JUMPER UNBOUND:
A META-CHAIN SCENARIO SUPPLEMENT

by mythSSK; v1.1

This meta-chain scenario supplement's primary conceit is that your jumper has embarked on a Jumpchain under their own power (or perhaps via cosmic accident), rather than being beholden to Jump-Chan or a Benefactor of any kind.

This scenario is very much intended as an aid to facilitate the writing of Jumpchain stories, rather than as a jump or supplement with specific benefits.

It is also intended to provide a guide, rather than a straitjacket—each jumper's experience will be unique. Feel free to come up with different origins, requirements, or spaces between worlds (or tweak the existing ones) in order to come up with your own variants on the scenario.

At the end of the document, I've provided some more specific scenarios as examples of the sorts of jumpers and chains this supplement is intended to enable. Again, feel free to use them as-is or to tweak them for your own purposes.

The following rules and explanations are in effect. There are several choices you will need to make.

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ABSTRACTION

The perks, powers, items, etc. the jumper receives when jumping are created and empowered by a burst of energy created by the act of jumping itself, infusing the jumper with their benefits. Drawbacks that directly handicap the jumper represent backlash or destabilizing fluctuations in power specific to that jump.

Jump docs are a useful abstracted reference tool for you, the writer, and do not exist in the scenario itself. The jumper does not literally get a document to read over and make choices from. Instead, they simply gain an instinctive, intuitive understanding of any perks, items, etc. they obtain from a jump doc.

Choose one abstraction method.

- ***Perpetual Drop In (optional toggle):*** Regardless of which origin is chosen for a jump, you may elect to treat your jumper as a Drop In.

Self-Directed

The jumper can choose their perks as normal. For narrative purposes, this can be explained as being able to focus the burst of energy when they initiate a jump along pathways that lead to the outcomes they desire *(boring Jumpchain default option)*.

Semi-Directed

The jumper can focus to direct the energy somewhat, in order to direct the broad strokes of what they'd like to receive from a jump (e.g. this jump I would like to gain knowledge and ability in magic) without picking individual perks themselves.

Karmic Resonance

The jumper does not get to pick their own perks at all. Instead, their choices and actions in previous jumps subtly shape what perks and drawbacks manifest next, in accordance with their accumulated karma. Acts of heroism, cruelty, kindness, or betrayal influence the jumper's future potential, bringing rewards or challenges that reflect their moral journey.

Random Fluctuations

The jumper does not get to pick their own perks at all. Instead, you, the writer, choose based entirely off what you believe would be most narratively interesting, rather than the jumper being able to finesse the specifics of their build.

Evolution

For their first jumps, the jumper is subject to the whims of random fluctuations, as above. As they gain experience as a jumper, however, they slowly become able to refine their process into a semi-directed approach. Eventually, they may be able to further refine the process of jumping into a fully self-directed method.

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BODY MOD

For your jumper's body mod, you may either:

- use a specific body mod supplement as normal, **or**
- frontload one jump of your choice.

Scenario-wise, this can be flavoured as either your Jumper's original base traits being enhanced/'hardened' by the initial burst of energy accompanying their first jump, or as a random fluctuation of power if they were a normie originally (as many jumpers tend to be).

If you are frontloading a jump: Add +1000 CP to your base budget and you may not choose any Drawbacks to gain additional CP. When selecting options, do not choose any companion or follower options, and for items restrict your selections to things that are discreet physical objects or locations, rather than something that would necessarily involve other people (like a company or organization).

It is recommended:

- for a 'normie' jumper who didn't have any real special abilities to start with, either use a generic body mod supplement or frontload an appropriate 'generic' style supplement, **or**
- for a jumper with existing powers or abilities, pick an appropriate jump to frontload and make your selections with their specific backstory in mind (e.g. if you wanted to make an OC jumper that was a mutant in the Marvel universe, pick an appropriate Marvel jump to frontload with their abilities in mind).

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ORIGIN

Choose how your jumper facilitates their jumps. These are suggestions only, and you are encouraged to determine for yourself the details of exactly how your jumper's brand of jumping works.

- ***Thematic Resonance (optional toggle):*** You may elect to subtly tweak the perks, items, powers, etc. that your jumper receives to thematically align them with their jumping method.

Magic

Your jumper, deeply versed in the mystical arts of their original home, has uncovered or meticulously devised an esoteric ritual through years of painstaking study or the serendipitous discovery of a forgotten secret. The ritual, intricate and demanding, opens a path through the fabric of reality, granting them the ability to step between universes.

Technology

Through rigorous scientific exploration, relentless experimentation, or sheer inventive genius, your jumper has harnessed cutting-edge or exotic technology that bends spacetime itself. Perhaps utilizing a handheld quantum device, a meticulously engineered portal-generator, or even a biomechanical augmentation embedded in their body, they pierce the barriers separating universes.

Psychic

Perhaps through intense meditation, rigorous mental training, or a spontaneous awakening triggered by trauma, your jumper has unlocked an innate psychic potential. By harnessing focused intent, astral projection, or advanced telepathic resonance, they project their consciousness outward to manifest physically into new universes through raw psychic force.

Cultivation

Your jumper follows the profound and arduous path of cultivation, refining their essence and attuning themselves to universal principles through deep meditation, martial prowess, and spiritual enlightenment. By reaching transcendent states of awareness, mastering cosmic techniques, and accumulating profound inner power, they have learned to align their consciousness with the cosmic Dao, allowing seamless passage between different realms of existence.

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Your jumper has no idea how their first jump occurred. They may have simply turned a corner at the wrong time and accidentally slipped between the cracks of reality, or perhaps something more sinister is at work. Your jumper's first jump will necessarily also involve discovering the how and why of what happened to them, and learning to replicate it either through one of the above methods, or something unique to them, if desired.

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REQUIREMENTS

Once your jumper arrives in a new jump, there is a minimum duration that they must remain in that jump—in most jump docs, this is ten years, though there are many jumps with shorter or longer minimum durations through scenarios, toggles, or drawbacks. Short-duration jumps simply mean that local conditions are such that it's much easier than normal for your jumper to gain what they need to perform their next jump.

As a side-benefit, the fact that initiating a jump is entirely self-directed by the jumper means that (unless you choose the involuntary requirement, below) they can stay in a particular jump for as long as they would like past the normal duration.

Choose the requirements that your jumper must meet in order to initiate a new jump. You may choose multiple requirements, or requirements may even differ from jump to jump:

Desire

The process of initiating a new jump is actually relatively easy for your jumper—it could be as simple as meditating on it for a time. From a narrative perspective, they simply *choose*, of their own volition, to stay in each jump for at least the minimum duration specified by the jump doc, rather than being forced to.

Cooldown

The burst of energy caused by initiating a new jump clings heavily to your jumper and takes time to dissipate. It is impossible to initiate a new jump while this energy remains, so the jumper must wait it out before they can jump again. Differing jump durations are narratively explained by this energy dissipating at different rates, depending on local conditions.

Foci

Scattered throughout each jump are objects imbued with specific dimensional resonances—these must be collected by your jumper to be used as foci as part of the process they use to initiate a jump. Short-duration jumps may only require one or two, relatively easily-obtained foci, while longer ones may require dozens of rare objects that take significant time and effort to recover.

Locus

Jumping is only possible for your jumper from a specific, dimensionally-resonant location in each jump. In a short-duration jump, this location may be easily detected and travelled to. In a longer jump, it may be that the resonance is faint enough that it evades the jumper's usual detection methods, that it is hidden somehow, or that it is simply a great distance away that will take time for your jumper to travel to.

Research

Your jumper must study the metaphysical and physical conditions of each jump, analyzing energy patterns and accounting for a host of small variables in the fundamental forces of the universe before they are able to initiate a new jump.

Convergence

Jumps can only be initiated when certain astral or metaphysical alignments occur—such as a planetary conjunction, celestial eclipse, ritual convergence, or Dreamtime hour. These alignments are sometimes predictable, sometimes not. Your jumper must either wait for the natural occurrence or find a way to force or accelerate the conditions.

Involuntary

For your jumper, initiating a jump is completely involuntary. It's something that happens *to* them, not something they have a choice in. Decide whether your jumper gets an instinctual feeling in advance that lets them know when they are going to jump, or if it's a surprise.

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SPACE BETWEEN WORLDS

When your jumper begins their chain, they initially find themselves in a Space Between Worlds.

The jumper's Space Between Worlds functions as their warehouse or personal reality equivalent—any options that refer to a warehouse apply to the space. Everything and everyone that is in this space when the jumper initiates a jump comes along with them, so the jumper can functionally abduct or recruit anyone they are capable of bringing to the space before jumping, beyond a jump's normal companion options.

Choose your jumper's Space Between Worlds:

The Mirror Sea

The Sea is so still it could be mistaken for glass—if not for the way it breathes. The surface ripples in slow, deliberate pulses, like a sleeping mind caught mid-dream. Above, the sky mirrors the Sea exactly, featureless and suffused with an ethereal glow devoid of source. The Sea reflects not just what is, but what could have been—fragments of lives unlived, decisions unmade. As your jumper stands upon the water, their feet do not break the surface.

- The Sea's air is cool and crisp, but not unpleasantly so. Aquatic species introduced into its waters always thrive, even if the usual conditions they require are not met.
- By focusing on the surface of the Sea, the jumper can dive into the water or cause a vehicle they are touching to submerge. They immediately emerge in the current jump, breaking through the surface in a body of water large enough to accommodate them in a chosen location they can easily visualise or in a random safe location in the current jump. They can similarly dive or submerge vehicles into appropriately-sized bodies of water in the current jump to return to the Sea.
- Beneath your jumper's feet, which stand atop the glassy Sea without breaking its tranquil façade, other versions of them flicker in and out of focus, barely visible. Some wear different faces. Some look back.

The Corridor That Crawls

The Corridor is alive in the way that a dream is alive, pulsing with intention but no logic. Walls glisten and tremble warmly beneath the touch, lined with veins of iridescent light like delicate capillaries. It extends infinitely in both directions, punctuated by doors placed erratically—some ancient and weathered, others disturbingly pristine. Each portal is unique: brass handles warm as living flesh, bone frames that sigh softly, crystal doors refracting impossible sights, steel surfaces engraved with restless runes that squirm beneath gaze. The floor shifts beneath your jumper's feet, sometimes stairs, sometimes liquid, sometimes nothing at all.

- The environment of the corridor can vary wildly from place to place, dipping below freezing in some ice-encrusted sections to unpleasantly hot and humid sections with floors that squelch with living fluid.
- The doors seemingly all connect either to each other or to various locations in the current jump, though those connections only manifest when your jumper or one of their companions opens the door from the other side.
- Sometimes your jumper hears a door open and close, far off in the distance. They are not alone, here.

The Worldroot

A colossal tree of unfathomable scale spirals endlessly upward and downward, its branches piercing infinite skies while its roots plunge into darkness below. Leaves shimmer like stained glass, each catching light from an eternal dusk that bathes the immense structure in hues of twilight and gold. Every breath of wind whispers secrets—hidden truths, forgotten names, glimpses of destinies unwritten. Suspended throughout the branches hang luminous fruits, softly glowing with potential. Your jumper arrives on a branch as broad across as a city block, feeling dwarfed yet profoundly connected to the vibrant pulse of life that courses through the Worldroot.

- The Worldroot is a living biosphere. Creatures that resemble squirrels live among the branches, watching your jumper with cautious eyes, strange insects burrow through the wood, and enormous, coiling predators wind their way between the roots.
- A door appropriate to your jumper's jump method is embedded into the trunk of the tree. When opened, the door will open outward from the trunk of any tree in the current jump that your jumper has previously had contact with. If it is opened within a destination in mind, it will connect to a random tree in a safe location somewhere in the current jump. Similarly, your jumper can approach the trunk of any tree and push it open, connecting to the doorway in the Worldroot's trunk.

The Blasted Wastes

A relentless wind screams across the barren expanse, bitter and dry, scouring endless plains of cracked earth, dragging ash into ghostly sheets that ripple mournfully like funeral shrouds. The horizon is a cruel illusion, ever distant, unreachable beneath the oppressive glare of a sullen, bruised-red sun that neither rises nor sets, radiating a merciless heat mingled with an intangible sense of dread. Whispers carried by the wind impart raw emotions—rage, sorrow, betrayal—that resonate deep within the bones.

- To a normal human, the Wastes are uncomfortably hot and dry, and the air carries with it a faintly unpleasant scent of sulfur.
- Your jumper appears in a small, lone structure appropriate to your jumper's jump method—a cracked and ancient lab, a forlorn, leaning tower, a small abandoned shrine, etc. Inside is a gateway large enough to accommodate a large truck. The gateway's mechanism can be activated or deactivated by anyone with physical access to it, and when activated it opens a path to either a chosen location they can easily visualise or to a deserted, lonely place somewhere in the current jump. Once opened, the gateway stays open until it is deactivated.
- Standing alone amidst the desolation, your jumper knows with dread certainty that the Wastes are not dead. Not entirely. They are *angry*.

The Ember Garden

Golden mist drifts languidly through an infinite sky, cradling countless islands floating serenely in the amber glow of an endless sunset. Some are dense with luminous vegetation that whispers quietly, others adorned with pristine ruins carved from pale moonlight, delicate arches and pillars suspended as if caught in time. A few are small enough that they hold nothing more than an empty chair or an aged tree, encircled by sparks that drift in the air like dandelion fluff. Your jumper senses intuitively that these islands are memories given tangible form—some theirs, some not.

- The Garden is cool and pleasant. Gravity is a suggestion here, and a good, strong jump can easily allow you to leap from island to island. Just try not to miss.
- One island hosts a ruin with a gateway appropriate to your jumper's jump method, approximately the size of a door. It can connect to any door in the current jump that your jumper has previously had contact with, and any door in the current jump can connect to it if opened by your jumper. If it is opened within a destination in mind, it will connect to a random door in a safe location somewhere in the current jump.
- Among the Garden's islands waits one in particular, poised to remind your jumper of the memory they have tried their hardest to forget.

The Infinite Void

There is no horizon here, no anchor for the eye to grasp, only an endless abyss, black and fathomless, stretching eternally in every conceivable direction. Occasionally, fleeting ripples of colour bloom softly into existence—delicate waves of violet, indigo, and molten gold—like thoughts trying to become real, only to fade before they find true form. Your jumper floats here, suspended weightlessly, a single spark drifting in a timeless infinity.

- The Void is uniformly neutral in temperature and other environmental factors. Any entity that needs to breathe can breathe freely in the Void, despite its lack of apparent air.
- Your jumper can, with concentration, open a portal like cracked and fractured glass. While inside the Void, the portal leads either to a chosen location they can easily visualise, or to a random safe location within the current jump. While outside the Void, the opened portal leads to the Void. Your jumper can only open one portal at a time.
- The Void is silent, oppressive in its emptiness, yet undeniably alive. Vast entities, immense and unknowable, their colossal forms the size of planets, swim languidly through the nothingness at the periphery of perception, felt rather than seen. Do not stare too long into the dark.

UNBOUND SCENARIOS

This section contains specific scenarios as examples of the sorts of jumpers and chains this supplement is intended to enable. Again, feel free to use them as-is or to tweak them for your own purposes.

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THE VOIDFARER

Abstraction: Any
Origin: Technology
Requirements: Research
Space Between Worlds: The Infinite Void

The stars blinked out, one by one, as the void drive flared.

The ship's hull stopped vibrating. The blinking panels went dark. Even the hum of the reactor fell silent, like sound itself had forgotten how to exist.

Beyond the glass of the viewport stretched an eternal abyss: black, fathomless, alive with a kind of waiting that made their breath catch. Far off in the distance—if "distance" meant anything here—something moved. A ripple. A curve of impossible size.

The ship hung there like a mote of dust in a cathedral of nothing.

Lights flickered back to life. Systems rebooted one by one, sluggish, as if reluctant. The void drive's petals curled inward, cooling. On the console, unreadable glyphs mapped shifting points of resonance—new stars that weren't stars, charting the way forward.

They'd made it.

The universe had cracked open. The Void had answered.

This jumper is from a sci-fi setting—the pilot of a small ship with a unique void drive attached. In each jump, they must spend time investigating and researching local conditions in order to be able to plot a safe course through the void to the next jump. In this scenario, the void functions both as a warehouse as well as the medium through which the jumper travels.

Use the Perpetual Drop-In toggle to make them always function as a Drop In. Pick your preference for the Thematic Resonance toggle. Use the Front Load Body Mod option and pick a jump from an appropriate sci-fi setting, depending on your jumper's origin (e.g. Star Trek, Star Wars, Firefly, Farscape, etc.).

Some possible jumpers in this scenario:

- A scientific genius who invented the void drive in their search for greater knowledge and understanding of the fundamentals that underlie all realities.
- An expendable test pilot employed by a galaxy-spanning megacorporation, who is now stranded beyond their universe of origin with no obvious way to return.
- A salvager who found and recovered the void ship—an ancient alien vessel of no known make, lost and abandoned.

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THE SEEKER

Abstraction: Semi-Directed, Karmic Resonance *or* Evolution
Origin: Magic
Requirements: Locus (perhaps Convergence as a complication)
Space Between Worlds: The Corridor That Crawls

The compass shuddered in their hand, its needle spinning wildly before locking into place with a sound like cracking ice. The arcane metal burned cold against their palm, humming with a rhythm not their own. The trees around them—ancient oaks wrapped in moss and silence—leaned away, as if recoiling from the invisible current now coiled around the glade.

The air bent.

A seam split open between two standing stones, thin as a breath and twice as sharp. The moment stretched. Then they stepped forward and the world collapsed inward like a folding map.

They fell without falling.

The Corridor caught them.

It pulsed with breathless life, warm and too close, the walls slick and trembling like flesh under silk. Light slithered through capillary veins in the stone, casting writhing shadows across bone-framed doors and rusted handles that flinched away from touch. The floor beneath them shifted—wooden planks melting into stone, into liquid, into void. Somewhere far away, a door creaked open and closed again. Footsteps echoed. Not theirs.

The compass spun once more and settled, its needle glowing faintly blue.

Ahead, a door pulsed in sympathy—painted glass in a wrought-iron frame, set into a wall of moss and sighing marble. It bore no inscription, but they knew.

The way forward had opened.

This jumper is from a fantasy setting, and found a magical item that enables their jumps, an elaborate compass-like device that points to the locus that will let them perform a new jump.

Use the Perpetual Drop-In toggle to make them always function as a Drop In. Pick your preference for the Thematic Resonance toggle. Use the Front Load Body Mod option and pick a jump from an appropriate fantasy setting, depending on your jumper's origin (e.g. D&D, Generic Sword and Sorcery, The Elder Scrolls, etc.).

Some possible jumpers in this scenario:

- An enchanter who created the compass as their magnum opus, their greatest creation.
- An adventurer who found the compass in an ancient ruin or tomb.
- A thief who stole the magical compass from a powerful wizard (a now-former jumper?), believing that it would lead them to hidden treasure and not realizing its true power.

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THE SPARK

Abstraction: Any
Origin: Technology
Requirements: Foci/Research
Space Between Worlds: The Infinite Void

It worked.

Against all probability, protest, and physical law—it worked.

The MACHINE screamed as it tore through the final layer of reality, its crystalline core flaring with impossible color. The containment field collapsed in on itself like a dying star—but just before the engine disintegrated entirely, the world cracked open.

And they fell into the Void.

Silence greeted them. Not emptiness—something worse. A silence so complete it felt predatory, vast enough to drown thought. Their body floated, limbs suspended in a medium that wasn't air, wasn't vacuum, but something that pressed against the soul rather than the skin.

Behind them, the last fragments of the MACHINE drifted apart like bone splinters scattered across black velvet. No salvage. No return.

Lights flickered into being around them. Six pinpricks, arranged in a slow-moving ring, each marking a resonance—foci, if their calculations were right. Materials. Concepts. Constants. The puzzle pieces of the next MACHINE.

They let out a breath and laughed, thin and reedy in the soundless dark.

They would build again.

They had to.

For science.

This jumper is a mad scientist type, who travels via their magnum opus: their pride, their joy, their glorious MACHINE. The MACHINE was constructed using rare materials and fueled by exotic matter native to their home and doesn't survive

the act of making a jump. Each jump, they must rebuild, but crucial parts must be found that cannot be easily replicated or replaced.

Pick your preference for the Perpetual Drop-In and Thematic Resonance toggles. Use the Front Load Body Mod option and pick a jump from an appropriate setting, depending on your jumper's origin (e.g. Girl Genius, Half-Life, Fringe, Bioshock, etc.).

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THE MAGUS

Abstraction: Self-Directed, Semi-Directed or Evolution
Origin: Magic
Requirements: Foci/Research/Convergence
Space Between Worlds: The Mirror Sea

The last candle guttered as the final syllable left their lips.

For a moment, nothing happened—only the fading scent of myrrh and ozone, the tense quiet of a ritual complete but unproven. Then the chalk lines seared white-hot, carving themselves into the stone, and the circle dissolved into light.

Their breath caught.

Reality folded.

And when it unfurled, they stood upon a sea of glass.

The Mirror Sea stretched in all directions, still and breathless, its surface unbroken by wind or wave. Above them, a sky identical to the water, glowing with soft, source-less light—an impossible reflection. There was no horizon. No sun. Only the hush of infinite possibility.

Their boots did not sink. The water bore them, motionless beneath their weight. As they turned in place, the surface shifted—not rippling, but remembering. Images flickered beneath them: shadows of who they might have been, might yet be. A younger self laughing. An older self weeping. A version cloaked in crimson, a crown of fire in hand.

They extended their staff, tapping the surface of the water. A golden ripple spread out from the point of contact and, with a deep breath, they plunged into the depths.

And emerged elsewhere.

This jumper is a wizard or other learned magic user who has devised a complex magical ritual that facilitates their jumps.

Pick your preference for the Perpetual Drop-In and Thematic Resonance toggles. Use the Front Load Body Mod option and pick a jump from an appropriate setting, depending on your jumper's origin (e.g. D&D, Dragon Age, Harry Potter, The Elder Scrolls, etc.).

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THE AUGMENT

Abstraction: Any
Origin: Technology
Requirements: Cooldown
Space Between Worlds: The Blasted Waste

They didn't scream—but only because the implant locked their jaw mid-jump.

Pain, white-hot and raw, poured through every nerve as the cybernetic augment pulsed at the base of their spine, searing like molten wire. Code raced through their bloodstream in place of blood. Systems flickered, failed, rebooted mid-collapse. Then the world tore sideways—

—and they hit the ground hard enough to rattle metal against bone.

Dust. Heat. An airless wind that howled across the cracked plain, dragging ribbons of ash through the skeletal remains of a shattered world.

They coughed dryly and rolled onto their back, staring up into a sky the color of old rust. The sun above them hung heavy and still, offering no warmth—only glare. Their HUD blinked red. **Jump core depleted. Recovery time: unknown.** *The implant wouldn't fire again for a while.*

Around them, the Wastes stretched infinite: dead cities on the far horizon, their spires leaning like broken teeth. The augment whirred faintly, trying to cool itself. Tiny trails of smoke curled from the ports along their neck.

Behind them stood a structure—half-sunken, cracked with age, humming with residual jump energy.

This jumper has a device implanted in their body, a cybernetic augment, that facilitates their jumps.

Pick your preference for the Perpetual Drop-In and Thematic Resonance toggles. Use the Front Load Body Mod option and pick a jump from an appropriate setting, depending on your jumper's origin (e.g. Cyberpunk, Shadowrun, Deus Ex, Battle Angel Alita, System Shock, etc.).

Some possible jumpers in this scenario:

- *"Well, this is another fine fuckin' mess you've gotten us into, V."*

  "Shut up, Johnny."

  "You know, I thought you might have learnt your lesson after the first time you stuck a bit of unknown Arasaka tech in your head without knowing what it did, but I guess you're a glutton for punishment. That or an idiot, I guess."

  "I said shut up, Johnny. We're alive, aren't we?"

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THE LOST

Abstraction: Random Fluctuations *or* Evolution
Origin: ????
Requirements: Involuntary
Space Between Worlds: The Blasted Waste

It happened between heartbeats.

They turned the corner of 53rd and Main—on their way to grab coffee, maybe, or just to breathe for a moment away from everything—and the city was gone. No sound, no sirens, no skyline. Just a wind that screamed like it had lungs, dragging ash across a broken earth that stretched to a bruised red horizon.

The air stank of sulfur and old fire. The sky was the cooler of blood.

They staggered, blinking. Their clothes were the same. Their body… maybe not. Something itched beneath their skin, like they'd been rearranged while they weren't looking. A memory tried to surface—a conversation with a woman they'd never met, an argument in a language they didn't speak, a scar on their shoulder that hadn't been there yesterday.

Behind them, the way back was gone.

In its place: a low, leaning structure of blackened stone and rusted metal, thrumming faintly like a heartbeat. Inside, a cracked arch pulsed with light like molten bone. The wind wailed through it, whispering things that weren't quite words but scraped against the mind like knives.

Instinct—not reason—pulled them forward.

They stepped through, and the world twisted. When it settled, they were elsewhere: a world that wasn't theirs, a life they didn't remember living. Familiar faces looked at them with recognition they hadn't earned.

This jumper has no idea what's happening to them. One day, they simply turned a street corner and found themselves in the Blasted Wastes, then when they tried to leave found themselves in a different universe, having usurped the position of a local variant of themselves, incorporating aspects of that version into themselves.

Do not use the Perpetual Drop In or Thematic Resonance toggles. This jumper is never a drop-in; every time they jump, they destructively incorporate a local variant into themselves. Use a basic and low-impact body mod supplement—this jumper started as essentially just some guy/gal.

NOTES

This scenario was heavily inspired by the scenario in EdroGrimshell/Vonvoid's Generic Worldwalker jump—I really liked the idea of a chain with no influence from a Jump-Chan/Benefactor, but doing a bit of a search around no one else had really created any proper challenges or scenarios to support this style of chain. So, obviously, that meant I had to do it myself.

Another warehouse or personal reality supplement can be added and integrated with the chosen *Space Between Worlds* if desired, but I'd recommend against it.

Narrative-wise, I also think this meta-chain scenario works best and makes the most sense with a jumper who's always a Drop In in every setting, but that's obviously not a hard rule and, as always, I am not the Jumpchain police in any case and you can always choose to do whatever you like.

The Spaces Between Worlds are designed to be useable to facilitate narratives themselves—each has challenges or secrets that a jumper could spend time investigating and taming, or could be ignored and simply fade into the background as the jumper becomes more established. They are only defined in broad strokes, to allow for you to expand on them (or not) as you wish.

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1.0 > 1.1 Changelog

Added Unbound Scenarios section.

0.9 > 1.0 Changelog

Added Karmic Resonance to Abstraction methods.

Jumping Method renamed to Origin, added Psychic as an additional origin and Thematic Resonance as a toggle.

Requirements section added, expanding on material that was originally part of the start of Jumping Method section.