Creative First Jump & Long-Haul Chain Mode
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Creative First Jump & Long-Haul Chain Mode

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For jumpers who want a powerful launch into the multiverse without turning every adventure into an unchecked power fantasy, Jump-Chan offers this hybrid approach. It blends the freewheeling start of Creative Mode for your initial jump with the grounded progression of Long-Haul Mode for the rest of your chain. This way, you get a strong foundation to experiment and build from, but subsequent jumps require strategy, earning points, and facing challenges without infinite resources. It's perfect for you to ramp up quickly at the beginning, then settle into long-term exploration, repeats, and risk-taking without fear of total chain-ending failure.

The rules of "Creative First Jump & Long-Haul Chain Mode" are:

Your first jump operates fully under Creative Mode rules:

- All purchases are free, including perks, items, powers, followers, companions, and supplements like Body Mod or Warehouse.
- Max out anything you want, and your companions can benefit too.
- Stack purchasables as much as allowed by the jump-doc, with no limits beyond your own restraint.
- Ineligible options marked as forbidden by the author remain off-limits.
- You can take drawbacks for fun or challenge, but they're locked in once chosen.
- **No chain failure:** Death or failure ends the jump early, forfeiting purchases from that jump only, but you keep memories and experiences.
- 1-ups and revival methods work normally.
- Completing the required duration counts as success, allowing postponement of exit if desired, but avoid excessive time extensions.

After the first jump, the chain switches to Long-Haul Mode rules for all subsequent jumps:

- Normal CP allowances apply: Up to 1000 CP plus stipends, drawbacks, freebies, and so on per jump.
- **No chain failure:** Death or failure ends the jump early, forfeiting purchases from that jump only, but you keep memories and experiences.
- 1-ups and revival methods work normally.
- Completing the required duration counts as success, allowing postponement of exit if desired, but avoid excessive time extensions.
- Repeat jumps as desired, even after failure, starting fresh in a new timeline with normal CP (or less if you choose, down to 0 CP plus drawbacks and freebies).
- Purchases from prior iterations of the same jump-doc remain on your sheet as if from separate jumps.
- No using multiverse travel to cheese crossovers; use the Return option instead, once per completed jump.
- Exceptions for Return and continuity toggles apply as written.

Overall chain protections:

- Nothing ends your chain except ascension, your choice to stay or go home, or Jump-Chan's will.
- Jump-Chan won't intervene unless you're extremely boring or antagonistic.

Gauntlet interaction:

- Gauntlets follow their standard rules or optional interactions. Repeats keep prior purchases operative. Jumps with +0 CP starting allowance count as gauntlets.

Incompatibilities:

- This mode replaces pure Creative Mode or Long-Haul Mode; you can't mix in Front-Loading or Three-Free, as the hybrid already provides a safety net and strong start.

Clarifications:

- If you somehow fail the first jump, then you have an infinite number of retries, but only for the first jump do you use the Creative Mode rules.
- The first jump's free purchases carry forward permanently, giving you a boosted baseline for Long-Haul Mode jumps.
- Use the initial power surge for wild experimentation, then shift to earned growth for depth and replay value.

Optional Rules:

- Random Jumps Option: Select all jumps randomly instead of choosing them. This prevents cherry-picking powerful jumps early on, while still allowing you to make full use of the CP available in each jump. High-power jumps may still occur purely by random chance.
- Purchase Menus Option: The ability to access past purchase menus, but only for jumps you have successfully completed. This allows you to buy missed items without restarting a jump, while ensuring you only gain permanent catalog access for worlds you actually survived.
- Limited Origins Option: When repeating a jump, you must select a different Origin each time, and you can use each Origin only once. This creates a finite limit on repeats based on the number of available Origins and requires you to vary your approach each time.

Enjoy your hybrid adventure! Jump-Chan looks forward to seeing how you balance the chaos of a free start with the endurance of a long haul.

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