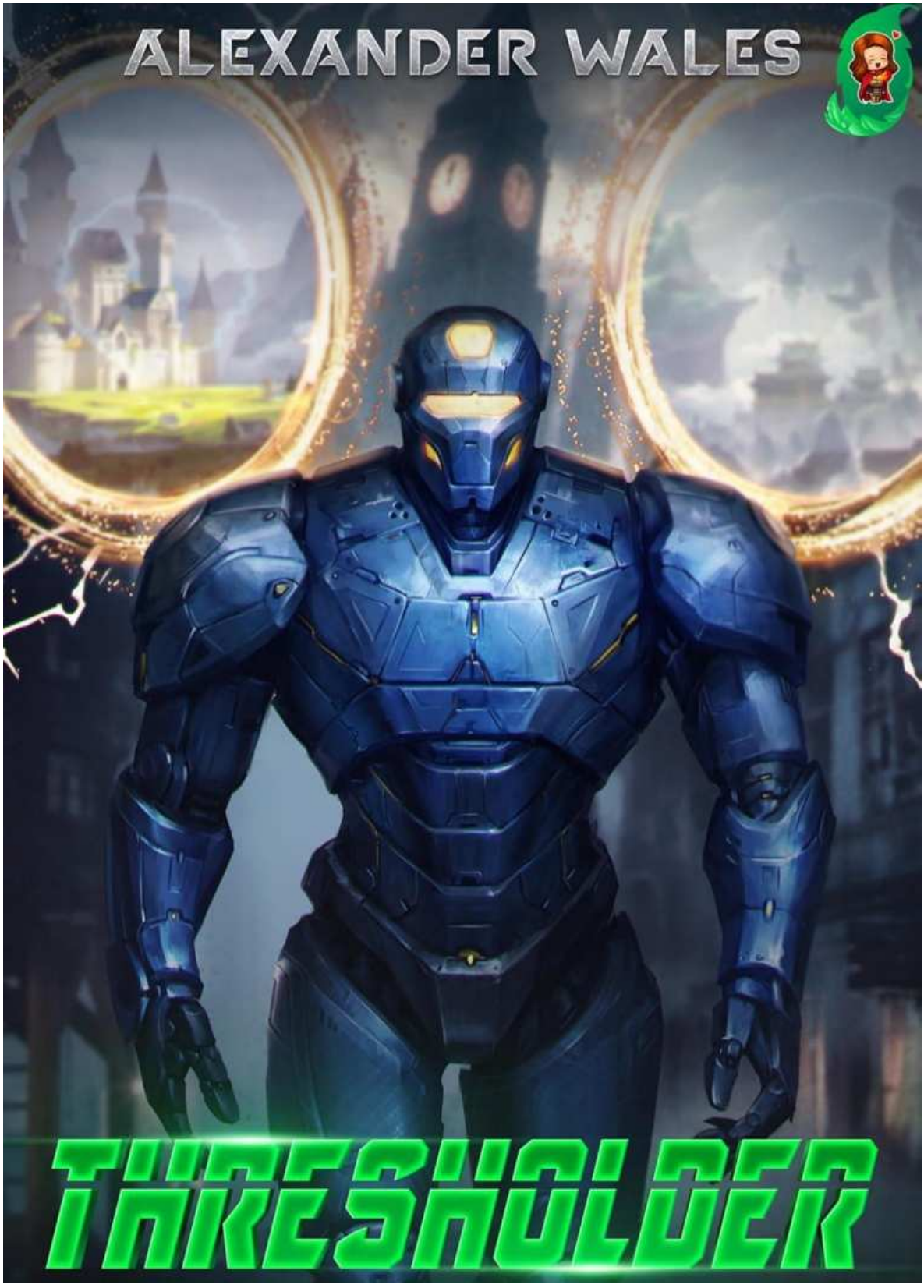
Thresholder Jumpchain



By Book_wormer35

This Jump didn't start out of nowhere, instead a portal opened up in front of you, be it after your latest Jumpchain ended or in your homeworld. You knew that it would take you elsewhere, away to somewhere new. It doesn't matter why you did it, why you chose to leave it all behind.
Only that you took that step and thus became a Thresholder.

Instead of 10 years you'll need to clear 10 worlds, whether you win or lose your battles doesn't matter as long as you survive. This can take anywhere from less than a year to a decade or more depending on whether you're a speedrunner or someone who takes their time. The powers you've gained before this Jump have also been taken into consideration by the Grand Spell, thus sending you against Adversaries that will be as strong as you, capable of giving you a decent fight no matter your level of strength.

+1000 CP

There's a single **Origin:**

Thresholder

A Thresholder is pretty much a Jumper, but instead of hopping from setting to setting you hop from universe to universe and have to earn or find the Powers and Items in the worlds you enter. With a guarantee of finding at least one of those before you leave, you'll encounter an Ally who'll get you acclimated and try to help you, and will then encounter a fellow Thresholder whom you'll have to fight.

The Grand Spell calibrates these fights to have more or less 50/50 odds and for you two to have ideological differences or some other natural reason to fight, whether it's due to them being a Thresholder or something more personal. Once a victor has been decided a portal will open which will take you into another universe where the whole process repeats itself.
Killing fellow Thresholders is optional.

Ideology:

Every thresholder has a cause, a calling, an urge. A goal around which they center their actions.

Egoist

You, you, you. There isn't anyone more important, and thus no cause truly manages to convince you, you might help or kill people depending on whether it improves your powers or furthers your goals, but otherwise you're just here to gain power, relax, indulge your vices, fight and move on.

Do-gooder

The hero, you're not in it for the power, you're in it for the people, or at least those you see as such and whom you find worth protecting. You will rally behind the faction and cause you find most just. Supporting those that you seek to protect, rescuing those in distress and defeating or even killing those you deem evil. That you try to do good doesn't necessarily mean that you'll succeed, that others will agree with your moral judgment, or that the side you're on is the 'good' one. Just that you'll do your best to act as the hero you believe yourself to be.

Reformist

You believe in the power of change, be it through politics, the people, or some other way. Whatever it may be, you'll change the world into one that will be capable of going through that change. Maybe you introduce technology, democracy or magic. Maybe you know just the policies that need to be added to survive the current crises. Though it might take a while until the world changes into the one you wish it to be, you'll assist them until they get it right.

Monarchist

Long live the King! Long live the Queen, or maybe long live thyself your Majesty? You believe that Royalty of some kind should rule a country or maybe even the world, maybe you only count yourself worthy of such, those born into nobility, those that are most skilled at statecraft, or just those with plenty of power. Whoever they may be, you'll serve them and assure their victory.

Revolutionist

The current government is wrong, flawed, corrupt and in need of overthrowing, you're here to make that happen. Either you'll find a faction with the same plans, find people that are easily convinced, or maybe you just do it all alone, you'll force them to change. Be it through threats and the promise of violence, or heads on spikes and persuasions of the supernatural kind. You'll make this world into one that aligns with your beliefs, whether they want it or not, and you won't let anything or anyone get in your way.

Destroyer
You revel in your power over others, in power to destroy, kill, annihilate and torture. Worlds you visit are those that soon become known as post-apocalyptic, plague-ridden, nearing destruction and grim-dark, simply because you passed through them and their people. All worlds you enter you leave worse than before, a long-lasting age of darkness being the mark you tend to leave, where joy and peace are hard to find.

Drop-In
What's this one doing here? Strange. That's not an ideology, that's just the circumstances of your arrival. Just like it doesn't fit into this section, neither will you. With this choice you give up on becoming a Thresholder, for the nebulous fate of going wherever you decide to go within this multiverse. Without the Grand Spell to calibrate things, you might just end up somewhere you really shouldn't be, a place with physical laws completely different from those you know or in worlds where even your mighty powers are only as strong as those of an ant.

Thresholder Perks:

Undiscounted

The Power (Free/200 CP)
Every Thresholder gets the opportunity to gain some form of power in every world they enter. Be it a magical discipline, an item, an AI companion or nanites, biological or supernatural alterations to their bodies, any combination of these or something else entirely. Sometimes there might be multiple albeit weak powers or a single powerful one, it's even possible to exchange or steal them from other Thresholders. Whatever the case, there are opportunities to gain powers here, your choice which ones you grasp. You are only ever assured of finding one such power or item, getting more will be up to the world and the risks you're willing to take.
For **200CP** this applies to your future Jumpchains as well, whenever you enter a new world.

The Ally (Free/200 CP)
Every Thresholder tends to find an ally in the world they enter, could be a friendly native that lets you into their home and informs you of their world, a scholar seeking to learn more about you, your powers and where you came from, or a warrior seeking your aid to help their cause. Their personality will be compatible with your own, and they'll support you as long as your

intentions align, this doesn’t mean that they won’t have disagreements with some of your plans, actions or different opinions entirely. Just that they’re more likely to find some common ground and find compromises that you both are fine with. These allies can also be compatible as romantic partners.
You don’t have to worry about whether you can understand them as the Grand Spell will always drop you off into worlds where the spoken language is somehow near exactly the one you speak, typically with some cultural differences.
For **200CP** this applies to your future Jumpchains as well whenever you enter a new world.

The Adversary (Free Mandatory/+400 CP)
Every Thresholder finds themself with an adversary about equal in strength to themselves. Every world you enter, will either harbor someone who has entered the world a few months ago, or will enter within a few months and will oppose you. They might be open to talk, discuss or even temporarily ally themselves with you, but they'll ultimately end up fighting you. No matter who wins, another portal will open once the battle has been decided, you may try to kill your adversary or let them through it and they may decide the same for you should they be victorious. Rarely there will be more than one Thresholder in the world, though whether they’ll become your ally or just another Adversary is entirely up to you two.
For **+400CP** this applies to future Jumpchains as well, whenever you enter a new world.

General Perks:

Undiscounted

Cosmetic Customization (50 CP)
Do you want your powers and items to look a certain way, glow a certain color, appear in a certain light despite their origin? Now you can. You can adjust anything cosmetic, how they look and appear to you and others. This won't change their application in combat all that much, but having a theme will do wonders for your brand recognition.

Preference of Origin (100 CP)
You may decide what the origin of the powers you gain are, and whether it's a power or an item. Although you'll be limited by the world you are in and what is possible within it. You could decide whether it's based on science, magic, spiritual in origin or something else entirely like

demonic, angelic or divine, although you wouldn't be able to gain any of those other than science in a post-apocalyptic sci-fi setting for example where the others don't exist.

In such a world where only a single origin is available you'll instead get a small overview of the possible powers/items you'd be able to gain during your stay there and could choose which of them you'll be guaranteed to discover.

In the sci-fi setting you might be able to choose between learning a power that helps you build tech, getting an AI watch or having your body upgraded for example.

Vacation Time (100 CP)
Thresholders rarely tend to stay after completing their objectives in their current world, with a portal opening that might close if they don't enter it in time. Now you'll be able to leave whenever you want after beating your adversary, as long as they're already out of the picture, like by throwing them through the portal or by killing them. You could stay for years, decades, even centuries, or maybe just a few more weeks to finish what business you need to complete. Though an Adversary will visit you every decade, if you stay that long.

While a portal remaining open for that long would normally invite scrutiny and make people want to enter them to become Thresholders themselves, it will instead become invisible to everyone else and not work for them unless you allow them to interact with it, so that you may enjoy your vacation without suddenly being cut off from continuing your journey.

Prep-Time (100 CP)
It's typically random when and where you and your Adversary appear. Now at least the 'When' will be in your favor, you'll appear months and occasionally years before your adversary, giving you time to prepare, though they'll be slightly stronger from the get-go to compensate. You can also reduce the time until their arrival to 0 instead of lengthening it, if you'd rather rush through this whole thing.

An Exchange of Fates (100 CP)
Thresholders are such a varied sort that it's sometimes *very* difficult to find anything between them that they've got in common, but yours now do have one such thing. Namely that they'll tell

you their stories, their humble beginnings, the worlds they've visited and maybe even some of the powers they've acquired.
For the most part they'll be secretive with information that you could use to your advantage in a fight against them or which they haven't revealed yet, but things like details of the cultures, people and worlds they've come across, including the Thresholders they've met, they'll be all too happy to share, just as long as you reciprocate.
While you're telling stories to each other or meeting under the agreements of a truce neither of you will break it outside of special circumstances like the building you're in being attacked. And if you've got powers that would help with showing the things you've seen you'll both use them. This exchange will also grant you insight into what kind of person your opposite is and what their priorities are.

Monotony of Culture (200 CP)
The political systems each world can have are as different as the world itself. How they were created, their rules and laws, how powers play into it and how they've developed into what they are now. Thresholders often try to leave a mark in their own way, typically by enforcing their beliefs on the world, now you'll only have to prevent them from changing the political landscape, as every world you go to will reflect the political system you believe in.

This only chooses worlds that align with your beliefs and they can as such vary drastically both in how deeply the system is entwined with the world, and how successful it is. For every perfect communist society, there's a failed late-stage capitalism world that's just a step from destruction. If your beliefs change, then so does your target for the next world.

If politics aren't to your taste then this can change another variable. Maybe you'd like the food to be familiar to you? Maybe there's some materials you've been dying to work with, want a specific alien species to be present or an interest of yours to be particularly prominent.

These changes may either be a single larger one or multiple small ones.

Choice of Destination (200 CP)
Thresholders normally don't have a choice over the worlds they end up in. You do. Every time a portal appears before you, you can change the destination to a world that fits a two-word

description. Post-apocalyptic fantasy, medieval steampunk, superhero sci-fi, there are innumerable worlds that you could end up in, this option narrows them down.

Out of Context Problem (400 CP)
The Grand Spell no longer takes your Out Of Jump powers into consideration and thus only sends you against enemies as strong as your Thresholder-self would be.

Magnanimous Adversaries (400 CP) (Incompatible with 1% of the 20%, Nexus Event and Gauntlet Mode)
Every single Adversary you encounter will try their best to keep you alive. You'll still have to fight, but they won't deliberately kill you and will actively try to keep you alive while they're with you. That does mean that you'll mostly be at the mercy of others should you lose, and considering how different-minded Thresholders can be, they could very well try to do stuff like mind-controlling you, removing all your influence on the world, killing your allies, or worse, though this obviously varies from Thresholder to Thresholder.

Jumper Junior (600 CP) (Requires 'Choice of Destination')
You may now choose any fictional worlds to enter instead of them being random and unfamiliar worlds, while the other Thresholder related things will still happen, the choice of destination is now up to you. Thus there's no need to ever leave this Jump behind, after all a Thresholder with plenty of choice is near indistinguishable from a Jumper.

Should you still wish to continue beyond this Jump then this perk will allow you to return to past worlds after spending at least a year in your next Jump. You'll still have to spend the usual amount of time in those worlds to complete it as the countdown stops while you return to past worlds, only resuming when you return to the world of your current Jumpchain. You'll also need some kind of traveling method like the Grand Spells portals to take advantage of this perk. Additionally if you enter randomized portals or use any sort of random transportation method, you'll instead be able to choose a destination from those available.

Perks:

The **100 CP** perks for your chosen Ideology are **Free**, while the rest are discounted.

Egoist

Lover Boy/Lover Girl (100 CP)
Your Allies tend to be people you can easily get into a relationship with. It would only take a few days to get to home base with them. Each world has also been carefully chosen to take your preferences in looks and personality into account. Your lovemaking skills and talents have also been drastically increased.

Double It (200 CP)
Now each of your Adversaries will have some kind of power or item you can copy or steal from them. Be it duplicated nanites they gifted you for temporary cooperation, the heart of a dragon taken from the enemy's corpse, or their magic which you've studied and learned from them.

This also grants you a second Ally who'll be just as interesting, compatible and willing to help as the first.

Student Extraordinaire (400 CP)
You're every teacher's wet dream (in scholastic matters anyway), you suck up knowledge like a sponge, learn more than you're being taught as your mind makes leaps of logic that fill up any missing fundamentals, and your aptitude with the subject being taught is at the level of a once-in-a-century genius.

You still need to have access to whatever you're learning, but once you do, the path to mastery will be smooth as long as you invest time into it. This still works if you self-study, but only a teacher can reduce the time required for learning where you'd need years to learn, into months if not faster.

Unlimited Power! (600 CP)

The soft cap for gaining powers has been removed. Normally you would have a soft limit on the amount of powers you can gain in each world, nothing would really stop you, the opportunities simply wouldn't present themselves, not without a decade or more of search or some extreme methods. To help you with that you'll be gaining an internal compass that points towards the nearest location where you can acquire some kind of item or power. This compass can point into any direction, and can even do a wiggle pointing towards whichever neighboring dimension would give you a power, this is an abstract wiggle where you'll know the dimension it's located in once you become aware of its name or location, though only if all acquisitions in your current world/dimension have been obtained or if it's something like a location-bound pocket dimension.

If there are no more worthy powers or items to gain, which depends on your subconscious interpretation of what counts as such, your compass will go inert, signaling that all such opportunities have been obtained within your current world.

Do-gooder

Hero's Charisma (100 CP)
You're a swell person, leaving near everyone with a good impression of you, charming disposition, heroic appearance, sparkling smile and even the looks of a true celebrity. If you act contrary to how you appear they'll still try to hold onto that first impression of you while ignoring the reality, though only for a while. Sufficient acting can easily dispel any doubts though.
Likewise someone doing an exposé on all of your crimes wouldn't be taken seriously unless people could see you acting as such for themselves via video evidence. If you lean into that first impression of yours, then you'll become a popularity magnet, number 1 celebrity of the year, hottest person in school, nicest hero ever, and will pull other such nominations and titles within your reach.

Hero's Quests (200 CP)
Heroes in games get an inordinate amount of quests, while not quite in that ballpark, you will easily be able to find side quests within your area. You'd be able to find more than a dozen such quests, big and small within a city, while a town would only give a few, though the reward will rarely be all that large, often only a meal, a few coins, and only for the more dangerous missions

something like a magic sword. For main quests, and quests that you mainly pursue, you'll be given clearer directions with things becoming a lot less vague.
This won't be anything truly systematic, it will simply lead people with needs you can help with to stumble upon you, telling you what they need and giving you a reward upon completion. Same with 'main quests', it will simply lead to a tad more concrete information being delivered to you and those in need becoming much more noticeable to you.
You can toggle this.

The Good Guys (400 CP)
"We're the good guys!"
A phrase that can be used by Good and Evil alike, every side has its own story, a past and hardships they've faced, yet all too many go down a wicked path in the name of righteousness and Good. Now you can be certain that you *are* on the side of Good.

This is a cleansing perk which Good-washes all of your allies, as people that might sabotage, take advantage or backstab you will no longer become part of your team, group or organisation, though people that would 'betray' you to infiltrate the enemy, could. This means that every member will actually be trying their best, which is bound to catapult your group to the top.

Your side can also identify infiltrators and spies easily, though you can let spies in if you so wish. Due to only having such Good people on your side you'll thus always be on the side of The Good Guys which is also what the rest of the world will believe. Even if you personally act contrary to your side's goals they'll still pursue your objective, as long as it seems benevolent on the surface.

This perk is selectively adjustable, like allowing Evil people to be your allies as well, or even switching up all parts that are Good to Bad if you'd like to be on the side of The Bad Guys instead, or maybe you'd prefer to be on the side of Cool, Hot or even something like Virulent?

Hero's Journey (600 CP)
You've been Chosen, call it destiny, luck or the actions of a higher power, whatever it is, it's decided that you're Important and has thus decided to send you on a journey to prove yourself, only this journey is a tad lengthier than average. Multiverse-spanning in fact.

The specifics as usual are muddled and up to your Benefactor, maybe you're on a quest to collect the scattered pieces of the super-duper strong MacGuffin, maybe there's an organization of Thresholders who are ritual-sacrificing worlds to create a multiversal entity, or maybe you're trying to deliver some ever-fresh Bread to a villager and got lost on the way, now trying to find your way back to them and consistently failing to do so.
Whatever it is, you'll be involved in a plot that spans multiple worlds and as such gathering and going through all the things people usually go through on a Hero's Journey.

Then, when you've nearly completed your Jump, which will be about the time when your Hero's Journey ends, you'll be gaining everything you've earned fiat-backed. This includes the end-prize you gain for completing it, whether that's the powerful MacGuffin, or something worth about equivalently as much to you.

You can go on another Hero's Journey in your next Jump as well, though you can only use this once a Jump and it will be limited to the Jump's scope, so no traveling to other worlds if the Jump only focuses on a single one. The end reward also scales to the Jump's power level but it will be something that will always remain at least useful to you, even if it's something like the Salt Shaker of Perfect Seasoning which spits out all fitting herbs on the planet to elevate your meals.

Reformist

Bureaucracy (100 CP)
Governments in truth are castles built out of paper and ink, out of laws, taxes, people and lands. All of which have to be accounted for, processed and correctly utilized, as such, at least in matters of paperwork, there will be no equal to you. You're a bureau unto yourself, managing to complete the same amount of paperwork in a day that would require hundreds of people to work on it for a week, and we're talking about a motivated and coordinated bureau here. Though as this only applies to dealing with paperwork this might only save you a small amount of time, unless you're in the business of kingdom management or work in an office.

We're not so different, you and I (200 CP)
You're a master in rhetoric, but your true talent lies in diplomacy, in finding common ground and more specifically in finding a compromise. One where either only your side is happy, or neither

is, yet one which will nevertheless be something enforceable, doable and lasting.

You do this mostly by getting to know the people you talk to, seeing where your priorities overlap and which lines they've drawn, you'll as such know when a deal is hopeless, and when it's negotiable. You've also got a talent to make people believe that you're on the same side, or are not so different after all due to trying to achieve the same goals, irrespective of the truth.

Political Savviness (400 CP)
You know how to navigate political landscapes, identify the people in power, do the talk, make vague promises and convince people that you're competent and exactly what they need. You also won't be kicked out if you go to high-society events as you'll always be provided tickets and clothes that make you fit in.

Practically this means that you could sweet-talk your way into the presidency in a matter of years, provided of course that you bind enough people in power to you and play the politics game the proper way. You might be surprised how much a suit, an air of authority and attendance at high-society events can lead to, even if you had no other means at your disposal.

Nepotism (600 CP)
In each world you enter you've got an 'In' with one of the people in power. Maybe a billionaire, maybe a prominent superhero or a dictator, whoever it is, they're all too happy to pull you right up alongside them, the billionaire would give you a few millions as a starting fund and introduce you to their rich friends, the superhero grant you something that gives you powers and introducing you to their team, while the dictator might make you their advisor or bodyguard depending on your inclinations.

They serve as much stronger and more useful Allies, separate from the Ally you already get and won't give up on you, both due to your intentions aligning, them liking you and because they're aware how big of an asset you are.

Monarchist

Royalty-Adjacent (100 CP)

You're related to Royalty in some way and thus have appropriate skills, King, Princess, Royal Healer, Advisor, Guard or some other royal-adjacent occupation. Whichever you are, you have more than a decade of training as one and thus know all the skills necessary to effectively enact your duty and can easily attain and learn the skills of the local equivalent. You're also instantly recognizable as whichever one you choose and your qualifications as one will never be questioned. You can turn the recognition part off if you wish.

Born in Mud (200 CP)

There's some weird worlds out there, in particular one where a King can reproduce asexually by fucking mud and thus giving rise to Mudborn.

Whether it works the same for you is completely up to you, but either way you've got some kind of method that allows you to create children without needing to go through a painful and long process. The standard for beings born this way would be new-borns that are already at the development stage of a five-year old and who'll be loyal to you as their sole biological parent.

These mudborn, in addition to inheriting aspects of a singular perk each as if they were inherent Powers, will become useful to you in some way, how useful and in what way will depend entirely on the number of children you birth and how involved you are in deciding the course of their lives, from becoming invaluable Followers after years of educating them, to spitting out a single one and leaving them behind to go to the next world.

In the latter case they *might* appear near the end of your Jump to rescue you from death a single time by becoming or meeting a Thresholder on their own.

But it might also just lead to you having a very talented offspring you've left behind who you'll never see again, for this Jump at least. As such this is thus not truly a 1-UP as there is no guarantee for what children decide to do after all. Instead of becoming a Thresholder they might instead just live a normal but blessed life.

Whatever your children manage to achieve or however many you make, you'll be guaranteed to receive them as Followers at the end of your Jump.

Competent Staff (400 CP)

People you recruit or ally yourself to somehow tend to be geniuses, savants and overall competent. This doesn't extend all the way down, but the people in charge of your organization, whether you're the leader or just an employee, will somehow all be gifted and talented beyond belief.

God bless the Queen (600 CP)
You have a Divine Patron of sorts or something equivalent. This could be something eldritch, a guardian spirit that's always by your side, a literal God that has decided to bond with you or maybe just a demonic sword that's decided that you should be its wielder.

Whichever it is they'll occasionally grant you boons, help you along and be a presence you can talk to whenever you wish. How much help they actually are depends on the kind you need as well as how devoted you are to them, a God for example would quickly grow in strength if you started a religion for them and would thus be capable of granting you stronger boons and blessings, a demonic sword on the other hand might need sacrifices to empower itself, and in turn you, further.

While some of the higher powers in the worlds you go to might be able to interact or even damage them, they'll never be able to completely destroy them as a sliver of them will always be within you from which they can reform completely, though it might take a long time depending on how much damage they sustain.

Finally your patron can act as a power source for the powers/items you gain, though their strength will remain the same they'll use the same type of energy as your patron, you could for example turn a power that needs plants to function into one needing divine energy instead, or a sci-fi gun that needs electricity, using demonic energy instead.

Revolutionist

Memorable Logo (100 CP)
The logo you're using as the symbol for your revolution will become something of a memetic agent. Spreading like wildfire through the nation, maybe even the world. Just like the Cool S symbol it will be graffitied all over the country, on walls, streets, statues and more. Once seeing multiple of these symbols people will want to find out their origin, and thus become aware of your revolution, whatever that may be. What they do after that is up to them.

The Hand that Guides (200 CP)
You can influence others into decisions they'll believe to be their own, some comments here, images there and soon enough they'll be spouting what you just told them as if it were their own

idea. This works much more effectively if you act as their teacher, molding your students into the machines you want them to become, whether that's political allies, subordinates or even disposable minions, they'll be all too happy to comply, provided you've first spent some time with them to instill that loyalty into them.

Permanence (400 CP)
Good change is oh so difficult to initiate, and much more difficult to keep, but now that difference will actually persist. Rules you create will not be overturned, people you elected into higher positions will stay in them and the spirit of your revolution will live on through the changes you made.

Flip it (600 CP)
What's important in a revolution isn't necessarily what you're fighting for, instead it's who you're fighting with, and most importantly who *they're* fighting for and with. The enemy that is. Because you've got this strange talent to turn enemies into allies and strangers into the enemies of your enemies. This doesn't make it possible to turn a murdering lunatic into a loyal companion, but an enemy with no personal problems against yourself would be entirely possible to convince and manipulate into becoming your temporary ally. Provided you had time to work your magic on them you could flip countless people, and thus recruit plenty of undercover agents to do your dirty work for you.

Destroyer

A Menace (100 CP)
You're infamous. A menace, someone to fear and run from, or maybe you're just insanely annoying. This perk is a reputation booster, spreading the word of your actions farther than they should, what it spreads is wholly dependent on your actions, but it will only spread the negative parts. If you go and murder dozens you'll soon become the worst murderer of the decade. Steal a bunch of jewels? A thief stealing the livelihood of the citizens that should be brought into custody. Steal a lollipop from a baby whilst being known as the world's best hero? Tons of negative press that will solely focus on the inhumanity of stealing from a baby while ignoring your past deeds.

You can turn this off, but that will only stop the effect from continuing and won't erase everything that's already been produced and spread. This can be used to great effect for defaming people if you have ways to disguise yourself as others.

Thresholding for Beginners (200 CP)
Sometimes you'll find yourself in a new place with millions of things you could be doing, only to choose the most boring options, never realizing all the things you're missing out on, or could have done.
No more, you've got an internal guide to pleasure town, all the locations, events and deals you'd ever want to indulge in, whether it's the local drug den, a fighting ring, horse races, strip clubs, zoos, restaurants, bars, or any other of the manifold variants of entertainment the different worlds present. You'll know just where to go to find them, as well as how to enter them.
And if you'd rather keep the entertainment personal this can instead lead you to people who're your type of people. Just don't expect relationships found this way to last much beyond shared indulgences in various vices.

This is pretty much as if you took a dozen different apps and mashed them together, just without a pesky interface, no need for internet or technology and one that's much more intuitive.

Think of the Woman and Children (400 CP)
Some bad guys tend to leave the woman and children alone, believing them to be 'innocent'. Well that's a whole lot of bogus, they could be the ones who will be coming after you in a decade or two. Whenever you go on a killing spree, destroy a bunch of buildings or simply do a bunch of mayhem, the people most likely to want to take revenge on you will be injured enough that they won't be able to act on impulse, act on it in the future or they'll just be killed. This only works on those that are too weak to resist mundane accidents or coincidences.

This perk can also stop anyone you deem as friendly or as a non-combatant from being injured by the chaos you inflict, never again will you be the cause of friendly fire or *accidental* killing.

I have become Death (600 CP)
Destruction doesn't just come easy to you, you thrive on it, using it, planning it, and especially causing it. You don't just break stuff, you pulverize it. You don't disassemble, you grind into atoms.

And if it's something not quite physical? Then you'll find all the pillars holding it together and make certain that they will never ever stay upright again. What this means is that you can both discover how something is put together, and what the best way to destroy it is. An organization for example would be held together by people, killing the select few holding it together would do the job, but you could also turn them against each other so that the organization destroys itself from within. A building has many pillars holding it together, but you can identify the one that would plunge it onto itself so that the weight keeps falling on a single one and keeps destroying these singular pillars, thus step, by step, by step, bringing the building down.

This is far from absolute, and sufficiently stable things need appropriately more work and information for you to keep the plan on schedule, especially if they're large scale, but with enough motivation there's few things you couldn't break apart.

As a last example let's take the world. There's quite a few ways you could destroy a world, there's of course the local threats that are already present, there's sometimes magic outbreaks, natural disasters or man-made weaponry in certain worlds that could spell doom if pushed into the appropriate direction, but maybe you want to keep it at the brink of collapse instead? A weeks worth of research (assuming the world has internet or an equivalent) would be enough for you to discover the general political landscape and how far the world is from annihilation, and with surgical strikes you could plunge it onto the path to it, ranging from assassination, sabotaging supply lines, provoking terrorists and thus causing them to escalate, to increasing the mana to lethal levels in a magic outbreak and causing that natural disaster to become magnitudes more dangerous. These are some ways you could cause that smidge more chaos that could break the world into pieces, after all worlds can be such fragile things, especially when someone is actively seeking their destruction.

As you haven't got your Spark yet you'll be limited to using this on only one thing per world, though what exactly that thing is is up to you, whether it truly is the whole planet and how to blow it up, just the architecture on it or a specific species like humans or goblins. You'll be able to change the target of your destruction each time you go to a new world.

Drop-In

Traveler of a different sort (Free) (Mandatory and Exclusive for Drop-In)
Instead of being a Thresholder and gaining access to the Grand Spell, you come into contact with an item or power that allows you to travel between worlds (within your current multiverse), though whichever it is, it has strict requirements, needing fuel, maintenance of some sort and a cooldown, each of these can be fine-tuned and improved as you get used to crossing worlds, but at the start they'll be very demanding to utilize.

On one hand this will turn this Jumpchain back into a 'Survive 10 years'-affair, on the other this will also rid you of all the mandatory Thresholder perks. You can still gain those perks by purchasing them, but otherwise there will be no guarantee on who or what awaits you in the worlds you visit, or whether you'll even gain anything from them. You can still attain powers and allies mundanely, they just won't be put before you or be adjusted to you in any way.

For the duration of this Jump you'll also be incapable of utilizing the portals of the Grand Spell, at least not directly.

Subverting Expectations (200 CP)
People have a habit of putting you into boxes instead of having a nuanced view of what you are, this happens primarily to your benefit. Whether it's the mayor seeing you as a hero and thus conveniently overlooking the pile of corpses you've left in your path, or enemies believing you to be part of a rival gang and thus underestimating you or believing you to be a lower priority threat than you are.

This can also affect allies, causing misunderstandings on where you stand, thus leading to shenanigans, though this part is toggleable.

Universal Aptitude (400 CP)
As you traverse the multiverse there will be thousands of powers just out of your reach, limited to genetics, a species, maybe even a specific belief. No longer will these requirements bar you from attaining these powers, you can learn the magic restricted to the royal family, take the sword meant for the hero and eat the ancestral herbs of a magic tribe without permission from

their god. And when you do, you'll have a talent for it, learning it faster and more intuitively than average.

This also prevents the powers and items you obtain from malfunctioning or simply no longer working when you leave their native dimension as they'll remain functional so long as they're within your possession.

Designated Ally (600 CP)
Instead of gaining Allies like a Thresholder would, you can designate them as such yourself. And through that connection can apply and share the effects of your powers, like transporting them along to another universe with a power/item.

You can even temporarily give them your perks, though these perks cannot cost over 400 CP, you can only share one per person, and the strength of this Designated Ally must be sufficient enough to not be overshadowed by it. A decent sorcerer could weather a 100 CP perk, someone capable of destroying a city a 200 CP perk and a continent destroyer a 400 CP perk.

If they're not strong enough, the perk will slowly chip away at them until their prior capabilities and potential are erased, even affecting and possibly overtaking their personality and leaving them catatonic. This process will be noticeable and reversible as long as the takeover is incomplete, but the recovery will take a long time. Should the perk be way too much for them to handle it's possible for them to be completely overtaken within minutes or even seconds depending on the power disparity.

Items:

You may discount a single item of your choice here, whether to get a **Static Niche** item for free, or to get a **Growth Powerful** item for 300 CP.

You gain these in your first world, stumbling onto them on arrival. These can be from any source, magical, sci-fi, supernatural etc., even contradicting the nature of the world you're entering, maybe due to being the leftover Items of a previous Thresholder.

Static Niche (100 CP)

An item that only serves one purpose and isn't useful for anything else, like a mask that gives special sight, from X-ray vision to conceptual sights or armor with durability that scales with your willpower, being brittle when you're weak-willed and strong as steel when you're confident and near invulnerable when completely unshaken.

Static Powerful (200 CP)
A powerful item, that while quite useful and/or powerful, will remain as it is. Like a staff that can fully heal one person with a one week cooldown or a flying magic sword that's large, soulbound and very durable.

Growth Niche (400 CP)
A scaling item that primarily serves one purpose or is limited somehow. Like a nanoswarm which can be used as armor, interface with technology and improves itself slowly, but has in-built restrictions on self-replication, or a dragon heart that boosts your health and physical abilities when consumed, granting you superhuman physicality and resistance to most things, as well as allowing you to transform into a dragon.

Growth Powerful (600 CP)
A powerful item that has myriad uses and a lot of room to grow to boot. Like a versatile sci-fi armor with plenty of guns, sensory equipment and a learning AI with a developing consciousness or a sword that grows stronger and more versatile the more creatures it devours.

Companions:

Import (50): You may import up to 8 Companions who can follow you through the portals. They can also gain some powers/items in each world they go to though they won't be assured of that unless they enter the portals by themselves to become Thresholders, though you'll end up in different worlds that way.
If you're a Drop-In your transportation method can carry at least as many people as you have Companions.
You can instead choose to import a single companion, who gains 600 CP to make a build with.

Export (Free)

Make an offer to anyone you'd like to take with you and they can join you in your journey if they accept.

Mascot (50 CP)
You've got a tiny creature which has a distinctive appearance and personality, it otherwise only has the capabilities of a mundane animal, but it can talk to you and act as a scout.
You can choose what it looks and acts like, whether a dog butler, a white cat-like being with red soulless eyes or a tiny songbird. Its personality on default will complement your own.
It will respawn after a day if it dies and won't be particularly affected by the experience.

Orbiter (50 CP)
This person is your self-declared personal assistant, while their power is only convenient, namely to enter people and through them each person's mental space where she can deposit objects and beings as a sort of inventory as well as gain some insight into their personality and character. It's their high degree of intelligence, organization and planning which will be to your advantage as they're all too eager to take care of all the mundane problems you'd have to deal with, whether it's establishing an identity, opening an account or doing paperwork, they're all too happy to help.

Diplomat (50 CP)
A people person who's all too happy to go to all the social events you can't be bothered to attend, they've got enough charisma to make a decent head of state and are fine with creating a spy network in your stead plus doing all the diplomatic work. Just make sure to keep them safe, while they're extremely competent they've got absolutely no combat capabilities and can sometimes be prone to favoring certain more 'optimal' decisions which might not agree with your morals.

You (50 CP)
Well, not exactly, a clone of yourself actually made at the point where you enter this Jump. On the plus side you know them as well as you know yourself, on the minus side they've got none of your mighty Jumper powers and that whole power dynamic is *bound* to make you two diverge even with nothing else changing. But as long as you trust yourself you've got a Companion who knows you better than anyone ever could.

Drawbacks:

Mizuki's Meta Ads! (+50 CP)

Every world you visit there will have a version of Mizuki, another character from Alexander Wales 'This used to be about Dungeons' series, short TUTBAD who will launch into a meta advertisement about Alexander Wales books. Why they're great and why you should absolutely buy them, this will come as a total surprise every time, partly because you'll forget having taken this drawback, partly because you'll start to ponder the metaphysical meaning of this being a thing and what it says for your layer of reality, and partly because people will not be able to perceive it, entertain the notion of such a thing happening even while it's happening, and won't have any memory of interacting with this Meta-Mizuki even if they were part of the advert.

She'll otherwise behave consistently as the version of her would in this world, with the exception of the few minutes long advert she'll belt out every few months where she'll also be able to do some funky meta commentary and interactions which shouldn't rightfully be possible in each of the worlds you're in.
There will also somehow be physical or digital copies of those books which you can actually buy. Despite being physically present in some form and accessible to everyone, they and their contents will somehow be completely ignored by the rest of the world.

English and Cabbages (+100 CP)

The Grand Spell seems to only connect to worlds which have a certain set of similarities, some of those include people speaking English and certain foods being common, like Cabbage. This widens the scope for the portals you enter, thus making them take you to worlds where the language will be completely unfamiliar to you, alongside vastly divergent food, and possibly even different color palettes for everything.

X's for Days (+100 CP)

You're now guaranteed of ending up in a relationship in each of the worlds you go to, sadly, no matter how enjoyable these relationships might be for their duration, they'll all inevitably end badly. Each one will end due to a different reason, whether due to death, you leaving, a child or any of a dozen different reasons, and you'll miss them and be reminded of them every now and then when you see familiar silhouettes or activities you two did together. Might be that you won't be able to go a day without a litany of flashbacks on your last world considering the string of broken hearts you've left behind, most of them yours.

If you'd rather not have your feelings meddled with or aren't into dating then these can be friendships instead, or can be more physical reminders instead of mental ones, a litter you have to take care of, with some of the kids or pets being yours, scars that hurt randomly or when it rains or perhaps a lost limb or two. Love tends to hurt after all, one way or another.

Singular Focus (+100 CP)
Choose either Powers or Items, you may only gain those as 'The Power' you gain in each world for the duration of this Jump. As this isn't taken into consideration by the Grand Spell that means you could possibly end up in worlds where only one of the two is possible to obtain or where one of the two is incomparably weaker than the other.

If you've for example picked Powers, then you'd become completely incapable of using magic tools or sci-fi tools, you'd be capable of taking these Items with you, though any attempt to actually use them would prove ineffectual or fail, even if you tried doing so through your allies. This doesn't stop you from utilizing mundane tools, like opening sci-fi doors or using the internet, but anything more complex than that and especially combat related won't work.

Take *One* (+100 CP) (Requires Singular Focus)
You can only gain a single power OR item per world, no exceptions. Though you can decline those you encounter to search for one that you actually *want* to acquire if you wish to do so.

This also means that you can't just stock up on a mountain of magical items, if it could be used for combat or is combat-adjacent you'll have to leave it behind. The exceptions are non-replicable one-use items.

Opinionated Item (+100 CP) (Applies to an Item you've purchased OR Applies to the next useful one you find)
One of your most useful items has, or will have not only a personality, but also ideas and/or a different ideology that clashes with your own. Most of the time they'll listen to you and be helpful, but every once in a while when they meet people with drastically different ideologies to their own, or those that share their ideas, they'll tend to act rashly, trying to lead you towards a drastic decision or will act without your knowledge.
It will lead to some problems, but they'll be too useful to leave behind.

Yet another world, and another and... (+100 CP/-300 CP Incompatible with Gauntlet Mode)

Being a Thresholder isn't all that different from being a Jumper, so why not just... stay the course? Once you've passed the required 10 worlds you'll have to do another 5, after that you can just continue being a Thresholder as long as you'd like until you decide to leave.

For **-300CP** or **-200 CP** if you remain longer, only death will end your time as a Thresholder and move you to the next Jump. This only applies once you've cleared the required 10/15 worlds, dying before then will still count as Jump Failure.

Other drawbacks overpower this, landing in a Karma world if you've taken Unintended Consequences for example would still count as Jump failure if you died there and likewise if you've picked Scenarios and haven't completed them yet.

You're a Loser, Baby (+100 CP/+300 CP)

You must always lose against your Thresholder opponents and do so convincingly enough for a portal to open, which will only happen when you're soundly beaten to the point where your opponent has a decisive victory.

You gain **+200 CP** if taken with the **1% of the 20%** drawback as you'll first have to suffer a devastating loss before you can try killing them, while your opponent won't hold back in the slightest.

The Out of Context Adversary (+200 CP) (Requires Out of Context Problem)

Now one in five Adversaries will be like you, having OoC powers that the Grand Spell doesn't detect or include into its calculations. Roll a D10 to determine how strong their OoC powers are in comparison to your own OoC powers (you're a 5 on that scale), and a D6 to determine their Ideology.

Dangerously Exotic (+200 CP)

The worlds you'll be going to are different, each and every one of them, but with this choice they won't just be different, they'll be alien, and I'm not talking literal aliens though you'll encounter those as well, I'm talking about worlds that escape description.

Ones which words can't accurately define, not without taking a few sentences to get to the broad gist of it and still fall short. Places where the laws of reality are far removed from those you know, where things are so vastly different from what you're familiar with that you might take a very long time to adjust and yet still not get it. Or maybe where things are just *weird*, as if someone had taken a mishmash of ideas, thrown it at the wall and made a world out of what stuck and survived the test of time.

How exactly this manifests varies just as drastically, a world where every deal is solved through a game including casual interactions, a world where there's places that change each time you look away, or a world where time moves differently depending on the space you are in and space moves differently depending on the moment you're there, or maybe one where the people have wilding times with gender changing potions, the details of which are never fully explained.

High Power Worlds (+200 CP)
The worlds Thresholders enter are more often than not ones where only other Thresholders pose a true threat to them. Your portals have a tendency to lead you to high power worlds however, where the inhabitants are more than equal in prowess to the Thresholders that enter, capable of fighting or beating them just as well if not better than other Thresholders.

While that's likely to be the cause of some troubles, that *does* also mean that the Powers and Items you'll be able to find and get will be of much higher power.

Worthy Adversaries (+200 CP)
People are fundamentally flawed, maybe they have blindspots in their thinking, maybe they're too trusting, or maybe they're simply incompetent, now those kinds of things don't really apply to your Adversaries anymore. They're competent, they're clever and they know how to use and abuse both you and their powers, be it in combat or by setting the world and the people within it against you.
This doesn't make them perfect, far from it, but now you'll have to prove yourself better than them in more areas than just which one is the stronger of you two, lest they surprise you with a lethal present, be it a plague, the government naming you enemy number one or sneaking poison into your meals while disguised as a servant.

Unintended Consequences (+200 CP/+300 CP)

Being a Thresholder means carrying the technology and magic of your past worlds into a new one, thus changing the physics of that world to allow them to function. Think about how a new illness can spread among indigenous people who aren't immune, now do that with new magic and technology and the world's practically bound to go through a lot of change, both because of you and your Adversary. Without this drawback the changes would be limited to the aftermath of battles and your own interferences, with it the introduced systems quickly spread. Initially it will lead to the world becoming far worse and chaotic, with deaths rising dramatically. After centuries the world might be better off than before, or be even worse and at the brink of destruction, whatever may be, those dark ages you've brought and the ones who caused it will always be negatively remembered. This will give you a steady supply of negative Karma. With the rate of accumulation increasing with every world you visit, though it won't actually do anything outside of worlds where it's a tangible force or where it can become perceptible in some way to people or other Thresholders. You'll be guaranteed of encountering at least one such world or Thresholder.

For **+100 CP** you'll also be assured of landing in a world with Karma on each 5th world, meaning that the world will be seeking your death progressively harder and that the occasional Thresholder will have powers or items that interact with Karma.

Never tell me the odds (+200/+300 CP)

It's believed by some that the Grand Spell is there to gather data, that it puts two Thresholders against each other, both as close in strength as possible where the outcome of the fight can go either way, and by observing which one wins can marginally improve its own algorithm. Multiply this by the hundreds, or even thousands of Thresholders and fights it generates, and you've got a lot of data to predict the outcome better.

Now the odds are a tad more lopsided for you, instead of it being 50/50, it's now 90/10 in your enemies favor, meaning that they're that much more prepared than you, or have a much larger number of power or ones that are simply stronger on their hands.

For another **+100 CP** you can go even further and make it 99/1 odds if you like to be the one that beats the odds. But prepare to get your ass kicked a lot since it's not taking those numbers out of nowhere.

Adversaries Plural (+100/200/400 CP)

Some Thresholders are powerful enough that two Thresholders have to band together to oppose them, you are one of those now, finding the opposition doubled in every world you go.
For an additional **+100 CP** you can add another one to it, so that three Thresholders come after you each time. They'll also be much better at working together and won't hesitate to share the powers and items they possess between each other if possible.
You get an additional **+200 CP** if you've taken The Adversary for future Jumps, as this option will also double or triple the opposition you'll encounter in future Jumps.

Limited (+300 CP/Free)
All of your perks, items, etc. outside of this jump except your Bodymod are locked for the duration of this jump.
If this is your first Jump, then you're guaranteed to survive your first world and gain a dependable and fiat-backed power/item from it for **Free**, but you're unable to gain any CP from this drawback.

Overconfident (+300 CP)
You may only use a single power/item while fighting other Thresholders and can't reuse ones you've already used. You may only switch to another if you've completely used up your current one to the point where it's destroyed, completely exhausted, in cooldown or unusable. This doesn't count passive powers or items you can't turn off.

Firm Beliefs (+300 CP)
You're certain that your views and beliefs are the universal Truth. As such every Thresholder with different views and beliefs will seem both illogical and someone in need of killing so that they don't spread their views further than they already have. You may still talk, converse and share stories with them, but their death will never be far from your mind. Should you have an opening to kill them, you'll happily take it and it will take a *lot* to make you refrain from making their death one of your top priorities.

Wishy-Washy (+300 CP)
You don't really have a rock solid set of morals and are more likely to go with *some* kind of flow rather than sticking to a set of self-decided principles, so if there's two sets of evil you'd choose what you perceived to be the lesser instead of attempting to create a third option.

You're also not really in this business with a specific goal. Sure, taking over the world sounds cool, but like, what would you need world conquest even for? This also applies to most friends, romantic partners, and even most enemies. Sure, there might be the one or other relationship that actually sparks something deeper, or that seems to hit just the right notes within you, making you believe that maybe that's what you've been searching for, but it won't take too long to realize that you were simply disillusioned with what you believed to be your wants, when the reality is that you're just not the kind of person you believe yourself to be.

Get the point? Cause there isn't one, rather it's all a cascade of misses and near misses which part by part cut away the false perception you have about youself and which seems to make you more true to yourself, but it's gonna take at least a few years before you realize what you really want to do, instead of all the things and actions you take being decided by your perception of what the person you believe yourself to be would do.

1% of the 20% (+400 CP)

Did you know that 80% of Thresholder fights don't end in death? Well, you wouldn't know anything about that, after all all of 'your' battles always seem to end with the death of your opponent or if you're unlucky, your own. While the portal does open, neither of you will be able to enter it neither mentally nor physically unless one of you is dead. This means that you'll be forced to win all of your fights, or die trying.

This doesn't take reviving into account, so if you or your opponent die and revive through some kind of method, then you can both go through the portal without anything stopping you, though that doesn't mean that they'll stop trying to kill you if they see you alive.

Nexus Events (+600 CP) (Incompatible with Drop-In)

Thresholds are world travelers, they go from one world to another, spend some time in it, change it for better or for worse, get stronger, repeat ad infinitum. With this drawback they get a single purpose in addition to that, to kill you. And this isn't just a single Thresholder we're talking about. Your existence has created something called a Nexus Event where dozens of Thresholders are led to a single world, the one you'll be entering. With a target on your back and countless Thresholders out to get you it will be a challenge to just survive.

You still have to complete ten worlds to complete this Jump, with your portal only opening once you've fought all Thresholders within your world. This means you'll have to go through ten Nexus Events total. Good luck, you'll need it.

Any other Adversary affecting drawbacks stack with this.

Scenarios:

Each Scenario grants +400 CP upon completion and upon selecting one you'll remain until you succeed, or if you concede you must suffer a loss of -400 CP per picked scenario as compensation for your inadequacies.
Scenario Rewards can be fused if multiple are completed, like two planets becoming one.

Love Lost you Loathe to Leave

In your first world you'll meet someone. You'll love them like you've never loved anyone before, and then another Thresholder will arrive and kill them. What you do with the Thresholder is up to you, but whatever the case may be, you won't be able to resurrect them with what you have on hand and will thus be forced to enter through the portal. Normally that would be the end of it, some scars would remain, grief and hopelessness for a while, but you'd move on somehow.

Yet that's not what happens in this case. Rather than accepting their fate you swore that you'd resurrect them, that you'd return to that world and get back your lost lover.

There's two problems with that, first you don't have a resurrection method, coupled with most resurrection methods needing the target to be someone who died only recently and your quest likely taking you years to complete, that means you'll need a method that can revive someone long dead.

The second problem is that travelling between worlds, the worlds Thresholders enter through portals from the Grand Spell, is a very difficult task in and of itself. Without even mentioning how you'll also need to find the one world where your love died and accurately travel back to it.

With these two problems combined you'll be going on a very long quest to resurrect your dead love, one that will likely take you decades if not centuries to complete.

If you have perks or powers that allow resurrection, or traversal and navigation between worlds, then this drawback disables them for this Jump, except for the Free perk you get if you're a Drop-In.

If you've taken the second level of the Yet another world, and another and… drawback then death ending this Jump only applies once you've completed this quest.
If you already have a Companion who could take the place of this love then they'll be the target of this drawback instead.

Rewards:
For reuniting with your Soulmate you gain them as a permanent Companion and will be assured of returning from death in kind:

Companion: Soulmate
Though it will be a long while before you'll meet them again, you can at least be assured that they'll love you just as much as before and become your soulmate forevermore once you manage to resurrect them, becoming a Companion you can permanently carry with you at no cost. Additionally they'll be revived within a week every time they die. Once more safe by your side.

Perk: Journey of Love 1 UP
Lastly once when you die a final death your Soulmate will go on a journey just as you once did for them to revive you and they're guaranteed to succeed, but this guarantee only applies for one such final death, any further ones are up in the air on whether your Soulmate succeeds as they won't revive should they die with you dead.

Supplementary

Though there are a lot of worlds out there, some of them are more or less known quantities due to Perry being told about them from the opponents he faces, now you're allowed to go to those known quantities. Namely those contained within this supplement:

Thresholder Chain Supplement v1.1

At the start of your time here you will appear in one of the 0 win worlds, after that you'll either appear in another 0 win world if you lose, or will continue on to the 1 win world if you win. This repeats until you manage to achieve 6 wins total.
These known worlds don't count towards the total that you need to complete for this chain, meaning that you'll continue as a regular Thresholder afterwards, though the Grand Spell will include these wins in its calculations.

Rewards:
For completing these extra worlds the powers and items you gained in them become fiat-backed.

Camper

Being a Thresholder sure sounds eventful, too eventful for you. You chose one world that was somewhat to your liking and decided to stay. Passing up on a portal doesn't mean you get to stay away from the Grand Spell however, no it simply means you'll have time to prepare while Adversary after Adversary enters your world. To pass this Scenario you'll have to pass ten incursions. After the 8th two Adversaries will appear at once and on the 10th there will be three you'll have to face.

The time between these incursions can be anywhere from a few months to a few years. Should an Adversary survive until then, they'll be able to Ally themselves with the new ones. These Adversaries will also be stronger than normal since your prep time will be accounted for, the more you prepare the world's inhabitants as a counterforce against them, the more cunning, powerful and clever your Adversaries will be to compensate.

Once you complete these first ten incursions you may either continue to remain on your world with an Adversary appearing every five years, can proceed to another world and start world-hopping like a normal Thresholder or can continue on to your next Jump.

This disables World Hopping perks for its duration and makes you world-bound though that doesn't include different dimensions if they're within the same universe. Additionally any Scenarios or otherwise that would necessitate you traveling to another world will take place after this Scenario.

Rewards:

For defending a world again and again you gain the following item and perk:

Item: World of Myriad sparks
The world you've protected now belongs to you, becoming fiat-backed, additionally all the various magic and sci-fi systems that the Thresholders carried with them gain a minimum of establishment, spreading all the base elements and materials that the worlds they come from carried, thus allowing the people of your world to dive into the particulars of them.

Perk: Protector of Blank
When you act as the protector of a place, you gain a boost when acting to defend it. The boost increases the more property you need to defend, the more people you have to defend it against and the longer you're defending it. Additionally your body will nourish itself from this task, so that no sleep, food or water is necessary for you to remain standing so long as you enact your duty. Even your aging will halt for the duration of your guardianship.
With this you could hold the line solehandedly against an invading army, keep a shrine well-tended to for millenia and defend your home from any who would want to plunder it, and that's *before* the rest of your powers and perks come into play.

Alternative Camper Mode:
Instead of going to a relatively unknown world you may instead go to the world of TUTBAD. A world which is divided into hexagonical areas, some of which contain dungeons, you'll see a lot of strange things in this world should you explore it and the dungeons within, but that's half of the fun of it.

Reward:
For remaining in this wonderfully weird world during your stay here you may use the 400 CP you gain from this Scenario to purchase something from the Jumpchain based on it, undiscounted of course:
This Used To Be About Dungeons Jumpchain

While this doesn't allow you to purchase any drawbacks and the like from it, you'll still be capable of earning powers from within this world the natural way, and may pick three powers or items you've earned this way to become fiat-backed.

Closing the Loop

The Farfinder has as its self-appointed goal the creation of a chain of worlds to enable diplomacy, trade and an exchange of information, magics, science, materials and more between them. Now you're required to achieve that same goal, namely to connect 8 different worlds and enable a minimum level of cooperation and diplomacy between them. To achieve this you'll first have to travel through at least 8 worlds as a Thresholder and then have to discover or create a method of travel that allows you and others to travel between these worlds.

This however will also disable your free Thresholder perks once you manage to find one due to no longer traveling to other worlds through the Grand Spells portals. But you'll have plenty of work and challenges ahead of you as even a single world often needs millions of people to keep it afloat, convincing entire worlds to cooperate with each other will be a task, though provided you recruit the right people and manage to acquire backing or enough manpower, that process could be delegated.

Rewards:
If you manage to complete this loop and connect the 8 worlds in more ways than just with trans-dimensional modes of transportation, then you gain the following item and perk.

Item: World Loops
The connection between worlds is one you've invested a lot of energy into to establish, now you'll be capable of establishing 8 checkpoints between which you can create indestructible portals between. Or whichever method of transportation allowed you to travel. You may use this in whichever place you are, whether it's in different worlds light-years away, in alternate dimensions, or in various afterlifes, and so long as you've placed one of these down you can travel to them through the other ones with nothing and no one being able to interfere with you during travel.

Perk: Diplomat of 8 Worlds
You've managed to connect 8 whole worlds with yourself as the spearhead of that achievement, now people who meet you will be aware of that fact provided you toggle this title on, and will grant you proportional amounts of respect, there will be very few people who won't be starstruck by seeing you due to the long list of accolades such a title carries with itself.

Additionally your diplomatic might knows no equal, all manners of communication come easily to you even ones you're exposed to suddenly and can ingratiate yourself with both insects and omniscient beings alike, though this is at most becoming good or best friends with them, not straight up mind-control.

Alternative Continuation:

Doesn't count as a scenario.

A New Frontier (Requires Closing The Loop)

You've managed to connect the 8 worlds you visited, but there are countless more worlds out there and something in you urges for more, for the unknown which you got to know as a Thresholder.

You've been gifted a spaceship with enough space for the core crew you used to achieve Closing The Loop, with whom you'll now be traveling to new worlds. While one goal of this endeavor is to leave a path behind you that the Loop can follow if you ever return, your primary goal is a different one, namely to become a Thresholder once more. For this purpose you're following behind the trail of one such person who's quite a few worlds ahead of you, only by catching up to them, defeating them and going through the portal that opens upon your defeat shall your adventure here truly end.

While following them you'll be guaranteed to be held up in each world you visit for at least a year, allowing the Thresholder to move further away and thus increasing the amount of worlds you'll need to cross to catch up to them, especially if you remain in them even longer.

Rewards:

For proving yourself as a Thresholder twice over you gain the following item:

Item: The Grand Spell

You may now bring the Grand Spell with you into future worlds, while this will merely connect them to be included as one of the planets the Grand Spell targets in solitary worlds, thus making a few people of that world become Thresholders as well as Thresholders coming to the planet every few decades, the more interesting variety of this item applies when it's connected to world wherein a multiverse resides, as this allows you to manifest the Grand Spells portal near you once per Jump and thus allows you to travel between the worlds within your multiverse, whether it's to different planets in the same universe or to alternate realities where familiar yet wholly

different landscapes present themselves to you, with all the good and bad that comes with such unfamiliarity.

Gauntlet Mode

Instead of going through this Jumpchain normally, it becomes a Gauntlet, at the end of which you'll gain a Spark. This reduces your starting CP to 0.

The Gauntlet is as follows:

You lose access to all of your perks, items, companions, and warehouse, except for your bodymod for the duration of this Gauntlet. You'll start in your first world without anything except the perks you've purchased in this Jump. Only by defeating your Adversary will you be able to proceed, after that you'll have to survive until your 10th world, going through the usual Thresholder process, enter a new world, find Ally, find Powers, fight Adversary, go through portal, repeat.

It's after that 10th Jump that things get interesting. Instead of only finding powers, items and so on, you'll now optionally be able to gain, or regain perks (and all the other stuff you lost access to). However, if you do decide to take perks, then your Adversaries will become capable of gaining perks as well, with each of them having about the same amount of perks as you do, though theirs will be much more random than yours.

At first it won't be too hard. From your 11th-20th world it will remain at 50-100 CP perks.
From your 21st-30th world it will grow to granting perks costing up to 200 CP.
Then 31st-40th world up to 400 CP, but right after that is where it gets troublesome.
From the 41st world on 600 CP perks become available, but as these are rather game-changing perks you'll no longer just face Thresholders. Instead, you'll be facing fellow Jumpers, each of them in the same Gauntlet as you. The good news is that the same portal rules persist. As long as there's a clear winner the portal opens up and there's no need to kill your opponents or for them to kill you (though considering how Jumpers can be that might not stop all of them). This lasts until the 48th and 49th world. In these two you'll have to fight against two Jumpers, one of them with a burning desire to kill you, though the reason as to why can vary, maybe they're someone you've already encountered or just someone who kills everyone they face. While in the final 50th

world you'll be facing three Jumpers with two of them wishing you dead. In these last three worlds you can also potentially ally yourself with the 'neutral' Adversary.

Reward:
If you manage to survive and pass on through the portal of the 50th world, you'll have proven your mettle, regaining everything you've temporarily lost access to, and gaining access to your Spark:

Spark

You're no longer limited to traveling between worlds through Jumpchain, the whole multiverse opens up to you making you capable of traveling between these worlds without assistance from your Benefactor.

Alternative Gauntlet:
If you do this Gauntlet without purchasing any of your perks whatsoever with only the three mandatory Thresholder perks and the Powers and Allies you've made. Then your opponents will be gaining perks ten worlds later, thus you'll only have to contend with 50-100CP perks in worlds 21-30 and up to 400 CP perks in worlds 41-50. Alternatively they'll simply gain powers the typical Thresholder way that will be boosted to the level of perks strength-wise, either way they'll be gaining access to about the same level of Powers as yourself.

Reward:
If you do it this way, then you won't gain your Spark just yet, but in exchange you'll be getting your very own world that's perfectly adjusted to fit your desires and thus becomes your personal perfect utopia which is free of any and all outside interference, except for those you allow.

Item: Planet Perfect Utopia
The Utopia of your dreams, where the laws, people and the world itself have adjusted themselves to fit your perception of a perfect Utopia with you as its rules. While this world *is* still mundane, its technology is sufficiently advanced to fulfill your desires, provided they're not things that would be decades ahead of what current technologies could achieve. Additionally the beings on it are as harmonious or chaotic as you prefer, whether you'd like animals to live symbiotically together or for it to remain as a world where the law of the jungle prevails.

Stay or Continue

Thresholders may not Go Home

Notes:

On Portals: Entering and exiting a portal can happen instantly but sometimes the period in transit can be delayed for months to find a good match. This doesn't have any effect on you personally, but months and even years might pass in previous worlds each time you go through a portal.

Matchmaking: The exact specifics aren't entirely clear, but the Grand Spell tends to match people who're about as strong as each other and have ideological differences or other reasons to come into conflict naturally, like having clashing personalities and goals.

Edge Cases: There's edge cases like two Thresholders being put against a third Thresholder who's quite a bit stronger than them thus making it necessary for them to become allies and a Thresholder who remained in the same world for quite a lot of years, considering how there's said to be millions of universes and quite a lot of Thresholders circulating between them there's no doubt that there are even more such rare events. Even rarer would be cases where non-Thresholders move between universes, it's difficult but not impossible and thus represented by the Drop-In option.
You can expect to stumble over one or the other such case the more worlds you visit, though not quite as often as the Protagonist Perry.

Thresholders=Jumpers: The author is aware of Jumpchains and pretty much based Thresholders on them, with changes of course. That's pretty much the reason why the concepts by large are similar.
-Grand Spell=Benefactor(That being the Grand Spells creator, whoever that may be)/Jumpchain
-Powers=Powers/Perks
-Allies=Followers/Companions
-Adversary≈Drawbacks/Enemies/Opposition
Obviously it doesn't translate 1:1, but these are more or less their equivalents.

Meta Options: I tend to make meta options that also affect future Jumps in some way, this *will* affect how the rest of your Jumpchains will go and might as such change their tone if you pick

them, so take that into consideration. Should be free CP if you're close to gaining your Spark though or points well spent if you want some additional flavor to future Jumps.
They're disabled as usual for Gauntlets and the like though, unless specified otherwise.

Companions:
-Mascot is based on March's role as a butler of sorts and the 'white cat-like being with red soulless eyes' is a reference to Kyubey.
-Orbiter is based on Mette and the inventory space ring.
-Diplomat is based on Dirk.
-You is based on Kes.

Thresholder is a story created by Alexander Whales.

Links:
Thresholder | Royal Road
Amazon.com: Thresholder: Teaguewater eBook : Wales, Alexander: Kindle Store

Other stories from him are:
Worth the Candle | Royal Road and
This Used to be About Dungeons | Royal Road
The latter of which also has a Jump based on it and the world of which is an alternative destination option for Camper:
This Used To Be About Dungeons Jumpchain 1.0

Additionally here's the Supplement which also has more info on what kind of worlds, powers and items can be encountered and which I've used for the Supplementary Scenario:
Thresholder Chain Supplement v1.1.pdf - Google Drive