

Tutorial Jumpchain

Version 1.01

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The Who and the Why

Welcome **Jumper** which is what you now are, normally this would mean you were a human from the planet Earth but not always.

Your Benefactor is a powerful entity that may be referred to as "**Jump-Chan**", they will be sending you out to go on adventures through what you once thought to be fictional universes.

By default you will be in that universe for 10 year stints referred to as a Jump, before continuing onto another Jump in another fictional universe, creating a chain, hence the term "**Jumpchain**".

The Tutorials

This Jump Document is a safety net for new Jumpers who may want to rush off to their favourite settings, not thinking how dangerous those places are to actually live in and prematurely ending their chains.

In order to properly prepare new **Jumpers** for the wide variety of environments and settings they will eventually have to interact with, instead of a single setting, you will spend one year in each of ten different **Levels** that give the **Jumper** the basic necessities and experience for the real deal.

The main feature of this category of Jumpchain is that dying does not end your life or your chain.

Instead, you will have the choice of trying again with no penalty, returning home and ending your chain or skipping the Tutorial and going directly into a Full Jump though this is not advised if you could not survive the Tutorial.

If you prematurely end the Tutorial Jump you will lose all of the purchases and things collected from this document, only retaining your memories and any skills that could have been learned in the real world.

If you do start again after dying, you do not have to repeat any Level that you have already completed.

Additionally, if this Jump is done as your first Jump additional options and rewards will be provided.

Jump Mechanisms

As a **Jumper** you will be expected to take on new identities in each world you visit, gaining access to resources native to that jump through **CP,** a non-transferable non-bankable meta-currency that can be used to purchase from the **Jump-Catalog** also known as the Jump Document.

The **Jump-Catalog** contains various useful perks, items, and companions which are native to that universe, you gain them in exchange for **CP** making them **Fiat Backed**, a state that retains its universal laws allowing it to function even when the laws of physics are completely different.

Local Abilities can be learned and Items could be stored within your Warehouse to be taken into future Jumps however unless they are supported by the local universal laws or something that is **Fiat Backed** they will not function correctly if at all.

Typically **1000 CP** is given to the Jumper by their Benefactor at the beginning of each new Jump though the amount and naming conventions may be different depending on the Jump that is being entered.

+1000 CP (Choice Points)

Unique (Optional)
If this is your first Jump you may select to be the one and only version of yourself to exist across the infinite Omniverse with exception of any intentional imitations, replications or copies of you.

Level Selection

These are the ten different **Levels** you will visit in the course of this **Jump**.

Each **Level** is a simulation of a distinct universe from a popular genre or setting under the same umbrella term used as the theme of the **Jump**.

Unlike normal **Jumps** the people, animals and even gods met during this Jump will not really be alive and will instead be advanced physical simulations who function through distinct movement patterns, in-Jump events dependent on the **Jumpers** input and self generating dialogue trees similar to a character from an interactive **RPG** video game.

You may choose to go to a specific time and location within the Level or go to an auto generated version created using all canon media from that universe.
If you go to a Jump in Future that a Level is based off you will not be able to import the events of the level into that setting.
You may choose to do these Levels in any order or take the **Randomised** option in the Drawback section for extra **CP**.
In each **Level**, you acquire an identity that fits the setting, with all appropriate memories.

1. Where's Waldo?
In this Level you will be a travelling companion of Wally Waldo and his dog Woof with you all travelling to distant lands in time and space using a magic walking stick in order to solve puzzles and mysteries with the intention of helping hand wherever you can.
A villainous antagonist Odlaw will follow your group and recruit other villains in order to steal the magic walking stick.

2. Fallout
In this ruined world the United States had a nuclear exchange against China in 2077 resulting in the post-apocalyptic world in which the level takes place.
Some of the population were in underground Vaults when the bombs fell, they were supposedly constructed to protect the populace but were instead used for social experiments ending in disaster.
When you start this level you will be leaving one of the underground Vaults entering into one of the mutated wastelands that was once a part of the united states of america.

3. The Evil Within
This level immediately thrusts you into precarious situations where you are constantly being pulled through a distorted world full of nightmarish locations and horrid creatures forcing you to experience madness incarnate, and come into contact with all manner of horrifying realities.

4. Wolfenstein
This level has you in a world where you can fight against the Axis powers. Earlier titles are centred around Nazis attempting to harness supernatural and occult forces, while later games are set in an alternate history in which Axis powers won World War II.

5. Deathloop
In this level you find yourself on Blackreef Island which is within a time loop set to repeat the same day for eternity.

6. Ghostwire
This level is overrun by deadly Spirits thanks to a dangerous fog created by a dangerous occultist which caused the majority of the world's population to be separated from their physical form.

7. Doom
This level is set on Mars, where a military-industrial conglomerate has set up a scientific research facility into fields such as teleportation, biological research, and advanced weapons design. The teleportation experiments open a gateway to Hell, resulting in a catastrophic invasion of the Mars base by demons.

8. Dishonored
This level takes place in the industrialised Empire of the Isles, a relatively small archipelago of island nations situated in an ocean covering most of the planet, with human civilization only flourishing on the Isles.

9. The Elder Scrolls
The elder scrolls series takes place in the high fantasy world of Nirn where magic and supernatural beings exist. You will start this level imprisoned in one of the he nine provinces of the continent of Tamriel

10. Prey
In this timeline the Soviet Union encountered a species of eusocial aliens in the 1970’s causing an invasion of earth in the 2030’s.
You will start this level as a human in an area being invaded by the Typhon either on earth, a moon station or on a space station.

Age and Gender

This category is personal to each jumper often offering the Jumper to choose what their age and gender is, for this jump and most others you can choose to be whatever gender you want to be, though your age may be altered to fit the identity granted by the specific Level you are in.

Origins

Your **Origin**, also known as a Background, provides you with a history and memories from the setting unless you become a **Drop-In**.

Choosing to be a **Drop-In** either through a specific Origin or as a separate choice makes it so that you appear at the start of the jump unknown to the rest of the world.

Your **Origin** provides a discount on particular perks, items, Companions, and other things available for purchase with **CP**.

The provided **Origins** should come with a quick summary containing information that explains the background and mentality of the type of jumper who might pick it.

Socializer

This type of Jumper experiences fun in their interaction with others, being happy to collaborate and join forces with others in order to face any problem and achieve bigger, better results than they could on their own.

Explorer

These Jumpers want to see new and unique things, always hoping to discover new secrets. They enjoy the surprises that are possible to find searching the walls in order to access a secret passage that might result in new secrets, unique items, customisation and unlockables.

Achiever

These Jumpers are all about progressing and status, solving any problem that comes their way and always finding a quicker way to win.

Bragger

This kind of Jumper is highly competitive, getting a thrill from winning and seeing other people lose. They want to be the best and it should come as little surprise that the only way for that to be true is if they beat everyone else.

Perks

Perk is a blanket term for powers, skills, and abilities that have been unified into a singular section but some Jump Documents will have sections for purchasing powers, skills, or abilities separately from the **Perks** in these situations they are considered distinct from Perks when **Meta-Perks** are applied.

Meta-Perks are perks that alter or affect the functionality of a Jump Document such as increasing the initial CP, gaining an extra Origin or granting Free Perks.

Narrative-Perks are activated before a Jump begins in order and sometimes during in order to give the Jumper control over the continuity of the Jump. This allows them to alter people or events within the Jump such as including AU/Fanfic Options that otherwise exist in that Jump.

In a tutorial Jump the perks should be mainly for support, cost no more than **-400 CP** and should be worded so that they are in line with the umbrella term for the tutorial.

The perks in this document are not mandatory but are a good archetype for the kind of perks you may make.

General Perks:

Basic Requirements (Free to All)
This perk provides an in-universe personal history, as well as a basic adult education and memories which all fit the identity you acquire for that **Jump**.
This perk should also grant Supernatural Skills, Traits and Abilities required for basic participation in the **Level**/**Jump** which are **NOT Fiat Backed** or retained post **Level**/**Jump**.
Additionally should you not have a Spirit, Soul, or other essence this perk will grant you one.

A Jumper‘s Body (Free for All)
This Perk improves the **Jumpers** physical fitness so they are above the average physical fitness for their selected Race or Species.

A Jumper‘s Mind (Free for All)
At the start of each **Jump** this perk will repair any psychological issues or brain damage so that the **Jumper** is not hindered by mental problems.

Tutorialise (Free for All)
This **Narrative Perk** allows the **Jumper** to Toggle a **Jump** before it starts so that the world within the **Jump** functions as a Tutorial **Jump**.
By activating this Perk you alter the **Jump** so that the Jump world and those within it are advanced physical simulations instead of real locations or people, in a similar way to a futuristic interactive **RPG** video game. If this perk has been toggled on, dying does not end your life or your chain and instead will restart the Jump requiring you start from the beginning.
This can also be used to Toggle a Tutorial’s Level so its inhabitants are not Simulations.

Skin Deep (Free/50cp)
This makes the **Jumper** beautiful by the standards of anyone who sees it. These are often a graded Perk with multiple options, in this example the **Free** option would make them appear to be a 7/10 by anyone who sees them and the **-50cp** would make them a 10/10.

Alternative Form (Free/50cp)
An Alternative Form (**Alt-Form**) is a preset body that you can switch to and from, for **Free** you gain an **Alt-Form** at the start of each **Jump** that matches your **Jump** purchases. You can switch between Alt-Forms at will though the transformation may take a few seconds. With each purchase of this you will gain 1 new customisable **Alt-Form** that may range between ¼ and 1½ your base form's total body mass. Although by default this would be an organic hominid form you may choose to design it to match the structure and composition of other beings however they will not retain any special features of that type of being without being supported by perks or visiting that setting to gain setting data which will function like a Non-Bodymod Perk.

Lucky Duck (Free/50cp/100cp)
Perks relating to luck will increase the **Jumper's** luck and can be set as another graded Perk, these grade examples are all using two sided coins with 0% chance of landing on the edge.
For **Free** this makes a coin toss 50/50 removing any inert bad luck.
For **-50cp** this makes a coin toss 65/35 in your favour.
For **-100cp** this makes a coin toss 80/20 in your favour.

Compatibility Detector (50cp)
You can tell what non fiat backed items, powers and knowledge are compatible with your current universe.

Omni-Dextrous (50cp)
Every limb that your body has is able to function as well as your dominant arm, even if it is not a natural part of your body.

Common Sense (50cp)
This perk will grant you a simple awareness of obvious issues and simple solutions.

Motivated (50cp)
This perk will keep you motivated and will prevent you from procrastinating.

Common Knowledge (50cp/100cp)
This graded perk will grant the **Jumper** knowledge relevant to the **Jump** they are going to and update each **Jump**.
For **-50cp** the **Jumper** will gain the same level of knowledge as an average person in the location they arrive at.
For **-100cp** the **Jumper** will gain the combined level of knowledge as a newscaster and historian even if they do not exist in **Jump**.

Social Butterfly (100cp)
Charisma boosting perk's grant the **Jumper** the in **Jump** knowledge and social skill required to become popular making them capable of entertaining and placating most people.

Boredom Immunity (100cp)
This perk prevents the **Jumper** from getting bored and allows them to retain their enthusiasm.

Only Human (100cp)
You will never receive mental issues from gaining too much power allowing you to always be able to relate with others as if you were just an ordinary person, you'll never feel alienated from them the way your friends and family act towards you will never be affected by your power.

Well Rested (200cp)
Few things are as effective as a good night's sleep and with this perk any time you sleep for eight hours or longer all of your open wounds will be closed and any poisons and diseases in your system will be cleansed.

Lover's Embrace (50cp/100cp/200cp)
This graded perk allows the Jumper to better perform within intimate relationships with each rank granting the abilities of the cheaper ranks.
For **-50cp** have memorised all documented Knowledge on how to induce erotic pleasure for yourself and others.
For **-100cp** you are innately skilled in all acts of love making.
For **-200cp** you are able to induce the sensation of pleasure whenever you make physical contact with anyone, the scale of this sensation can range from comfortable to erotic depending on your intention.

1-UP (400cp)
This Perk can be purchased multiple times with each one granting you an extra **1-UP**.
1-UP's are a fiat-backed "extra life" which prevent the **Jumper** from Failing a Chain if they die during the jump by bringing you back to life, the individual mechanics of how you return to life may differ between **1-UP**'s, this **1-UP** when activated will resurrect the **Jumper** at the nearest safe location from where they died.
Each **1-UP**'s recharges once per 10 years or at the start of each jump whichever is first.

Origin Perks

These Perks are discounted by **50%** for their **Origin** with their **100cp** perks being **Free**.
Origin Perks relate thematically or mechanically to their origin, sometimes this requires a creative interpretation of the origins meaning.
In a normal jump each **Origin** will traditionally have four perks priced as **100cp**, **200cp**, **400cp** and **600cp** which will act as a **Capstone Perk** that can often be improved or gain additional abilities through a General Perk that is called a **Capstone Booster**.
In a Tutorial Jump Origin's will **not** have a **Capstone Perk** or a **Capstone Booster**.

Socializer

Social Meter (100cp, Free for Socializer)
You will always be able to sense how others feel about you in ways that you are able to mentally quantify, how this is displayed in your mind depends on the target and often appears similar to Graphs and Diagrams.

Helping Hand (100cp, Free for Socializer)
You are able to see whenever simple activities will benefit others such as watering a plant or making them a sandwich. Completing these activities will always make them happier and will help their life in small but potentially profound ways.

A Friend Indeed (200cp, Discount for Socializer)
One of the worst things that could happen is having someone you care about be in danger with no one being able to help them with this perk whenever your friends or family need you, you will be alerted in time and instinctively know the quickest way to get to them.

Radiant Rewards (400cp, Discount for Socializer)
Even though a good deed is its own reward, an actual reward is always nice. With this perk every action you take with the intention of helping others is guaranteed to reward you even if the reward is something immaterial, or given directly from Jumpchan.

Explorer

Easter Egg Magnet (100cp, Free for Explorer)
Through this perk you gain a sensation that makes you feel a pull towards unique, rare and easter egg like items/experiences with the sensation growing the closer you get.

Character Creation (100cp, Free for Explorer)
At the start of each jump you may use a customizer to alter as many of your **Alt-Form** and Fiat Backed Items as you would like. You also gain the options for a number of prefabs that include the appearance of specific versions of the items from other continuities.

Post Game (200cp, Discount for Explorer)
When in a Jump there are often aspects of the world that are not a part of the story you're in. With this perk you will always be able to find these aspects resulting in hidden “dungeons” and secret bosses, off shots of ancient enemies and long lost heroes. Whenever you find one of these secrets you will always be rewarded with something unique.

New Game + (400cp, Discount for Explorer)
At the end of each jump you are forced to choose between leaving the jump behind and going into a new world, with this **Meta Perk** this decision is less of a conundrum when leaving a **Jump** you are able to leave an identical copy of yourself in that jump universe with a copy of all of your Perks, items and warehouse. At the end of each jump you will sync up with each copy and all of you will gain all knowledge, experience, powers, perks and fiat-backed items that any of you have gained since the last update.
Any wounds whether mental or physical that a copy has can be overridden and erased if other copies do not have the same injuries.

Achiever

Master Grinder (100cp, Free for Achiever)
Doing the same thing over and over again is often boring but with this Perk you are able to loop any repetitive task so that you only have to do it once but will gain the result of doing it for as long as you want.

Achievement Hunter (100cp, Free for Achiever)
Through this perk you gain a sensation that makes you feel a pull towards tasks, trials and tests of worthiness with this perk also giving you a vague sense of what the trial will be about.

Counter Guidance (200cp, Discount for Achiever)
Whenever you take a **Drawback** that has you forget all knowledge relative to yourself or a setting this **Meta Perk** will activate giving you a subconscious guide of the events that will take place.

Planning the Goal (400cp, Discount for Achiever)
Whenever you have a complicated goal you will gain a step by step guide that will eventually fulfil the desired result however you will only get one step at a time unless multiple steps are required to be completed at the same time.

Bragger

Troll Stats (100cp, Free for Bragger)
You gain a mental measure of the frustrations you inflict on your enemies allowing you to see what effects you have had on each person. Using this you can tell which actions and activities have hit them the hardest and how they have been affected by them.

Hey Apple! (100cp, Free for Bragger)
This perk gives you a passive boost to how annoying you are when you wish to be annoying.

Obvious Trap (200cp, Discount for Bragger)
Whenever a trap has been set up with the intent of activating on you this perk will allow you to see a glowing area mark that is invisible to others which indicates the effective area of the trap.

Proactive Sabotage (400cp, Discount for Bragger)
You gain a sense for how effective the actions you take would be for hindering the plans of your enemies. You can even feel a pull towards things that will be vital to these plans even if you don't know what these plans are.

Level Perks

These Perks are specific to the **Level** they come from with some granting the low level powers and abilities of their specific continuity.

Where's Waldo

Birds Eye View (100cp)
This perk enables you to zoom out into a 3rd party view and keep zooming out up to 20 metres away from you.

Sharp Eye (100cp)
With this Perk you have perfect vision allowing you to see the minute details of any picture and perceive your peripheral vision as if it were the only thing you were focusing on.

Fallout

Karma Control (100cp)
You have full control over how others view your moral character allowing you to switch your alignment for any method of reading it.
This allows you to make people get the impression that you're a kind and loving soul or the most ruthless, evil monster and anywhere in between.

Wild Wasteland (100cp)
With this **Narrative Perk** the most bizarre and silly events will always seem to happen around you as it adds and changes various encounters that you may have so that locations will sometimes manifest things as a cheap joke or reference.
Sometimes these events can be dangerous like a Godzilla inspired Gecko but the changes will always provide something of value, the perk also comes with a togglable sound effect and notification.

The Evil Within

Mental Hospital (100cp)
You are able to enter at will into a section of your mind that cannot be entered by anyone else. This section of yourself looks like a 1950's sanitarium but it takes on the condition of your mind and soul allowing you to repair and improve those aspects of yourself without outside interference.
While inside of this location barely any time will pass on the outside of your mind.

Scrap Master (100cp)
With this perk you automatically gain the knowledge of how to dismantle any mechanical device you touch into its base components allowing you to better use them as scrap.

Wolfenstein

Sounds Foreign (100cp)
Through this perk you can bluff any language or accent perfectly making even native speakers of the language believe you speak their tongue, however this does not allow you to understand what is being said to you or even what you are saying.

Glowing Weak Point (100cp)
Whenever you are facing a singular main opponent you will be able to see a specific colour glowing to indicate the weakest points of their body, what the spot is weak to and how severe the weakness is.

Deathloop

Timeless Memories (100cp)
Using this Perk your mind has a temporal resistance allowing you to retain your memories whenever someone changes the past, how this function depends on the method of temporal changes being used, the creation of parallel timelines will allow your temporal clones to synchronise their memories with yours with both of you having both sets of memories, temporal rewinding which erases the present will have your past self gain your present memories and retroactive alterations will have you gain both the original and new timelines memories.
Other methods of time changes are dynamic and are affected on a case by case basis.

Prompting Text (100cp)
With this perk you will often find a friendly floating glowing text that only you can see. This text will respond to your questions and will notify or remind you of important things but this text will only know what it has learned or seen and it cannot have its memories altered or erased.

Ghostwire

Spectral Vision (100cp)
Through this perk, your soul has progressed allowing you to better control your essence and focus it upon your eyes in order to see spirits and into any spiritual worlds which as a byproduct allows you to see through objects and only see their outlines though this ability will require deep spiritual training to see further than 30 metres or do anything else.

Weaving Skills (100cp)
You are now able to perform Ethereal Weaving but you are incredibly weak. Using this skill you are able to produce from your spirit; a trickle of water, a light gust of wind and sparks of flame though you will be able to improve this through training and may be able to learn to do more.

Doom

Run 'N' Gun (100cp)
At will you are able to enter a combat mode that allows you to exert yourself to an extreme degree without feeling any pain or exhaustion from your actions. When you exit this mode you will feel the full extent of your body's suffering.

Rip & Tear (100cp)
Your body gains superior durability and strength which is greatly improved when attempting to separate one object such as a door or an enemy into two objects while using only your hands.

Dishonored

Parkour Master (100cp)
With this perk you are able to perform the instinctive calculations and athletic movements required to get from Point A to Point B in the shortest distance possible regardless of if it is vertical or horizontal.

Silent in the Shadows (100cp)
You are a master of stealth, being able to completely muffle your steps, staying hidden when outside of others' view and even when in front of someone but within a shaded area.

The Elder Scrolls

Magicka (100cp)
All peoples within the world of Nirn have the raw life energy of Magicka within them.
With this perk your body will naturally convert some of your biological reserves into Magicka with you initially having the same amount as a level 1 player character.
This reserve and its rate of regeneration can be improved through the right training and exercises but in order to use magic you will have to learn spells in the universe.

FUS (100cp)
This ancient art is not truly magic but instead a way to manipulate elements of the universe through producing special sounds. Though you are not a Dovahkiin you are now able to use the word FUS as though you were a greybeard to stagger your enemies.
Should you truly comprehend other words of power you may be able to learn, use and combine them even in ways that the games would not allow, such as KUN LAAS SHUL (Light Life Sun) in order to create artificial sunlight.

Prey

Spot the Difference (100cp)
Thanks to this perk you have a subconscious memory grid that allows you to instantly know when something has changed or been added, talking even the slightest difference between two supposedly identical things.

BioTech Engineer (100cp)
With this perk you gain all the medical and technological knowledge relevant to the development of technology that interfaces with biological tissue including the brain.
This does not specifically give you knowledge of neuromod technology but using this you would be able to develop the relevant interface technology.

Items

If these items are lost, stolen, or destroyed, new ones will be in the Warehouse 24 hours later.
You can combine similar items purchased from this Jump at no additional cost.
You receive a **+200cp** stipend for this section.

First Jump Only

This section is only available to you If this tutorial is your first jump.
If this is not your first it is assumed you already have a Warehouse.

Warehouse (Free)
You gain a “warehouse”, a pocket dimension which is separate from any jump, and is tethered to you allowing you to call upon the entrance wherever you are.
This area is designed to hold your possessions and provide a homebase and while the entrance is closed it is protected from any threats in a setting barring specific drawbacks.
An unfortunate safety feature of this is that the entrance cannot be disconnected from the reality whilst the jumper is inside of the warehouse as doing so would leave the pocket dimension adrift in the Omniverse like a child’s balloon let loose into a stormy night.

Personal Possessions (Free)
All of your Pre-Jump belongings will be put in the warehouse.

General

Cash (Free/50cp)
Going into other worlds with nothing but the clothes on your back can be problematic and no one wants to do menial labour so with this item your warehouse will have a freshly minted local currency equivalent of **£60** appear in a bundle on the floor.
This money is legal, with all taxes paid and all documentation needed. No one will question where it comes from.
For **50cp**, you will instead gain the local equivalent of **£600** per day.
Each time you purchase the upgrade, the amount will be multiplied by ten.

Jump-Wiki (50cp)
In your warehouse you will gain a small computer which at the start of each jump will gain a program that contains a full Wikipedia directory containing all canon information about the jump setting.

Mundane Clothing (50cp)
At the start of each week you will gain five sets of clothing that fit you perfectly and are appropriate to the **Jump** setting, in the designs of your choice.

Mementos (50cp)
At the end of each **Jump** or **Level** you will receive a nick nack, or collectable based on the **level** or **Jumps** you just completed such as a custom bobblehead, Snowglobe or teddy bear.

Jumper the Movie (50cp)
At the end of each you will receive a movie, tv show or cartoon depicting your adventure within the **Jump** you completed in a media format of your choice.

Hearthfire Workshop (200cp)
You are now able to dynamically convert materials into prefab components that you will be able to combine in order to construct new buildings within your warehouse.
The list of components available will update each jump and you will be able to add unique building components by touching the relevant building.

Origin Items

These Items are **Free** for their **Origin.**

Socializer

A Simple Gift (100cp, Free for Socializer)
Once per day you receive this lovely packaged box which when given away as a gift contains whatever mundane item the opener would appreciate the most.

Date Room (100cp, Free for Socializer)
This warehouse attachment when entered transforms into the perfect date location for anyone you bring into the room and unlike most warehouse attachments this room can be separately connected to the Jump World allowing you to open any mundane door into this space.

Explorer

Guide Book (100cp, Free for Explorer)
This magical travel guide will self update itself in each Jump to show you the locations of places of interest with the most entertaining routes being highlighted, each location comes with a spoiler free review but indicates the levels of danger, beauty and treasure at the location.

Fun Compass (100cp, Free for Explorer)
This magical Nth dimensional compass will always point in the direction of the nearest fun thing for you to do, with it vaguely indicating how far away it is.

Achiever

Cheat Sheet (100cp, Free for Achiever)
At the start of each Jump and each activity or competition you participate in you will gain a piece of paper containing relevant notes that can aid your memory and contains various methods to create an advantage beyond the normal way to make it easier.

Personal Award (100cp, Free for Achiever)
Your warehouse now gains an additional space that contains a trophy room that updates itself to contain one trophy for each accomplishment and Jump you complete with each once being dynamic and customised to match the achievement.

Bragger

An Insulting Gift (100cp, Free for Bragger)
Once per day you receive this lovely packaged box which when given away as a gift contains whatever mundane item the opener would find the most personally insulting to receive.

An Offensive Airplane (100cp, Free for Bragger)
When you choose a target for these pieces of paper you can dictate whatever information you want to send to that person and the paper will automatically write a message in the most personally insulting way for the target when finished the letter will fold itself into a paper airplane, then teleport within 100 metres of them then glide to them.

Level Items

These Items are specific to the **Level** they come from however as the levels for this Tutorial Template are all generic topics the perks in this section will be generic.

Where's Waldo

Woof's bone (100cp)
When thrown to a creature this bone will on an instinctive level seem to be the most delicious and amazing food on the planet almost guaranteeing that instinct driven creatures will ignore anything else in order to chase after the Bone.

Wizard Whitebeard's scroll (100cp)
At the start of each jump this scroll will appear somewhere in the jump that you are likely to visit. If you find it, the scroll will tell you a profound truth about yourself that will somehow make you more powerful though it's context cannot be understood by others.

Fallout

Pip-Boy (100cp)
The Personal Information Processor is a wearable computer that contains daily life enhancements and can display real time data about you.
You may choose for this to be any model of Pip-Boy though if it contains the V.A.T.S. It does not function as shown in game but instead it is a real time statistical aim assistant, showing the statistics probability of hitting what you are aiming at.

You're SPECIAL! (100cp)
This supernatural book allows you once per Jump or once every ten years to target someone including the Jumper in order to raise one of their S.P.E.C.I.A.L. Stats by one Point.

The Evil Within

Convenient Lockers (100cp)
When placed down this supernatural locker seems to go unnoticed by anyone other than you and should you hide in it no one will think to look inside.

Glass Bottle (100cp)
If this bottle is ever shattered, anyone other than yourself will find it fascinating to inspect the broken pieces. After an hour of being broken the pieces of this bottle will return to your warehouse and start to reassemble itself over the course of 23 hours.

Wolfenstein

Upgrade Kit (100cp)
Once per Jump or once every ten years you will gain a strange tool kit that will require you to select an item to use it on before it can be opened. When opened the tool kit will contain instructions with all of the components and tools required in order to improve your selected item in some way.

Semi-Portable Shield (100cp)
This keg-like canister can be deployed by pulling the handle out at the top of the device causing it to project a slightly curved 5ft by 7ft energy shield that is near impenetrable though can be disabled by destroying the canister.

Deathloop

Hackamajig (100cp)
This short range computer radio was made by the Colt Vahn which functions as both a communications tool that can be boosted by connecting to other devices and can be used to hack remote control antennas, sensors, radio devices, turrets, field nullifiers and any other device with a wireless receiver.

Fiz-Pop (100cp)
Once per day you gain a six pack of Fiz-Pop bottles, by drinking one of these you will have a small amount of health restored and any toxins or parasitic creatures in the drinkers system will be temporarily naturalised.

Ghostwire

Kagura Suzu (100cp)
This special ritual tool has an interesting effect on spirits and the undead when any of the bells chime they will be calmed slightly and lose some of their aggression with the possibility of this tool pacifying a spirit with enough time and usage.

Prayer Beads (100cp)
This bracelet contains many stone beads which harmonise with your spirit allowing you to focus your ethereal state to better perform any form of spiritual art, combat or training with the boost it provides increasing the greater the connection between you and it becomes.

Doom

Praetor Suit (100cp)
This technologically advanced combat armour contains a complex visor and internal computer systems.
This armour is increasingly durable and will self repair to fix any damage it receives.

UAC EMG Sidearm (100cp)
This futuristic pistol shoots directed-energy beams instead of bullets, and thanks to this has unlimited ammo. Although this gun is fairly weak it has a great potential for improvement.

Dishonored

Folding Blade (100cp)
This special sword has a resilient mechanism that allows it to collapse into the hilt to completely hide it or disguise it as another similarly shaped object such as a comb.
The durability of the internal mechanisms make it efficient for both stealthy assassinations and open melee combat without hindering its functions.

Personal Mask (100cp)
This customised personal mask can shift between 4 alternative forms which each perfectly hide your identity and the identity of the other forms thereby preventing anyone from figuring out who you are.

The Elder Scrolls

Crafting Supplies (100cp)
Once per day 1 of each non-unique crafting item shown in the elder scrolls series will be added to your warehouse, including Artificial Soul Gems that are all filled with energy mimicking that of a soul, not an actual soul.

Skeleton Key (100cp)
This knockoff Daedric artefact functions as a tool to unlock any form of lock regardless of what kind of Key is required.

Prey

Transtar Gourmand (100cp)
A selection of 30 different types of food and drink that can be found aboard Talos I, the food containers restock themselves once every 24 hr's.

TranStar Industries Spacesuit (100cp)
This space suit resembles the REPCONN Aerospace space suit with a red and grey colour scheme showing a gold TranStar ID tag showing your name on the top left arm and shoulder. This uniform can be used to interface with a computer system as though using a touch screen shown in the helmet overlay but its main function is to protect its wearer against environmental hazards and a zero gravity vacuum.

Companions

This section is for creating or gaining A non-Jumper character who accompanies you in your chain. Companions can be imported into a jump, which provides them with some amount of CP to spend on that jump's build. The standard limit for active Companions accompanying the Jumper in a given jump is 8, though this is not a hard limit. Some companions can have pre-existing import options, fiction as a group companion or can be imported as if they were Followers thereby not getting CP. Companions who die during a Jump unless otherwise stated are returned to life after a year or at the end of the jump whichever comes first.

Companion Starter Kit (100cp)
You can select up to 8 NPC's to become real people with them gaining true sentience.
In your next Jump they can all be imported for **Free** with them gaining **+600 CP** to spend.

Followers (Free)
You may select any NPC's from this Tutorial to become followers who will gain true sentience and be able to follow you into other Jumpchains.

First Jump Only

This section is only available to the Jumper If this tutorial is their first jump.

Real World Import (100cp)
For each purchase you may import 1 willing origin location person as a companion with them becoming a Free import in each future jump and they will gain a stipend equivalent to half the amount you gain in each Jump.

Drawbacks:

You can take as many Drawbacks as you want, without limit on cp gained. If you can handle the Drawbacks, you can have the reward however unless specifically stated you cannot take the same drawback twice. Drawbacks that change the world are altering its condition at the start of the **Jump**. If you are genuinely capable of changing the nature of the world, fiat will not kick in to change it back. Drawbacks specific to a particular Level only function in that Level.

General Drawbacks:

Canon Insert (Free)
At the start of each level you may choose to replace a canon character or continue as you are keep in mind any unique or special abilities gained this way will not be Fiat Backed.

Continuity Selection (Free)
If a jump has multiple options for the continuity such as having multiple versions of the media it is based on or a customisable protagonist you may choose which one is canon for the level you are entering.

Bigger Longer Uncut (+50cp)
You may take this once per Level with that Level now lasting a full ten years.

Drawback Keeper (+50cp)
This makes what would be a Level specific drawback into a General drawback. This can be taken up to once for each Level specific drawback you have taken.

Randomised (+100cp)
Your level choice is out of your hands. Roll a d10. Check the list to see which level that number corresponds to. That's your first level. Survived it? Good. Keep rolling and completing levels until all 10 are completed. You re-roll if you roll a level you have already faced.

Prologue (+100cp/+200cp/+300cp)
For **+100cp** in each level you will spend 1 additional day at the start of the Jump reliving the main events of your background's life in a similar process to the prologue of Fallout 3, for **+200cp** this will be increased to a month and for **+300cp** you will have a year of the most important aspect of their full life.

Drop In (+200cp)
You do not receive the Basic Requirements perk. Good luck.

Power Loss (+200cp)
For the duration of this **Jump**, any Level perks you have purchased are now only available in that Level.

Item Loss (+200cp)
For the duration of this **Jump**, any Level items you have purchased are now only available in that Level.

Amnesia (+200cp)
Until the end of this **Jump**, you can not remember the events of any Levels except the one you are in.

Total Amnesia (+200cp)
You have no memories of your time before entering the first Level and explicitly no memories of **Jumpchain**. You are probably very confused.

Geckojera (+300cp)
Each Level will now have one super Boss monster that you will need to defeat before you will have completed the Level.

It Just Works (+400cp)
Reality is going to be constantly wigging out on you causing all manners of Bugs and glitches including people floating off into the sky and people suddenly having floating teeth and eyes without the rest of their head but those are just the harmless ones, you may find yourself stuck frozen in a single moment for months on end good luck.

Level Drawbacks:

These Drawbacks are specific to when you are playing that level and will not occur on any of the other levels.

Where's Waldo

Unnecessarily Slow (100cp)
Everything that happens here seems to take forever and move at a snail's pace so I hope you're a patient person.

Almost Entirely dark (100cp)
Has the sun gone out or something? Everywhere you go seems so dark that you could mistake midday for early night.

Pixelated Objects (100cp)
This level shows pixelation that would shame a NES, as everything in this level is in blocks!

Fallout

Ghoul (100cp)
Your body has been ravaged by the nuclear fallout, luckily this is all skin and nose deep as you neither benefit or suffer physically from being a ghoul and the feral ghouls will attack you all the same, the main downside is the way people will react to your zombie-like appearance.

Chem Addiction (100cp)
You've got additional to a specific chemical causing you to have withdrawal should you go too long without taking your chosen drug.

Mutant Magnet (100cp)
It seems that a lot of the unfriendly residents of the wasteland are out to find you, any mutated animal that gets an indication of you will charge at you with the intent to kill.

The Evil Within

Flashouts (100cp)
Every so often the world around you will flash and swirl disorienting you until when it stops you find that your location has changed and an unknown amount of time has taken place.

Burn the Bodies (100cp)
Nothing you kill will stay dead unless you completely destroy their body, setting them on fire, dropping them in acid and mulching them may be your best option.

Losing Your Grip (100cp)
You can't tell what's real anymore. This may all be a delusion and you don't know.

Wolfenstein

Prosthetic Limb (100cp)
Unfortunately it seems that you have lost a limb. On the bright side you have managed to get this technology to replace it which unfortunately is prone to glitches which may cause it to be stuck in a loop that causes it to repeatedly do the same actions or act on subconscious impulses.

An Unpleasant Choice(100cp)
You will forget this drawback and at some point during this Level you will have to choose between two companions or in Jump character's that you are fond of to die and will believe that this choice is permanent.

Elites Everywhere (100cp)
Every Group of opponents that you face will have at least 1 extra Elite member.

Deathloop

Amnesia Again (100cp)
Every time you die in this Level you will forget what has happened in each previous attempt at the Level. You will however know how many times you have died and where/when you died.

Recurring Foe (100cp)
You have an enemy who you have no way to convince to leave you alone and each time they face you they learn more about you and how better to face you.

Acrophobic (100cp)
You are terrified of heights and anything deeper than a 10 foot drop will make you weak in the knees.

Ghostwire

Soul Problem (100cp)
You have been disconnected from your body, it is still alive but someone else may be driving it, if you find your body you may be able to wrestle control back from it though.

Tourist Board (100cp)
It seems that the Visitors are interested in you, it doesn't seem to matter where you are all hostile ghosts and spirits monsters seem to gravitate in your direction with violent intentions.

Language Barrier (100cp)
You do not speak the local language and no one here knows what you're saying.

Doom

Demons Everywhere (100cp)
It seems that you are hells most wanted as they are constantly showing up and attacking you with the intent to kill.

They Killed Daisy (100cp)
For the entirety of this jump you will be in a berzerk rage with the intent to kill every that gets in your way, this won't cause you to randomly kill innocent civilians but should they try to stop you it's their own fault.

Gore Galore (100cp)
It seems that every creature you kill has ten times the amount of blood and viscera that you would expect making it a real possibility of drowning in the blood of your enemies.

Dishonored

Heretic's Brand (100cp)
You have been branded somewhere on your body that cannot be covered up, anyone who sees this mark will know you to be an evil sinner worthy only of scorn.

The Plague (100cp)
The rats are craving you and will go after you over anything else, with them seeing you as the preferable meal.

Traitor (100cp)
Your face is now known to the world as the greatest traitor with all loyalists seeing you as a symbol of their hatred.

The Elder Scrolls

Black-Heart Blight (100cp)
You've contracted a toxic illness that clutches at your chest near constantly and causes you a great deal of pain when you do a lot of exercise.

Arrow to the Knee (100cp)
Some archer managed to hit you in the knee, lucky it was a simple procedure to remove but the pain of the wound will act up whenever you move too quickly.

Daedric Pest (100cp)
It seems that one of the Daedric Princes has decided to play with you, they will keep showing up and pestering you whenever they want.

Prey

It’s the Mug! It's the Mug! (100cp)
You are now super paranoid honestly believing that every object with more than one copy in view is a typhon in disguise.

Neuromod Infection (100cp)
Your Neuromod has a spam virus which causes you to have pop-ups containing ads, porn and various other types of spam inside your brain.

Post Level Review (100cp)
In the jump you will forget that you have taken this Drawback and at the end of this Level your actions will be reviewed and if they doubt your morality or humanity you will have to start the level again but you will remember the previous attempt. This will not count as a failure if you have taken the **Gauntlet Mode**.

End Choices

You have completed all ten Levels. Congratulations! Now you can choose to Go Home, or Continue On. There is no staying here option. As one final reward, you receive these:

Gauntlet Mode

If this is not your first **Jump** you may choose to take this **Jump** as a Gauntlet without anything other than Body Mod’s, if you fail the Gauntlet you will be reverted into standard **Jump** Mode.

If you succeed in all ten levels on your first go you can receive the Tutorial Rewards as if it were your first **Jump**.

Tutorial Rewards

If this is your first **Jump** you may take these rewards upon the completion of your Tutorial **Jump**.

Instant Access (Free for All)
You can now summon any of your possessions from your Warehouse to you, or send objects directly to the Warehouse. Objects cannot be heavier than you can lift, and will be properly and safely stored, assuming you have the facilities to store them safely. You always know what is in the Warehouse and where it is located.

Body Mod Reward (Free for All)
All perks and items from this **Jump** (with the exception of Basic Requirements) are now considered part of your Body Mod. You will still have them, even in Gauntlets or if you take a Power Loss Drawback.

Update Log

V1.00: Initial Version

V1.01: Text Changes

Notes

This style of Jumpchain is inspired by Ursine The Mad Bear's wonderful Generic First Jump

https://www.reddit.com/r/JumpChain/comments/fcaarx/generic_first_jump_v14/