances come up then they might be convinced to give you a break for the duration of the crisis, but only if it's a genuine problem. Since they're presumably of a similar moral alignment to you, they may even be convinced to pitch in for world/universe-ending situations. Don't abuse that though, they'll know if you try.

Paying the cost to revoke this Drawback represents buying your rival's contract from your Benefactor. As such, you're allowed to invite them to join you as a Companion, if you want. They are not obligated to join but if you've been any good at the whole "rivalry" thing then they'll almost certainly be willing to do so. Any social Perks that would influence their decision during this process will have no effect.

Revoking **Rival** will automatically revoke all of its upgrade Drawbacks for free.

Foul Play

+100 CP *(Requires* ***Rival****)* ***[R] [C]***

> Did I say friendly? Yeah, that was a lie. They might not be evil, but they really hate you! You can forget about fair play and not being killed if they win in a fight. If this drawback is revoked then you should treat it as your previous rival being fired and a new, friendlier one replacing them. They'll have the same level of power though…

Serious Rivalry

+50 CP *(Requires* ***Rival****)* ***[C]***

They might still be a friendly rival, but you had best believe that they're going to take it seriously. Your rival won't outright attack you while you're dealing with a serious or world-ending threat, but they'll still be working in the background to undermine your other concerns while you're busy. Also, don't hold your breath on them helping out during the big stuff. They'll be far too busy with their job of being your rival to do that. At no point will they ever really stop causing you trouble, even when you might prefer otherwise.

Mental Immunity

+50 CP *(Requires* ***Rival****)* ***[C]***

Oh, you probably think you're so clever, using non-lethal means to permanently subdue your rival… Well, think again, because your rival is now immune to all mental or spiritual effects that would prevent them from doing their job. These effects will simply fail on them, whether they're mind control, brainwashing, or something more exotic like bodyjacking or trapping their soul in a jar. Mental attacks can still affect them, but they won't prevent them from being a proper rival until you "kill" them through those means.

No Vacations

+100 CP *(Requires* ***Rival****)* ***[C]***

You didn't really think you'd get any breaks from the rivalry-mandated shenanigans, did you? Your rival will instead oppose you in every Jump that you take. That's right, every, single, one. Even Gauntlets won't let you get away from their mischief, troublemaking, and general opposition. If this is taken with Serious Rivalry then the provision of not attacking you while you're dealing with a serious or world-ending threat will be dropped. **No Vacations** means **NO VACATIONS**.

To The Death

+100 CP *(Requires* ***Rival****)* ***[C]***

Well, perhaps that's putting it a bit strongly. You don't actually have to kill your rival, but an active Jump cannot end until you have conclusively defeated them in some capacity. Whether that's by killing them, or permanently imprisoning them in some long-lasting way, you must have undeniably "won" against them during the Jump. In the event that you have not accomplished this by the time the Jump would have otherwise ended, it will simply continue on until you have.

Don't worry about getting stuck though. Whatever your rival's actions throughout the majority of the Jump's duration, they will always seek you out for a final

confrontation of some sort shortly before you would be able to leave. Once they have done so, they will not make any attempt to actively hide away, save for if they need to heal or recuperate. At the very least, they won't intentionally attempt to prolong your Jump by running away.

Accidental Enemies

+100 CP [R/S]

At some point during the Jump, you'll end up accidentally doing something to piss someone of great power off. This could be personal or political power, but they will be someone important or powerful in some sense. They'll hate your guts and will be entirely unreasonable for the duration of the Jump in regards to you. Without a doubt, regardless of what kind of person they are, they'll treat you like an enemy. This event will occur some time during your first year, but there's no way to know for sure if it'll happen early or late. They won't be someone that you aren't at least theoretically capable of handling and you're free to deal with the problem as you please.

> For an additional +50 CP you are not allowed to kill them, directly or indirectly. The same goes for permanently removing them from the world in any other sense, including jail. If you want to solve the problem they present then you'll have to find some way to remove whatever power they wield against you.

No Metaknowledge

+100 CP [R/S]

Your metaknowledge won't do you any good here. For the duration of the Jump, you won't be able to access any of your knowledge of the setting. Well, none of what you knew before you arrived, anyways. You won't know of any secret villains waiting in the shadows, where any of the local hidden artifacts lie, nor any other facts your Origin couldn't be expected to know naturally. All of your precious knowledge will be securely locked away.

You will receive +150 CP instead in Jumps where this kind of Drawback would be unusually dangerous. Alternatively, you may choose to lock the payout at +100 CP regardless of the danger. In return for this, you will receive the special concession of retaining a maximum of two pieces of know-or-die information. Neither of these options can be selected if you're taking this as a Single Jump Drawback.

Jumpchain Cleanup Detail

+150 CP [R/S] [C]

Don't go thinking you can just ruin the world and bail before the consequences kick in. You won't be leaving each Jump until you've cleaned up any messes that you could be considered directly or indirectly responsible for that leaves the world worse off than it would have been without your intervention. If that means having to stay for centuries to deal with the destabilization of a nation then that's the price you'll pay. This Drawback doesn't come with anything to grant you immortality so you might want to pick such a Perk up as soon as you can.

You don't have to actually reverse every last consequence, by the way, restoring the status quo isn't your job. Your job is just to fix what you break. It's fine for you to get help with the job, however. You do have to be personally responsible for the cleanup, so it's not acceptable to shirk your responsibilities just because one of the locals will take care of it if you do, but hiring locals to help clean up your messes is acceptable.

In the event that it becomes literally impossible to fix the damage, and I do mean literally, you will fail the Jump and one of two things will happen next. If you did not intentionally attempt to trigger this contingency then you will be granted the small mercy of simply having all of your purchases from that Jump removed, at which point you will be sent on with nothing more than a black mark on your record. If you tried to trigger it on purpose to get out of your duties, however… Well, you already know what typically comes with Jump-Fail, don't you?

Unmasked

+200 CP [R/S]

You are no longer able to simply use Alt-Forms to disguise yourself. While you still retain the ability to shift into whatever form you please, anyone that has seen you in any other form will instantly recognize that both forms belong to the same person. Other methods of disguise will still work as expected, but only to the degree that your altered form allows. Turning into a giant dragon will be… difficult to hide. While this primarily applies to changing to a new Alt-Form, it will have the same effect with any shapeshifting abilities. Illusions are safe, but only if they don't have a physical aspect. To put this more clearly, any ability that allows you to function in an alternate form of some sort will trigger this Drawback.

You explicitly don't get protection from anyone realizing how weird it is that you just changed to a completely different form. Have fun explaining that one.

Nice Guys Finish Last

+250 CP [R/S]

As it turns out, being the bad guy really does pay off. With this Drawback, the “good guys” will always lose without your direct and significant intervention. Voldemort will get the Philosopher's Stone and kill Harry, the Joker will prove once and for all that it really does just take one bad day, and the Avengers will fall one after another. Just changing one or two little things won't be enough, you'll have to get personally involved and probably do most of the work on your own to keep things from going very poorly. For less morally clear settings, it'll be the protagonists that lose and only specifically against the antagonists.

If your morals are such that you would like this outcome, then the opposite happens. The antagonists will be soundly crushed by the protagonists, without any hope of darkness succeeding. Luke will redeem Darth Vader, Mario rescues Peach from Bowser, and Samus will successfully avenge her parent’s death at Ridley’s hands. If you want an unhappy ending, you are going to have to work for it.

Jumper Code Authority

+350 CP [R/S]

Due to repeated complaints of inappropriate behavior in the Chains they’ve run in the past, your Benefactor has asked that you keep things family-friendly for the duration of your Chain. What this means in practice is no killing, no drugs, nothing that might offend the hypothetical parents. Well, mild or humorous violence is still fine, and I'm sure a clever Jumper like you can find plenty of ways to neutralize your worst enemies with this restriction. Plus, your behavior is only monitored when you’re “on-air”, so your private time is free to spend however you please.

The tricky bit is that it’s your burden to keep the setting family-safe as well. If you let the people around you get away with breaking the rules then you’ll be the one punished for it. Just to be clear, you don’t have to police the whole setting, just the parts of it that you interact with. Also, people might get the wrong idea if you’re not the one doing the work, so anything that might automate this process will simply fail to function. (Perks, Items, and so on will be affected by that limitation.)

If you refuse to do your job when you’re capable of doing it then you may risk your show being canceled, and I don't think I need to tell you what that means for you as a Jumper. As

a small mercy, situations where you are genuinely incapable of handling it yourself will be handled for you. Just do your best to keep things family-friendly, okay?

Jumper Prime Directive

+200 CP [R/S] [C]

It's far too easy to wreak havoc on a perfectly good culture with your vast power and reach as a Jumper. Even if you're not carrying a personal empire around in your pocket, you could so easily destroy the natural state of a setting by mistake. As such, your Benefactor has declared that you are not allowed to use your abilities or resources to visibly enact any sort of wide-scale change on a setting. The exception to this is if the resources in question are something a local could realistically get their hands on. It's not exactly an iron-clad rule though. You can also still use your fancy tech and powers, but you have to keep your intervention very well-hidden. If you do get caught, however, then whatever you were using to enact those changes will be sealed off until the end of the Jump.

Just so that we're clear: it's the locals that you need to hide your cheating from, not your Benefactor. They'll turn a blind eye to your actions as long as you can at least make them look like they belong.

Staying In Character

+150 CP [R/S] [C]

These days, it feels like Jumpers just pick Origins based on the discounts they want. What happened to the good ol' days where a Jumper would take the Villain Origin and actually be a villain? With this Drawback in effect, you will be required to actually play out the role you select in a Jump. This will take the form of a powerful compulsion to follow the general themes of the Origin and setting. So, a villain in the right setting might find themselves compelled to tie up heroic types in overly complicated deathtraps…

This urge can be resisted, but it will scale to be a challenge regardless of your willpower. It will never be impossible, but it will always be difficult. The two primary focuses of this compulsion will be your Role and the setting's Theme. Your Role is whatever your chosen Origin's canon example/s would be, and the Theme is the overall feeling, mood, and message of the canon story. A darker story equals a darker Theme.

For an additional +50 CP, you will instead have no compulsion whatsoever… but you will instead be required to put a genuine effort towards following your Role and the Theme, or

else circumstances will inevitably arise to force you to do so in a way that would be incredibly unpleasant for you. Like, seriously unpleasant, and likely even outright harmful. A genuine and legitimate effort is all that's required, however, and you'll always have a general awareness of what sort of behavior would be expected of you.

Multiversal Collect-A-Thon

+300 CP [R/S] [C]

You just can't help yourself when it comes to collecting things from the worlds you visit, can you? Even if you don't necessarily own them, or have any right to take them… Even if it would be wiser to leave them alone.

You suffer from unpredictable and powerful urges to take things, whether you would usually want them or not. This Drawback can trigger at any time, though it will never trigger more than once per day. It is extremely difficult for you to resist these urges once you've fixated on the idea of Having something. Your Perks will not assist you in resisting this compulsion. You'll also find yourself stealing smaller things without noticing if you're not constantly minding your hands.

The targets chosen by this Drawback are mostly random, but weighted towards more valuable or rare objects. They will mostly be physical objects, but if you're aware of something of a non-physical nature that can be stolen (like a power that can be taken from its owner) then it will be eligible to be selected as well. It can trigger on anything you believe both exists and that is reasonably possible for you to obtain, and if either is proven to be wrong then a new random target will be selected immediately. You may not willingly return anything stolen to its owner unless you are given something of equal value in return.

Perk Drawbacks

Costly Casting

+100 CP [R/S]

It's actually not just about magic; all of your Perk-sourced powers are now more costly than they were before. In the case of abilities that normally only require an exertion of will to use (Such as throwing fireballs, superpowers like flight, or psychic powers), you will now have to expend a noticeable amount of your own personal physical, mental, or spiritual energy as would be appropriate for the power in question. For abilities that require action of some sort (Waving a magic wand, speaking an incantation, etc.), additional complex rituals or sacrificial requirements will be added that did not exist before.

In general, anything that could be defined as a supernatural ability will demand more of you than it would have otherwise demanded, even to the point of amping up the existing costs by a notable degree. It will never cause actual harm to you that was not already present in the ability, however. This Drawback is solely about making supernatural Perk-sourced powers more expensive or complicated to use.

Equivalent Educational Exchange

+150 CP [R/S] [C]

You may want to be cautious about the people you use your abilities around, Jumper. While your actual Perks are still exclusive to you, the special powers and abilities they grant are… not so exclusive, not anymore. If someone observes you using an ability from another setting and they are able to figure out at least the rough basics of how it works then they may be able to learn to use it themselves. For example, if you cast a spell using a type of magic that requires incantations in a certain obscure language then an observer could potentially figure that out and either learn to use that kind of magic or adapt it to an obscure language from the local setting.

The flipside of this is that you can also teach people to use these abilities without requiring a special Perk to do so. Also, this won't actually give them your Perks, or even the specific version of an ability granted by a Perk. Instead, they will have the ability to learn the original version from the setting you got it from, including any canonical downsides or costs that it would usually have. It also doesn't protect them from any negative side effects of using those abilities.

Externally-sourced Powers

+200 CP [R] [C]

Your powers aren't wholly your own. Any Perk-sourced enhanced powers, whether superpowers, magic, or essentially anything beyond human capabilities, are linked to a mysterious extra-dimensional entity bound to your soul. You will always get your purchased abilities without any gotchas, but the exact strength of your abilities may vary depending on its mood and how much it likes you. Sometimes the strength will drop below the promised level, but when you act in a way it approves of then you may find it surging beyond what the Perk's text promises.

Do bear in mind that, while this entity is explicitly not hostile or evil, it may not necessarily have your best interests in mind. It does prefer you using your powers in a conflict-encouraging way, though fighting for a good cause works just as well. It is also not connected to any other beings aside from yourself and presumably your Benefactor.

Unfortunately, you are now vulnerable to having your powers blocked by anything that can interfere with the inter-dimensional connection you rely on. Perks can mitigate this weakness, however, and your power-provider is more than capable of defending themselves against direct attacks. QoL Perks are not subject to the effects of this Drawback.

An Open Mind

+200 CP [R/S] [C]

To any Jumper intending to visit places with a risk of hazardous mental influence, protecting your mind is essential. You must really like taking risks then. Any mental protection Perks you pick up will be less effective than they should be, by quite a large margin, just shy of half the usual effectiveness as a rule. As a small mercy, this will not apply to protections for the core of your very being, which is to say that you can still protect your personality and sense of self.

You might want to be wary about more general forms of mind or body control, or mind reading though… It also applies to non-spiritual forms of possession, magical mental effects (supernatural rage, for instance), and generally any sort of influence that isn't covered by the above exceptions. You'll never be immune, and even adding willpower and training will only ever get you to a strong resistance.

Absolutely, Not

+250 CP [R]

Any of your Perks or abilities (regardless of source) that would create an "absolute" effect will fail to do so. An invincible shield will just be very sturdy, absolute immortality will just mean being extremely long-lived, and attacks that can pierce any defense will only be able to pierce most defenses. This effect applies to all of your Companions as well.

On the bright side, this applies to everyone equally, at least when you're involved. As long as you or your Companions are directly involved in a situation, other Absolutes will suffer the same restriction as yours.

Item Drawbacks

3-5 Business Days

+100 CP [R] [C]

Look, let's be real for a second here. It takes time to whip up a new copy of that fancy, one-of-a-kind artifact when you break it. A lot of time, actually. To help take some of that burden off your Benefactor's back, you will not receive broken, lost, or consumed Items back when they say you will. It'll be a little delayed, to allow your Benefactor time to make a new one. Just a bit though! For most Items, you won't receive any replacements until the beginning of the next Jump. For anything that takes a full Jump or more to respawn (or 10+ years), it'll take double the time it usually takes. You might want to be a bit more cautious with those 1-ups…

Bootleg Bounty

+100 CP *(Can only be spent on Items)* ***[R] [C]***

So, I have good news and I have bad news. The bad news is that your once-valuable Choice Points are worth less than they used to be. It used to be that you could spend as little as 50 CP and get something worth treasuring... Not so much these days. The good news is that your Benefactor is taking a loss to make sure you get what you paid for. It may not be as high-quality as you were expecting, but all Item purchases will still be granted to you as expected. All newly bought Items will be knock off, bootleg versions of what you were promised. Everything you buy will- well, let's be honest here and just say that they'll be junk. They'll work as advertised, to maybe 80-90% the expected level of performance. Also, they'll look terrible and nothing you do can fix that. A mystical sword will still be magical, but it'll look like cheap junk forever. A magical gemstone will still serve its purpose, but it'll appear as a plastic toy with a cheap LED inside.

Revoking this Drawback will not "upgrade" your already purchased Items. You'll be able to fix them up, but their default state for purposes of appearance, replacement, and functionality will be whatever state they were in when you bought them.

Busted Anti-Theft Protection

+100 CP *(Can only be spent on Items)* ***[R/S]***

Whoops, looks like someone broke your Anti-Theft protection on those purchased Items! Normally, the assumption is often made that any purchased Item(s) will be returned to you shortly if they are destroyed or stolen. Now, only the former is true. If someone is able to steal something of yours then it will remain with them until you regain it yourself. Furthermore, any fiat-backed protection(s) that would prevent them from using it will be disabled. Passwords, pin codes, and any other mundane protections will remain in place, but that fancy fiat-backed lock that prevents any unauthorized use will simply fail to function. So if someone steals your purchased pocket supercomputer then they'll have to crack your password to get in, but if they do then they'll have full access to its resources and data.

It is also impossible to remotely destroy any stolen property. All self-destruct mechanisms, fiat-backed or otherwise, will fail to function. All lost Item(s) will be returned in perfect condition, just like when you lost them, at the end of the Jump.

No Anti-Theft Protection

+200 CP *(Can only be spent on Items, requires* ***Busted Anti-Theft Protection****)* ***[R]***

That is, unless you take this second level instead. This advanced level of the above Drawback inherits the functionality of the previous level, but with one significant change: you won't get any lost Item(s) back automatically. If you haven't taken them back from whoever stole them by the end of the Jump then they'll be gone for good.

Don't Throw A Fiat

+100 CP

Fiat-backing sure is a nice thing, isn't it? Except, I regret to inform you that you will not be receiving much. Oh, your things will probably still work wherever you go, but it isn't such a sure thing anymore. You might notice your magic items are weaker in low-magic environments, and maybe they won't work at all in totally mundane worlds or worlds that suppress magic. That's just one example, but it gives a general idea of how this Drawback works. Things will work worse or not at all in places that don't at least slightly support them.

Confiscated Fiat

+200 CP *(Requires* ***Don't Throw A Fiat****)*

I told you not to do it, but you just had to complain, didn't you? Well, now you can say goodbye to your fiat backing entirely. All of those fancy Items? They'll only

work if the local metaphysics support them. If they at least partially support them then you can probably work around it with the right technical, scientific, or magical skills but otherwise you're out of luck. You still get the rest of what fiat-backing entails, just not the bit where your Item purchases are guaranteed to work as advertised anywhere.

Broke

+150 CP [R/S] [C]

Get used to not having much money, because you won't be able to keep it for long with this Drawback. Regardless of if the potential wealth comes from a money Item or business, it will simply fail to function. You can still buy those sorts of wealth-oriented Items but they won't have any function in a Jump while this Drawback is active. Now, not being able to make use of wealth Items might not seem like all that much of a Drawback... and you'd be right, which is why this won't just apply to fiat-backed purchases. Your ability to hold onto any meaningful amount of wealth will be drastically reduced. Wealth will simply seem to slip away from you, whether by misfortune, deliberate sabotage/theft, or your own mistakes. You'll be able to keep enough to survive, but anything beyond that will take exponentially increasing amounts of effort to retain.

Homeless

+100 CP *(Requires **Broke**) **[R/S] [C]***

In addition to the effects of the above Drawback, you are unable to utilize any property purchases, fiat-backed or otherwise. This counts for anything intended to be a long-term residence. So buying a ship would be fine, but buying a flying city would not. You can still purchase them, but attempting to reside in them will lead to... consequences. Not only that, but these consequences will apply to any structure or facility you attempt to use as a long-term residence. If you spend more than two weeks per Jump living in a single place as previously defined, it will begin to suffer maintenance issues, accelerated degradation of the structure and all utilities inside it, and general breakdowns of the appropriate sort. These issues will increase in number and frequency over time at an exponential rate, such that a month or two is about the maximum you could expect to live in one place before it becomes utterly unlivable even for a well-prepared Jumper.

By the way, this does apply to your Warehouse. You might want to leave that particular residence to your Companions.

Manufacturer Warranty

+150 CP [R/S]

Unfortunately, your Benefactor didn't opt for the extended warranty option on your Items. That means that they will only be returned if destroyed during a two ~~year~~ Jump period. Past that, you're on your own. At least you can enjoy continued fiat-backing for as long as those Items last. Oh, yes, they won't last forever. You can maintain them if you have the means, but as soon as the warranty ends it will no longer be possible to keep them intact forever. Isn't that just typical? You won't get anything that was permanently lost back if you revoke or suspend this drawback, by the way...

> In return for limiting the +150 CP to being for Items only, you can renew your warranty when it expires by paying half of the cost again. So, you buy an Item for, say, 200 CP in a Jump. The next Jump will be the last under warranty, and then on the Jump after that you have to pay 100 CP to renew or the warranty will be lost for good. The cost will be rounded to the nearest multiple of 50 CP. The minimum value is 50 CP, so free Items will cost that much to renew.

Open-Source

+150 CP

Hey, good news! You no longer need to worry about fiat-backing for the things you collect mid-Jump! That's right, if you claim it in one Jump then it'll work more or less fine in any other Jump; there won't be any fussing about and if it doesn't work perfectly then it'll just experience slightly degraded performance. Pretty nice, right? What- "How is this a Drawback"? Well, it's quite simple. Using anything you didn't specifically pay for in a Jump will come with a chance of other people in the current Jump somehow gaining access to whatever you used. Use that fancy Star Wars cruiser enough and some random person might mysteriously manage to develop a hyperdrive of their own, or maybe just have it drop into their lap without actually making it. The more you use it, the more likely it is that you'll start seeing new copies pop up throughout the setting.

It should go without saying that "random" isn't entirely accurate. More often than not, it'll go to someone that could cause problems for you if they got the stuff. It won't always happen, but maybe sixty percent of the time it'll at least pop into being close enough to someone opposed to you that they have a chance of getting their hands on it.

No Object Permanence

+200 CP [R/S]

Items are now localized to the Jump you buy them in. As soon as you leave, they become inaccessible to you. They still exist however, and if this Drawback is suspended then you will have access to all previously purchased Items for the duration of that Jump. If this is taken for a single Jump then the points earned can only be spent on Items and any Items purchased during that Jump will be lost until the end of your Chain.

Companion Drawbacks

***Notes**: All of these Drawbacks require having at least one (1) Companion to take as Single Jump Drawbacks. Companion Drawbacks cannot be taken as Chain Drawbacks if your Jumper will not have the ability to take on Companions for any reason.*

Poor Medical Insurance

+50 CP | +100 CP** for Companions **[R/S]

Respawning your Companions any time they get themselves killed ain't cheap, you know. Oh, they'll get their free resurrection, as promised, just not right away. How about, say, the end of the Jump? Taking this means that your Companion(s) will no longer respawn a short time after dying. That effect will instead occur only at the end of each Jump. The nebulous time between Jumps is a freebie though. I think we can all agree that it wouldn't be terribly exciting if you lost a Companion for a whole Jump because they took a fatal blow to the head in your Warehouse between Jumps. You can also just, you know, revive them yourself if you possess the means. However, no automated means of doing so will work. You'll have to be personally and directly involved each and every time.

No Medical Insurance

+50 CP | +100 CP** for Companions (Requires **Poor Medical Insurance**) **[R]

Scratch that, your Benefactor didn't opt for the medical insurance at all. Dying will be permanent for your Companions, just like it is for everyone else. Well, mostly everyone, anyways… You can still revive them on your own, but it'll be extremely exhausting no matter how powerful you become. Don't expect to just snap your fingers and bring them back on a whim. They'll be resurrected at the end of your Chain if you don't do it yourself, but I wouldn't expect them to be terribly grateful if I were you.

Items that would allow you to resurrect others will not work with your Companions. It has to be you and your own power, and it'll be terribly difficult, perhaps even painfully so, every single time. I'd advise working to keep them alive if at all possible.

Empty Pockets

+50 CP** for Companions **[R] [C]

Your Companions are not allowed to purchase Items, properties, ships, or any other sort of object. This does not prevent them from using Items that you purchase.

Item Mule

+100 CP** for Companions **[R] [C]

Your Companions can't purchase Perks, aside from ones that provide basic Quality of Life benefits. This applies to powers, abilities, and whatever other terms might be used to describe Perks. You are still allowed to use Perk-sharing abilities on them, they just can’t buy Perks.

Warehouse Drawbacks

***Notes**: These Drawbacks make the assumption that you're using the **Personal Reality** Supplement. In the event that you're not using it, adjust them as needed. In the event that doing so would make them significantly easier, apply the **Challenge Modifiers** as needed. If your chosen Supplement uses a different point system then scale as is appropriate. Revoke and suspend costs will be paid with CP. As Warehouse Drawbacks use a different value scale, the revoke costs will be double the listed WP value.*

Lastly, these will instead give one third of their points as regular CP per Jump if your chosen Supplement doesn't use points at all. This value will be rounded to the nearest multiple of 50. You may also choose to take these Drawbacks for CP instead, regardless of what Warehouse Supplement you're using. In either case, revoke costs will be based on the original WP value.

If you are receiving WP then you will only receive it one time.

Mimic Infestation

+150 WP [R] [C]

It seems that you have a bit of a pest problem. Every once in a while, maybe once or twice in a month, a single mimic will manifest out of sight in your Warehouse and replace something. Don't worry, any replaced object(s) will still be somewhere in your Warehouse. These mimics can perfectly imitate an object of any size, though they'll more commonly mimic smaller objects. No system, automated or otherwise, will be able to detect them... To be quite honest, your only way to find these things will either be giving them a good thwack or getting bitten by one.

The good news is that they're not terribly strong. They scale to your personal power, but only such that they'll always be a pain in the butt to deal with. They can bite you, and it'll hurt no matter what, but that's about all they can do. Actually, looking at it that way, they're really not a serious threat to you at all.

Don't go trying to be clever about finding them either. Sometimes they'll leave your stuff in place and mimic it elsewhere, to make it seem like they're the original. Also, your Companions can deal with them too, but they'll automatically scale to be the same relative level of inconvenience for whoever happens to be getting rid of them. Finally, the built-up stock of mimics will remain until you've exterminated them and they can't be tamed. Revoking this Drawback won't get rid of the existing mimics either. At least they can't breed…

No Vacancy

+150 WP [R/S] [C]

Sleeping in your Warehouse is forbidden. In fact, any occupancy beyond that needed to interact with the various facilities in your Warehouse will not be allowed. You can store things, retrieve things, make things, and so on... but trying to find any loopholes in the rules will result in you being forcibly ejected from your Warehouse with the door staying shut for a full month.

Restricted Area

+150 WP | +50 CP** for Companions **[R/S] [C]

Your Companions are not allowed to enter your Warehouse at all. In fact, you're not allowed to let anyone in at all! People can break in if they have the means to penetrate your defenses, but they will be automatically considered hostile and attacked viciously by anything capable of doing so in your warehouse. Yes, if you have storage bots designed to organize your possessions then they will try to beat intruders into submission, even if those “intruders” happen to be your Companions.

This applies to any properties attached to your Warehouse, unless they are deployed somewhere in the setting you’re currently visiting. Also, this Drawback is not in effect between Jumps, so your Companions will be perfectly safe during that time.

Disaster Area

+300 WP [R] [C]

At the end of every Jump, after you actually leave the setting, most of the accumulated junk in your Warehouse will be randomly scattered about the pocket reality in question. Some of it will just be misplaced, some will be left lying in piles or inconvenient corners, and some of it will be hidden away in just the most frustratingly hard to find locations. Luckily for you, none of your stuff will be moved if doing so would damage it or things near where it would end up. Your plants will stay planted, though your bags of fertilizer might end up elsewhere, and if you have any radioactive substances then you can rest easily knowing that they won't be deposited in your food supply. By the way, 'most' actually means about 45%, and 'junk' means literally anything that is safe to move under the above restrictions. Automated sorting systems will briefly and mysteriously fail to function on any misplaced objects until they have been discovered and manually placed back in the system.

If you own other pocket realities or similar properties, everything stored within them will also be scattered, and you may find your things being scattered between them as well. Though as a small mercy, they will always be in a place you could realistically find them in without having to search for years. So if you own a pocket galaxy, your things will only be scattered to the parts of it that you actively use on a regular basis.

No Jumpers Allowed!!

+450 WP *(Can't be taken with* ***Restricted Area****)* ***[R/S] [C]***

You don't have access to your own Warehouse now? What is this Chain coming to?! Anyways, you can only get into your Warehouse between Jumps, aside from that you'll have to rely on your Companions to store and retrieve items for you. Lacking those, you'll just need to make do with random strangers that you trust. You can still control any computers or other systems through a handy your-use-only wireless link provided to you for free. You have to provide the hardware though and it only works while an entrance to your Warehouse is open. At least the link is perfectly secure.

Meta Drawbacks

Playing The Jumpchain Lottery

+0/+50/+150 CP *(Can't be taken with* ***Hardcore Randomizer****)* ***[C]***

It looks like your Benefactor had something a bit different in mind for your Chain. Instead of picking the Jumps you want, you'll have to roll for a random one. The basic tier gives +50 CP and allows you to roll three times on a curated list of Jumps that you (the author) feels like including, after which point your Jumper picks one of those three.

> For an additional +100 CP the randomly selected Jumps will instead draw from all available Jumps, excluding any that you find particularly poor or unpleasant. That only goes for those two conditions though, if you don't want to risk being forced to send your Jumper somewhere extremely dangerous… then maybe don't take this tier of the Drawback.
>
> You can optionally take this Drawback for +0 CP to have it be random for the Jumper alone, with you (the author, again) deciding which three Jumps are presented to them.

Hardcore Randomizer

+100/+300 CP *(Can't be taken with* ***Playing The Jumpchain Lottery****)* ***[C]***

Oh, you like a lack of choice, do you? Very well then, take this option, it'll suit you nicely. Similarly to the above Drawback, you roll on a curated list of Jumps. Unlike the above Drawback, you don't get to pick at all. You get what you get, no take-backs or re-rolls. Hey, you picked those Jumps, you can deal with what you chose.

> At the +300 CP tier, you don't have that luxury. Instead, as with the advanced version of the above Drawback, your random Jump will be drawn from all Jumps that you do not find distasteful. Good luck!

Bonus Round

+50 CP *(Can be taken up to five times)*

Your typical generic stay extender Drawback. Each purchase of this adds +100% to the length of your stay. A standard ten year Jump will become twenty, then thirty, and so on. If a given Jump has a stay-extension Drawback of its own then this one can only be taken if

you've already taken the in-Jump Drawback at least once. In that case, it stacks onto the final value. So if an in-Jump Drawback would extend your stay from ten to twenty years then a single purchase of Bonus Round would double that to forty and a second would bring it to sixty. It also can't be taken as a Chain-long Drawback.

Jumps with a duration of less than one year will only gain half the value provided by the total number of times you took this Drawback. (Four purchases = 100 CP) Jumps of a particularly short duration, as in less than one month, will receive no points from this Drawback as it will have too little effect. See the Notes for how variable Jump durations are handled.

Double-decker Jump-wich

+50 CP [R]

One Jump at once? *YAWN*, what a snooze! Instead, every destination will be a setting made of two (2) separate Jump documents combined together. Metaphysics, villains, locations, and everything else will be mashed and fused into one mostly cohesive whole. You'll fill out both documents as usual, though you may only gain the benefits of a single Origin between both. The other Origin will just be used for discounts and freebies. One location and species as applicable, and you can't take any Drawbacks that wouldn't work with the altered setting.

The points from this Drawback will apply to both Jumps. You may elect to have both of your chosen Origins fused for the purpose of deciding your starting role in a setting, but only if they are compatible with each other. For example, an Origin that would make you rich cannot be combined with one that would make you poor. If physical details such as species are mentioned in an Origin then you must choose all such details from one Origin to use as your starting form.

Make Mine A Triple

+100 CP *(Incompatible with* ***Double-decker Jumpwich****)* ***[R/S]***

What a mess you've made of this world… Similarly to the above Drawback, you'll be tangling three (3) documents together for this Drawback. One actual Origin, two Origins for Discounts and freebies, one location, and one huge mess of a setting.

The points from this Drawback also apply to each of the fused Jumps. You may only combine Origins if all three are compatible with each other, with the same rules listed above about physical characteristics applying here as well.

Blind Run

+100 CP [C]

Your Jumper no longer has any awareness of the Jumpchain or its mechanics. They may or may not have a Benefactor, but they certainly haven't met them if they do. They also don't get the luxury of choosing their builds. Instead, you as the author of their experiences will select their purchases and Drawbacks. This Drawback can't be taken if your Jumper is a self insert and you intend to design the exact build you'd pick if you were in their place.

In addition, you may decide if your Jumper is aware of the contents of their build for each Jump or not. Regardless of the result of that decision, they will still have an awareness of any potentially Chain-ending Drawbacks. It may take the form of a vague intuition, but they'll still know to some degree what they have to watch out for. If you really hate your Jumper then you may choose not to give them even that much.

While this Drawback can't actually be revoked, there is a special Plot Exception built into the rules. If you choose to make your Jumper become aware of any part of the system as part of their adventure, you may elect to remove this Drawback permanently. They will no longer receive the points, however, and this decision must be all-or-nothing regardless of what you've changed.

Drawback Retention

+100 CP [R/S] [C]

Normally, the assumption is made that Drawbacks will fade away at the end of a Jump. Instead, any Drawbacks that you have selected from a given document will follow you in some capacity. They may be altered to suit the new setting more appropriately, but the big change is that they will no longer retain any fiat-backed effects. Furthermore, once a Drawback has been 'defeated' in some sense it will be dropped from the list of retained Drawbacks permanently. So, a scaling enemy will appear in the next Jump if you haven't defeated them at least once in the Jump you took the Drawback in, but they won't scale to your new level of power. If you took a Drawback that forces you to remain without, say, a limb or eye for the duration of the Jump then you'll still have that disability in the next Jump, but without the inability to simply cure it. This explicitly does not apply to any Drawbacks that give 0 CP, toggles, anything that would change your location/Origin choices, or any Drawbacks that can't realistically be altered to match the setting.

The Drawbacks that follow you will not give any additional points. If a Drawback comes with some sort of reward for surviving it then you will not receive that reward additional times. Furthermore, this only applies to Drawbacks that you personally select for yourself. Implied Drawbacks are not retained.

Suspending this Drawback does not reset the list, instead all Drawbacks that would have been applied will simply be carried over to the next. Nothing will be retained from the Jump that this was suspended for. Revoking it will still require you to 'defeat' any currently retained Drawbacks for them to expire.

Jump-Chain™

+100 CP [R] [C]

It looks like your Benefactor is a little more… possessive than usual. Not in regards to you though. Instead, they seem to care more about protecting their brand than anything else. As a result, you might want to avoid talking about Jumpchain or any of the other relevant concepts. If you do, then expect… severe punishments. You're still physically capable of saying what you want, but expect to be sued for all you're worth in Perks and Items at the end of the Jump if you infringe upon their copyrights or trademarks. Your Benefactor's legal team naturally has the best lawyer Perks that Choice Points can buy as well.

Oh, and one last note... They can be a bit, shall we say, jumpy when it comes to protecting their assets. By that, I mean that you might want to be careful about how you use the words "Jump", or "Chain"... and don't even think about calling yourself a benefactor. Casual usage is fine, but if you try to use them in an official capacity… Well, you know what'll happen.

Revoking this Drawback represents purchasing a license from your Benefactor to use their protected terms freely. Thank you for doing business with us, dearest customer.

Special Drawbacks

***Notes**: Hey, you'd better know what you're getting yourself into if you choose these. These Drawbacks are not to be taken lightly. Their effects may cause you… significant problems.*

Empowered Butterflies

+200 CP [R/S] [C]

The butterflies of chaos have been stepped on time and time again by careless time travelers, thoughtless heroes, and all sorts of jerks... and now they're ***PISSED*** and back with a vengeance. Forget all of that fancy foreknowledge, it won't help you now. These bad boys are flapping their wings with all of their boundless fury and might, and the resulting tornadoes are going to be your problem to deal with. What this means is that the plot is no longer bound to the rails you're presumably familiar with. In addition to little differences snowballing into bigger and bigger changes over time, starting when you arrive, your own Perks to keep the plot on track will either function inconsistently or fail entirely. They'll work just well enough to make it impossible to predict... and your own actions will have an even bigger and more unpredictable effect on the timeline than they usually would.

But these terrifying effects go beyond just fooling around with the canon timeline. Oh no, that's just the beginning of the nightmare you must endure. Even precognitive abilities will be unreliable at the best of times, and not even the strongest and most on-rails of plotlines will be immune to these chaotic changes. Know well what you are getting yourself into, Jumper, for this Drawback may be one you regret taking.

On The Wrong Side

+250/+150 CP [R/S] [C]

You must have really atrocious luck with the heroes, or the villains if that's your path. Regardless of what side you're on, this Drawback ensures that you will consistently fail to work with the people you actually want to work with. Whether by a constant string of misunderstandings, communication issues, or other such things, the side you'd align with will always end up extremely opposed to you. Nothing will change that either. Even the best social Perks will fail to make them think you're anything less than the worst. You can, at best, redirect their attention to a bigger threat than you... but that's all you'll ever manage and even that will take some serious work.

> Alternatively, for a reduced +150 CP bonus, you will be allowed to repair the relationship with the relevant group. Instead of being locked into being their

enemy, you're just guaranteed to find yourself in that position very early on. Getting them to trust you again will take a lot of hard work. If you take this option along with any of the connected drawbacks then it will apply to them as well.

No Friends

+100 CP *(Requires* ***On The Wrong Side****)* ***[R/S] [C]***

Make that the heroes and the villains. Basically any major group will see you as a serious problem that needs to be dealt with. The good news is that individuals not directly aligned with a major faction can still be swayed to your side... but if those individuals end up becoming a group of their own that isn't wholly led by you then expect the consequences of your Drawback choices to start kicking in. Also, because the hate is being spread out, you can safely assume that they won't prioritize you quite as much. Maybe you'll even be able to broker a shaky peace... Just don't expect them to be your friends. That won't happen.

And I Mean NO Friends

+100 CP *(Requires* ***No Friends****)* ***[R/S] [C]***

Even individuals hate you now... Taking this will ensure that anyone you interact with for more than a very short time save your Companions will end up utterly loathing you. Even worse, while individuals and small groups can be reasoned with, all major factions will treat you with the full force of the **On The Wrong Side** Drawback effect. Enjoy not being able to go out in public!

If you've purchased a Companion option in the Jump then this will not affect them regardless of how you rule Companion purchases working.

Binding Mandate

+100/200/400 CP [R] [C]

An absolute binding mandate is seared into your soul at the start of your Chain. No matter how you may feel about the mandate, you are entirely incapable of breaking it through action or inaction. This doesn't alter or influence your personality in any way, it simply compels you to act according to the mandate.

This mandate can be anything that you (the author) want it to be, as long as it has a meaningful impact on the Jumper's actions in some way. To be a valid choice, the mandate must be likely to actively influence the Jumper's actions in every Jump. It is also not allowed to be vague, ambiguous, or worded to create easy loopholes.

Tiers:
100 CP: Simpler or less difficult to manage mandates. ("You must never tell a lie")
200 CP: Mandates that cause frequent issues due to the nature of the restriction. ("You won't turn down a direct challenge")
400 CP: Extremely severe mandates that could be catastrophic in the wrong situations or Jumps. ("You must survive at any cost")

More examples are provided in the notes, for reference or if you need ideas to use for the Drawback.

Apocalypse Imminent

+600 CP [R/S] [C]
THE END APPROACHES.

Every world you visit is doomed from the start. Instead of the canon timeline of a setting that you choose, you will be sent to one where a guaranteed bad-end is on its way. If a potential apocalyptic scenario exists, be it annihilation, corruption, or just the setting being ruined beyond recognition, that fate is the predestined outcome. If multiple scenarios exist then the most horrific one will occur, or perhaps they will merge into something far, far worse.

If you go to a Jump that lacks any such possible apocalypse, a new threat of the above described scope will manifest at some point during your stay. It may be original, or it may come from another setting – perhaps even one you've visited previously.

Since this terrible fate is the intended course of events, Perks that keep the plot on rails will not help you. Preventing this fate will be an uphill battle, as if reality itself is conspiring against you. Trying to avert the apocalypse will find you encountering unexpected setbacks, sudden escalations in danger, as well as new forces emerging to push the world back towards destruction. Even Perks that should allow you to rewrite fate, destiny, or reality itself will encounter unexpected and unnatural inertia, making it incredibly challenging to force changes.

As a small mercy, a means for you alone to survive relatively unscathed will always exist, one that you can reasonably make use of. Be warned, however, that trying to ignore the problem by leaving for another timeline or universe won't help you. The End will always follow soon after… or perhaps it is already waiting for you there.

This Drawback does not worsen a setting, it just places you in a version of the setting that is already on this terrible course. Also, while victory will be exceedingly difficult, it is possible to truly overcome The End and stabilize the setting for good. (Well, at least in regards to this Drawback…)

Notes

Feedback/Suggestions

I'm always open to receiving feedback and suggestions of any sort. If you have an idea for a Drawback that you'd like to see realized, or if you see something that you think needs changing, send it to me in a message to either of the contact details listed at the top of the Supplement. Thanks!

Points Guide

This guide exists to give a general idea of what point costs are intended to translate to in terms of difficulty level. Child Drawbacks generally add to their parent's value in terms of this chart. You can use this as a reference for how hard a Drawback is at least intended to be.

50 points: An inconvenience or annoyance, or some sort of challenge that doesn't put you in too much danger.

100 points: A challenge that could be risky if you aren't prepared to deal with it. Major annoyances fall in this range as well.

200 points: Definitely a risky drawback to take without a plan, you're getting into the realm of dangerous stuff or proper pains in your butt with this.

300 points: Don't take these without a plan. Major challenges reside in this range and they won't be easy to deal with.

400 points: Do you like to suffer? Anything in this range will be a serious challenge, a real hazard, the kind of thing that could end your chain if you're not careful... or just make it a nightmare. Being followed around for the duration of your chain by an unkillable, impossible to trap or avoid Annoying Fan from Oblivion would fit nicely in this spot.

500+ points: These are the ones you don't want to take unless you really know what you're doing and have a specific plan. Even for a single Jump they'd be a risky move, as chain-long drawbacks they'd be a pretty reckless move.

Warehouse Points Guide

This is the same as above, but for warehouse drawbacks. All listings are based on the standard assumption of a 1500 WP starting budget, and more specifically using the Personal Reality supplement.

150 WP: Something inconvenient that will limit you in some way regarding your warehouse. Not a huge deal, but probably not fun.

300 WP: A major inconvenience, likely severely limiting how you can use your warehouse or restricting some aspect of it.

450 WP: This range either restricts something to a degree that borders on disabling that functionality or just makes for a real logistics challenge for you.

600+ WP: Major hassles, perhaps even adding some serious danger to one or more aspects of your warehouse use.

Challenge Modifiers

For the sake of the contents of this document, all Drawbacks are assumed to be either some sort of annoyance, inconvenience, or challenge. Regardless, since the possibility of a conflict is inevitable, anything that partially negates the impact of a drawback will result in the final amount awarded being half of the listed point value. Drawback limits are still calculated by the original value, by the way. If a Drawback would be mostly or fully nullified by something from this document then you get no points for it.

Gauntlet Rules

If you want, you can allow points earned in this Supplement to apply during Gauntlets. However, there are a number of caveats. First, it has to be all or nothing. No revoking or suspending is allowed during gauntlets and you have to decide at the very beginning of your Chain (or at least before your first Gauntlet) if you are going to allow it or not. Second, the effect of the Challenge Modifiers is enhanced such that the challenge of a Drawback being reduced by the nature of a Gauntlet will result in you not receiving any points for it.

Drawback Suspensions and Revoking

You can, if you wish, choose to stretch out the fee for revoking a Drawback over the next three Jumps instead of paying it all at once. If you do so then you MUST be able to pay that fee. Thus, if one of the Jumps is a Gauntlet, you will have to at least take enough Drawbacks to pay the fee. In the event that you wish to revoke or suspend a Drawback that is parented to (a requirement of) another active Drawback, then you must also do the same for that Drawback. It is okay to suspend a parent Drawback and revoke a child Drawback however. Likewise, you may revoke or suspend a child Drawback without actually doing anything to its parent.

Fiat-Loss

For the purposes of this House Rule, the concept of a “baseline universe” is explicitly referring to the real world. A Perk that allows you to do something that is physically possible in our universe would qualify.

Due to the fact that you still have the inactive Perks/Items, circumstances that create a meaningful and permanent change in the local metaphysics may or may not change the abilities you have access to. It’s probably best to ask your Benefactor before you start fooling around with the laws of physics on that level though, even if the setting does support that.

Nice Guys Finish Last + Anti-butterfly Perks

If you have anti-butterfly Perks or Perks to keep the plot on the rails, then the 'canon' plot will be interpreted as the less fortunate version that this Drawback creates. Treat it like you were taking a fanfiction toggle for whatever take you come up with for this Drawback.

Costly Casting + Infinite [x] Perks

If you pick up Infinite [Stamina/Mana/etc.] Perks then you have three options for abilities that would gain relevant costs due to this Drawback. Option 1: The costs associated with all relevant supernatural abilities pierce it, resulting in the exact same drain, effect, and recovery time you’d experience without those Perks. Option 2: Any relevant costs affected by those Perks can instead be swapped to use the action-based-ability costs instead. Or, of course, option 3: Accept losing half of the value from the Drawback according to standard Challenge Modifier rules.

Externally-sourced Powers

If this Drawback is Revoked and when it goes away upon the completion of your Chain, you have a personal guarantee that it won't be a problem for you or anyone else. Your Benefactor has a nice home picked out for it already, though you can choose to keep it around when your Chain is over if you really want to. If you do then it will be loyal and non-hostile going forward.

Although the entity can and will defend itself against any direct attacks, trying to manipulate it to get it to fight your enemies directly is considered extremely impolite and will definitely result in your powers being significantly weakened for a little while. Not too long, just the power-provider's equivalent of a slap on the wrist. It's in your head, figuratively speaking, so it can tell the difference between an intentional incident and an accident.

Any Perks or effects that would prevent it from observing you, knowing your intent, and doing its job will fail to function in regards to it. This is necessary for it to function in its role as your power provider. Defending itself includes protecting that information, however, so it can be assumed that nobody will be able to get anything directly from it that they can't get from you due to protection Perks.

Homeless

The timer for when the negative effects of dwelling in a single residence kick in is cumulative. So if you spend a week in a certain home during year one of your Jump, then another week during year two, the effects will kick in after that last day. It also doesn't count time spent inside the residence, so much as time spent living there. So on one hand you could spend an unlimited amount of time working in, say, a workshop… but on the other hand, it also counts time spent away from home as long as you're still living there.

Empty Pockets + Item Mule

Yes, they stack. No, there's no benefit to taking both at once. I guess if you really hate your Companions…

Disaster Area

Entering a misplaced Item back into the storage system just means picking it up and putting it down on a shelf or something of the sort, or just inspecting it and determining what it is by eye if it's too big for that. You know, interact with it somehow.

Mimic Infestation

Mimics can replace just about anything, including fixtures and furniture. Maybe get into the habit of kicking your bed a few times if you sleep in your Warehouse…

Restricted Area

Not being allowed to let anyone in means that you also can't deliberately lower whatever Warehouse defenses you have to let your Companions in. You are not required to put up any defenses you could apply, but if you have any then you can't put exceptions for your Companions. Mundane, unintelligent pets are exempt from this rule.

Bonus Round

For Jumps with a variable duration, or if you take a toggle that variably alters the Jump duration, a special rule will need to be applied. You may choose to use the minimum realistic value when considering whether to gain points or not, in which case the multiplied duration will be based on whatever your Jump duration would have been without this Drawback. So if an early-exit toggle allows you to leave after you "complete" the canon storyline and you complete it after one month, a single purchase of **Bonus Round** will cause you to leave after two months.

Alternatively, you may choose to base the points granted on the default Jump duration, in which the above scenario would result in you leaving after ten years and one month.

Double-decker Jump-wich/Make Mine A Triple

For both of these Drawbacks, you can use your best judgment as to how the two settings will be combined. You can use supplement toggles as usual to add documents to the final fused setting, but you cannot supplement the Jumps affected by these Drawbacks to any other Jumps. Furthermore, these Drawbacks only give their points to the affected two/three Jumps.

If one of your chosen Origins would grant points then, as with the **Fluff Origin** House Rule, these points will only be granted if you actually experience the implied Drawback of that Origin. This means that you must either choose that Origin as your one 'real' Origin, or it must be fused in such a way that you experience the entire intended Drawback. If you fuse the Origins and it only partially applies for any reason then Challenge Modifiers will apply in full to the points you would gain.

Jump-Chain™

Actually, writing, psychically communicating, and any other means of communication you might come up with will be tracked for this Drawback. At least, after the first time you use it. If you do get sued then you can win the case, but you're going to be at a severe disadvantage. Losing will result in the permanent loss of some number of Perks and Items.

Binding Mandate

If you need some ideas for a mandate or you want some guidance on how to price the mandate you have in mind, here are a few samples and a rough guide for how each tier is intended to work.

100 CP Tier: These mandates should be simpler, and thus generally easier to work around. They are not overly difficult to manage, and are also not as likely to force destructive actions. For instance, not being able to tell a lie could become a problem if you need to trick someone, but it doesn't force you to tell the truth, and it doesn't stop you from leading someone to believe something untrue without actually communicating a lie.

- "You must never tell a lie."
- "If someone trusts you then you must not knowingly betray that trust."
- "You must never use someone's name unless they explicitly give you permission to."
- "You must always answer direct questions truthfully, unless doing so would cause you harm."
- "If an act of kindness or charity would cost you little or nothing then you must do it."

200 CP Tier: Mandates in this tier must trigger more often and in more dangerous or otherwise undesirable situations. They often require repeated risk-taking, compel inconvenient behavior in social situations, or restrict your behavior in significant ways. In the example provided in the Drawback text, you don't have to respond to indirect challenges such as someone daring everyone in a group to fight them. Or, perhaps you

could render yourself incapable of perceiving a potentially dangerous challenge in advance of when you expect to receive one.

- “You won’t turn down a direct challenge.”
- “You must always take the most direct route that you are capable of taking to all of your destinations.”
- “If someone intentionally acts to cause you harm then you must retaliate with equal force.”
- “If you intentionally and knowingly make an oath then you may not break it under any circumstances.”
- “You must accept any gift you believe is given with good intentions.”
- “Any genuinely fair deal offered to you must be accepted.”
- “If someone makes a genuine plea for aid directed at you then you must do your best to help them.”

400 CP Tier: A mandate here must be extremely restrictive and have potentially catastrophic consequences. They will often compel extremely risky or even self-destructive behaviors. Failing to extremely carefully manage a mandate in this tier will result in serious consequences, and will likely force the Jumper into going against their own morals. In extreme cases, a poorly-managed mandate in this tier could essentially break entire Jumps.

In the given example, being forced to survive at any cost could be an issue if the Jumper genuinely believes that they will die unless they commit some sort of horrible atrocity. If they think kicking one hundred puppies in a row will save their life then they won’t even be able to hesitate. Furthermore, dying with a 1-up is still dying, so any sacrificial tactics are wholly off-limits. This would require extreme care and caution to avoid it triggering in a very bad way. Of course, becoming too paranoid might make the Jumper start to see lethal threats where they don’t exist – threats that they would then be forced by the mandate to respond to.

- “You must survive at any cost.”
- “If someone intentionally acts to cause you harm, no matter how minor, then you must immediately retaliate with lethal force.”
- “Retreat and surrender are out of the question; any battle you participate in must end in victory or utter defeat.”
- “Any oath made must be fulfilled to the letter, no matter the consequences or circumstances.”
- “Any offer of power must be accepted, so long as you believe you will receive what you are offered.”

Credits

SJ-Chan

SJ-Chan's efforts in making the Universal Drawback Supplement that inspired the creation of this Supplement deserve full recognition. If you're interested in seeing the UDS and not already aware of its location, it can be found on the SB Jumpchain Drive or at the following link: Universal Drawback Supplement
Further thanks go to SJ-Chan for inspiring certain aspects of the design and formatting of this Supplement. Thank you very much!! Thanks to you giving me permission to use some of your formatting concepts, this has gone from a plain Supplement to something that's starting to look FANCY.

Cliffc999

Another user on SpaceBattles whose work inspired me in some ways. Though distinctly different in flavor and intent from how I liked to run my Chains, I had always been interested in the way their custom takes on the Jumpchain changed the experience. Things like Creative Mode, and some of their custom rules. So, for that, they deserve credit for being a major part of how my interest grew so much.

I'd like to also thank them for the suggestions they offered for me to add to this document.

Personal Reality Supplement

As my preferred Warehouse Supplement, this other creation of SJ-Chan and Sonic0704 deserves to be credited. Without such excellent works, my interest in Jumpchain may not have surged to the heights it has reached. The Supplement in question can be found at the following link: Personal Reality Supplement

Grimms-VI

Without you, my Supplement would still need an enormous amount of proofreading. You've helped me so much, and I genuinely appreciate it!

ArbitraryChaos

Thank you so much for your suggestions and feedback before the public release. I really appreciate the help!

Ryytytut

Your feedback and suggestions are appreciated, thanks again.

And of course:

Everyone else that helped during the pre-release stage

I couldn't have done this without your support, thank you very much! :)

If you've helped me in any way, please don't hesitate to send me a message or leave a comment to let me know how you'd like to be credited! I won't hesitate to give anyone that's put their time into helping me the credit they deserve.

Old Links

For those that are using the older versions of this Supplement and want to continue doing so for the purposes of an existing Chain, here are the links to the previous versions on my personal Google Drive. I highly recommend saving them if you want to use them for whatever reason, as I cannot guarantee that they will stay up indefinitely.

V1.0 - **Universal Universal Supplement (v1.0)**

V1.1 - **Universal Universal Supplement (v1.1)**

Changelog

V0.8
WIP Prerelease

V1.0
Official first release, with fancy new improvements thanks to some very helpful feedback!

V1.1
New House Rules:
Fiat-Loss
Play It Again, Jump-Chan
Universal Item Imports
Self-Inserting

Modified House Rules:
Unlimited Bank Capacity

New Drawbacks:
Serious Rivalry (General Drawbacks)
Mental Immunity (General Drawbacks)
Jumper Code Authority (General Drawbacks)
Jumper Prime Directive (General Drawbacks)
Staying In Character (General Drawbacks)

Modified Drawbacks:
Removed **Legendary Rival** and **Ultimate Rival** (General Drawbacks)
Manufacturer Warranty (Item Drawbacks) - Fixed a typo and a slight oversight in regards to free Items.

Other changes:
Fixed a few errors and such
Tweaked the wording on a few Drawbacks

V1.2

New House Rules:
Property Sanitization Protocols

Modified House Rules:
Added ruling for how to handle Origins that grant points to **Fluff Origin**

New Drawbacks:
No Vacations (General Drawbacks, **Rival** upgrade)
To The Death (General Drawbacks, **Rival** upgrade)
Jumpchain Cleanup Detail (General Drawbacks)
Multiversal Collect-A-Thon (General Drawbacks)
Costly Casting (Perk Drawbacks)
Externally-sourced Powers (Perk Drawbacks)
An Open Mind (Perk Drawbacks)
Binding Mandate (Special Drawbacks)
Apocalypse Imminent (Special Drawbacks)

Modified Drawbacks:
Minor rule clarification for **Double-decker Jump-wich/Make Mine A Triple** in the Notes
Added ruling to the notes for **Double-decker Jump-wich/Make Mine A Triple** about how to handle Origins that grant points
Moved note about **Rival** upgrades being revoked automatically to the **Rival** Drawback.
Adjusted effects of **Serious Rivalry**.
Removed added immunity to being physically trapped from **Mental Immunity**.
Added upgraded difficulty to **Staying In Character.**

Other changes:
Clarified how supplemented Jumps interact with Single Jump Drawbacks
Double-dipping with Chain-long and in-Jump Drawbacks is now restricted
Added links to the older versions of the document, so that they can be accessed more easily by anyone already using a legacy version