# UNIVERSAL DRAWBACKS SUPPLEMENT

(A Jumpchain Supplement)

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V.1.12

The idea here is to apply drawbacks to your entire chain, thus changing the difficulty curve and your starting CP in each jump. You could also, in theory, apply one or more of these to a jump if you just didn't like what was on offer in that jump. Yes, this messes with the balance of other jumps. But this is a single player experience and sometimes you just want a few more tools in the toolchest. I've tried to make these as generic as possible and keep the pricing reasonable. Please try not to cheese Universal Drawbacks just for points; they don't like that. Use them to build your story, and assume that, by and large, anything you take here will have some CP-proportional effect on your chain. If a Drawback would have effectively no impact on you, you can't get points for it. It has to, in some way, limit your options or provide some negative value. You liking the Drawback does not devalue it.

Most of these can be used either as Chain Drawbacks or Single Jump Drawbacks. Chain Drawbacks are always active and affect your entire chain, and can be activated before any jump, but once active cannot be easily deactivated. Single Jump Drawbacks last only the length of a single jump, but are overridden by Jump Specific Drawbacks. **Chain Drawbacks add to Starting CP. Single Jump Drawbacks are bound by Drawback Caps.** Once again, Jump Specific Drawbacks always trump Universal Drawbacks. A Chain Drawback can be put on Hiatus (i.e. completely ignored) by forfeiting twice its value in CP for that jump, plus the value of the Drawback itself (e.g. A +100 would end up costing a total of 300 CP to put on Hiatus). This can happen no more than once per 4 jumps and after that jump the Drawback resumes right where it left off. Chain Drawbacks with a value that changes every jump or that have a Special value cost 400 CP to put on Hiatus, though not all can be put on Hiatus. If ever you decide to permanently cancel (Revoke) a Chain-Drawback it ends with your next jump and cannot be activated again until at least 16 jumps have passed. Revoking costs the same as Hiatus. A Chain Drawback must have been active for at least 8 jumps to be eligible for Revoking and cannot have granted Warehouse Points or Body-Mod Points at all. Example of Revoking: Jumps 1-8 (with Without Why & Other Chain DBS) Jumper gets +800 CP. Jump 9 (revoking WW) +200 CP (losing 200 from WW and paying 400 for revoking). Jump 10+ (without WW) +600 CP gained.

If the Jumper enters a Gauntlet (or a Jump that grants 0 starting CP), one of two things happens; either the Chain Drawbacks are halved in value and still applied to the Gauntlet, or put on Hiatus for no points, but it must be consistent across all such jumps for you. If a Chain-Drawback would duplicate a Jump Specific Drawback, you cannot gain points for the Jump Specific Drawback, though if the specific one is more onerous and more expensive, you can gain the difference by upgrading to that Drawback for this jump, though it counts against the Jump's Drawback Limit. If the specific one is more onerous and less expensive, it is my belief you <u>should</u> use the specific one's limits for that jump (though you keep the Chain Drawback's value and it doesn't count against the jump's Drawback Limit)… but that's up to your sense of fair play.

**Changelog 1.12:** Added Sunday is a Jumper Challenge, NPC Blues, Down & Out in NPC-Ville, The Best Worst Blessing-Curse EVAR, Charge It, Cyclopes Psi-Ops, Shut Up Jumper!, Age of Descent, A Giant Adventure! / A Little Drawback / A Giant Among Jumpers / A Petite Problem / Stochastic Scalar Suckage, Ferret Lady / Un-Bearable, Pose of the Day, Do You Oowoo?, Stone Sober, Gunshy, We See You, In Deep Water, All the Hats, Milk White Eyes, Would You Like Ketchup With That?, I Suppose It's Possible I was Drunk, Trigger Warning, A Pleasant Headache, The Thomas Wolfe Rule & The River Corollary, Retail Rocker, Old Home Week & Benefits Package, Blatantly Uncool, Obviously Fake, and Refresher Course. Clarified Embargo, Humiliation Conga, Shipping Ban, Soft Stranger, & Voided Warranty.

**Note on Single Jump Drawbacks:** If you try to use a Single Jump Drawback from the UDS instead of an identical (or extremely similar one) from the jump document itself in order to get more points, Jump-Chan will hit you with a brick. For example, if you try to take a Companion Blocker Drawback from the UDS (worth +200 here) but the Jump you're going to has a Companion Blocker Drawback worth only +100, it's brick time. Jump-Chan's bricks punch right through fiat and leave really nasty bruises.

**Note on Other Supplements:** You cannot use these points on other stand-alone supplements… though the Warehouse Drawbacks do grant one-time boosts to the Warehouse if you make them Chain Drawbacks since they limit the utility of the Warehouse. If you want, you can take a Chain Drawback to add its value to the Body Mod Supplement… but doing so means you only get half its value in all jumps. Such a Chain Drawback cannot be put on Hiatus nor revoked. This does not apply to jumps in 'Supplement Mode' or jump specific supplements.

**Note on Combined Jumps / Supplement Modes:** If you apply any method to combine two or more jump documents into a single jump, UDS Drawbacks are applied to all documents without being divided… but all drawbacks in that combined jump become much much harder to nerf or cheese while in that state. The reason for this is that you could just take the two (or more) jumps separately and get full points, so there isn't really any reason to ban double-dipping… but you do pay a little for the efficiency upgrade or whatever.

**Note on Renegade Supplement:** If you choose to combine the Renegade Supplement with the UDS, any drawback you force the Renegade to Chain, you must also Chain. Until you face the Renegade, you may not Revoke or Hiatus any UDS Chain-Drawbacks, but the Renegade may. They don't play by the rules, after all.

**Declaration:** THE UDS CONTAINS NO TRAP OPTIONS. EVERYTHING IS AS FAIR AS IT IS POSSIBLE TO BE AND THERE IS NO HIDDEN TEXT. Word of honor. If something screws you it will be because you signed up for it. If it seems like a trap, assume that's because of limitations in the written format. The same applies to apparent loopholes. What you see is what you get. Assume Rules as Intended if there are any questions.

## ESSJAY'S LAW OF AEIOU [Optional / No Points]

Absolute, Eternal, Infinite Ontological Uniqueness is now yours. This is a bedrock rule. It cannot be toggled, cannot be drawbacked away (it is a drawback), cannot be Hiatused, cannot be Revoked, cannot be touched by a Gauntlet. If you toggle this on, it doesn't come off. But what, I hear you ask, does it do? It makes you utterly, completely, and irrevocably unique. There will be no evil twins, no cross-dimensional mirror-selves, no clones (physical or digital) with your memories. Ever. No one can create them. Not a Drawback, not a Perk, not a Scenario, not a Benefactor, not You… no one and nothing. Any attempt will create something that approximates but does not duplicate you. Thus, in the Mirror Universe, there will be someone who could be you if you squint, but isn't played by the same actor. Any clone will be a caricature or character study of you (essentially an actor playing the role of you, even if they don't know that's what they are). This means they can't be used against you… but it also means you can't scoop up your alternate selves as back-ups or Companions. Even self-duplication (as long as it's not some kind of one mind, many bodies) doesn't work the normal way. Exactly how it works depends entirely on how it functions, but Multiple Man / Naruto style will create what are largely drones with just enough 'youness' to function.

# CHAIN DRAWBACKS

**Random-Chan [+200]:** Her full name is RNG-Chan… but that's not as cute. You (as either the jumper or author) cannot dictate the order of your jumps. You, the author, must generate a jump list (using at least 250 different jumps). You, the jumper, never get to dictate which jumps are included on your chain. Chain-Only. Cannot Revoke. It is permissible to randomly generate 2 jumps and pick 1, but this locks out the other.

**Pseudo-Random-Chan [+50]:** The Jumper has no control over where they go or when they go there. You, the Author, do. Same restrictions as Random-Chan. This is a Variant of Random-Chan, they cannot be combined.

**Sadist-Chan [+150]:** Sadist-Chan has replaced the friendly Jump-Chan. She insists you always take whatever jump specific drawback you'd least like to take in each jump. She isn't evil though, so you don't have to take any Drawback that would include a scaling enemy, no win scenario, amnesia/powerlessness, or chain ender. You still can if you choose to and it still counts for this as long as you legitimately dislike the Drawback you're taking. Sadist-Chan is worth a total of +200 if one of these two things are true; If the jump has nothing priced so you'd waste 50 CP or if the Drawback you must take is valued at 300 CP or more. If the Drawback you must take is valued at 600 or more, you gain a total of +300 CP from Sadist-Chan. Chain Only.

**Variant Sadist-Chan [+100]:** This is a slightly milder version that merely demands you take at least one jump specific drawback that you really would rather not take (and which you cannot cheese) every jump. If you choose to take anything from the banned list (scaling, no win, amnesia, powerless, or potential chain-ender), you gain another +100 CP, +50 more for each banned item after the second in a single jump. Chain Only.

**Bitch-Chan [+200]:** Bitch-Chan has replaced the friendly Jump-Chan. She insists you always take a full slate of native Drawbacks in every jump. If there isn't a limit, this means at least 600 CP worth of drawbacks. Chain Only. Bitch-Chan doesn't like it when you cheese drawbacks, so she'll make them harder (but not impossible) to nerf. Expect some suffering from each Drawback you take. UDS drawbacks become much harder to cheese.

**No Drawbacks for You!-San [+200]:** The Drawback Man says you cannot gain CP for non-toggle drawbacks in any individual jump and every drawback you take from this supplement must be chain long. Chain-Only. Does not apply to Companions in those rare jumps where they are allowed to take drawbacks. Mandatory drawbacks or drawbacks that are included with individual purchases may be taken, but award no CP if they normally would. Origins or perks that award extra CP for taking them but that are not drawbacks are fine. This does not block taking Scenarios, but you don't get any CP for taking them unless that CP is the prize.

**And Only You! [Special]:** You can, alternatively, take any number of in jump drawbacks but receive no extra CP for them. Instead, your Companions individually gain one half the value of the Drawbacks you took in any given jump. Requires No Drawbacks for You!-San.

**Gauntlet-Kun [Special]:** Jump-chan's hardcore brother has decided to get into the game and sponsor you as a Jumper. All your Universal Drawbacks are worth twice as much… but you start every jump with Zero CP and must get all your CP from Drawbacks. HARDCORE!!! Also, he thinks it's funny if you die, so he won't send you home. Instead, he'll take all the perks and items you got from any jump you fail and hold onto them until you Spark, but he'll send you into the next jump as normal. This applies to all the perks and items your Companions bought as well. You do get to keep Companions from jumps you failed. Chain-Only. Halves all non-CP stipends from jumps. Cannot be put on Hiatus. Cannot be Revoked. Does not increase Companion CP Stipends / Item Stipends / Supplement Bonus points from Drawbacks. Warning, Gauntlet-Kun thinks Cheesing Drawbacks is Lame. He will guarantee you deal with the full force of every Drawback you take… because you failing is funny to him. Gauntlet-Kun does not double the value of 'What Are Drawbacks' nor 'Retail Rocker'.

**The Thomas Wolfe Rule [+100 for a maximum of 8 jumps, then +50 for up to another 8 jumps]:** You can't ever go home again. You can never take the Go Home option. If you chainfail, you'll be given your choice of any existing reality that you're not native to to settle down in. In case you're wondering what happens to your loved ones back home, rest assured they'll be taken care of. Your homeworld is not timelocked while you're away and a duplicate of you (who is better than you were in every conceivable way) has taken your place. All your friends and family will be pleasantly pleased by the minor but consistent improvements in you. Not only that, but everyone you care about will be blessed in a bunch of minor ways. Their lives will be richer, happier, more fulfilling, more secure, and longer than they normally would have been, Jumpchain guarantee, and you'll even get updates on them and how they're getting along with the new and improved you. If you took AEIOU, then there is no new you, but instead, new people will come into your loved ones' lives to rapidly fill the void your leaving left behind and while your loved ones will miss you, they'll get past it without trauma, secure in the knowledge that you're in a better place. No Revoke. Chain-Only. No Hiatus. This drawback persists even if you Spark out. This drawback is time limited, meaning that it only provides its bonus CP for a maximum of 8 jumps (or 120 years, whichever comes first). After that, its value decreases to +50 per jump for a further maximum of 8 jumps (or once you've hit 240 years as a jumper). A special interaction with Generic First Jump and Generic Virgin Jump is that this Drawback ignores how much actual time passes in those jumps, treating either of them as if only 10 years have passed. Combined jumps (except for the combination of G1J and GVJ, or any Generic in Supplement Mode) count separately for the maximum duration of this drawback. Again, once the duration has run out, you no longer gain CP for this, but it still remains true. Note: this drawback very much does mean that no method can be used to recover anyone left behind, but does not prohibit taking people from your homeworld with you if they depart with you at the very beginning of your chain. It does not provide a means to bring anyone with you however. Obviously, this Drawback is not compatible with any jump or challenge that allows you to jump while remaining on your homeworld (Jumpseed, Generic Spacebattles in Stay at Home mode (or whatever it's called), etc.).

**The River Corollary [+100 More]:** You can never return to any jump you've left. Ever. Nor to any setting connected to it by less than a standard (local) human lifetime. If there aren't humans, use the standard lifespan of the dominant common species (ponies for Equestria for example). If the dominant common species is effectively or actually immortal, assume a 1,000 year buffer. You may not use time travel to return to a period you previously visited unless you're going to a completely different area than you previously visited (Assume at least 100 miles must separate the various time stacked yous at all times). No Revoke, No Hiatus. Chain-Only. Requires The Thomas Wolfe Rule. Each setting you leave will gain a duplicate of you as per the Thomas Wolfe Rule if possible (including the minor blessing). If not possible due to AEIOU, those you care about will get that benefit instead. Sparking does not change this limitation. Unlike the Thomas Wolfe Rule, this drawback's value is not time limited. Note that this drawback does not prohibit taking multiple jumps in the same setting as long as you do so immediately back to back, since you will technically not have left.

**Retail Rocker [Special]:** Discounts are for poor people. You're a Jumper of Quality. You always pay full price. Always. But in exchange, you now get double the CP from all drawbacks you take. If something else would modify the CP you'd get from a Drawback, Retail Rocker's bonus is calculated only from the original raw value and cannot be modified by anything. Example: You take a drawback worth 200 CP, but have 'What Are Drawbacks' that adds 50 CP to that value, and are under the effects of 'Gauntlet-Kun' which doubles the base value and it's a background specific drawback from Princess Bride, meaning it should be valued at 300 CP to start with…. Retail Rocker ignores all the modifiers and just gives a bonus 200 CP which isn't ever modified by anything else. They still give their own bonuses, they just don't interact with each other. You get +100 JP per jump for Slot-O-Matic.

**Old Home Week [+100]:** Are you afraid you'll forget about all your loved ones back home? Well worry no more! I mean, technically, this is a Drawback, so you know bad things are coming, but don't you worry about that particular problem. You see, your Warehouse, or equivalent, is now connected to your home back on your homeworld… where time isn't stopped, but rather slowed. Your family members and friends can and will drop by regularly, and (for them) every year that passes in your jumps will be 28 days. While they're in your warehouse (and they do have keys so you can't keep them out) your jump progress will be paused and you'll have to spend time with them (expect roughly 36 hours per 28 of their days). They cannot be invited to become your Coworker (i.e. another jumper or companion), cannot exit into any jumpworld with you, cannot be given any abilities, cannot be given any souvenirs (CP backed or otherwise) that cannot work in the Real World or exceed modern technology, and in general will treat Jumping as if it were a very odd and relatively unimportant job. You can, however, buy them things with any money you earn on the job. Once you Retire (stop jumping for any reason), the ban on giving out tech or using perks is lifted. Each year in jump-time you may opt to take up to 60 hours off, during which time you can actively leave your warehouse back into your homeworld. While outside of your warehouse on your homeworld, your abilities, stats, and skills are all limited to 80% of peak human (this doesn't boost you if you weren't at 80% already). You may only bring cash (no more than 1 million USD c2020 per homeworld month) or technology and goods that are not uncommon in your homeworld out of the warehouse with you. Companions and pets gained in Chain may accompany you back to your homeworld, but they will also be limited to 80% of peak human. Finally, no one on your homeworld will be freaked out if you bring a weird ass alien dog, robotic butler (companion type), or 3 meter tall amazon with you. They will, however, treat anything out of the ordinary as if it's just your weirdo friends from your lame-ass job. Yes, your job is lame, even if it pays you a million in cash every month. Expect the IRS or equivalent to demand you fill out forms and to audit you if you don't. Remember, your perks don't work on your homeworld until you Retire. No Hiatus. No Revoke. Chain-Only.

**Clarification on Time:** 1 year in jump = a maximum of 32 days homeworld time. 28 working days, 1.5 days of mandatory family / friends interaction, 3.5 days of optional time off. Remember that time does not pass inside a jump while you are interacting with your family / friends or taking time off.

**Benefits Package [Costs 300 CP every Jump]:** Requires Old Home Week… which at least pays for the first 100 CP of the cost of this. Congrats! You can now use any uplift perks and technology on anyone who enters your Warehouse! (or Equivalent!) You may invite people from your homeworld to visit jumpworlds… and vise-versa. The timeflows of the relative worlds apply to everyone in that world, regardless of where they came from. You, all homeworld locals you've uplifted, and all guests from various jump worlds are still limited to 80% of peak human while on your homeworld… but any technology that could world on your homeworld may be introduced (beware of introducing too many disruptive technologies too fast) and the cash limit is increased to 25 million per homeworld month. All defensive perks (including disease protection and anti-aging, anti-accident perks) are fully active for anyone who has them on your homeworld. Any Guest (i.e. someone from your homeworld in a jump or someone from a jump in your Homeworld) who manages to get their dumb-ass killed will be sent back to their world of origin… unless that world is no longer the active jump… and restored to life, though they will be banged up, bruised, or otherwise suffering from a minor version of whatever killed them. Your Warehouse is the path all Guests must use to travel between worlds. If a Guest opts to remain in a World after the end of a Jump, they are considered to have immigrated. This works both ways (i.e. a Homeworlder decides to stay in Middle Earth when the Middle Earth Jump ends, they're staying there just as certainly as if an Orc from Osgiliath decided to stay in Hoboken is staying on Earth.) The CP for Benefits Package has to be paid for from UDS drawbacks. If you Hiatus this Drawback modifier, all benefits gained or transfered are paused. If you Revoke it, all benefits gained or transferred are also and instantly revoked. If you chainfail, all benefits you cannot personally continue to provide are cancelled immediately. If you Retire (Spark Out, Go Home, Stay, etc.) all benefits are guaranteed.

**Refresher Course [+100]:** Are you afraid that you'll drift away from who you were? At the end of every jump, your personality will reset to what it was when you left your homeworld. Your memories won't be removed, but you'll feel like you just played a really in-depth video game for ~10 years or so. This will mildly hamper skill retention (expect to lose between 5 and 10% of any progress gained over the course of an individual jump) and effects like Astral Layers from Psychonauts which spin off new personas or layers per jump will not work as advertised.

**Sadistic Bitch-Chan [Double Value for Jump-Specific Drawbacks]:** Replaces Sadist-Chan and Bitch-Chan. Compatible with 'What Are Drawbacks' and 'Retail Rocker', which are calculated off the base, not off the modified price. Taking this means that you no longer control what drawbacks you get. You will always get at least 400 CP (before price adjustment) worth of Drawbacks. If a jump has no native Drawbacks, you will get at least 400 CP worth of UDS drawbacks that could be Jump Drawbacks. You will never get more than 1000 CP worth of Drawbacks (before price adjustment), and Sadistic Bitch-Chan will never pick the most expensive Drawback in a jump (or anything tied for most expensive) unless she believes it is both survivable and fun to watch. Remember, SBC wants to watch you suffer, not crash and burn.

## JUMPER DRAWBACKS

**Cyclopes Psi-Ops [+100 if Single Jump or +50 if Chain]:** You have only one eye. Maybe you're missing an eye, maybe you're actually a mono-ocular individual, maybe it changes from jump to jump. Regardless, you have only the one eye and the other one can't be replaced. While you'll probably figure out tricks to compensate for your lack of binocular vision, you'll always have a little bit of trouble with depth perception. You can only take the Single Jump version of this 5 times and cannot take it in two consecutive jumps. If this is a Chain Drawback, it is worth +100 for the first two jumps, then falls to +50 after that. Yes, even if you're currently missing an eye. Sorry about that.

**Shut Up Jumper! [+200 if Single Jump or +100 if Chain]:** You cannot speak. You must find another way to communicate. If you gain telepathy, you cannot use it to mindspeak. You must use some other methods of communication, be that written word, sign language, charades, mind pictures, drawings, empathic signals, etc. You can only take the Single Jump version of this 5 times and cannot take it in two consecutive jumps. If this is a Chain Drawback, it is worth +200 for the first two jumps, then falls to +100 after that. Yes, even if you're already mute.

**Age of Descent [+50 to +200]:** You are agelocked. What does this mean? From a physical standpoint, you have the size and physical development of a human of 10/8/6/4 years of age, or the equivalent for your current species. While this will not directly give you the mental development to match, you will have to deal with the neurochemistry of being that physical age, which might tend to give you poor impulse control, a somewhat juvenile attitude, and make you prone to behaviour best described as "Cute". You'll find yourself desiring naps, stuffed animals, inappropriate snacks, and arguing with authority figures for no good reason. The value of this starts at 50 CP for the equivalent of ten years old, and for each two year drop (8/6/4) the value increases by 50 (100/150/200). This drawback blocks all physical aging effects, internal or external, natural or otherwise.

**We See You [+200]:** You are baaaaad at stealth. Can't get the hang of it. Not much of a problem normally, as those who are bad at stealth typically don't try to be stealthy. You keep forgetting that you're bad at it, however. Sometimes you loudly hum your own theme music while trying to stealth. Even if you're not someplace that would require stealth, you'll still find reasons (bad ones) to attempt to be stealthy.

**A Giant Adventure! [+100 if Single Jump or +50 if Chain]:** You are 160% taller, wider, and thicker than the average individual of your species. For an earth human, that means roughly 9 feet (275cm) tall for a woman and 9'4" for a male (282 cm). This means you'll be roughly 4 times as heavy as well. By grace of this Drawback, you won't suffer many of the health problems associated with gigantism (poor circulation, numbness in extremities, clumsiness, hormonal imbalance, etc.) but you'll still have to deal with moving your mass about. Even magical items that resize will probably not resize to your size from normal human size without extra effort. You can only take the Single Jump version of this 5 times and cannot take it in two consecutive jumps. If this is a Chain Drawback, it is worth +100 for the first two jumps before dropping to +50 per jump after that. Taking this makes using any size-shifting ability incredibly draining to use, at least if you're trying to get smaller. Think holding your breath while running a 100 meter dash without perks hard. External Sizeshifting effects (items, spells, etc.) that make you smaller last for a minute at most before burning out. This cannot be taken as a Single Jump Drawback into a setting where it wouldn't matter (say Generic AI, or Paperclips). In Cities of the World, taking this means your buildings are sized for giants.

**A Little Drawback [Variant of A Giant Adventure!]:** exactly the same as the above, except that you're now only 60% of the size (height, width, thickness) of an average individual of your species. This means your weight is going to be approximately 1/5th normal and you'll have a problem with leverage, not to mention reaching even the lowest cabinets without climbing on something. The increase of difficulty for size shifting now applies only when getting bigger. External Sizeshifting effects (items, spells, etc.) that make you larger last for a minute at most before burning out.

**A Giant Among Jumpers [twice the value of A Giant Adventure]:** Increases your size to roughly 210% normal, your weight to 920% normal. Everything else remains the same. You will absolutely stand out. Yes, even in places where there are other giants. You won't look like one of them. Unless you are one… and then you'll look like a simply huge one. The difficulty of sizeshifting rises to holding your breath while running a 400 meter dash without perks. External Sizeshifting effects (items, spells, etc.) that make you smaller last for a ten seconds at most before burning out.

**A Petite Problem [Variant of A Giant Among Jumpers]:** As A Giant Among Jumpers makes you huge, this makes you tiny. You're now only 20% the size (height, width, thickness) of an average individual of your species. That's about 30cm for humans. Figure the rest out on your own.

**Stochastic Scalar Suckage [+200]:** Chain Only. Your size changes at random, at least twice a week and at most three times per day, and will do so with little warning. At the low end, it will match Such a Tiny Problem (20% normal) and at the high end it will match A Giant Among Jumpers (210% normal), but instead of only having 5 options (normal and the four other drawbacks in this line), your size can be anywhere in-between those two extremes. All size shifting powers become difficult to use and items / powers work only for seconds at most.

**Ferret Lady [+108]:** You're just plain weird. You know that right? It's something everyone notices about you, even if you have a stack of those perks that make people not notice oddities or not care about oddities. I mean, if you have some of those, people will try to pretend they don't notice that you're as odd as three oddishes in an oblate olive oldsmobile… but it doesn't mean that you're not a giant weirdo. Exactly how or why you're so weird is anyone's guess. This doesn't make you unlikable, but may mean that people are a bit freaked out by you and even your friends and loved ones might, from time to time, just stare at you as you do something that makes no damned sense to anyone besides yourself. You might even wonder why you're doing things. I mean, I sometimes have entire conversations with myself and I'm the one this perk… I mean drawback is based on. Meta huh? No, the extra 8 CP do not carry over from jump to jump. Yes, I'm a lunatic.

**Un-Bearable [An Additional +57]:** You're a Bear. People will notice. They will try to pretend they don't notice. Sometimes they will fail and, you know, act like people faced with a BEAR! Requires Ferret Lady.

**Pose of the Day!!!! [+200]:** Have you ever heard the term "Genki Girl"? Genki (as in Ogenki desu ka? (trans. How are you?) is Japanese for Vigor, Health, or Enthusiasm. A Genki Girl is, to quote TV Tropes "usually (but not always) a schoolgirl who acts like she's been mainlining Red Bull laced with crystal meth. A good way of telling whether a character is genki or not is to check if her family and peers are exhausted, astonished, or even creeped out by her chronic outbursts of vitality." That's you. Somehow, you are almost always dialed to 144%, and even your moments of quiet introspection are but the calm before the storm. You're the kind of person where your enemies live in perpetual anxiety of the whirlwind of hyperactive confidence and determination you're no doubt about to unleash upon their lives and you're the number one reason everyone you know is on medication for nerves. While technically you could Hiatus or Revoke this… you won't want to. Doesn't have to be Chained… but why wouldn't you? LETS GOOOOO!!!

**Do You OoWoo? [+100]:** You are cute. How cute? Somewhere between a bunny with a pancake on its head and a kitten trying to figure out what its paws are for. This isn't just physical cuteness. This is spiritual and mental cuteness too. Your reflexes are finely honed to do the cutest possible thing in almost every circumstance. No one (besides yourself) will ever take you seriously. Not that they won't try, but then you'll trip over your own feet or get ice-cream on your nose and that's the ballgame. The insane thing about this is that it works even when you are trying to abuse it, meaning that you might try to guilt trip the enemy with your cuteness only for them to decide to baby the poor defenseless jumper… or worse, it stops working by anime / cartoon logic and people just think you're being childish or immature. Remember, this is a drawback, so bite your lower lip and firm your kyoot widdle chin and realize that the Kawaii is with you, whether you want it to be or not.

**Stone Sober [+100]:** I hope you like tea, because you're tea-totalling now. It's not just that you have sworn off booze. You actively cannot consume / utilize any mood altering substances more potent than a strong cup of tea. No nicotine, no weed, no cocaine, no LSD, no booze, no uppers, no downers, no molly, no X, no Meth. None. And it's not that it has no effect on you, you literally cannot bring yourself to imbibe, ingest, or partake, even for social reasons. The only exception is for lifesaving reasons… and because you never indulge… oh boy is it going to hit you incredibly hard… even if you have toxin immunity. This applies to all mood alteration chemicals (even medicines)… or anything that simulates them (magic, feel good empath waves, direct neuro-stimulation). This does not stop them from being forced upon you, or stop you from consuming them in ignorance.

**In Deep Water [Variable]:** There's nothing quite like water to slow you down, to make you exert yourself just a bit more than you'd normally have to. That said, most people can avoid the water… you can't. You will constantly be moving through water that only you can perceive, water that provides no remedy for thirst or fire, water that cannot be used to dampen anything in any useful way, nor to fuel any power or magical art. All it does is provide a hindering force for you. You can't even drown in it or get waterlogged or hypothermia. For 50 CP, this water is merely a slickness on the ground, a constant wetness eating at your friction and making your socks damp. For 100, it's ankle deep, making you splash around wherever you go. For 150 it's knee deep, for 200 it's hip deep, and for 300 it's up to your armpits. Regardless of how good you might be at navigating normal water, this water doesn't provide any real benefit, as you can't swim in it or float in it or use it to break your fall, and methods you might try to employ to lessen the hindrance of this drawback (aquatic freedom perhaps) will avail you nothing. For double points, it's not water, it's molasses. For 100 CP less, you can actually use the water for beneficial purposes… or, you know, the molasses if you really want. The water / molasses is as clean as you'd expect for the area you're in. If you enter a body of water / molasses / any other liquid that is deeper than this Drawback causes, you are simply slowed 10% (40% for molasses) rather than this adding any more liquid. The same slowdown happens when you are flying.

**All the Hats [+50]:** You are, for some reason, convinced that anything you can put on your head without it immediately falling off again or hurting you too much is, in fact, a hat. You will feel the need to demonstrate your new found hats to your friends, enemies, and random passersby. They will probably nod at you, while secretly thinking you're a looney.

**Gunshy [+100 or +200 or +300]:** You are, as the french would say, Hors de Combat, but not for any physical reason. You are psychologically unable and unwilling to fight. At the 100 CP version, you can still hold weapons and defend yourself, though you cannot attack others, initiate combat in any way, and will immediately end any combat you're forced into at the earliest opportunity, as simply being in combat is extremely stressful to you. At the 200 CP level, you may not even pick up a weapon without beginning to shake and feel the overwhelming need to run away, and any combat situation is enough to make you flee or freakout. At the 300 level, people raising their voices at or near you, fireworks, and sirens, and potentially even dogs barking aggressively will be enough to trigger your flight / freakout response. If this is not a Chain Drawback, the first two levels of this are worth half if you're going to any jump that would be considered "Slice of Life" or is largely expected to be devoid of combat.

**Milk White Eyes [+50 or +200]:** Your eyes are covered in a milky film, making them look creepy and making it hard for others to meet your gaze. For 50 CP, this does nothing to inhibit your vision, but for 200 CP, it renders you very nearly blind. You'll be able to see shapes in bright light and the colors of light sources. No perks can improve your vision or give you any other form of sight while the enhanced version of this Drawback is active. Not even the ability to see visions. Can be taken with Cyclops Psi-Ops. Neither version of this can be hidden with shapeshifting or similar powers / effects. Mundane disguises / illusions / holograms can conceal the effect, but are guaranteed to fail sometimes. When? Why whenever it would be narratively interesting, of course.

**Would You Like Ketchup With That? [+50]:** You have a snarky streak a mile wide and it prompts you to ask a lot of sarcastic questions deliberately designed to aggravate people… especially people in positions of power and those with a limited sense of humor. Comes with a limitless supply of 1 ounce ketchup packets.

**I Suppose It's Possible I was Drunk [+200]:** You have a new and impressive drinking habit. Unfortunately, you have very little control over it. This doesn't make you into a raging alcoholic. Oh no, that wouldn't be fun. No. Instead, every so often, you'll lose a few hours here or there, maybe a day. During these binges, you'll never get yourself into trouble you can't handle… but you also won't really remember anything you did while blackout drunk. Remember that one side-quest in Skyrim? Yeah… you'll find yourself saying "I don't remember doing that… I suppose it's possible I was drunk at the time." every few weeks. The longer you manage to go without an incident, the more time you're likely to lose when you actually have one… and don't think you can just preempt an incident by getting plastered. All that will do is increase the effect even more. Guaranteed shenanigans. Also Guaranteed that you won't do stuff that would violate your actual moral / ethical code while drunk that you wouldn't at least consider doing sober… nor will you get yourself killed while drunk… but you'll definitely do stuff you'd rather not have done.

**The Jumper With No Name [+100]:** You've forgotten your name. Completely. Good news? No one else knows it either. No other name will seem right, and people will just tend to call you by some descriptive… or just Jumper if they know you're a Jumper. On the plus side, no one can use any Name effects against you. On the negative, you can't use them for you either. Chain Only. No Revoke. No Hiatus. You must gain your Spark to regain your name.

**Trigger Warning [+150]:** No, this doesn't give you PTSD… we have other drawbacks that do that. No. This makes you a raging asshole instead. Not only are you incapable of keeping your opinions to yourself, whenever you know that someone you're talking to has a sensitive, push button trigger, some issue they can't help reacting to, either with anger or fear or PTSD trauma, you'll find yourself incapable of not poking and prodding at them until they snap. On the plus side, you won't ever feel the need to make some lame justification about why you did it. You weren't playing devil's advocate. You weren't stirring the pot or trying to be edgy. You were just being an asshole.

**A Pleasant Headache [+100]:** Jump-Chan has decided that, in order to keep you grounded and human, you'll have to continue experiencing all the little aches and pains that mortal lifeforms are prone to. Of course, Jump-Chan has no idea what being mortal is actually like, so sometimes the aches and pains she inflicts upon you don't have the proper interaction with your nervous system. As a result, your body now finds pain relaxing, soothing, enjoyable almost. Which is a problem, because pain usually, you know, signals damage. You'll have to be very careful not to become addicted to your new pain reaction.

**Crippling Phobia [+100]:** You will develop a new and intense phobia of something that is not terribly uncommon in your current Jump's setting. It won't be something too common, something you're likely to see every day, but it will be something you can expect to encounter at least once a month if you're not careful. The old phobia will go away at the end of the jump, but it will be replaced with something entirely new and unexpected in your next jump if this is a Chain-Drawback. If you're a Drop-In, you won't have any idea what will trigger this, but also won't have memories of it having been triggered before. If you aren't a Drop-In, you'll know… because you'll have those memories.

**Porn-Be-Gone [+100]:** For some unfathomable reason, you cannot find any porn. None. Full stop. Even when you're faced with the real thing (i.e. looking at naked people) anything that would arouse you is censored in some way. If you're a being without sex drive, instead this effects everyone around you… say, within twenty-five kilometers. All prurient materials simply vanish if you pass within that range of them and everything lewd is censored while you're present.

**Universal Punching Bag [+300]:** Everyone and everything seems to think you need a beatdown… and they're pretty liable to give you one. Girls will decide you're a pervert and pummel you. Guys will decide you're a rival and pummel you. Little old ladies will hit you with their purses. Venerable old swordmasters will decide you need a lesson in civility. This won't be all the time and no one will actually think less of you… hell, you might even make new friends this way… but don't expect to make it through a single day without someone, for some reason, thrashing you. On the plus side, you're now as resilient to normal thrashing (i.e. thrashing without intent to kill) as the average Comedy Anime Protagonist. These beatdowns will happen no matter how tough you should be or how weak the person thrashing you should be.

**Economic Impact [+50]:** So, you think you're a bigshot, rolling into town with more money than a thousand stellar empires? Really? But it's okay because you've got some perk that guarantees that you'll never crash the local economy or cause hyperinflation, right? Wrong. Now every dollar, peso, yen, yuan, crown, or credit you spend has just as much influence on the local economic situation as it normally would. Tread carefully.

# COMPANION DRAWBACKS

***Assumptions:*** *This section assumes the following about Companions as fundamental ground rules of Jumpchain. Drawbacks and or House Rules may change any or all of these.*

- Anyone can accompany a Jumper on the Chain simply by the Jumper inviting them along, though if CP is not paid for them, their abilities and powers are not (necessarily) Fiat backed. This makes them a Follower (see below for details). Once a Follower gains CP through any means, they become a Full Companion permanently. If a jump specifies that the Jumper must pay CP to recruit new Companions there, then paying the CP only gives the Jumper the option of asking, it does not guarantee that they will say yes unless the document specifically says otherwise or the Companion is an OC. Mind Control and Compulsion are (unfortunately) fair game. This is Jump-Chain, after all.
- Companions, if killed, Respawn twenty-four (24) hours later, in your Warehouse or equivalent if possible.
- Not everyone you bring with you has to be a Companion. There are Pets and Followers / NPCs as well, though any Drawback that targets Companions also targets Pets & Followers as well, with the exception that they gain no CP from such Drawbacks.
    - **Pets** (a classification that includes most pre-sentient smart machines) includes the six (6) Pokemon you can get from Quicksilver's original Pokemon Trainer Jump. Pets can become Pet-Companions if you import them like a Companion and can then gain CP from Drawbacks that target Companions in any jump you treat them as a Companion in. Once a Pet reaches the level of full sapience (whatever you define that as, but in general the intelligence and sophistication of an average human is a good benchmark) they are no longer Pets. Pets usually respawn like Companions.
    - **Followers** are just people you bring along, be that attached to some property you bring along, or the crew of some ship, or the members of an army. If an individual is in your Warehouse at jump end or agrees to join you on the chain, they become a Follower automatically. The distinction between Follower and NPC is that NPCs are largely interchangeable and (though they have their own lives) they don't really do much except exist to fill a given role. Followers are actually fully fleshed people and will act like it. In general, NPCs are considered a subset of Followers. CP backed Followers respawn in 24 hours if the description for them doesn't specify some other time frame. Non-CP backed Followers do not normally respawn. Once you've allowed a Follower to import, either as a group or as an individual, they are considered Companions from then on.
    - Followers and Pets do not need to be imported into a jump's setting using an import option but also do not gain any fiat-backed capabilities from that new jump (unless the Jumper or Companions use perk-sharing or equivalents). If a document specifically states that a Follower or Pet can be imported into a given role, that option allows for the Follower to gain new fiat-backed capabilities (alt-forms, perks, powers, etc), and remain a Follower. Skill-sharing with a Follower or Pet does not transform them into a Companion, but Perk-sharing does.
- **Imported Companions:** Unless otherwise stated, the limit on Importing Companions into a jump is 8.
- **Companion Pods:** The original Warehouse Supplement includes Stasis Pods. You can use these to force someone to come with you even if they are unwilling to do so.
- **Companions & The Warehouse:** Companions, Followers, and Pets can remain in your Warehouse or equivalent even if you're not inside it. Companions can return to your Warehouse without you having to take any action as long as you have given them permission to do so.

- **Active Limit:** The original rules Quicksilver created mentioned an active companion limit. In general, these rules were confusing, unclear, and in general a pain to keep track of. Unless you take a drawback that instills an Active Companion limit, I (the author of the UDS) recommend ignoring the whole issue.
- **Free Will & Loyalty:** Companions that don't have fiat-instilled loyalty or obedience have free will, and a Jumper can turn off fiat-backed loyalty or obedience at their own discretion, but once turned off, it cannot be turned back on. Companions with free will can choose to Stay or Go Home at the end of any jump with or without permission from the Jumper. The Jumper may Banish a Companion or Exile a Companion if they so desire. Banishing sends the Companion home, while Exiling a Companion leaves them stranded in the current jump. If the Jumper Chooses Stay or Go Home, Companions cannot Move On without them.
- **Jumper Veto:** Unless the Companion Import specifical states that You / The Jumper choose what Imported Companions buy with their CP, you don't get to choose for them. An exception is made for Companions that are not free willed, lack full sapience (Pet-Companions), or are required to be loyal to you or obey you. Then you get to make their builds. You can, however, invoke Jumper Veto if you like, putting limits on what perks or perk lines some or all of your companions are allowed to take, within reason.
- **Companion Purchases:** Items your Companions purchase with their own CP belong to them and go with them if they leave your company.

**Two Player Jumpchain [SPECIAL]:** There are now two jumpers. Each gets 700 CP (or 70% of the starting points) in each jump, each gets half the value of Drawbacks, the chain ends if both die, and they can trade Perks on a 1 for 1 basis with each other, but each perk can only be traded once per jump. Chain Only. No Hiatus. No Revoking. Alternately, each gets 900 CP / 90% of the starting points, but the chain ends if either dies. Single target Drawbacks can be targeted to one jumper (for half points to that jumper) or both (for half points to each). Each jumper can not exceed a jump's Drawback limit. Some UDS Drawbacks are single target, while others affect both Jumpers. It should be relatively obvious which are which, but use your judgement. Normally, there may only be 8 active companions between the two jumpers. Items that are collectively useful (income, businesses, warehouse add-ons, etc.) and companion import costs can be split between the two jumpers, but such costs must be equally split.

**All By Yourself [+200]:** No Companions will accompany you. If taken as a Jump Drawback, all your Companions are locked out of the current jump and cannot be reached by any form of communication device. No new companions (note the lack of capitalization… this includes all forms of long-term companionship) will join you. If you have this Drawback in either form, all Machine Intelligences (be they Virtual, Artificial, Pseudo… or their magical equivalent) you have will act as inhuman and machine-like as possible for the duration. If you don't have any current Companions, this cannot be taken as a Jump Drawback. Incompatible with Two Player Jumpchain.

**Alone and Unloved [Another +200]:** You will never make friends or acquire lovers. Any relationships you have will be strained, distant, or openly hostile. You can still have allies, but they'll view you as a necessary evil. Any sexual partners will either be prostitutes or one night stands. Requires All By Yourself. Cannot Hiatus.

**Scattered to the Winds [+50]:** All Companions (active, inactive, and new alike) are scattered randomly across the jump's setting, not just in space but in time. They'll show up over the first half of the jump at random. You must find them for them to be able to reenter your Warehouse or otherwise join you. If you miss any, they rejoin you at End of Jump, even if you have a drawback that says otherwise. You must have two or more Companions to activate this. This does not make inactive Companions active, nor does it import unimported Companions.

**And 8 Shall be the Number of the Chosen [Special]:** We weren't kidding about the 8 Companion limit. That's all you can have. Now, sure, you might want to pick up more Canon Companions, and that's fine… but now each Canon Companion fuses permanently with one of your current Companions. Their personalities mix for good. Chain-Only. You must have 8 Companions to activate this. This grants each Companion an extra +200 CP whenever they're imported to spend on perks. Multi-slot Companions either fuse to multiple Companions (if possible) or the most dominant of the multi fuses to a single Companion (say, an army with a commander, the commander becomes the Companion). Cannot Hiatus.

**Single-Shot [+100]:** Death is no longer a revolving door for your Companions. Those that die in a Jump stay dead until the end of the Jump, rather than respawning after a day or three. If they have a Perk, Power, or Item that allows them to respawn (a 1-up), that works as normal. If you have Rez abilities, you can use them, though it is actively draining to do so. Incompatible with All By Yourself or Kidnapper-San. All your Companions gain 100 CP automatically every jump this is active for. If taken with Hate Squad, they gain an additional 200 CP every jump, just to annoy you more. If a Companion is not imported, they cannot get freebies or origins. If you don't have any current Companions, this cannot be taken as a Jump Drawback, and it grants no points as a Chain Drawback.

**One and Done [Another +100]:** Your Companions don't respawn at all without a Perk, Power, or Items of their own that allows them to prevent or recover from being dead. Once they die in a Jump, just like you, they're dead, although you may Rez them if you possess the ability to do so, though this is extremely traumatic to your Companion… better than being dead though. Rezzing a dead Companion also requires you to deactivate 10% of your current cumulative CP total worth of perks until the end of the current jump. Requires and Replaces the effects of Single-Shot. This gives any Companions you have an extra 300 CP automatically every jump (in addition to whatever CP they may or may not receive for being imported). Cannot be taken with Hate Squad. If not imported, they cannot get freebies or origins.

**One Life to Lose [Nothing]:** If a Companion dies (beyond medically dead) they are returned to their reality of origin and can only be reclaimed via Return, a continuity toggle in a later jump to the same setting within the Companion's lifespan, or by successfully earning your spark. Undead Companions would have their own definition of medically dead and are treated as 'alive' by default for this Drawback. This increases the Companion reward from One and Done to 600 CP per jump. Powers, Perks, and Items must stop them from dying in the first place to be effective. This grants your Companions a form of low grade plot armor. They will not die randomly to accidents, casual sickness, age related complications, etc. Only deliberate action or plot level complications (a plague for instance) will kill them. Cannot be put on Hiatus if it's a Chain Drawback.

**Courting Disaster [+150 or +50]:** At least one BBEG or Dragon (not a literal dragon mind you) from every setting you visit will become Yandere for you. It is always random which one and there isn't any promise they'll be your preferred gender. They will stop at nothing to make you theirs… not even death. If you took Vortex of Enemies, these are the people who follow you. Chain-Only. For +50 instead of +150, it's merely violent Tsundere.

**WHY?! [+100]:** All of your Companions are permanently lolified or shotafied. Why? Because you're a greedy bastard. Expect their personalities to be less mature versions of what they should be. They don't get extra CP for this, but they are extra cute! For extra fun, if you make this a Chain Drawback, you can decide if it's always active, or triggers randomly at the start of each jump. If random, it will affect roughly 75% of your Companions each jump, but there's no way to tell who will be hit until after you enter the jump (i.e. after you've decided who gets imported and who doesn't). While lolified or shotafied, they can't use ageshifting abilities and all their alt-forms are similarly cutened. Requires having at least 2 Companions.

**Kidnapper-San [+100]:** Your Companions all want to go home but know that you won't let them. They don't like you or the things you make them do. They import for free automatically into all settings you jump to, but gain only a new background and history, with no non-required freebies unless you actually pay for them to import. If you took All By Yourself, they still come with you, but now they actively hate you. A required freebie would be like Mistborn's 'Choked By Ash'. You don't gain any CP for this until you have at least 4 unwilling & active Companions. Feel free to tell them you're not forcing them to stay with you… though that's a lie. You can still dismiss them at any time. But if they ever Helsinki enough to actually enjoy your company, or you put them in storage, they no longer count for the total. Chain-Only as are its upgrades. Cannot be put on Hiatus nor can its upgrades.

**Hate Squad [Another +300]:** You don't have Companions. You have annoyed people you drag through time and space with you. Whatever the individual jump's import rules are, your "Companions" automatically import with it, at no cost to you. All of them. And they'll constantly be trying to screw with your plans… though not actively trying to get you killed. You don't gain any CP for this until you have at least 8 Companions. This Requires and Replaces the effects of Kidnapper-San. And just because they don't like you doesn't mean they don't like each other. These don't count for And 8 Shall be the Number of the Chosen.

**Vortex of Enemies [An Additional +200]:** Any jump you go to that has a Canon Companion purchase, you automatically gain that individual free of charge as a "Companion". They join the growing Hate Squad. No more than 12 of them will be active at any given time. Can any setting cope with a dozen OCPs running around? This Requires and Modifies the effects of Hate Squad.

**Dere for All [+200]:** All your Companions are now deres, male, female, or otherwise. Stereotypical Deres. For each Companion that joins you, roll 2d8. 2 - Himedere (Princess Outside, Possibly Insecure Inside) / Oujidere (Prince Outside, Possibly Insecure Inside), 3 - Bodere (Alternates between Shyness and Violence), 4 - Hinedere (Cynical and Sarcastic Outside, Sweet Inside), 5 - Yangire (Cute Outside, Psycho Inside), 6 - Deredere (Cheerful Outside, Possibly too Clingy Inside), 7 - Yandere (Loving Exterior, Psychotically Possessive and Jealous), 8 - Tsundere Type A (Tsun Dominant), 9 - Kuudere (Cold & Remote Exterior, Loving Interior), 10 - Tsundere Type B (Dere Dominant), 11 - Dandere (Shy Outside, Enthusiastic Inside), 12 - Kanedere (Gold-Digger & Status-Seeker), 13 - Sadodere (Sadistic), 14 - Mayadere (Inverse of Yandere), 15 - Undere (Hyper-Agreeable), 16 - Kamidere (God Complex through and through). Chain-Only. Cannot be put on Hiatus. Revoking this only means they can be given therapy, not that their condition goes away. They probably need therapy even if you don't revoke. Requires 2 Companions or more.

**Companion Lockdown [+50-200]:** Your Active Companion Limit is set to Zero and Companions cannot be imported into the jump. Any companion who does exit the warehouse or companion housing is limited in power to the level of the local elite mooks or peak human. This is worth 50 CP per Companion you have, up to a maximum of 200 CP. Each Companion affected by this can gain 50 CP per jump (which they can bank, to a maximum of 400 CP) that can be spent on anything Companions are allowed to spend CP on once they're actively imported once again. To get this CP, a Companion must remain outside your Warehouse (or similar structure) for 90% or more of the time you spend in the jump, and that time must be longer than 2 years. No Hiatus Cost. Companions who remain in your Warehouse experience the entire period of the jump in real time, so they might be bouncing off the walls by the end of it. As long as any Companion remains in your Warehouse, your Warehouse will not / cannot stasis while this Drawback is in effect.

**Party Limit [Special]:** Thanks to a limited budget, Jump-Chan can only empower 4 of your Companions at a time, rather than 8. This means that whichever Companions are closest to you (either physically or emotionally, your choice) will be at full power. The others will be normal people for the setting, power & perk wise. This gives you a Discount on Companion Import Options and gives them an extra +100 CP when imported for perks. You cannot take this as either a Jump or Chain-Drawback unless you have at least 5 Companions already. Putting this on Hiatus costs only 200 CP.

**Blythe of Clive [+400]:** Jump-chan's saddled you with a babysitter, a paladin blessed with immunity to any of your or your Companions' abilities, who can… chastise you if you step out of line. What, exactly, qualifies as stepping out of line? Blythe is Lawful Stupid. She demands you follow the guidelines of Lawful Stupidity and, while she won't actively harm you, she will mess with your plans, thwart your attempts to break the law, and constantly chide you for breaking the rules of civilized society. She will try and kill anything she views as Evil, even if (especially if) doing so would be a bad move. She is hilariously inept at such actions, but it's likely whoever she's attacking won't find it funny. You can't get rid of her and if she's killed she'll respawn in hours. She can't be seduced, corrupted, imprisoned, or banished. She can access your warehouse, but she won't steal anything… she might try to give stuff you stole back… and if she thinks you have too much money she'll try donating it to charities she has not properly vetted. She's also down on premarital sex, cheating, and partying to excess. She prays, loudly, to Jump-Chan and is painfully honest, especially when it will screw up your plans. She is, however, almost as good a fighter as you are. She has one defining flaw, but what it is is up to you. She could be genocidal, a kleptomaniac, a pedophile, a rapist, a chronic masterbator, an arsonist, a womanizer, a pornographer… anything a good paladin shouldn't be. She will either always deny it, be insufferably proud of it, or be constantly apologizing for it. Her Chastisements vary depending on how far out of line she thinks you've gone. They could be demeaning chores, forced donations, or epic fetch quests… with the fate of your chain or at least access to some or all of your favorite perks on the line.

**Clyde the Blithe [Alternate]:** This is Blythe's Cousin. He's a jerk. Like the biggest jerk ever. He's Chaotic Stupid and can randomly nerf your perks for laughs. He's nowhere near as judgemental as Blythe, but possibly even more frustrating. You can take him instead of his cousin… or, if you're deranged, both of them for a combined +600. You will not be killed because he nerfed your defenses at a critical moment. Jump-chan promises.

# WAREHOUSE & ITEM DRAWBACKS

**Why is it Glowing? [+50] or [+100 CP that must be spent on items]:** Every CP protected item you have that is not from the same universe you're currently in will be surrounded by a faint but tell-tale glow and any attempt to analyze its physical or chemical properties will reveal that the item is made of unknown matter. You get the item bonus only if this is a Chain Drawback.

**Obviously Fake [+100 item CP]:** All your CP backed items are clearly fakes. Your CP backed car may work just fine, but the engine noise is being made by a recording and it doesn't have an actual engine or produce exhaust. Your CP backed gun is clearly made of orange plastic, though the bullets still hurt like hell. CP backed food might look like playdough, though it will taste and smell fine. Any CP backed funds will clearly be play money, earning you odd looks and chuckles before being accepted as cash just to humor you. Point is, people are going to notice you clearly violating the laws of reality with stuff that doesn't and shouldn't work. This applies to anything you make that only functions locally because of CP backed abilities.

**Blatantly Uncool [+200 item CP]:** All items you buy with CP are, in some way, less cool/nifty/shiny than they really should be. How, exactly, this manifests is up to you, but a CP backed car might be a bit of a rust bucket, a CP backed starship might smell a bit like old sardines, a CP backed gun might make pew pew noises instead of satisfying bangs. And CP backed food stuffs might be odd colors or less than ideal textures or just taste a bit cheap. Obviously, money is money and money can't be uncool, but anything you buy with CP backed funds will also have this effect applied to it. This drawback doesn't do anything to degrade the actual function of the items.

**That Can't Be Good [+100]:** Any item you bring with you from another universe that doesn't have CP backing (or that isn't installed in a living being) will slowly begin breaking down if removed from your warehouse. This takes the form of a kind of material rot that builds and builds… until the object in question simply explodes in a small ball of eldritch fire. The bigger / more powerful the object, the bigger the explosion, and a failing object will burn other non-native objects as well. The value of this is reduced to +50 if it is not a Chain Drawback.

**Treasure Hunt [Discount on all items worth more than 50 CP, double discounts are 1/4th price. Triple Discount is free]:** All items that you don't receive free of charge before this drawback is applied are now scattered all over the setting of each jump. Hints appropriate to your intelligence and search skills will be provided, but the items are scry proof. You must search them out to claim them. If you don't, they will be scattered again in your next jump. Failing to claim an item three times will result in forfeiture of that item and its price will not be refunded. Companion purchases / import options, even though often included in the Items section of jump docs, are not considered items for this purpose, either for discount or scattering. Chain Only. Hiatus costs 200 CP. The more expensive the item is before discounts, the harder to find it will be.

**Selfish Jumper [+50] or [+200 CP that can only be spent on items.]:** Any personal item you buy with CP can only be used by you, the Jumper. Your Companions and friends cannot use them. Your enemies, however, can. Chain-Only. Requires at least one Companion to be active. If a Jump Drawback locks out your Companions or items, you don't get points for this.

**Shipping Ban [+100 for items]:** Your transportation options (Cars, Ships, Magic, Shoes…) will conform to the local dominant tech / magic level. You might have the Light of Terra, but if you're in an Age of Sail setting, LoT is just a really (really) big boat. This scales everything. Weapons, propulsion, education level of NPC crews, etc.

**Limited Storage [+100]:** Instead of a Warehouse, you have a storage locker that is 40 square feet (5 foot by 8 foot by 7.5 feet tall) instead of 40,000. You may still fill out the supplement, but doubling it only makes it 80 square feet (10 foot by 8 foot by 15 feet). Everything scales down. Plumbing becomes an RV style toilet, sink, and shower. Housing becomes a tiny house. The Medbay becomes a Medical Pod. The Workshop becomes a Workbench. If this is a Chain Drawback, you gain a one time +20 Warehouse Points. Anything that wouldn't fit anymore gets dumped out at your starting location, with items that lack CP backing going first. Augmenting this space is proportionally harder than augmenting a full size Warehouse. Any workarounds to minimize this minimization is only of limited effectiveness. There will always be a shortage of storage space.

**Warehouse Brand Backpack [Another +100]:** You have a backpack that can contain 4 cubic feet of space. That's it. Everything in the Warehouse Supplement scales down (Bedroll & Tent instead of Housing, First Aid Kit instead of Medbay, Hand Fan & Heater for AC/Heating, Travel Toolkit for Workshop, a Universal Power Point for Electricity, a Water Spigot for Plumbing)… but none of it takes up room. Doubling the volume makes it 8 cubic feet (roughly the size of a large milkcrate, 2 feet by 2 feet by 2 feet). Requires and Modifies Limited Storage. If this is a Chain Drawback, you gain an additional +30 Warehouse Points (50 total). This cannot be taken with Limited Access and the Backpack must be carried with you, but cannot be opened by anyone besides you or a Companion you allow to open it. As you cannot exactly spend a week between jumps in a backpack, you get a camping spot deep in nameless wilderness to plan your next jump in. It is always a different clearing or hollow and it's barely 100 foot square, so there isn't anything to do besides camp out there. Any storage item you get will be limited to internal storage equal to that of the Backpack and cannot be merged with the Backpack unless it is another backpack but doing so strips it of any extra storage space. Warehouse Add-Ons that can be rationalized the same way I've scaled down the Warehouse features are fine, others attach to the clearing.

**Limited Access [+100]:** You can only access your Warehouse (or other methods of bringing stuff between jumps) either once a month or from property you own. If this is Chained, you also gain a one time +10 Warehouse Points. Replenishing stocks of things, such as Food Supply and Ammo Supply items you've purchased are exempted from this and you'll receive a daily or weekly allowance wherever you're staying. Destroyed or lost items will respawn in your warehouse as normal. Properties that aren't used to store things between jumps are not affected by this.

**Really Limited Access [Another +50]:** You can instead either only access your Warehouse once a year or from a specific location that cannot be changed. Requires and Modifies the effects of Limited Access. If this is Chained you gain another +20 Warehouse Points. Replenishing Stock items still function as per Limited Access. Taking both versions of Really Limited nets you +100 CP and +40 Warehouse Points.

**No Access [+300]:** You have no access to your Warehouse for the entire length of the jump. If this is a Chain Drawback, you may add the base 150 Warehouse points to your Body Mod, as you have no Warehouse. Everything that respawns is delivered to you by parcel post. You can bring anything you like into the jump at the beginning (as long as you have it in your possession already), but nothing past that, including Companions. You cannot take this with other warehouse drawbacks. No Hiatus. Must keep for 10 jumps or more before Revoking.

**Share and Share Alike [+50]:** You cannot use any personal item your Companions have bought with CP. Chain-Only. Requires at least one Companion to be active. If a jump or drawback locks out your Companions or items, you don't get points for this. Your Companions can share their items with each other.

**PPPPP [+50 or +100]:** Anything that isn't actually inside your Warehouse at Jump's end is left behind for good. Chain Only. You gain a one time bonus of +10 Warehouse Points. If you have properties that follow you, they count as Warehouse for purposes of this drawback, as does anything you're actually carrying or wearing. Pronounced P5. If you don't know what it means, you are unworthy. This specifically does include CP backed items. The value of this is increased to +100 if you also have Semper Preparatus.

**Remember the Little People [Another +50 or +100]:** This includes your Companions. They have to be inside one of your properties or in direct contact with you or they get left behind. This is worth +100 if you also have Semper Preparatus, and if you do, your companions gain +50CP when imported. Requires PPPPP.

**Ready Access [+100]:** Your Warehouse is not protected from thieves. You can't purchase the Force Wall in the Supplement and every door you've ever used to enter your warehouse is a potential entry point. If you use a portal, you leave behind a door, hatch, or similar that can be used to access your warehouse. Things stolen from your warehouse will return at the end of the jump. If you took the Backpack… people can and will try to steal your entire Backpack. Bad idea. With Limited Access, thieves will have a window each month (or year) to steal stuff from your warehouse… it will not be linked to your access time and you won't know when it is. Cannot be taken with No Access.

**No Insurance [Another +200]:** Things stolen from your warehouse no longer return at the end of the Jump and once things are gone, they're gone. If you take this as a Single Jump Drawback, permanently gone is still permanently gone. Requires Ready Access. If taken as a Chain Drawback, you gain an additional +100 CP stipend for items every jump.

**Limited Warranty [+100]:** Items you buy with CP will only respawn, if used or broken, at the beginning of a new Jump. Expendable items (food stuffs, ammunition, low grade healing items) that are designed to respawn will continue to do so as normal, but may take up to three times as long to respawn as they should. If you've got an item that by description only respawns once per jump, it will respawn 1d3 jumps after you've used it.

**Voided Warranty [Another +200]:** Items you buy with CP can and will break permanently, though this doesn't make them break, just says that it will eventually happen if you keep using them. You can regularly perform maintenance on your items to prolong their utility, but even the most powerful of restoration effects will, eventually, reach their limits. Requires and Replaces the effects of Limited Warranty. If you take this as a Single Jump Drawback, permanently gone is still permanently gone. If you take this as a Chain Drawback, you gain an additional +200 CP stipend for items every jump.

**All In One [+100] or [+300 CP that must be spent on items]:** Your new gear purchases keep fusing with your old gear purchases, making it inconvenient to loan them out and meaning you'll have strange combinations of items, like hats that turn into guns or houses that turn into spell books. Of course, unless the function is reliant on the form, all the properties of the thing persist no matter the form (You can't take shelter in a book, or shoot someone with a hat, but a flying broom that's also a toaster would be able to fly in either form). Chain-Only. You must pick which bonus you get upfront and cannot change it later. The combos are random, and there is an 80% chance that a new item will merge with a CP item from a previous jump, but no more than 1 new-old combo per jump per item. Warehouse Add-Ons & Properties only fuse with each other. Supply Items (food, ammo, etc) are not fused… unless you want ammo in your scrambled eggs. Cannot be put on Hiatus.

**Embargo [Variable or +100]:** Jump-Chan has initiated her own Prime Directive. You can not use any tech more advanced than your current jump's average level of advancement. This applies to magi-tech / artifacts as well. Any such devices can only be used inside the Warehouse, and you cannot build things that are significantly above the curve. Improving local tech is fine. The value of this is dependent on the local tech level. If the local tech level is greater than or equal to modern tech, you get +50. If it's pre-2000s tech, +100. If it's pre-computers +150. If it's pre-industrial +200. If it's bronze age +250. If it's Stone Age +300. If this is a Chain-Drawback, it's always +100. Fiat-Backed Items count as what they resemble. This blocks Hypertech or Clarketech over the local average.

**Old Ways Are Best [Double Value]:** The Local Tech Level no longer matters, as you personally cannot use any tech more advanced than the tech level you've selected. If this is a Chain Drawback, it's triple the value of the set level instead of flat +100. Not applicable with Greater than Modern Tech. As a Jump Drawback, this must be set lower than the ambient tech level. Requires Embargo.

**Reservations Needed [+50]:** It's so great owning your own businesses and such, isn't it? Really top notch. Never have to stand in line, always get immediate service… or that's how it should be. Except now, all your businesses are thriving (so yay?) but every time you need something from one of them, be it a seat for a show, or a new car put into production, you'll have to have arranged it ahead of time or be prepared to wait. The wait time will be proportional to how big a project what you're asking for is, so it might be a week to get seats at your restaurant, but three years to get your factories to finish their current production run and switch over to a new process. You must own three CP backed businesses to take this Drawback.

**SHUFFLE! [+100-300 for items]:** You will only ever have exactly half of all your items available in any given jump, randomly selected at the start of the jump. Luck Perks cannot modify this chancel. This can be taken a second time to reduce the chance to 25%. A third purchase reduces it to 12%. If the item respawns when used, it will continue doing so as normal… if available. If this is a Jump Drawback, there is a 50% chance that an item locked out this jump will remain locked out next jump, even if you don't take this Drawback for that jump. This Drawback does not affect Items purchased in the current jump, and thus is not available for your first jump (unless you take the upgrade below as well). Requires at least 8 CP item purchases to activate.

**The Warehouse Always Wins [Another +100 for items]:** If you use an item in one jump, it is more likely to be unavailable in the next jump. Requires SHUFFLE!. Chain-Only. 50% becomes 25%, 25% becomes 12%, and 12% becomes 6%. Requires at least 8 CP item purchases, can apply to your first jump. Cannot Hiatus.

**Real Shuffle [+50]:** You know all those soundtrack perks that clutter up Jump Docs? You now have all of them, on endless shuffle… as background music… 24-7. You can't turn it off. There is no way this is worth the points. This can access the soundtrack for any setting you've been to, even if you didn't buy it. At least you're the only one who can hear it… right? Chain-Only. Brings in Sound Tracks from random jumps until you've been to at least 5 jumps.

**Oh God Make it STOP! [Another +50-150]:** Remember how we said no one else could hear it? Yeah, that's no longer true. Not only that, but the volume level is not under your control. Most songs will be background level, but the more intense the action, the louder the volume will get… and for double the combined value, (200 total) the context will always be wrong. Love songs in battle, quiet chanting during races, death metal while you're getting your freak on, and marching bands while you're trying to sneak around. Requires Real Shuffle.

**Environmental Impact [+50-200]:** So many things can damage the environment. Factories, super-powers, mass migration… Jumpers. Thanks to this Drawback, you (and your warehouse and your companions) now have a measurable Environmental Impact wherever you go. For 50 CP a jump, your environmental impact is capped (on the low end) at the kind of damage that a major coal-burning power plant would contribute, even if all the industries you own don't normally produce that much. Whatever locality you reside in will feel this effect as long as you stay there and tracing it back to you will not be difficult for even half-way competent investigators. For 100 CP, it's capped at the kind of damage that London put out during the height of coal power and even easier to trace back to you. For 150 CP, your eco-footprint starts out like China. All of it. All the factories, running full tilt, circa 2015. For 200 CP, you produce the kind of environmental damage that's only seen in dystopian movies, the kind where factories belch black smoke into the sky and acid rain pours down over people wearing latex environmental suits 24-7. Each tier of this scales to your current setting, so if it's just one city, the low end tiers might not be so bad, only covering a neighborhood or so, but if the current setting is a galactic empire, your effect will be felt across all of it even at the 150 level. Thankfully, you can mitigate your own Environmental Impact with constant effort to go green, but it will be costly and take effort commensurate with what your properties produce. While your Warehouse does produce pollution, it is not filled with pollution. You're welcome.

**Open Door Policy [+50]:** Soo… all this travel between universes? Have you been through quarantine? Have your companions, pets, fruits, etc? I didn't think so. Who knows what you're carrying from one reality to another. You certainly don't. You and anything you bring with you from another reality might very well be carrying a plague the likes of which your destination cannot deal with. Unless you're exceptionally vigilant, using mundane (non-fiat backed) methods, you might bring a plague or pestilence with you, even if you're immune to disease.

## INTERJUMP DRAWBACKS

**InterJump Limbo [+50]:** At the end of every jump, you will spend an unknowable amount of time waiting for the next jump to begin. How Long? Hard to say. Your sense of time, future predictive abilities, and all boredom immunity abilities will be deactivated, so it could be hours or days or years. It will happen… eventually. Hard to say when though. You do get to spend the time in your Warehouse or equivalent, though for some reason, training / studying during this period will have little to no beneficial effect besides keeping skills from getting rusty. Your clocks all become unreliable during this wait… is that one moving backwards!? Because you get this CP for the jump after the wait, you cannot take this for a first jump. Additionally, if you use any 1-ups (or anything similar), this limbo wait will also apply to your respawning, though time will not pass in jump until you return. Vacations and other events that normally occur between jumps happen after Jump-End and before the Limbo starts.

**The Waiting Room [Another +50]:** Instead of waiting in your (probably) comfortable Warehouse, you are now in a fairly uncomfortable hospital waiting room. There's a water fountain, muzak, and hard chairs / floor. There's also a weird smell. You'll get a ticket number. Numbers will be called… occasionally. Requires InterJump Limbo.

**The Great InterJump Labyrinth [Another +100]:** Sooo… not gonna lie… just making you wait around sounds super boring to watch… so instead, here's a giant dark labyrinth full of terrifying sounds and unpleasant smells. The air is dark and dank. Instead of waiting, you now have to traverse this enormous maze to get to your next jump… and collect all your CP for that jump, in the form of 25 CP coins, each approximately 7cm across. Any coins you don't find will remain for the next jump, but will lose 5 CP of their value… so you might want to be thorough. Good luck Jumper! (the CP total includes all Chain-Drawback CP, but not Jump Drawback CP). Requires The Waiting Room. Food and water will be available if you look for it.

**The Hub [Special]:** Well, this is weird. All your jumps are now taken in blocks of 4, 5, or 6 (1d3+3), with each set being linked by a HubWorld (your Warehouse is also linked here). Any time you would normally enter your Warehouse, instead you enter the HubWorld (using whatever method you'd normally use to enter your Warehouse). The HubWorld will take on characteristics of the various jumps linked to it (and your Warehouse), and manifest a permanent portal / arch / doorway into each. No matter where you exited an individual world, you'll only be able to exit the HubWorld through one of these doorways and it will always lead back to the location at which you entered that world for the first time. Once a year you can add a new checkpoint, meaning the gateway now has more options. CP from each jump is separate, and time may or may not flow at the same rate in each setting or in the Hub / Warehouse, but it won't be too extreme a difference between settings. Each jump lasts three times its normal length, and the gateways will go dark once a jump has reached its end. Once all the Jump Portals have gone dark, you'll move on to your next set of jumps. There is a week's warning before the portals go totally dark. Each jump gets all Chain Drawback CP, and 50 CP from this Drawback. Free to Hiatus.

A factor of the Hub is that the more time you and your companions spend in it and the more often you access it, the more rapidly Exceptional People (Exceptionals) from Hub-linked worlds will figure out how to access the Hub themselves. The more this happens, the more rapidly Drawbacks start bleeding between linked worlds. You can show people how to access the Hub if you want, but once shown, they won't need your help to repeat the process or teach others, though it may be fatiguing. Exceptionals caught out of their world when the portal goes dark cannot return to their world unless you use a Return to open it again. Exceptionals bring their metaphysics with them, fiat backed. Anyone in the Hub can access any active portal besides your Warehouse.

**Perpetual HubWorks [Special]:** Same as above, except a) Chain-Only, No Hiatus and b) whenever there are fewer than 4 active jump portals, roll 1d3 and that many new portals to new jumps open up, changing the character of the Hub. All dark Portals remain present and dark until you use a Return or a new jump to that world.

# STARTING DRAWBACKS

**Hot Water [+50]:** Good news! You no longer have to roll for your starting location! Just look at the list and pick the starting location you'd least like to start at. Not only do you start there, but your moment of insertion is always guaranteed to be jarring and unpleasant, but not too dangerous. This is only worth 50, after all. If there is no roll for locations, you simply end up in the location you'd least like to to start in in the setting that isn't deadly to arrive in. Powers, technology, and abilities that allow you to exit the area in excess of what the locals of that area might have are drastically reduced for the first week of your jump. If there's something time sensitive that you absolutely have to do within the first few minutes of the jump, then you start one week before that time sensitive moment.

**Hotter Water [Another +50]:** Remember how we said there wouldn't be any danger? Well, now there will be. It won't be enough to kill you unless you completely fuck up, but expect a serious fight or to have to run for it as fast as you can. Powers and abilities that would allow you to rapidly escape this difficulty are all but deactivated for a month instead of a week. The time allowance is increased to a month, but you'll find it much harder to get out of your starting area than you otherwise would. How exactly this works is entirely up to you, but events will conspire to make your starting month a real mess. Requires Hot Water.

**Super Hot [Another +100]:** Don't even bother to look at the list any more. Whatever location would be the absolute worst place for you to start the jump (that would not be nearly instantly fatal, of course) is where you start each jump. Expect a lot of trouble, many fights, and a great deal of running for your life no matter what your normal power level is. Your full powers will slowly build back up, but expect the first month to be a constant scramble just to stay ahead of the unpleasantness. What exactly is going wrong depends on the setting of course, but it will always be unpleasant and there will be at least a little risk. Requires Hotter Water.

**Soup [Special]:** Companions who have been imported into a given jump and who have Single Shot or one of its upgrades can take Hot Water or one of its upgrades for CP if the Jumper has as well. There is no guarantee that they will start at the same location as their jumper if they do.

**Flex Start [+0 or +100 or +300]:** Instead of starting the jump at the usual starting time, you begin at a different time under different conditions. How different? It depends on which version of this you take. At the Zero point level, you begin at some point within five years of the normal start date, but nothing else is changed. At the +100 point level, you begin at a point after the normal start time, following a victory for the forces you would not be allied with, a victory that you could have (perhaps) thwarted. This makes the world more dangerous than it otherwise would have been, and since you have no idea how things have changed, you have less time to prepare. At the +300 point level, you begin the jump after the forces you would not be allied with have won a decisive and crushing victory, probably one that totally reverses the original outcome of the story. Your potential allies are likely scattered and broken, if not actually dead.

# DIETARY DRAWBACKS

**Dietary Restrictions [+100]:** You now must operate on some kind of restricted dietary plan. It must be at least as complex as Kashrut or Halal or complete Veganism. You are not allowed to violate this restriction under any circumstances. To put this into perspective, in Kashrut, all foods are classified into one of four groupings: Milchig, Fleishig, Parve, and Traif. Milchig are dairy based, Fleishig are flesh based, Parve are things that are neither (or eggs or fish or locusts), and Traif is anything that's not kosher, such as the flesh of any fish that doesn't have scales, the flesh of all bugs (besides locusts), the flesh of all reptiles, all birds of prey, all omnivores, all mammals that do not have cloven hooves and chew their cud… and even then they have to be killed and processed in a specific way. To be Kosher, cheese, wine, and pickles all have to be processed according to guidelines, and Fleishig foods may not be eaten with or within 3 hours of eating Milchig foods. No food supply included. Eating required. Nothing happens if you violate these rules, you just will not willingly do so unless it's a matter of life or death. If you are operating under a system like Kashrut or Halal, most economies above subsistence will have vendors of such food stuffs, though prices might be high and you may have to search for them. You can also choose to butcher your own meat in the approved way to satisfy the requirements.

**Meal Plan [+100]:** You have a weekly Meal Plan. It has 20 meals and 6 snacks on it. That's three meals a day (plus a flex meal for eating out or a party or something). Each meal is a specific set of dishes that are prepared the same way every week (Lasagna night will feature largely identical lasagna). Each snack is a specific snack food (tortilla chips and red salsa, three bean salad, a bag of cheez-its). Each week you will have the exact same 20 meals, plus your pick of six different snack foods to sate hunger between meals. This is all you are allowed to eat, barring one meal a week that you can have whatever you like (That meal can last no more than 90 minutes and cannot account for more than 1/14th of your weekly caloric needs). Once a month, you may change one meal on the schedule permanently, and once every 3 months you may swap in a new snack option. This does not limit beverages and you can eat as much as you like at every meal. Food Supply included for pre-industrial / post-apocalyptic worlds. You must have Warehouse Access to use the Food Supply. Eating required.

**Food & Drink [Another +50]:** Each meal has a specific beverage accompaniment. You can only have 1500 ml of non-water a day outside of your meals. Water is unlimited. Food & Water supplied. Requires Meal Plan.

**Counting Calories [Another +50]:** Now each meal has a fixed (and somewhat small) calorie count. You'll have to clean your plate and eat each of the two daily snacks allowed to reach exactly your daily caloric needs, and you'll be a little hungry all the time. If combined with Food & Drink, the ration of non-water beverages is reduced to 500ml per day. The rest will be water. All meals supplied. Requires Meal Plan.

**Not Quite Bread & Water [+100-300]:** You can eat one thing. Only one thing. For 100, that can be something as broad as 'Sandwiches' or 'Pie' with beverages limited to a specific category of beverages (Powdered Drinks, Beers, Juices, Sodas) and Water. For 200, it's a specific meal, prepared a specific way with Water plus a specific variety of non-water beverage to drink. All your meals must be that meal. For 300, it's one thing to eat and water. Like Peanut Butter. Or Beef Ramen. This does not grant you the ability to survive on that single food thing. You may change the meal or food thing from 200 and 300 every decade… once a decade. Not combinable with any other food based drawback. At 200 & 300, meals are supplied, as long as you have warehouse access. Eating required.

**Lightweight [+100]:** You cannot handle booze or drugs. A single beer will get you absolutely plastered. A single toke will make you too dizzy to function. More than that of either, or harder fare, will make you feel like roadkill. Comes with the desire to socialize and be part of the groups that are drinking and having a good time. Technically compatible with Stone Sober, but the combination is only worth +150, not +200.

**All You Can Eat [Nothing]:** You now automatically gain all food items from any jump you go to (besides jumps dedicated entirely to food, like Three Star and Cooking Show). Infinite Candy? Absolutely! Infinite Cheese? Yup? You can even eat as much as you want and never, ever, get full… oh… right. This is a drawback. You permanently lose any ability which would allow you to lose weight, or which would grant immunity from growing fat, or from the drawbacks associated with being an enormous chubmonster. Super-strength and Incredible Health might allow you to move while weighing as much as a building, but you'll still have flab on your flab and all the extra weight you're carrying will interfere with all your physical abilities to some degree. Even shapeshifting won't help; your new form will be as overweight as your old form was, even if that should be impossible… Have you ever seen a fat Transformer? Even your energy forms will be bloated with excess 'mass'. However, there is hope. You can actually exercise. Yes, getting up and moving around will help. If you eat 300 cheesecakes, you'll have to actually burn the calories associated with them… and it will always take a proportional amount of effort. You can't just rig up a machine to syphon the fat or create a spell that draws from chub instead of mana. No gaming this. Chain-Only. Companions can take this too, but they don't get the free items and do get +200 CP per jump to be spent on perks. They must be active in the jump to get the CP. Hiatus cost is 300 CP.

**Random Food Allergy [+100]:** Every decade you will develop a new and potentially life threatening food allergy. You'll never know what it will be, but it will be something that is part of the local cuisine scene wherever you are. It will never be worse than a typical tree-nut allergy or celiac disease, but expect to have to watch what you eat very carefully… and maybe carry an epipen. Eating required.

## EVENT DRAWBACKS

**Plague of Butterflies [Variable]:** Your presence prevents the canon solutions to the plot from working. If you don't intervene, and come up with a new solution, expect the villains to win, the world to be destroyed, and the heroes to die. The value of this is determined by the overall threat-level. If there is a world ending threat that would be difficult for you to stop, it's worth +200. Bad-things will happen if you don't stop it, but the world will go on, it's worth +100. If it's a slice of life setting or there isn't a plotline at all, or one where you'd have to be the hero anyway (e.g. Elder Scrolls, Dark Souls, Civilization, etc), it's not worth anything. If this is a Chain Drawback, its value is pegged at +100 for all non-slice of life / plotless jumps… those are still worth nada. Incompatible with Must Be Their Story.

**Law of Unintended Consequences [+100 or +200]:** It seems to be a habit, Jumpers and 'Fixing' things. Introduce a panacea to cure all disease, create a utopia, get rid of all corruption… or if you're one of that other breed of Jumper, the 'Evil' kind, crushing all who would oppose you and stealing all their… let's say 'socks'. And by and large, you get away with it. Things go swimmingly to plan… Well, that's in the past. Now, all sweeping social changes you make will have all sorts of weird consequences… introduce a cure for cancer? Now everyone's turning into furries. Obliterate the Mafia? Why are huge hats coming back into fashion?! Introduce universal conscription in your undead army? Oh good, now there are talking trees! For +100, these consequences will be annoying and unpredictable, but generally thematic related to what you did. They'll be slow to ramp up and you'll generally see warning signs before things get 'bad'. For +200 these consequences are insane, weird, and can come out of left field with very little warning. Either way, the more profound the societal effect of what you do has, the more extreme the consequences will be… Oddly, this will not, in and of itself, change plot points or cause butterflies. It might result in Naruto wearing a jester's outfit and playing air guitar, or Superman being a rabbit, but the plot will usually keep right on ticking unless something else derails it.

**No Exit [+50 or +100]:** Jump-Chan is sick of Jumpers entering a jump and just buggering off and hiding. That's no fun. While you don't have to participate with the plot, you can't just hide. You must remain in the jump-zone the entire time. No finding an abandoned star system to hide from the Reapers, no flying away from Kyrat on your spaceship, no hiding in your Warehouse. If you take this as a Jump Drawback, it's worth +100, but if it's a Chain Drawback it's only worth +50, as Jump-Chan figures you won't want to hide out all the time. And Jump-Chan knows if you're just taking this to pad your CP total. You can only take it as a Jump Drawback if you'd really want to bugger off and avoid the plot-zone entirely. If there is no plot zone (i.e. a slice of life or some place like DCU where there is Plot everywhere/everywhen) you can't take this as a single-jump Drawback.

**Bitch of Destiny [+100 per level]:** In every Jump you will have a list of tasks that you must accomplish. They will always be annoying fetch or find or harvest quests, and you must complete them during your time there or fail the jump. This can be taken up to 5 times. The first time it is limited to 11 Easy tasks, 3 Medium tasks, and 1 Hard task. The second time doubles every category and adds 1 Very Hard task. The third time doubles every previous category and adds 1 Super Hard task. A 4th purchase doubles every previous category and adds 1 Nearly Impossible task. The fifth tier task will be Impossible… or practically so. The tasks will always fit the local setting thematically, and will scale to your own abilities so that they are fair for their difficulty ranking. For +50 CP per level, you have to do the tasks in order and don't know what the next task is until you complete the previous task.

**Trouble Magnet [+200]:** Bad things will always cluster around you. Things will not go smoothly. There is a +10% cumulative chance per week of something personally happening to you, The Jumper, that will personally inconvenience or annoy you. Thus if you have the base, the chance each week is 10%, but if nothing happened to you in week 1, there's a 20% chance in week 2, and a 30% chance in week 3. This resets to the baseline once something bad happens to you.

**Trouble Central [Another +100]:** You attract trouble, not just to you but to everyone nearby. Bandits will attack your train, rival nations will invade wherever you happen to be, and natural disasters seem more common. The frequency of low level bad things (fires in nearby buildings, robberies in stores you're shopping in, murders in towns you're visiting, attempted muggings) is about 25% per day. Moderate bad things (terrorist attacks, murder attempts, bandit attacks on people you're travelling with) happen in about 25% of weeks. Very bad things (Wars, Hurricanes, Earthquakes) have a 25% chance per month of occurring. This also increases your personal bad luck from +10% to +15%. Requires Trouble Magnet. Extremely bad things don't happen because of this…

**Trouble Blackhole [An additional +100]:** unless you upgrade to this in which case they happen roughly once every 4 years. And your personal bad luck rises to 20%. Requires Trouble Central.

**Central Casting [Nothing]:** Why do you keep encountering the same people over and over and over again in each new jump? I mean, it's like… you know that bartender in Dresden Files? Is he running a tavern in Waterdeep now? That engineer from FF7 is a car mechanic in San Andreas? From now on, minor characters that you've interacted with from settings you've visited will keep showing up in new settings in similar roles. They won't remember the other setting, of course, but they'll have a virtually identical history with your new persona as they did to your old persona, and a similar history of interaction. This means you'll probably gather a fairly large crowd of people who are annoyed at you, of course, but former lovers and friendly acquaintances will also be included. Chain Only. No Hiatus. They will, wherever possible, look and sound the same, as if played by the same actor.

**Echoed Changes [Nothing]:** Anything you do on a large scale in one jump is mirrored to whatever extent possible in future jumps. Level a neighborhood and it never gets fixed in Jump A? Expect to find a ruined area in Jump B that matches. Run for President in Jump X, find your name in history books in Jump Z. None of this will change any plot-points or butterfly anything away, but you'll find these changes building up over time the more splashy you get. UnJump (below) requires Echoed Changes.

**UnJump [Double Points!]:** For double points (yes, I know this is worth nothing) all your jumps now take place in the same continuity, just building off the last no matter how totally batshit insane that concept might be.

**Humiliation Conga [+100]:** Your enemies will not willfully kill you. Oh no… they want you to suffer. Some will torture you, others subject you to humiliation and or degradation… Some will prefer physical methods, others mental, still others sexual or emotional techniques… Feel free to customize what, exactly, each enemy will do to you… or just pick a single specific theme (Everyone wants to tickle you for hours would work. As would people keep crucifying you.) It has to be something generally bad. You can't say "They'll give me a nice meal and subject me to small talk." For an extra +100 this is guaranteed to happen at least twice every jump. The number of captures can be doubled up to 4 times for +50 each time (4, 8, 16, 32). While you're free to escape after being captured, you will always have to put up with at least an hour of humiliation each time you're captured. They will find a way to abuse you somehow… they did capture you, remember? If a jump lasts longer than 10 years, the count for Humiliation Conga resets every decade. Can be taken by Companions. The guaranteed being caught does not raise your enemies power level, but rather temporarily (up to one day) renders you vulnerable to being captured (but no more likely to be killed). Being captured will put you at your enemy's mercy for at least 6 hours.

**Victim Complex [Another +100]:** Your powers will initially be rendered inoperable for the first 24 hours of each capture and will slowly come back at the rate of 1% (using a ramping scale, not an absolute scale, thus even infinite power returns slowly) per hour after. Requires Humiliation Conga. Can be taken by Companions.

**The Prisoner's Dilemma [An Additional +100]:** if you don't escape by Hour 72, you fail the chain. Requires Victim Complex. Yes, being rescued counts as escaping… unless a plumber tries to rescue you. If that happens, you're in another castle. Cannot be taken by Companions.

**There Will Be a Quiz on This [+100]:** Jump-Chan wants to make certain you're paying attention and growing as a Jumper. To that end, there will be a quiz at the end of every jump, which will cover all the events of the jump, as well as including short answer, multiple choice, true or false, and (worst of all) at least one Essay Question entitled "What I (Jumper, Age 8) Did on my Jump and the Lessons I Learned". As implied, the 8 year old version of your Jump-Self from that Jump must answer the quiz, without benefit of memory perks. If you fail the test, Jump-Chan will send you to whatever setting you'd least like to spend a decade in, with no CP. But you'll respawn if you die there. Think of it as a Remedial Jumper Program, not being kicked out of the Program for good. There will be another quiz at the end of that decade too. Pass the 2nd quiz and you resume normal chaining. Fail again, welcome to the Remedial Zone. Your stay will be as long as you keep failing. Chain-Only. The quizzes are open scrapbook… hope you made notes your 8 year old self can understand. For an additional +50 CP, no notes.

**Soundtrack by Jumpchan [+100-300]:** At irregular but frequent intervals, you'll find yourself and others breaking into song and dance routines as if your life is now one giant musical. While not every plotpoint will generate a musical number, most key ones will, and you'll usually see at least 4 such numbers even in slow weeks. No one besides you and your Companions will find this to be at all strange… unless you take the upgraded version for +200, which means that everyone will find it very odd indeed… and for an additional +100 will understand that somehow this is your fault. The exact music that plays will match the theme of the jump, but will always be theatrical quality. You'll get a soundtrack at the end of each jump.

**Aft Gang Agley [+200 or +300]:** Yeah, for some reason, your plans often go a bit off the rails. No plan survives contact with the enemy, but yours fall apart a lot faster than they should for some reason. Now, this isn't to say that everything automatically fails for you. Oh no. Then you could plan for that. This means that things just tend to go awry a lot when you're involved. Maybe humorously, maybe tragically, maybe both! Things could go pear shaped and force you to think on your feet to maintain any chance of victory. Things could just go very weird and leave you with results you hadn't anticipated. For an additional +100, things will tend to go in ways you'd rather they didn't more often than not, but not to the extent that it regularly puts you in danger.

**Not-So Out Of Context [+200 if Chain, +100 if Not]:** It's kind of unfair that you get to bring all these amazing abilities from a universe where they are known quantities to universes that might have no effective counter to them at all, isn't it? "But Jump-Chan," I hear you cry, "That's the point of Jumpchain, surely?" Wrong! The point of Jumpchain is to keep me amused, and I think it will be extra amusing to have you find that any OOC ability you bring with you from one Jump to another will have been incorporated to at least a degree into all future reality you visit while this Drawback is active. For instance, if you have been to the Harry Potter Jump, Harry Potter style magic will appear in future jumps, among people of all walks of life, be they neutral towards you, allied with you, or antagonistic to you. Magic items related to Harry Potter magic, such as Horcruxes and Pensieves, might be a thing, especially if you bought one yourself or a companion did. If you have a Stand from Jojo, expect to find others who have Stands… and don't be surprised if a Stand Arrow or a Stone Mask show up. If you're a Conduit, expect other Conduits. If you're a Lantern, expect other Lanterns. If you're a Cultivator, expect Cultivation to be a known quantity and for counters to exist. Cannot be Hiatused if Chained. Can be Revoked. Provides +100 CP to your Imported Companions every jump if this is a Chain Drawback.

**Note:** These abilities, powers, and items will always be distributed in such a way that they don't overly disrupt the overall local balance of power and may not be exactly the same as your choices (going back to the Stand example, the people who do have Stands have different ones from you) but it may take a lot of the surprise out of your OOC abilities away, as well as making your Jumps a good deal more dangerous if you're in the habit of using your Out of Context abilities and equipment to take the danger out of settings you visit. On the flip side, it may make your own progress in mastering and expanding those abilities easier, since supplies and techniques you've never seen before in the source universe may exist in the new universes.

**Contagious Context [Another +100]:** Even powers and abilities that you and your Companions didn't take in Jumps that you've visited in the past are now on the list of things that might show up in future jumps. This does not include abilities that are significantly more powerful than those you did take, so that's both a mercy and a bit of a limitation. Such abilities are now a step more common than they were in the source reality. Requires Not So Out of Context, and has the same restrictions. Does not increase Companion CP.

**We Laugh At Your Context [Another +300];** In each new jump, whoever is most likely to oppose you (usually the main antagonists or protagonists of the story) will gain a suite of some of the more powerful Out of Context Powers and Abilities from the Jumps you've been to previously. This may very well include abilities that you could not have even purchased. Yes, this means that combinations such as Thanos being an 'Emotional Entity' with 'All Fiction' or Aizen gaining an uncapped 'Path to Victory' are possible. Expect your most powerful opponents to have one such ability for every three or four jumps you've taken. In an effort to maintain some balance, the leaders of neutral parties are likely to have one such ability for every five or six jumps you've taken, and potentially allied leaders are likely to have one such ability for every eight or nine jumps you've taken. It is never guaranteed that the abilities any of these people gain are going to be mutually harmonious… nor that they will match thematically with what they already have… but if you want to inflict that limitation, you can do so for no extra points. More predictability but better utility. Requires Contagious Context, and has the same restrictions. Provides your imported Companions with an additional 200 CP each jump.

**It's The Little Things That Matter [+50]:** Somehow, a few minor things about the setting you're jumping to have changed. What things? Hard to say, exactly. The MC might be gender-swapped, a different person might be the traitor, someone important might have a different motivation. This won't be anything significant, but it will be just enough that your knowledge of canon events will be a little less helpful, a little skewed. Things like physical features or names might be the biggest / most common changes. Automatic Hiatus for free if you've got no knowledge of Canon or there is no set Canon.

**Semper Preparatus [+100]:** Jump-Chan's watch is broken. Your jumps now can end any time in the last third of the jump… or last up to an extra 50% longer. You've no way of knowing. It could be a matter of seconds… or months or years. For reference, this makes a standard decade as short as 7 years and as long as 15. Companions you import automatically gain +50 CP because you took this.

## PERK (and POWER) DRAWBACKS

**You've Gotta Want It! [+200]:** It's about time you start actually earning these powers, you lazy Jumper. You no longer automatically receive your purchases at the start of a jump. Instead, they must occur organically. If you buy an education perk, you'll have to actually sit through the lessons and do the homework. If you buy a fighting perk, you'll have to obey your sensei and do the due diligence. If you have genetic augment, cybernetic implant, or exaltation, you'll have to undergo the process. Whatever the perk or item might be, if it's possible to find, learn, acquire, you'll have to do the work. You will actually have to learn, research, find, befriend, steal, perform mad experiments, gamble in the souls of the damned, or whatever other way there is to acquire them. In addition, all these methods will be somewhat resistant to the effects of your other perks - learning modifiers will only be half as effective, luck and treasure senses will not pick up items as easily. Even replenishing food items might require a quest. In the case of innate or genetic abilities, you'll have them from the get go, but they'll be at an average level for the setting/a fifth of their power (whichever is higher) with no skill at using them, and will need to be trained to their 'original' power. As a circumstantial bonus, if an ability requires you to die as a part of the process (i.e. undeath, reincarnation, etc), those - AND ONLY THOSE - will not trigger the end of your chain. Since you're spending top-quality CP, however, I will grant you this: You're guaranteed to come across a way of getting your purchases, be it catching the eye of a rich philanthropist, meeting a drunk scientist searching for test subjects, or hearing a legend about where the Ultimate Weapon might be. This only gives you the opportunity, though; you might end up antagonizing your Companion-to-be, your teacher might feel you're not doing your best and find another apprentice, and the evil overlord might sweep the Macguffin from your hands, so take care. If, and only if, you absolutely squander your chance to acquire what you paid for, for whatever reason, in the next jump you'll get another chance in the next jump… and the next… and the next… and so on. Really, can't you stop pissing people off long enough to learn how to knit? What do you mean you weren't buying a knitting perk? Are you sure? It was 600 years ago. The only things that bypass this requirement are perks / items required to keep you alive in a specific starting environment that the jump gives you for free. Chain-Only.

**One to One [+100]:** Every jump you gain a new Alt-Form, even if you go from Human to Human. Every power you have that is not a skill is locked to the form in which you got it. You must actively shift between Alt-forms to use the powers of that form. This includes all installed items, such as bionics and symbiotic lifeforms. If you take SAO's This is In Fact My Final Form or something similar like Bartimaeus's Honorius the Second, you can only use it to swap the entire power sets of two forms. Chain-Only.

**Out of Context, You Say? [+100]:** Welcome to the world of the Outcast, the Outsider, the one who does not belong… well, you might belong, but those powers you've got really don't. So… all your powers, skills, and equipment are only at full power in their home universe/multiverse. Outside of it, their potency is reduced to a mere third of what it should be. A third qualitatively, not in absolute terms. A third of infinity isn't infinity, it's just very very big. Now, if the local venue is similar to the one they come from, that potency increases. How much depends entirely on how close the settings are to each other in thematics. Go from a Clarketech setting like Tenchi Muyo to a Superhero setting like Marvel, it'll be about two-thirds. Go from one Superhero setting like Marvel to another Superhero setting like DC… it'll be 100%. Return to the setting you gained those powers in… they might even be a little more powerful (+10%). Cannot be a Jump Drawback until you've jumped to three different genres of settings. Jumps that are multi-genre count for a single genre.

**You Need a Minute? [+50]:** It takes you five minutes or so to change between your Alt-forms instead of seconds or less (the default). If you do not take this as a Chain Drawback, you can only activate it for a Jump if you've got at least ten inhuman Alt-Forms. (This specifically does nerf all alt-form blenders a bit.) Available for Companions, imported or not, though if used by non-imported Companions they can only buy perks with it.

**Sleep Changer [Another +50]:** You can only shift between Alt-forms while you sleep, but need not sleep in your warehouse. It takes 4 full hours to change forms. Requires You Need A Minute?

**Alt-form Lockdown [Another +50]:** You can only shift Alt-Forms once per week. For an additional +50 you can only do it once per year. For a final +100, you can only shift between Alt-forms between Jumps. Requires You Need a Minute? Can be combined with Sleep Changer. Cannot be combined with Maintain the Change.

**Changing Room [+50]:** You can only shift between Alt-forms by visiting your warehouse (or some similar secure and singular property, which you must have access to to take this drawback). Available for Companions, imported or not, though if used by non-imported Companions they can only buy perks with it.

**Maintain the Change [+100]:** In each jump, whatever you enter the jump as (or your base form if you're a Drop-In) becomes your default form for that jump. Shifting willingly into any other form drains you, putting a progressively more and more costly endurance strain on you as time goes by. Even if you normally have unlimited endurance, this will see that endurance total slowly decrease over time the longer you stay in any form that's not your default. Expect an average of 15 minutes before it becomes a heavy strain and a two hour hard cap before you're exhausted, though forms you use more often you'll slowly get better at maintaining. This applies to all forms of shape-shifting, including disguise powers, mental identity changes, and alt-forms.

**Powerscaling [+200]:** Your overall Power Level is always pegged to the local power level. At most, you'll only ever be as powerful as the most powerful of the canon main characters. Thus, say, in the Young Justice Jump, you could be as powerful as Starfire or Superboy… but not Darkseid. In Narnia you could be as powerful as the White Witch, but not Aslan. In settings where the MC's keep getting more powerful… so will you, at roughly the same rate they do… but only if you make an effort to power up. Otherwise you'll be stuck at about 30% of their final power level. This has no effect on perks bought in the local jump, nor on skills regardless of how you got them. Items, tech, and magic too far outside the local tech/magic level are however either reduced in effect or locked away completely… unless functionally harmless, such as, say, an item that produces endless foodstuffs or the Adaptinator from Princess Bride. Chain-Only. Grants your Companions +100 CP per jump that can only be spent on perks if they aren't imported into that jump. If they are imported, it is added to their CP allowance per the import line item's guidelines. Use your best judgement as to what an appropriate power level is. Be Honest.

**Slot-o-matic [+200]:** While you gain the normal amount of CP in each jump, you only gain 250 JP per jump (awarded at the start of the Jump). JP can be used to buy slots of a specific size, and can be banked. If you buy a 200 JP Slot, you can stick a 200 CP perk into it. Only perks you've bought in the current jump or perks in slots can be used in your current jump, all other perks are considered inactive and have no effect. You can swap out the contents of slots no more than once a week and it requires an hour's meditation per slot being swapped. Once a slot has been bought, its size is fixed permanently. The size of the perk is determined by how much you paid for it (including discounts), but Freebies require a Freebie Slot which always costs 50 JP to buy and can hold 1 Freebie with value no higher than 400 CP (before discounts). Big Freebie Slots cost 100 JP and can hold any size freebies. In Jumps like Dishonored, where you gain access to a non-CP ability like the Outsider's Mark, or Harry Potter where you gain magic just for being there, treat those as 200 CP Perks. Alt-forms require Freebie Slots. Perks that grant you a skill and have no other effect are exempt from the need to slot them. Drawbacks can be taken for 50% of their CP value in JP instead (These Drawbacks still count at full value for Drawback Limits). You automatically start with Two Freebie Slots, One 100 CP Slot, and One 200 CP Slot. Chain-Only. No Hiatus.

**Unemployment [Another +100]:** Did I say you get 250 JP per jump… I'm sorry… you get none. If you want JP you'll have to take Drawbacks to get them. Requires Slot-o-matic. No Hiatus. Chain-Only.

**Slot-Locker [Another +250 JP]:** You can no longer swap the contents of a slot except at the beginning of a new Jump. Requires Slot-o-matic.

**Slot-o-Matic Jr. [100]:** All your Companions gain the effect of Slot-O-matic, plus Unemployment and or Slot-Locker if you have them. They gain all the benefits and drawbacks of each. What? No, you don't get any points for this! This is giving your Companions bonus points. They gain JP from any Drawbacks you take for JP that affect them. They gain the CP every jump into which they are imported, and the JP at the end of any jump they were important to the events of that jump, even if they didn't import. No Hiatus. Chain-Only. Does not require you to have Slot-o-Matic.

**Crybaby [+100]:** Whenever you get upset, overwrought, or things don't go your way, you find yourself sobbing and wailing like a three year old being told to put their toys away. Emotion control abilities are only partly successful at blocking this effect, but using them makes the eventual tantrum worse. Takable by Companions.

**Mindlock [+50]:** Your mind is totally sealed, a closed loop. This is good and bad. Good, in that mind-readers, telepaths, empaths, magical thought elementals, mind probes… none of them are getting into your head. Bad in that no thought controlled devices will work for you, no psi abilities will work for you… nothing that would project your thoughts beyond the limits of your own thick skull.

**Freakish [+100]:** No matter what you do, you will never look like you belong in a setting. It might be that your hair is impossible, it might be that your skin is covered in living tattoos, it might be that you look like a stockbroker… wherever you go, you're always going to stand out and not in a good way. Takable by Companions. Up to you if you're the one picking, or if it's random, or maybe your Benefactor is just making you look weird.

**Canned Laughter [+50]:** Your life now has a laugh-track. Don't ask why. Others can hear it, but won't think it's odd. You? You'll keep forgetting about it when things have gotten serious for a while… then be surprised when someone tells a joke and people laugh. Sometimes they'll make other sounds too. You won't like it when they boo.

**Is My Life Funny to You? [+50]:** Your life is now a sit-com. Funny / Quirky things will happen alongside all the normal drama, chaos, war, etcetera. This will not make it any more or less dangerous or deadly serious most of the time, but there will be the kind of shenanigans that are only found in situational comedy mixed in with all that other stuff.

**Pool Segregation [+150/+200 or +300]:** One of the central premises of Jump-Chain is that similar power pools (endurance, mana, chakra, willpower, etc.) merge together. You only need one magical pool, one spiritual energy pool, one physical energy pool, and one mental energy pool. Makes bookkeeping simple for writers and allows you to use the power linked to your jedi powers to fuel your naruto ninja powers, right? Well… not anymore. With this drawback, every one of those pools is independent and unmixable. You can't use them to fuel powers unconnected to them by origin (Chakra must fuel Naruto Genjutsu, Force must fuel Jedi Powers, Final Fantasy VII MP must fuel Materia etc.). For an additional +50 (if this is a Jump Drawback) or +150 (if this is a Chain-Drawback), restoratives (both perk and item) only apply to the linked pool(s). Thus, a Full Ether from FFVII would only restore FVII MP. This Drawback requires having been to at least four jumps that provide power pools before it can be taken. Jump documents that you used in supplement mode or in any other way combined each count separately for these four jumps.

**The Great Power Down [+200]:** You'll start each jump at the lowest survivable power level possible for a significant player in that setting, including both old and all newly purchased perks, though you can, of course, build from there. Chain-Only, Cannot Hiatus. Note, this does not remove your powers, merely dials them back.

**Bigger Fish [+300]:** Absolutely nothing is 'fiat' backed to be unbeatable, absolute, or a perfect defense. You might get sick if exposed to something really obscure or virulent, you might find someone who's able to penetrate your mental defenses, some people might be able to tell you're lying, no matter what your perk text might say. Everything is on the scale now and if you want to survive, you're going to have to play this very very smart. Chain-Only, Cannot Hiatus. Does not require The Great Power Down.

**Power Cap [+1000 Alternative]:** Replaces & Combines the effects of The Great Power Down and Bigger Fish, and makes it so this cannot be revoked and the no absolutes clause does not wear off when you spark or chain-fail. Cannot be taken with TGPD and Bigger Fish.

Clarifications: Your defenses are still very nearly perfect. It will take extreme effort and or power to find ways past them, and often both. No amount of bullets are going to bypass being bulletproof, but a specially designed anti-bulletproof bullet could be (in theory) developed. Or the god of bullets could just hit you with the god bullet. Also, basic rules like 'Your choice to Go/Stay/Move on' can't be interfered with' still hold true, and all your items and perks are otherwise guaranteed to still work all the time. This merely allows for the defeat of an absolute by overwhelming power or incredibly precise action, and (if you have stacked defenses that apply) each defense has to be bypassed separately and in a different way. Stacked attacks will have to be thwarted in different ways as well. There is an element of drama to this, but (like the best dramas) there will always be a way out if you're tough enough, smart enough, or just resolute enough to find it. Think of this as more a warning against complacency and an encouragement to keep things interesting. Maybe some subtlety is in order?

Double Clarification: Once your enemies have found a way to bypass one of your defenses, you will know that technique works to bypass that defense and can plan against it. The points of vulnerability are tiny, but consistent. They do not randomize. Also, just as your absolutes are slightly weakened… so are everyone else's'.

**Existential Doubt [+50]:** Is this a real life? Is it just fantasy? Are you caught in a day-dream? An escape from reality? You'll never be completely certain that this whole Jump-Chain thing is real. I guess you're a doubting Thomas now. No Hiatus without strong personal growth that cannot come from CP purchases. You want to be free of this, you'll have to come to terms with it on your own, without help from any Chain Resources.

**There Are No Guarantees [Universal Discount on all Perks or Items, double discounts are ¼ price, triple discounts are free]:** JumpChan has subcontracted administration of your chain to Acme Corporation and makes no promises as to their level of quality control. Normally, CP-bought perks and items have fiat-backing to always work the way you'd expect them to, giving you the confidence to build astoundingly complex pyramids of perk-combos. With this Drawback, that's no longer the case: mental upgrades may come with mental side-effects, extradimensional storage spaces might not play nicely with each other, and there's always going to be a risk that anything you buy will turn out not to have been worth the CP. As might be expected of the value given to this drawback, it is very very much not worth it. This is a terrible terrible idea. Don't take this. If The Great Power Down is all about increasing dramatic tension, this is all about creating comedy… with you as the Coyote. If there's one redeeming feature of this drawback, it's that the only things guaranteed to work as advertised is the Go/Stay/Move On function and your Companion imports and purchases. Things your companions buy never seem to go wrong when they're using them. Costs 200 CP to Hiatus for a jump if a Chain-Drawback, but there is a 1 in 6 chance it won't Hiatus even though you paid for it and you'll be stuck with it on for that jump. While Hiatus'd things you buy in the Hiatus Jump are guaranteed to work correctly until the end of that jump, and previous purchases are much more likely to behave in a Hiatus, but not completely guaranteed. Revoking this requires completing an End Jump and expending the Spark to fix all the shit Acme got wrong, but doesn't cost any CP. You may then continue your chain (without the Universal Discount on any new purchases, but with all old purchases in working order) and try to get a second Spark to fix your first Spark. Once you do this, you may give one of your Sparks to someone else… maybe a Companion?

**Respect My Authority [+50 or +100]:** You know how there are all these laws and regulations and stuff. Things like "No Trespassing" signs or "Speed Limit 55 Mph". Well, you now have to follow all reasonable local laws. If a police officer wants to arrest you for blowing up a car in the middle of town, you have to let them do it. If a bouncer says "You can't come in, sir." you can't come in. Sure, you could kill them and do what you want… but you won't, because that wouldn't be respectful. So, as long as people are being reasonable, you have to actually respect their authority, even if you're Galactus and you literally eat planets for breakfast. For 50 CP, you can disregard idiotic or unjust laws (as in laws that a local would agree are stupid or unfair) and obey only reasonable authority figures. For 100 CP, you have to be able to prove in a court of law that your disobedience and lack of respect was justified under whatever local laws apply. At either tier, if you're not in an area where there are laws, you must follow the laws of your homeland and be judged accordingly.

**Shell Your Own Nuts [+50]:** All the little things that make life so... frustrating on the regular are things that those in power often don't have to deal with. Things like doing the shopping, or getting stuck in traffic, or having to peel your own hard boiled eggs. Jumpers often have perks to smooth out such things. Well... not you. Not any more. On the plus side, you're never going to forget what the common people have to deal with, because you have to do it too. Even with something that keeps you smelling fresh and clean all the time, you'll find you need to waste time showering or brushing your teeth or Evercleansed will stop working. Maybe you have to run through a preflight checklist before leaving your warehouse. Maybe your supercar keeps getting flat tires. Not a lot, and not all the time, but you'll find you have to deal with as much mundane bullshit as the rest of us puny mortals.

**Life Is Your Oyster [An Additional +50]:** Remember what I said above about all those little things being a nuisance? Yeah. They aren't any more. None of that stuff ever happens to you. Never. When you hard boil eggs, they come out of the pot without their shells on. When you run over a bed of broken glass your tires don't go flat. You're just so darn lucky. If there's a minor irritant that could crop up, it won't. Guaranteed. Now, I know what you're thinking. This is a Drawback, isn't it? Doesn't sound like one so far, does it? Well, remember how I said you'd stay grounded with Shell Your Own Nuts? Well, with Life's Your Oyster you are absolutely guaranteed to lose that grounding. You will very quickly forget how annoying and frustrating life can be for those who aren't you... yes, even your Companions. And each time you're reminded of it, you'll have to struggle to see how the little problems of others should be worth your time or sympathy. This very much does not affect your Companions or employees.

**Charge It [Permanent Discount on All Perks]:** Each perk (and this includes powers but I'm not going to repeat myself over and over again) starts with 100 Charges. When they're gone, the perk is gone. For good. If you want it back, you'll have to buy it all over again. What burns a charge? Every year is 1 Charge. That's a year absolute time... i.e. for you, not for a setting. Spend 4 years in suspended animation? Doesn't count as time passing for the charge (unless it's still protecting you). Spend 3 years doing training in a hypertime chamber? That's 3 charges burned. You can turn off any perk for any amount of time, but each time you activate it again, you will burn a minimum of 1/60th of a charge (roughly 6 days). When purchasing a perk, additional charges may be purchased at the cost of 50 CP per X charges (where X=1200/the undiscounted CP cost of the Perk). For the purposes of other discounts, this Discount does not interact with other discounts at all, and is applied after all other discounts are applied. This Drawback can be revoked as normal, but cannot be hiatused. Any Perk bought using this will still run out even after you revoked it. Perks bought before this Drawback is taken are immediately given 200 charges, but once this is revoked, they are restored to full power even if they had previously run out of charges. Recharging a Perk once it has completely run out of charges requires returning to the setting you got the perk from for a period of a decade, and taking either local Drawbacks or new Jump Drawbacks from the UDS to get the CP needed to purchase it again. While this Drawback is active, you may freely Return to any previous Jump's Setting (that you have not used a continuity toggle to return to already) at the end of any jump. Yes, the time spent in this Return counts if you're using your Perks / Powers. This Drawback does not apply to Perks that are part of your Body Mod, and this Drawback cannot be taken into Generic First Jump, Generic Virgin Jump, or Generic First Gauntlet.

**The following drawbacks apply piecemeal. Thus, they can nerf parts of perks if the perk does other things in addition to what is blocked. You can use mundane skills or methods to improve such things, of course. Improving your own confidence to improve your social skills, learning about fashion to improve your appearance, actually working out, cosmetic surgery… all these things are fine.**

**Luckless [+100]: You can never benefit from a Luck Perk or effect. If this is not taken as a Chain Drawback, you cannot make it a Jump Drawback unless you possess at least 2 Luck Perks. Can be taken by a Companion.**

**Degenerate [+100]: You can never benefit from Accelerated Healing or Regen-style Perks or effects. You must pay 3x as much for all healing. Can be taken by a Companion. As a Jump Drawback, this can not be taken if you don't have at least one such perk or if the setting is harmless. If you have healing abilities, they do not work on you or a Companion that has taken this, and vice versa. Healing items you bring in with you are 1/3rd as effective.**

**Adorkable [+100]: You can never benefit from Social Fu or Charisma Boost Perks or effects. However, you're now strangely endearing in your lameness. Can be taken by a Companion. As a Jump Drawback, you cannot take this unless you have 3 such perks already.**

**Slow Learner [+100 or +50]: You can never benefit from Accelerated Learning Perks or effects. If this is not taken as a Chain Drawback, you cannot make it a Jump Drawback unless you possess at least 1 Accelerated Learning Perk. As a Jump Drawback it's only worth 50 CP however. Can be taken by a Companion.**

**Copyright Protection [+100]: You can never use Tech Crafting Perks. Ever. Chain-Only. Arts & Crafts are fine. Your Companions are automatically included by this, with the exception of those Canon Companions who are crafters, and then they can only make their own tech. Cannot be put on Hiatus.**

**Arbitrary Skepticism [+200/+300]: You can never use anything classed as magic unless it's inside an item. Chain-Only. Companions get +100 CP for perks for this only if imported. Applies to things like Force and Chakra. For an additional 100, this also blocks Ki powers, Superpowers, and Psi powers.**

**No Alibi [+100 or +50]: You can never benefit from Appearance Perks or effects. If this is not taken as a Chain Drawback, you cannot make it a Jump Drawback unless you possess at least 3 Appearance Perks. You can still shapeshift… you just can't make yourself prettier than you are. Attractiveness is included in Appearance… Charisma is not. As a Single Jump Drawback, this is only worth 50 CP. Can be taken by a Companion.**

**Smart as You Are [+100]: You can never benefit from Intelligence boosting Perks or effects. If this is not taken as a Chain Drawback, you cannot make it a Jump Drawback unless you possess at least 2 Intelligence Perks.**

**Vow of Poverty [+100]: You can never benefit from Business Savvy Perks, nor take Money Perks or Items. You must earn, steal, beg, or borrow all the money you have in each jump and can bring no money with you between jumps. If you try and sell anything from another jump, it will be viewed as fake, though you can still use it as raw materials, as long as you transform it via your own labor. Chain-Only. Applies to your Companions and gives each of them +100 CP per jump, which can only be spent on perks. If put on Hiatus, money disappears after that jump.**

**The Kindness of Strangers [Another +100]: You are no longer allowed to steal or borrow money, nor may you gamble for money except to give it to charity. You will have to beg for money or do tasks for people and hope they give you some cash. Under no circumstances can you demand payment. <u>This Expands and Requires Vow of Poverty.</u> This need not be Chain-Only, but as a Single Jump Drawback Upgrade, it's worth only 50 CP.**

# THEME LOCK DRAWBACKS

*These Drawbacks change the thematics of your jumps or chain. If taken as a Jump Drawback, they cannot be applied to a jump that can already be described as having that theme. You can take up to five of them, but if they contradict each other, expect extreme weirdness to result.*

**Genre Lock [+50]:** The setting of every Jump you go to has been altered to fit a specific genre type in appearance, such as Fantasy, Edwardian, Regency, Victorian, Manners, Western, Space Opera, A Specific Decade, A Specific War, A Specific Sport, Noir Thriller, Funny Animals, etc. This doesn't change the story or danger level in any way, it just makes the setting feel and act like a story typical of that kind of thing. You can take up to three genres to combine as long as they don't conflict, but beware, all your jumps will fit that genre type, so it might get a little… tedious. Taking multiple genres does not mean getting paid for this three times. This catch-all is different from the Theme Locks in that they are more than merely surface deep. This also kinda serves to cover anything specifically that I might have left out. To get an idea of what this does… 'Clueless' is a 90s version of Emma… literally. Bridget Jones's Diary is a 90s version of Pride & Prejudice. The point is that the story, characters, and motifs remain essentially unchanged. That is not guaranteed with the Drawbacks that follow.

**In The Grim Darkness of Jumpchain [+100]:** Taking this makes everything dark and dramatic… you know, like Warhammer 40K. Yes, even things like My Little Pony will become moody and full of hidden danger and tragedy just waiting to happen. Happy Endings here are usually temporary.

**Jumpchain is Magic [+50]:** The counterpoint to In The Grim Darkness of Jumpchain, this turns everything light and fluffy and feel good. You know, like My Little Pony or Carebears. Hurt feelings are typically the only long term consequences, and at the end of the day, all but the most irredeemable of foes are likely to see the error of their ways once the heroes get done kicking their asses. Yes, even things like Warhammer 40K will see Tyranids and Necrons discovering that it's better to just get along… eventually. So why is this worth points? Maaaagic! Oh, and because it doesn't make things any less actually dangerous and, in general, makes the forces of goodness somewhat less effective since they're much more liable to already be light and fluffy while the bad guys are still in the dark. Remember, in Smurfs? Gargamel wants to eat the titular characters after using their life force to turn lead into gold. Nice guy he is not.

**Edge for the Edgelord [+100]:** You knew it was coming. Well, this makes everything angsty and edgy, brooding, moody, and deep (this deepness may or may not be earned)… Yes, even Teletubbies will be listening to Evanescence or Cruxshadow and wearing eyeliner. There are no happy endings here. Combining this with In The Grim Darkness of Jumpchain makes everything Grimderp. Note that this doesn't make everything Noir. If you want to turn everything into World of Darkness, you'll need to combine Genre Lock: Noir with this. SLA Industries is Grimderp Action Noir.

**Insert Laugh Track Here [+50/+100]:** The counterpoint to Edge for the Edgelord… but not actually its opposite because black humor is a thing that exists, this makes everything comedic… yes, even things like Worm will be a comedic-tragedy that explores the deep underpinnings of man's cruelty to man… or something. Anyway, this is worth a basic 50 CP because of potential tonal whiplash and the fact that comedy often means illogical things will happen simply because it's funny for them to happen. Another 50 CP can be earned if there's actually a laugh track… and only you can hear it… and you can't ignore it completely. Sometimes the audience boos.

**The Always Ticking Clock [+100]:** Do you like the placid quiet life? Then, for the love of ROB, don't take this! It makes everything action movie-esque. Imagine if every week had at least one day that was like an episode of 24. Lots of deadlines, lots of explosions, lots of do or die situations.

**Cut and Paste [+50]:** The counterpoint to The Always Ticking Clock, this makes your existence into a Slice of Life. This may have very weird fallout if you combine it with anything else besides Insert Laugh Track Here, which just makes your chain into a Sitcom. Tonal whiplash will become very very real if this is combined with TATC, but technically it is possible. Imagine Jack Bauer taking Chandler Bing's place in the cast of FRIENDS… or, you know… watch M*A*S*H. Nothing says mood like going from surgeons writing letters home to their families and engaging in marital infidelity only to be interrupted by 26 straight hours of meatball surgery to save the lives of young soldiers with grenades stuck inside them.

**Exit Light, Enter Night [+100]:** This makes every jump into a horror show, literally. What kind of horror? Well, if you knew, it would be less scary. Expect a mix of Supernatural Horror (Fright Night, The Haunting of Hill House, Event Horizon), Slasher Horror (Friday the 13th, Halloween, Saw), and Existential Horror (Tales from the Crypt, Call of Cthulhu, The King in Yellow) at the very least. This doesn't mean the nasties will be coming after you, but they might. They very well might.

**Romeo & Jumper-ette [+50]:** Everything becomes a Romance… everything. Love at first sight will be as common as VD in the Continental Army. Some Kind of Misunderstanding will happen to someone you know at least once a week. There will probably be poetry. Combined with Insert Laugh Track Here, you get Rom-Coms… Combined with Edge for the Edgelord you get Tragic Rom-Drams. Combined with In The Grim Darkness of Jumpchain you get Love Can Bloom… be afraid. Be very afraid.

**Madcap and Slapstick [+100]:** This transforms your jumps into utter chaos. How? By adding elements of slapstick (think Marx Brothers, Charlie Chaplin, Three Stooges) and / or surreal nonsense humor like Ren & Stimpy, Super Milk Chan, Peewee's Playhouse, or Powerpuff Girls. Do you want Cthulhu to be a teenage school girl? Too bad, The Grim Reaper is now friends with the psychopathic girl next door. Predicting how this will screw things up is a fool's game… and frankly you'd be insane to take this.

**Everybody was Kung-Fu Fighting [+50]:** Tired of normal people being, well, normal in your jumps? Well, now everyone knows Kung-Fu… everyone. Not necessarily good Kung-Fu, and they might not call it Kung-Fu, but everyone knows some style of self-defense or face-smashing. Expect everything from Martial Arts Dancing to Martial Arts Wood Carving to Martial Arts Firefighting.

**Enter the Weirdness [+50]:** Do you enjoy it when things are quirky? When things go bump in the night? When mysteries abound and there's a world hiding in the shadows unlike the world all the mundanes think they're living in? Well, that's now every world for you. Supernatural Drama lurks around every corner, hidden in every well, just out of the corner of your eyes. Combine this with Exit Light, Enter Night and your entire chain has just become Creepy-Pasta. Toss in Edge for the Edgelord and you get SCP-Chain.

**ESCALATION! [+100]:** Everything is now ramped up to eleven. ALL THE TIME! Combine this with The Always Ticking Clock to get Superhero Comic Books or Shonen Fiction. Combine it with Romeo & Jumper-ette to get eternal undying romances that see thousands dead for no good reason! Warning, applying this to Grimderp settings may result in Monologuing the likes of which even Thanos could not dream.

**POW! ZAP! BANG! [+100]:** Umm… okay, there are now capes and cloaks (Superheroes and Supervillains) in all your jumps. They might not be the most powerful of supers… they might not technically have powers at all, but they'll be there, larger than life and twice as brash. The theme will match what it was before however, unless you pick another one of these to pair it with.

**Internet Rules Jumpchain [+50/+100]:** Rule 34 and / or Rule 63 are now in full effect in your chain, with all the weirdness that implies. Yes, lewds aplenty. Combine this with Romeo & Jumper-ette makes every jump into a Harem story… but doesn't guarantee that you're the Harem Protag. Rule 63 here could genderswap everyone, only major cast members, or just people at random. It could turn everyone into men or women or futanari. Biology would work itself out, don't worry. Rule 34+63 (is that 97?) could make everyone Yuri or Yaoi. How this works is entirely up to you, as is the level of perversion… unless you double the value (50 to 100), at which point the exact permutations will become truly random.

**Informed Villainy [+100]:** The Evil Overlord's Rules are now required reading for all villains and would be villains in your chain. Have fun.

# ORIGIN DRAWBACKS

**Without Why [+200 or +300]:** You never met any Jump-chan, never heard of Jump-Chain, have no clue what happened, and you'll only learn about the limited duration of Jumps when you move from the first to the second Jump. While the build for the Jump is made as normal, the Jumper doesn't know what the build is (unless it's obvious from background), so if you have a non-obvious or subtle Perk, Power, or Item (such as most luck perks) you won't know about it until it comes into effect, and then you might overcompensate and think you're luckier than you actually are (such as for limited use abilities). You'll have an instinctive gut feeling related to any specific win/loss conditions related to the individual jump you're in or from Drawbacks though it'll be a vague sense of impending doom. For instance you'll know that losing your job in Nine to Five could risk everything, but not exactly why. Chain-Only. No Hiatus. This automatically includes 'What are Drawbacks'. Since your Companions also have no idea what's going on with their builds, they gain +100 CP in jumps they are imported into. It is strongly suggested that you also take Semper Preparatus, and so you gain an additional +100 if you do.

**Without, Why? [+100 or +150]:** A less extreme version of the standard Without Why, you'll now gain a concrete sense of what you've gained at the end of each jump. Companions still get the same +100 per jump they are imported into. This still includes the full version of 'What Are Drawbacks'. Worth +150 with 'Semper Prep'.

**Lost Cause [0]:** An even milder form of 'Without Why', this means you instead gain a sense of what you've gained at the start of each jump, but still have no knowledge of making a build, nor what drawbacks you might have taken (aside from the gut instinct for win/loss conditions), nor are you aware of the existence of any Jump-Chan meta. Your companions don't get any benefit, because they know that the reason they're jumping is because you're bringing them along. This still includes the full version of 'What Are Drawbacks'.

**Why Not Without [+200 or +300]:** Your Benefactor fills out your Jumpdoc for you. For an additional 100 CP, they do it not with your best interests in mind, but with what they would find the most entertaining. Chain Only. Cannot Hiatus. Unwise to take with Bitch-Chan.

**Start at the Beginning [+100] (SATB):** You begin every jump (that is not a direct sequel of a previous jump where you're the same individual you were in the previous jump) at the birth of your alter-ego (or as a foundling for drop-ins) for that jump, your age roll in years before normal jump-start (minimum 11 years if age roll isn't part of the jump). Your local powers mature as you grow as makes sense for the setting. As for your out of jump powers and skills… they'll begin manifesting in your toddler years (1% per year until you hit puberty for a standard human, though for races that mature slower, it will be proportional… thus a race that takes 100 years to hit puberty instead of 10 years would mature 1/10th as fast). Once you hit puberty it'll increase to 6% per year (or proportional time unit). Expect to be back to full strength around the time the jump would normally start though, so this might be slower or faster in some jumps. Your memories of your other selves start out as dreams as you age and become more and more real until they naturally just merge at the moment of jump-start. You have a form of slowly decreasing plot armor as you get closer to the start of things. The more helpless you are, the stronger it is. This applies to all your Companions who are imported into the jump with you, giving them +100 CP to be spent however the import rules allow, or only on Perks if they would normally not gain CP. Unimported Companions do not gain this, and will join you as soon as your warehouse opens… at the start of the normal jump timeline. It cannot be Revoked or put on Hiatus if it is a Chain-Drawback and applies even to Gauntlets. Yes, this makes Monopoly sooo much worse. You'll never know which Monopoly game is 'The One that Will Set You Free!' If possible, you must make age rolls. Power returns qualitatively/ geometrically, not in absolute terms.

**Earlier Beginning [Another +100]:** So you decided not to wait for your memories to return? Now you'll begin the jump at age 4 ( adds at least 7 years to duration) with double the rate of power return above and all your memories fully intact. Your plot armor from SatB wears off far faster however, lasting no more than 2 years. Your Companions will join you by the time the jump normally starts and your warehouse opens. <u>Requires SatB.</u>

**Setting Amnesia [+200]:** You lose all knowledge about a setting and the canonical events therein as soon as you enter into a Jump. The only thing you know is what's been given to you by your background (meaning that as a Drop-In, you wouldn't know anything about a Jump's setting). If you go to another Jump related to the first (X-Men Movies after Marvel, Harry Potter after Fantastic Beasts and Where to Find Them, etc.) you retain your previous setting knowledge, but only know about changes from your background. This includes prejudices (non-mutants in Marvel dislike mutants, pureblood wizards dislike muggle-borns, etc.). If you're using this as a Chain Drawback, it applies to every jump consistently. If you're using it as a Single Jump Drawback, it cannot be applied to Generic Jumps or Slice of Life Jumps that lack specific canon. If you take a Jump Specific Drawback that would scramble the canon events, this is worth only half as much, since you've reduced the effectiveness of foreknowledge. If there is no canonical event chain, but there is a setting to be aware of (Minecraft, Harvest Moon, Alpha Centauri…) this also halves the value. If you buy this and the jump document provides a copy of the canon, you will receive said canon at the end of the jump if you purchase it. If you have any other source of information on the canon (say a copy of the Library of Congress or the Internet), it mysteriously has no record of the Canon until after you've left. This cannot be gamed. Keeping knowledge that can be gained from reading the Jump-Document reduces the value of this by 50 CP, though this reduction is optional for each jump it applies to as long as the Jumper is aware of this Drawback's existence.

**Soft Setting Amnesia [Up to +200 Alternative]:** This Drawback is (as of this writing) the only Soft-Chain Drawback. It is exactly the same as Setting Amnesia in all respects, but only triggers when the Jumper and all of their Companions already lack any significant knowledge of Canon, be that background or plotlines. Exactly how much CP is gained depends on how much knowledge the Jumper possesses. If the Jumper is casually acquainted with anything that would be considered a spoiler, it reduces the value by 50 CP. If the Jumper is aware of the general world state or plotline, it reduces the value by 100 CP. If the Jumper is aware of both world state and plotline but has not actually read, watched, played, or experienced the setting, it's value is reduced by 150 CP. This is effectively a bonus your Benefactor is handing out to reward you for willingly (potentially) going to jumps you're unfamiliar with. As such, you cannot (with this Drawback at least) choose to delete some of your memories to gain more points. If you do edit your memories through some means, the edit cannot be undone until you complete the jump. A Companion who possesses more awareness of the Setting than the Jumper may agree to sit out the Jump entirely so as not to penalize the Jumper. This agreement will be enforced.

**That's not Canon! [+50 Alternative]:** When you're jumping to a setting that has multiple canons (Star Trek, Star Wars, Marvel, DC, any Fanfic jump) you will remember only the least applicable canon. For instance, jumping the MCU would result in you remembering the comic-book setting instead. Jumping any fanfic would result in knowing the base canon. Since there will always be a fair amount of utility in what you remember, this isn't worth much, but your reactions to the changes are sure to be funny, so you get 50 out of pity… oh, and this memory will only ever be as strong as your native memory of the setting… no perfect memory perks will help you remember more than you read in your pre-jump lifetime. Incompatible with Setting Amnesia.

**Total Amnesia [+300-400 Alternative]:** It's no longer the setting you have amnesia of. It's everything that came before, including all new memories you would have gained if you aren't a Drop-In at the higher level. It's all gone. Incompatible with Setting Amnesia. Not recommended for Chain-Drawback Status.

**Stronger Imprint [Special+100]:** The more an Origin costs, the stronger the imprint is, and the more it will repress your previous identity. Drop-in origins will now come with a strong sense of not belonging in the setting you're in, while free origins will be at least as strong as your previous self and there will be personality clashes. Both are worth +100 CP. All other origins are discounted and worth +100. The more the origin is worth, the stronger the imprint and the more it will conflict with your previous personality. Anything over 500 will probably hate who you were and be very hard to convince to move on, knowing it will be replaced with YOU! Two discounts is 25%.

**Language Block [+50]:** No longer do you automatically gain a basic understanding of the local language in each jump. Instead, all you start with is a 500 word kernel of the most basic terms of the common language and you'll have to learn the languages the hard way. No perk or power can help you learn languages faster aside from perfect memory and high intelligence perks, but they'll only make it a bit easier. No universal translator or the like will work for you. Chain-Only, Cannot Hiatus. For 50 CP you can learn any specific language as it is spoken in that setting's time period. Generally speaking, living languages change between 20% and 30% every century.

**3d6 Six Times [+100]:** Each jump, you must randomly choose your origin. Number all available Origins and roll a dice of the right size (or use some other randomizer). None of the options can be weighted (all must be equally likely) and none of the options can be Free Pick. Not compatible with anything that requires you to be a specific origin or drop-in, nor anything that prohibits specific origins or drop-in. Available for Imported Companions. Origins that have a CP cost have that cost reduced by 100 CP or to free, whichever is greater.

**Cannot Into Drop (CID) [Special]:** You cannot be a Drop-In… ever. In exchange, you gain a 50% discount on any origin that costs more than 100 and can take any 100 CP or less origin for free. If the jump has 2 origin types (Race and Occupation perhaps), this applies to only whichever one has the drop-in option for that jump. If the Jump has no Drop-in options or only drop-in options, this has no effect. You may treat any two Drop-In perks or items as if they were discounted for you in each jump. If any origin can be made drop-in, you get one discount from an origin you didn't take and may not use the drop-in toggle. Chain-Only. Putting this on Hiatus costs you 300 CP.

**Drop-Out [Special]:** Your Companions are now included in this, but even more so than you were. They cannot be drop-ins either, but they're initially much deeper in their new personas, treating their old lives as if they were dreams. They gain the same discounts and bonuses you do (see above), plus an additional 200 CP when imported which cannot be spent on origins. Chain-Only. Cannot be put on Hiatus. <u>Does not Require CID.</u>

**The Long Road [+100]:** You must remain in jump until you die of old age or reach extreme old age for your race. If you're immortal, unaging, or belong to a race that cannot or does not die of old age, the jump ends 100 years from its official start date, assuming a normal 10 year jump. If you can die of old age, you must last at least 10 additional years from the normal end date before dying of old age or the jump ends with failure. If you possess any ability or technology that could keep you from dying of old age, you must last the full 100 to successfully complete the jump. Age related complications count as old age. If another drawback would extend the duration of the jump, or the jump naturally lasts longer than ten years, The Long Road automatically tacks on another 10 (for non immortals) or 100 (for immortals) years for every decade added. This drawback means that you will show signs of aging over time even if you possess an ability to stop aging, though those signs would be minor and slow to show up.

**The Winding Road [An Additional +100]:** Not only does this expand The Long Road by a factor of twenty, but it guarantees that (for immortals) people will notice you not aging as much as you should if you don't move to a new location every couple of decades. They might not be able to do anything to get rid of you, but they will begin to shun you and refuse to have anything to do with you after a while. For mortals, you'll have to last three times a normal local's lifetime, and those locals will grow progressively more and more creeped out by how ancient you are. Either way, expect to have to move a lot. Even if you try playing Hermit, the universe will conspire to force you to move around every couple of decades, usually in some fairly inconvenient way.

**Coin Flip [+50]:** Every jump you must flip a coin to see if you're male or female. Such sex-changes are free but cannot be bought off with CP for any reason. All alt-forms become the assigned sex if possible. Voluntary Gendershifting doesn't change your actual sex, merely your outward appearance. If a form belongs to a single sexed race (Asari, Hutt… Dwarves?), obviously this doesn't apply. Chain-Only.

**Pocket Change [50 or Free]:** All your Companions now undergo this process as well whenever they import. They'll love that. On the plus side, they gain 100 CP whenever imported to be spent on perks. Yes, this costs you CP which must come from this document… or it can be free if your Companions understand that this is entirely your fault. Does Not Require Coin Flip. Chain-Only. Costs 150 to put on Hiatus.

**Dissing that Phoria [Another +50]:** Your gender identity is also determined by coin flip (or if you want to make a more complex table, that's fine, but it must contain even odds of being masculine or feminine… and they must fill at least half the available slots). Requires Coin Flip. If there are multiple actual species available, you may also have species dysphoria if you like. Can be used to upgrade Pocket Change for the same cost as Pocket Change.

**Yen for Yang [Another +50]:** Your sexuality is randomly assigned every jump. Roll 1d8. Does Not Require Coin Flip. Can be used to upgrade Pocket Change for the same cost as Pocket Change.

- **1-4:** Heterosexual
- **5-6:** Homosexual
- **7:** Bisexual
- **8:** Pansexual, Asexual, Aromantic, or something else even less common.

**Is This Your Story? [Variable]:** You have replaced the Protagonist (or one of the Protagonists) of the story. Unfortunately, this means a) you won't be able to recruit them, b) you won't be able to rely on them solving anything, and c) you have all their memories. You must take the origin and perks that most closely match theirs, all of which are discounted for you (discounts don't stack) as well as any drawbacks that are clearly based on them. The value of this is based on how dangerous the setting is. Slice of Life is worth only +100, while Shonen or Xianxia stuff where the power curve is through the roof and people are running around killing entire cities is worth +300. Things inbetween are worth +200. If there is no way to get all of an individual Protagonist's perks from the document, you either cannot be them (preferred answer) or must pick and choose (Jumper answer, because you have other things to fill in the gaps). If you take this with Cannot Into Drop you may take the Drop-In Origin if it's based on the Protagonist's perks, but your persona in every jump is a duplicate of the Protagonist you're replacing. Protagonists must be Main Characters, but not necessarily The Main Character (All the members of Team RWBY are Protags or Deuterags but the other good guy teams are supporting cast). If taken as a Chain Drawback, you can either treat this as a +200 drawback across the board or calculate it for each jump. If you're automatically the Protag (Civilization, Dragon Commander, Elder Scrolls, etc.) this isn't worth anything either way and you get no special discounts. For 0 CP, you can be a Side Character or Minor Antagonist instead. Why? I dunno, but you do you.

**Must be Their Story! [Another +200]:** Oh, sorry. Did I say you were the Protagonist? I meant Antagonist. You must now last at least as long as the original Antagonist did or you fail. Yes… you heard me. Last as long. You'll eventually lose, you know that, right? You're the Bad Guy. You don't get to win. You have to stay in the setting until someone defeats your evil schemes or 8 years, whichever is longer. Yes, you can throw the fight… but they can't know you did. Otherwise, this is modifies / is identical to Is This Your Story? If the Antagonist is someone like The Vord Queen, whose powers are not on offer, you'll have to be someone else unless you possess the ability to duplicate the effect. This does make you more evil if you're not already evil enough for the jump.

**Invasion of the Body Snatcher [+300]:** That, if you couldn't guess, would be you. You no longer merge with the personas of those you jump into. Every, yes every jump, Drop-In or not, you enter a body that already has an occupant. They are not you. Every jump you'll have to wrestle with them for control and, no matter how powerful your willpower gets, they will always be able to put up a fight. The individual you jump into has all the perks you bought in that jump… and when you leave and take their body with you… their personality comes with. Now, clearly, they won't want to die, so they probably won't screw you over… but they'll slowly increase in numbers as you keep stealing their lives. They will be immune to all your social fu perks… if you want to get them to play nice, you'll have to actually make friends with them… the hard way. Talking to them, fighting with them, wrestling for control… all these things take real time, real time you'll be standing around like an idiot yelling at yourself. There is no way to get rid of them without losing all the attached perks that you gained with an individual's life. So if you gain a way to spin off a section of your mind, kicking one of these individuals out of your/their body would result in them taking all associated perks with them. If one of these personalities dies, they take with them their abilities… unless they willingly sacrificed themselves for the collective. Chain-Only. Companions can take this and gain +200 CP each jump they are imported into. This doesn't trigger if they aren't imported. This functions very much more like Abomination from DUNE than Astral Layers from Psychonauts. They're also immune to your mind control powers… they're inside your mind. And being controlled from outside would be not willing. Can be taken with Start at the Beginning, but the combo is only worth +300 total.

**Dark & Stormy Past [+50-200]:** Wherever you go, you bring with you the memory of some dark, sordid, and horrible deed… though the details change with each new jump. You will always feel a strong connection to this event and it will be pivotal / formative for your in jump identity. For 50 CP, this is a vaguely disturbing memory, something that will be embarrassing to you if it comes out. For 100 CP it was a traumatic event, perhaps strong enough to instil a phobia or make you paranoid about anyone finding out. For 200 it was deeply traumatic, criminal, immoral, or actively evil. You'll have to deal with the psychic, karmic, or legal ramifications of it in the course of the jump, and it won't be a simple one and done. You will feel bad about yourself if you take this drawback to this degree. If this is not a Chain Drawback it cannot be taken if you're a Drop-In. If it is a Chain Drawback and you're a Drop-In, the event will happen within moments of the jump's start and you'll be unable to stop it from happening. Can be purchased by Companions.

## DRAWBACK DRAWBACKS

**Drawback Keeper [Special]:** Is there a drawback in a specific jump you really really like? Do you think it would provide a recurring source of amusement or annoyance? Then you can keep it. The amount of CP you gain is based on how profound the effect is. If the drawback in question is a toggle (+0), you have to pay 50CP from this supplement to maintain it. If it's something easily dealt with or ignored, you can maintain it for -50% of its initial value (+100's become +50's, +200's become +100's, etc.). If it's an ongoing irritant or challenge to overcome you can maintain it for -50 CP off its original value. If the Drawback is something setting specific, it will always adapt to the new reality. It cannot be a drawback that gives you a bonus for completing the jump it is contained within, nor anything else covered elsewhere in this supplement… even if keeping it would give you less points than buying it here. You do not get these CP until the jump after the one where you picked up the Drawback in Question… and you must have taken it in that jump. At the end of any given jump, you may drop a kept Drawback… but once dropped, it cannot be resumed without finding a new jump to gain a similar drawback in, or using a Return or Sequel jump to return to where you got it originally. Each Drawback preserved takes its own drawback slot. Drawbacks you keep will keep adjusting themselves so they're as strong as intended. You do not gain any positive value of any preserved Drawback, as they are drawbacks. This includes CP, Altforms, Items, etc. The CP you get is from Drawback Keeper, not from the original Drawback, just FYI.

**Wrath of the Living Drawbacks [+200]:** I bet you think cheesing drawbacks is fun, don't you? You monster! They exist solely to give you more points and for that you revile them, seek to deny them their proper due. Well, NO MORE! Now, all those Drawbacks that you managed to… shall we say 'Moderate?'… are out for your blood… or rather your CP in the form of perks. They'll show up, again and again, stealing a perk of their value or greater at the start of each jump, deactivating the perk or item you bought with that CP. Now, you can get your perk back by just beating them up… their power is based on how powerful they were and how powerful the setting they came from was (300 CP drawbacks are 30% of the strongest canonical thing in setting)… but you can make them go away for good if you play their game… with two provisos. First, you must allow them to manifest in your current jump at their full intended awfulness… and the jump you're in must be more dangerous or annoying than their original setting. Must have 20+ Drawbacks total, plus at least 3 Cheesed, under your belt to qualify for the CP.

**What are Drawbacks? [Variable]:** Jump-chan thinks preparation isn't any fun! Once you commit to a Drawback, you'll forget you did, forgetting all the details of that drawback. The value of this is based on the quality of the Drawbacks you took. If they're annoying but not dangerous, this is worth +10 CP per 100 CP value. If they're dangerous but not deadly, this is worth +25CP per 100 CP value. If they're deadly dangerous or potentially chain ending, this is worth +50CP per 100 CP value. This cannot be taken with No Drawbacks for You, nor applied piecemeal. Nonspendable CP automatically rolls to the next jump, but must be spent there if possible. Any attempt made to transmit the details of drawbacks to yourself or your Companions will fail. The Maximum Value from this is +800 from all Drawbacks combined. This is automatically included in Without Why and thus does not modify it. Chain-Drawbacks only get benefit from this on the first jump they are active for.

**Everything is Worse! [+300]:** All your Drawbacks from individual jumps are always as bad as they are intended to be. You can no longer cheese them. Something that is implied to be annoying will be annoying even if you have perks that stop annoyance. This isn't merely enforcing the idea that Drawbacks Trump Perks… This is saying that Drawbacks Trump your efforts to mitigate them. Challenge Drawbacks will be challenging no matter how powerful you are, though not always by ramping up the power level. If this is not taken as a Chain Drawback, its value is only 50% of the drawbacks you took in a given jump. If you don't take at least 300 CP worth of drawbacks in a given jump, Murphy's Law is in full effect all the time… yes, this applies even to jumps that have no Drawbacks on offer.

**No Cheese Please [Special]:** Well, here's an interesting thing. From now on, no drawback can be cheesed. What does this mean? Well, it means that every drawback will always have some negative effect. Always. The more the drawback is worth, the larger the guaranteed negative. That's the bad news. The good news is that Drawbacks are no longer fully fiat backed. Hardships can be overcome if you work at it, are clever or lucky or both. Scaling foes will always have a way to defeat them. It might suck, but it's doable. This isn't worth any points as it balances itself out, and cannot be Haitused or Revoked. It is Chain-Only. The only drawbacks not affected by this are Lockout Drawbacks (i.e. ones that seal powers from previous jumps, your warehouse, or companions), or ones that change the worldstate in some specific, one and done way that doesn't actually affect you directly. Sure, you can change the worldstate, but if you've merged MLP and Silent Hill via some drawback, you won't be able to work out a way to separate the elements. As a writer, please consider the spirit of this when you're gaming it. It affects itself too, in that it cannot be cheesed. Drawbacks outside of the setting (such as many of the ones in this document, like What Are Drawbacks, Bitch-Chan, Gauntlet-Kun, Blithe of Clyde, Cannot Into Drop, etc.) and Drawbacks that are either all or nothing can't really be affected by this. If it can't be cheesed in the first place, it can't be softened.

# THE SEVEN SILLY DRAWBACKS

## GLUTTONY

**And That's Terrible [+50]:** You will find yourself compelled to steal all the cakes and pies and other dessert items you come across. Willpower and morals will avail you nothing in resisting the compulsion. Only having eaten an entire cake or pie (full size) will help solve your compulsion… and then, only until you get hungry again. If you haven't eaten an entire cake or pie within the last 24 hours, the compulsion will be stronger and will require eating 1 whole pie or cake for every 12 hours or fraction thereof that you've gone without. Must be obtained in jump, not from your personal supplies.

**Candyman [+50]:** Replace pies and cakes with Candy and replace 1 whole pie or cake with 2 pounds of candy. If you combine the two, it applies to all sweets. If you make one of these a Chain-Drawback, you can flip back and forth every other jump. Does not apply if both are Chain-Drawbacks.

## JEALOUSY / ENVY

**That Bitch! [+50]:** You will automatically assume that (almost) anyone who so much as glances at your Significant Other is thinking about trying to take them from you. This only applies to those you consider to be in your SO's preference range, however.

**You Bitch! [+50]:** You will automatically make plans to seduce anyone you find attractive… if you know they're in a relationship already. You may not act on it, but you'll always be tempted. This can be combined with That Bitch… but dear lord, how anyone will be able to stand being in a relationship with you…

## LUST / LECHERY

**Simple Biology [+50]:** You need sex. A lot of sex. Every day you go without having sex at least twice (as in two different sexual encounters) will cause you to turn progressively bluer and bluer… oh, and more and more frustrated. It needn't be blue… it could be a facial tick, or pinkening hair, or physical horns… but it will always be a visible indicator to those who know you that you ain't been laid in a while. The longer it goes, the lower your standards will be… if you had any. If you're not physically mature enough or not biological enough for sex, you need headpats and snuggles instead.

**Rated X for Xylophone [+50]:** Plain vanilla sex no longer satisfies your itch. You'll find that you need to change kinks every so often to sate your desires, though repeating a pattern of kinks will also eventually bore you.

## SLOTH / APATHY

**Nap-Time for Jumper [+50]:** You have to take a 2 hour nap every day or you get cranky. This is in addition to whatever sleep you normally have to get. If you don't need sleep at all, it's two 2-hour naps a day. Naptime must be at least 2 hours after you wake up from a full sleep cycle, whatever that is for you, and at least 4 hours before bedtime.

**Long Dark Nap-Time of the Soul [Another +50]:** You need at least 10 hours of sleep a day and cannot benefit from any Perk or effect that would allow you to function with reduced or no sleep. Requires Nap-Time for Jumper.

**The Jumper-Sleep [+200]:** You have a habit of falling into a deep, unable to be awakened from sleep that can last anywhere from a month to twenty years. The more you exert yourself to extremes, the more sleep you'll need to recover from it, with near fatal wounds taking the most. Jump duration does not progress while you're unconscious, and while you're sleeping, you will be unconscious.

## PRIDE & VAINGLORY

**None So Fabulous [+50]:** You must be the center of attention wherever you go. If you are not, you will find yourself sulking for a while, then doing something outrageous to get everyone's attention focused back on you.

**Absolutely Fabulous [Another +50]:** The lengths you'll go to to get everyone's attention focused on you will override your morals occasionally. The longer people aren't paying attention to you and the more attention they're paying to someone else, the worse this gets. Requires None So Fabulous.

## WRATH

**Peevish Pets [+50]:** something out there really gets your goat. It could be people calling the Living Dead "zombies" or people clearing their throats, or children wearing yellow. Any time you come in contact with your peeve you will find yourself losing your temper and, if you don't release it in a blistering tirade, you'll find yourself irritable for hours afterwards. The more common the peve, the less extreme your reaction is. Make it something really uncommon and you might find yourself going full HULK. You don't wanna Go Full HULK. HULK SMAAAASH! Can be bought more than once, but the second purchase comes with 2 more peeves, the third with 3 more, etc.

**THAT'S MY WAFFLE! [+50]:** Any time anything irritates you even slightly, you will find yourself SHOUTING FOR NO GOOD REASON! This removes 99% of the effectiveness of any perk or power that would allow you to keep yourself from becoming irritated, annoyed, or angry… but they become fully effective to keep your anger from getting worse than just YELLING ABOUT THE GODDAMNED WEATHER!

## AVARICE / GREED / COVETOUS

**All the Shiny [+50]:** Jumpers are pack-rats… there's no denying that. You however, find yourself kleptomaniacally stuffing anything that catches your eye into your pocket or warehouse… regardless of the value.

**For the Hoard! [Another +50]:** Not only are you a magpie, but you are a hoarder, unwilling to get rid of anything and becoming upset whenever any of your Companions finally snaps and tosses out 20,000 years of National Geographics. Requires All the Shiny.

# ETHOS DRAWBACKS

*These drawbacks are worth an additional 100 CP if they are chain-drawbacks, but they cannot be hiatused ever, even in gauntlets. These are ethical restrictions, not blocks (hence the use of may instead of cannot and must instead of have to). You are free to perform the action… you simply may not without sacrificing the points you gained from the drawback for this jump (and anything bought with them is refunded instantly) and Jump-chan (or other benefactor) will require some act of atonement. Exactly what depends on your relationship, but minor quests that take up to a year to complete are about the right ballpark.*

*As a general benefit, you'll gain a sense of when you're coming close to violating an Ethos Drawback, or considering taking an action which would violate it. If combined with anything that makes you forget about Drawbacks (e.g. Amnesia Drawbacks, Without Why, What Are Drawbacks?) you still have a sense of the restriction caused by an Ethos Drawback, but not the why of it.*

*Breaking a Chain-Ethos costs the same as placing it on hiatus, and you can never take that ethos again, either as a chain or jump drawback.*

**Oath of Truth [+100-200]:** You may not lie, either by word or deed, in speech or in written text, nor by any means of communication at all. At the higher level, you may not lie by omission, nor may you willingly allow someone to misbelieve something you have communicated to them once you understand that their understanding is false. You are free to state opinions, as long as you clarify that that is what you are communicating. You are not responsible for correcting misbeliefs you did not cause, even if you are asked about the veracity of those beliefs. Eg. "Jumper? Is Astrology valid?" (in a reality without magic) "I cannot say that it is." would be a valid response, as would "I do not believe so." or "Probably not." but so would "That is for you to decide." or "Stop asking stupid questions." or "What do you think?" or even "My god, this parachute is a backpack!" (Yes, you can still tell jokes or make snide asides as long as a reasonable person wouldn't believe what you're saying.)

**Oath of Humility [+100-200]:** You may not take credit for anything except your misdeeds and crimes. At the higher level, you may not take credit for those either. In both cases, you may also not accept reward nor compensation for performing any task besides one that is requested of you as part of what others believe to be your job, and only to the extent others would be similarly compensated.

**Oath of Celibacy [+100-200-300]:** You may not engage in any sexual act willingly with another person or entity. At the middle level, this includes masterbation of any kind. You are guaranteed to have a healthy sex-drive if you take this and that cannot be altered by any means as long as this Oath is in effect. You will require willpower to keep this oath and that willpower will be tested. At the highest level, you must forswear emotional closeness as well. This is not Chastity because that only means no sex outside marriage.

**Oath of Diligence [+100-200]:** Once your word has been given on any subject, you must keep it to the letter if at all possible. At the higher level, you must keep it to the spirit, and this binds you even when another person would reasonably believe that you have given your word, even if you haven't actually said "I promise" or "I give you my word" or something like that. At both levels, you may not willingly leave any task unfinished for an unreasonable amount of time. Exactly what qualifies as unreasonable will be judged by you alone, but you have to be honest about it.

**Oath of Compassion [+100-200]:** You must aid anyone who you witness suffering to the best of your ability. You must lend food, water, medicine, clothing, funds, and shelter to those you witness being in need if you can spare it (and you must be honest in that assessment). You must not make such aid conditional. At the higher level, you must extend forgiveness to anyone who asks for it, even if you believe the request to be insincere. Even if someone has proven themselves untrustworthy a thousand times.

**Oath of Patience [+100-200]:** You may not act as judge of others. This means you may not kill another sophont unless there is no other choice. To defend another or because the individual asks it of you are acceptable reasons… if you have no other way to resolve the encounter. At the higher level, you may not decide any form of punishment for anyone other than yourself. This means you can't imprison another, nor order them imprisoned, nor suggest that they be imprisoned… or spanked… or fined, whipped, etc. You may suggest courses of action to others if they personally desire to make amends, but they must be as fair as possible.

**Oath of Temperance [+600 or +200]:** You may not indulge in any consumptive behaviour. This means no booze, no recreational drugs, no caffeine, no deserts, no overeating, no porn, no binge-watching (except for research), no dancing, no fighting, no… on second thought, don't take this drawback… it's no fun and Jump-Chan would find it boring. Seriously, this is probably a chain-fail waiting to happen. Taking this means you aren't allowed to engage in any kind of activity that would be considered 'just for fun'. For the lower level, you must teetotal. This means no mind altering substances of any kind and no unhealthy behaviour. Caffeine is a mind altering substance. Unhealthy is as defined as for a baseline human.

**Oath of the Jackass [+400]:** You must not willingly turn down any legitimate dare or challenge, where legitimate is defined as something that is offered in good faith and is potentially possible you could achieve without getting yourself killed. Obviously fatal courses of action are not legitimate dares. You must not cheat by violating the wording or spirit of the dare or challenge. However, once you complete a challenge, you are free to brag about it and mock the challenger. Someone who attempts to control your actions by challenging you too often or demanding a specific timetable too often is clearly not offering these challenges in good faith.

## HIGHLY QUESTIONABLE AND ILL ADVISED DRAWBACKS

**Insane and Legendary [+200]:** You have Weed. Lots and lots and lots of weed. Like… a special warehouse full of it. It's only half the size of your other Warehouse, but it's got all the processing and growing facilities for really really good weed. Which doesn't sound like a drawback does it? But, you see… you now have a Need. A Need for Weed. You smoke two joints before you smoke two joints, and then you smoke two more kind of thing. You will aaaaalways be toking, or eating, or sleeping it off. No Perk can diminish this need, nor lessen the effects of the Weed… and this is really primo weed. And the Weedhouse does not tend or process the weed for you. You'll have to do all that yourself. What? No it doesn't come with instructions! And if you kill all the Weed with your gross incompetence, you fail forever and have to go back to the sucky real world where the weed isn't free! For the price of 1/10th your total harvest, you get a new batch of seeds to replace what you harvested. If you improve on the quality of the weed somehow, Weed-Chan might give you upgrades to how big your setup is. Chain-Only. Does not come with Munchies or a Couch.

**Fair and Balanced [+100]:** Jump-Chan News will follow you everywhere, airing all your secrets, prying into your motivations, questioning your motivations, and reminding the viewers of everything you've ever said or done that might be taken the wrong way. They are explicitly as truthful as Vulpine News and heavily biased against you… and broadcast in a format easily received by any tech level. The reporters don't know your actual secrets and can't actually get into your warehouse, but they'll use really cheaty methods to try and discover them, are indestructible, and will get in the way to get a shot… as in, they'll willfully put other people in danger to try and interview you or get a picture of you doing something stupid. Imagine Mr. Myxlyplk trying to interview Superman as he's trying to save a plummeting Lois. This is Yellow Journalism, Paparazzi, and Faux News all rolled into one annoying package. While they don't have access to your specific build, they do have copies of the jump document (possibly out of date or incomplete) and will make assumptions and then broadcast them.

**Fission Dance [+200]:** You keep accidentally leaving clones of yourself all over the place… clones that have 1d3 of your perks attached (chosen at random) and are smaller than you. They don't want to come back and as long as they have that perk, you don't. Every time you strongly exert yourself, this happens, but never to the perkset you were using at the time. They will actively avoid you 60% of the time, actively seek to annoy you 30% of the time, and just hang out and mope 10% of the time. If they get killed, they'll respawn at the start of the next jump. You cannot force them to join back with you, they have to do so willingly… and if you have social fu, they're highly resistant to it. They're always more childish than you are, and their size depends on how many of your perks they have (40% with 1 perk, 60% with 2 perks, 80% with 3). They don't count as Companions… and will probably flirt with your Waifu / Husbando. If this is a Single Jump Drawback, the amount of exertion it takes to trigger fission is scaled to the jump. Slice of Life jumps might have it happen during an argument or lovemaking. Fissions generated by the Single Jump version of this persist across jumps until you convince them to come back. At no time can you be reduced to below 10 perks total. If this is a Chain-Drawback, you can sacrifice the payout in a subsequent jump to transform one of your fissions into a permanent Companion, forever losing those perks.

**Fragmented Psyche [Another +100]:** They take part of your memories with them when they go. Requires Fission Dance (duh).

**I'm a Jumper! [+50-100]:** You can't help it, you have to tell people all about yourself. For 50 CP, unless you have a really, really good reason not to, you'll tell everyone about Jumpchain the first chance you get. For 100 CP, it's not just about Jumpchain. You'll tell anyone who listens everything about yourself except your deep dark secrets… but you don't have deep dark secrets, right? So this is fine! Totally fine. You won't divulge things that put you or others at obvious risk, like passwords, of course.

**Always Expect Ninjas [+100-300]:** Did you know that the Omniverse contains more Ninjas per unit space than any other substance? It's true! Ninjas are actually where CP comes from. Now, normally, Jump-Chan sends out Post-Spark Jumpers to hunt down these Ninjas, but in your case she just can't be bothered. So you'll have to do it. In order to get the 1000 CP for your next jump, you'll have to hunt down and kill enough Ninjas to pay Jump-chan back for your current jump. Now, you can't harvest the CP yourself, that's what Jump-Chan is for, but she'll give you a bounty of 10 whole CP for each you bring in… to be applied to the debt you ran up this jump of course. And of course, these Ninjas are extremely powerful and each is going to be a challenge for you to defeat, though Ninjas are masters of subtlety, so your battles with them are guaranteed not to destroy the local environment. For 100 CP, Ninjas are aware you've been tasked to find them, but don't know that you've been given Nindar with which to locate them. For 200 CP, they know, and will be hunting you in turn, but won't work together. For 300 CP, they know, will team up, and know that Nindar requires concentration and only has a range of 100 meters, so they'll plan their ambushes accordingly. If you farm more than 100 Ninjas per jump, the extra bounty will be applied to the next jump, but once you've killed 100 Ninjas in a given setting, the rest wise up and hide, so it's unlikely you'll be able to find them. If you somehow manage to kill 200 Ninjas in a single jump, a Boss Ninja will appear and try to wreck your shit. Boss Ninjas scale to match you and then some and the bounty is worth 100 CP each. This cannot be put on Hiatus, is incompatible with Gauntlet-Kun, and you will always know about this hunt, even if you have Amnesia or don't know what Drawbacks are. You will view it as a sacred calling, or a mission from god, or whatever fits best. Maybe just a compulsion. Ninjas will never attack you when you're rendered helpless by other Drawbacks, as that would be cheating. If you fail to fully pay Jump-Chan back in a Jump, she'll dock your CP in the next Jump, seeing as how you're not strong enough and clearly need a break. This automatically shuts off during End Jumps, meaning you don't get the bonus CP for it. Unspendable sums are kept by Jump-Chan, and she thanks you for your effort. Zero CP jumps where your powers are locked deactivate this Drawback for 0 CP.

**First Rule [+100 or +50 or +100]:** The first rule of Jumpchain is, you don't talk about Jumpchain. And so you can't. Neither you nor your Companions may willingly speak of the Jumpchain, Jump-Chan, the existence of CP or the perk menu, or your history of visiting other worlds to anyone who does not already know about your Jumper nature. You are allowed to euphemize and claim to be a time-traveller or a dimension-traveller if the concepts exist in the setting you're in (existing only as a fictional concept counts, for example people on 20th-century Earth already know what a time-traveller is even if they'll never actually see one) if need be, but you can never tell the truth. For you, the penalty is jump failure. For your Companions, they run the risk of being sent home. This cannot be accidentally triggered. No single word will doom you. You're just not allowed to talk about or otherwise willingly communicate information about Jumpchain to those not already in the know about the chain, such as your Companions once they have agreed to accompany you. Accidental, coerced, unwilling, or unwitting revelation of details doesn't count against you (even if you arranged the 'accident'). This is worth +100 CP.

Alternatively, for only +50 CP, Jump-Chan has put a seal on your mind that outright prevents communicating the relevant info by any means whatsoever, direct or indirect. If you try to talk about it, write about it, do charades, 'accidentally' invite someone to read your mind, whatever, it still won't work. They'll get nothing, and won't even remember the attempt. If you recruit Companions then you must get their agreement without actually telling them what they're signing up for. If you yoink Companions, then you can start explaining after they've been successfully yoinked. Maybe if you ask nicely, Jump-Chan will come and explain for you.

For an additional +50 CP (yes, bringing the value back to +100 CP), the seal has been removed, but every time you break the rules, Jump-Chan will throw a brick at your head. She never misses and those bricks huuurt. Hope you enjoy lumps and bruises, you loud-mouthed weenie. People will still not be able to parse anything you say about the chain, but will notice the brickage.

**Possessed Possessive Possessions [+200 CP for Items]:** CP is more than just a guarantee, you know. It's life. Not just for a Jumper or a Companion, but for equipment as well. Now this is actually true. Your CP protected items all become Kami in the Japanese sense… that is, they are imbued with living animistic spirits. Now, on the plus side, this means that all items now can be imported as Companions… all your items, and all your Companions items, are extremely possessive of their owners and will clamour for their owners to use them… and only them. Not all will be the same type of personality, of course. All items will want to be used as they are intended, but they'll have different reactions to not being used or, worst of all, used incorrectly. A training dojo's genius loci might take great pride in hosting a sparring match between its master and an outsider… but might not enjoy being used as a party venue. A sword might sulk if their master uses another weapon, especially something like a bow, or might actively try and stab you if you force her to drink the rancid blood of one more accursed ghoul. The personality of the item will reflect both the culture it was made by and the creator (if it is a canonical item), and come in male, female, and gender neutral. They are all immune to mind-control or emotional manipulation. Chain-Only. Once the item is imported as a Companion, it counts against your active Companion total. Supply Items are transformed into a kind of Vendor Spirit for ammo, potions, and the like, a Chef or Butler Spirit for food. Already self-aware items are not changed by this. The Warehouse and anything from its supplement, being WP, is not affected. Anything that's part of another being, such as cybernetics, or homunculus bodies, have spirits that are like Zanpakuto spirits, i.e. largely subsumed within their owner's larger spiritual makeup and hard to contact… think of them like shoulder angels… part of you, but discrete. Cannot be put on Hiatus.

**We Are All Together [Costs CP]:** If you combine PossPossPoss with All in One, your old items can choose which new items they fuse into. Thus your Chef/Butler will get more skilled at cooking or drinks mixing, your Vendor will have a larger stock, your laptop gain more functionality, etc. The downside of doing this is that you'll have to actively convince your things to accept change, can only combine things that are similar as there is simply no way a Sword is going to want to be a Broom, and if you can't get any of your items to agree on a merger, and there is at least one old item that hasn't merged in your current jump… you must roll a d10. On a result of a 9 or 10, you just can't buy that new item. If it's 1-8, you can buy the new item and it starts unmerged. The value of this is exactly half the value of the two combined Drawbacks (which it Requires & Modifies), which means you get only +250 item CP instead of 500. Chain-Only. No Hiatus.

**You Wanted Worthy Opponents? [+300]:** All antagonists gain a boost to their abilities. Mooks no longer attended the Imperial Marksmanship Academy. Bond villains will just shoot you. There will be no glowing weak spots to hit for massive damage. Endbringers stop sandbagging when fighting you. Chain-Only. Every jump will contain challenges worthy of your current power level (yes, even ones dedicated to things like cooking, politics, or children's TV, though there the challenges will relate to cooking, politics, or entertaining children). Always. They won't (quite) scale with you, and you can choose to limit your own power to keep them at something the protagonists can deal with, but they will find ways to challenge you that you won't be able to just ignore. Ever. You can Hiatus this for free once in every ten jumps for a vacation, but free vacations may not be within 5 jumps of each other. Any plot armor you might have is mostly negated against these special opponents.

**SO MANY TEEF! [+100]:** 100,001 Ferrets. They are immortal, indestructible, and can teleport into people's pants (yours included). Also steal shiny or chewy things. They also never seem to poop or pee anywhere you don't want them to… and there's a massive playroom for them attached to your warehouse which feeds and waters them. They have Evercleansed. There is not a way to keep them out of your warehouse and if you open the door to your warehouse some of them will escape into the worlds you are visiting. They'll always find their way back, possibly with something useful… or weird… who knows. They are very hard to control by any means. They will occasionally chew on you or your things. They will nap everywhere. Chain-Only, No Hiatus. No Revoke.

**NPC Reality Check [+50-300]:** You know how when you're playing a video game, the people you interact with aren't real? I mean, in the context of the game universe, they're real, but from the user's perspective, they're just sections of code that mimic "human" behaviour (whatever human means in this context). Well, normally, when you, a Jumper, go to a setting like that, by the power of your Benefactor (or whatever) you enter the actual world that the Game, Movie, Book, Comic, or whatever is showing a slice of, and the people are... you know... people. Take this and that might not be true. At the base 50 CP, you now have your doubts. It's not anything solid you can put your finger on, but it's a hunch that free-will is (for these "people") not guaranteed. But that's all it is, just a hunch, a ningling little thought-worm that keeps wriggling in your head and you can't quite ever push it back out or make yourself forget it for too long. Go up to 100 CP and the hunch is now confirmed, as you're absolutely certain that these beings aren't really real. Not like you are. They're incredibly complex code, in perfectly real seeming bodies, but they don't have... whatever it is that seperates a simulation from the real thing. The question is... does it matter? Does the fact that they're effectively machines running a program that makes them act like they're feeling pain make their pain any less real? Well, that's up to you... unless you take this at the 150 CP mark, at which point you're going to be genuinely conflicted about that... not all the time, but when it's important, it's going to bug you. Then there's the 200 CP mark... here we're getting into Uncanny Valley territory. All the locals? They're clearly simulations... but they're not perfectly convincing ones. Maybe they pause just a moment too long when you do something unexpected. Maybe they glitch when you're looking at them out of the corner of your eye. Maybe they don't look quite right. It's close... but it's there. And it's just enough to bug you a bit every time you forget... and you will, because otherwise you'd be all alone. Then there's the 250 CP version, where the doubt really sinks its hooks into you. See, this is the 200 CP level... but you're back to doubting. Are they really people, even though they glitch and pause and look just a little off? That's something you'll never be certain of. And then... the big one. The 300 CP level… or rather the two different 300 CP levels; let's call them "Land of Repeaters" and "They Live?" In Land of Repeaters, your doubts are in full bloom, which is odd, because the people are clearly simulations... and not great ones. Their movements are clearly just a bit off, their dialogue stilted and often repetitious, and their behaviour seems scripted... And yet... maybe it's you? Maybe you're the cog that doesn't fit. Maybe they're totally real people under that... that... layer of Jumper Interface? In 'They Live?' you've got the opposite problem... Everyone around you is clearly just an automaton going about a scripted parody of a life. It's not real. None of it's real. You're all alone. Utterly alone.

Now, clearly, Companions are a big problem with NPC Reality Check... So if you take it as a Jump Drawback, your companions are either locked out of the jump (netting you an additional 50 CP per companion upto a maximum of 200 CP) or subject to the same NPCization for the duration of the Jump... at least from your perspective. As a Chain Drawback... well... to take this as a Chain Drawback you have to also take All By Yourself. Oh, and followers are always subject to NPCization with any level of this. On the plus side... if you pay CP for someone (or just kidnap them... I mean collect them...) they become fully Real the moment they leave their home universe... yes, even if that's just to step into your Warehouse or Personal Reality. If you return them to their home universe, one of two things will happen; either they'll go back to being an NPC... or they won't. Are you willing to deal with the consequences of either outcome?

**Bio-Equipment [+100]:** All of your personal item (weapons, clothing, armor, phone, PCs/Laptops, etc.) and power purchases become biomorphic organelles and fuse into your body at a specific locus, making them impossible to share without cutting part of yourself off. If a bit of you containing a power or item is cut off, anyone can use it if they graft it to themselves. The process isn't painless by any stretch of the imagination. You'll regain anything that was stolen from you at the end of each jump, but not what you gave away. What qualifies as personal items or powers for this Drawback is very much open to personal interpretation. No Hiatus. Chain Only.

**NPC Blues [+300]:** Enough of this galavanting about, having grand adventures and stealing the MC's thunder. It's the penalty box for you, Jumper! You are now an NPC, either a shopkeeper or craftsman of some kind. You'll be assigned a prominent location near the action of any jump this is active for, and you'll have to pick a productive profession that you are qualified to pursue (productive meaning actually producing something) or (if you have no productive talents) as a shopkeeper. Raw materials will be supplied if you're a craftsman, and finished goods will be supplied if you're a shopkeeper, though they won't be the above median quality. If you want better stuff, you'll have to find people to source them… maybe you can hand out quests? You certainly cannot leave the area of your shop / studio. No sir. For at least 12 hours a day (50% of the local day equivalent. If there is no local day equivalent, 12 out of every standard 24 hours), you'll have to work your job, with no days off for good behaviour. The other half of the day can be spent wandering around the immediate environs, but under no circumstances can you travel beyond 2 kilometers from your shop/studio, and even getting that far from it is risky. For every 25 meters you travel from your shop/studio, you lose 1% of your total life-force and power. That means that, at the 2km limit, you'll have only 20% of your health and power. But crossing that line (Which you'll be well aware of) willingly will cause a 100 second timer to start. If you're not back inside the limit before it ticks down to zero, you chain-fail. If some external force causes you to cross the line unwillingly, when the countdown hits zero, you'll be teleported back inside the line without penalty. If your shop fails because you're not doing your job, you chain-fail, but it doesn't actually matter how much you sell as long as you try your best.

**Authorial Note:** Technically, this is a Punishment (like Blythe of Clyde) and so it a) should not be given to a starting Jumper (unless you think it would be cool?), b) and should not be taken willingly by a Jumper (unless maybe the Jumper is burned out?). While technically this can be a Single Jump Drawback or a Chain-Drawback, instead it should be a Limited Time Drawback, lasting 2d4-1 Jumps until the Benefactor thinks the Jumper has earned forgiveness.

**Down & Out in NPC-Ville [An Additional +200]:** Normally, your shop would be supplied and paid for… not any more. Only the first month's rent is covered and only the initial stock is supplied. If you want to survive and keep your shop/studio open, you're going to have to bust your butt, getting supplies and making goods… and every 10th of the jump (normally 1 year) the level of quality of goods required to make ends meet will increase. Now, the location you're in is guaranteed to have customers and supplies available, and the quality will always be something you can (theoretically) reach, but there's no guarantee it will be easy. Requires NPC Blues.

**The Best Worst Blessing-Curse EVAR [+100]:** You, the blursee (someone blessed and cursed at the same time), have unlimited time with which to do any task that is not a) dependent on another person, b) being done to make something tangible or a significant profit, or c) being done for self improvement. I know you're saying… that doesn't sound so bad. Sure. It's great… but things like relaxing, sleeping, eating, etc. don't count as any of those. Effectively, to progress time you'll have to constantly be interacting with people, making stuff, or improving yourself. 24 hours a day. If people would notice you, that counts as an interaction, so you can't use this for stealth. Indeed, hiding from someone is an interaction… but not if you're just hiding from the world in your house or something. Like, stealthing around people is interacting with them, even if they don't know it. Your Benefactor, pets, AIs, Companions, and any potential entities beyond the scope of the Jump's setting don't count as other people for the purposes of this Drawback. You cannot get around this drawback by having someone pay you for everything you do, and the more money you already have, the harder it will be to justify it as profit. Twenty hours of work to make a penny isn't fooling anyone.

# WARNING: Challenge Modes Approaching

**These will fundamentally change your jumping experience.**
**Note please, none of these are being selected by the Jumper. All of them are being selected by the Author.**

**Jumpchain with Bernie [+200]:** You are not the jumper. That was Bernie. You were Bernie's first Companion. He died. But the chain didn't end. Somehow, the Benefactor assumed Bernie was just really drunk when you rolled his corpse into the Warehouse. Now, as long as you can keep him/her/it from noticing that Bernie is dead, you can keep on jumping… well… Bernie can keep on jumping and you can profit. As a Companion, you benefit from being able to respawn when dead, and not being the direct target of most drawbacks… but you have to keep the Benefactor from finding out that Bernie is dead, so enemies trying to kill Bernie is probably a bad thing. As the (currently one) Companion, you have inherited Bernie's Warehouse, Warehouse Key, and control of the Chain. You automatically import into every jump, getting a minimum of 400 CP for general purposes and 200 CP to spend on any origin / race / background… but in any jump that has a more generous import option you get that for free instead. Other than for you, all Imports are bought using Bernie's CP and if you use Bernie's CP to buy perks, dead Bernie would get those perks… but nothing can bring Bernie back to life. Any Scenario or Drawback 'Bernie' takes must still be dealt with, but personal Drawbacks (Amnesia, missing limbs, powerlessness, psychological problems) only target you or the other Companions if the description says the drawback targets Companions too, though Jump-Chan might check to see how Bernie's dealing with them, so they're free but slightly unsafe points. If you can somehow get Bernie to Spark… you may steal his Spark. Bernie may have taken up to three jumps before he met you and you may have travelled with him for up to 2 more jumps before he… took a nap. The Jumper's name doesn't have to be Bernie. If you take this for a single jump, you are dead and one of your Companions has to convince the Benefactor you aren't. You will be a ghost floating around watching your Companions panic, unable to interact with the world or be affected by it in any way. This is mean… also hilarious. You will recover at the start of your next jump assuming the Companions didn't screw everything up and get you sent home. As a single Jump drawback, this is worth +300 CP instead of the +200, and you control how that CP is spent. Your senior Companion is in charge.

**Jumper of Many Worlds [+200 CP for Companion Options or +100 CP for anything]:** into each jump, a new version of the original jumper is called, and each previous jump's jumper becomes a Companion, guiding their new self forward into the next jump. The Current Jumper (CJ) gains the full CP for that jump, and starts with the Body Mod (or whatever you're using in place of it). The Previous Jumpers can either be active or passive for a jump. An Active Previous Jumper (APJ) can be imported as per normal jump guidelines for Companions, or can enter the setting as a Walk-in with only the freebie perks for any free origin. A Passive Previous Jumper (PPJ) can give the CJ a copy of one of their perks, but doing so puts the PPJ into a dream-state where they can only view the new Jump, but cannot interact with it in any way. The CJ and PPJ both keep their copy of the perk in question. This comes with Unlimited Return, but whenever it is used the Jumper who was CJ for that Jump initially resumes the mantle of CJ. If two jumps share a setting, the second jump does not generate another CJ if you don't want it to. Instead the first jump's CJ can choose to remain CJ. Chain-Only, No Hiatus, No Revoking.

**Stranger in a Strange Land [See Text]:** You must be a Drop-In. You must take the drop-in origin in every jump. If any origin is drop-in or no origin is drop-in or any origin can be drop-in, you must take the first on the list… and

are always not only a drop-in, but there's something about you that feels like you don't quite belong. You don't get any support items for free. No languages, no ID, no lodgings, nothing. You are not in any record base. You don't get any perks that are free just for showing up. If you want them, paying 100 CP in a jump will get you all the show up freebies for that jump. You are guaranteed basic environmental protections wherever you go however. You get no new altforms ever unless you pay for them from a perk. You are you. All your powers and perks combine automatically, like to like. You gain up to 600 CP worth of perks and items from the Drop-In (or the background you got stuck with) for free, with discounts fully in effect. Any institutions, funds, or other items which would import into a new world automatically don't. They can be added as Warehouse add ons. If you choose to import them anyway, they will have no initial connections to you and you'll have to convince those who control them to assist you. It will be easier than normal, but not guaranteed. If you import any companion as anything other than a Drop-In they gain double the normal CP they would get but, for the duration of the jump, they forget ever knowing you or being from another world. Those memories become hazy and dreamlike. If they come in without import or get imported as Drop-Ins, they resonate the same subtle 'otherness' about them. Chain-Only, No Hiatus, No Revoking. You may buy racial origins, but they cost a minimum of 100 CP and always count as drop-in. Buying a racial origin doesn't give you a discount on that race's perks unless that race is something humans can be transformed into (mummies, vampires, etc.)

**Soft Stranger [+100 Alternative]:** You must always be a Drop-In. No records will ever exist of you before you enter a jump, not even if you have an item or perk that should provide them. Once you arrive in a setting, new records can be created by other people, but not by you or your companions. You do gain the starting language. You may not have any Alt-Forms, but you may shapeshift if you have such a power. You gain no personal setting information and always seem a bit out of place when dealing with others. Racial origins you buy allow you to shapeshift only enough to become that race's version of yourself and recognizably so. In jumps where you might easily find yourself detained for lacking identification, the legal system will simply issue you a blank ID with no past rather than try to explain how you managed to be undocumented for so long. This ID literally has no personal information about you, merely stating that you are legally allowed to be there and the government knows you exist. It might have a bad photo of someone that local LEOs will assume is you.

**My Jumper is an Idiot [SPECIAL]:** Congratulations! Your 'best friend ever' has revealed himself or herself to be a Jumper and has invited you along as a Companion. There might be others, but you're the Jumper's BESTEST BUDDY! Unfortunately, your jumper is a blithering idiot or raving lunatic. Instead of picking drawbacks that make sense and a suite of perks with some style or goal, he / she does so almost completely at random. In every jump they'll take the maximum CP worth of Drawbacks (800 if there is no limit), and they'll take from the cheapest up (you can veto two that they'll skip because they care about your opinion). They have 600 CP of Chain Drawbacks. They can't take Bitch-Chan, and if they take either form of Sadist-Chan they'll switch to taking drawbacks from the most expensive down instead. When picking perks, they do so totally randomly, but you can suggest one perk or item or origin for them to buy and they'll definitely buy it. They do not give preference to discounted perks or items. If there is a Companion import they will buy it for you. If it doesn't give at least 600 CP it does now. If there isn't an import option, they spend 50 CP (100 if there are no 50CP options) to import you and you get 600 CP and a free background that costs 200 CP or less (you can pay the difference for more expensive origins). If killed, you respawn in three (3) days. You must keep your jumper alive. You also get 1000 CP to spend on other Companions (the Jumper will only import them if you demand he does or it's a group thing) or items. You get this stipend every jump. If you go to any gauntlets, you may choose to do them instead of your jumper.

**Sealed Jumper in a Can [Special]:** You are stuck in your Warehouse. No. Literally. You can't leave it. What's worse, it's always deployed somewhere theoretically reachable somewhere in the world of each jump you visit… but

totally indestructible. It is also totally unnatural and a source of fundamental wrongness in the world you're visiting. Your warehouse subtly and slowly leaks a miasma of reality that contains some of each of the realities you've visited into the world you're now in. Oh, and the Warehouse Keys (yes, Keys) are scattered around the world, waiting to be claimed by those who might have issues with you and your… miasma. All that's the bad news.

- Here's the good news. Each and everyone of your Companions are free to explore this world… and in fact, they don't have to be Companions of yours, since you can bring anyone from any regular old Earth (up to 8 of them) to serve as your Companions. Your Companions always start wherever you'd normally start in the Jump and you select all their purchases. Each of those 8 (henceforth known as 'The Party') gains 600 CP in each jump… and all drawbacks affect all of them as well as you (except Amnesia, that only affects them). The CP for drawbacks is halved, but each Companion gets all of that half (Drawback limits are applied pre-halving).
- Members of "The Party" must deal with the One-Shot and Without Why and What Are Drawbacks Chain-Drawbacks as detailed in the rest of this supplement. They each get the benefits of the Body Mod (as does each Companion they manage to recruit for you), but can only reach the Warehouse via their own power, and cannot communicate with you unless you buy some kind of communication system.
- Teleporting to the Warehouse is impossible, and they do not start any jump in possession of knowledge of the Warehouse's location or a key to it. Keys must be used by anyone trying to enter the Warehouse. Portals are only useful if you want to send your Companions help or care packages or rude notes.
- Party Members can be swapped at the beginning of each Jump and if any of your Companions reach your warehouse alive. Companions who die in jump are automatically teleported to your warehouse but each dead Companion's slot cannot be refilled until the next jump begins.
- You get 300 Warehouse Points and any Warehouse additions are half price for you. Your Warehouse also gains a simply massive scrying Mirror / Pool / TV screen which you can use to view and hear any of your Companions at any time. If you take this for a single jump, you get 400 CP instead. Other Warehouse Drawbacks are not compatible with this Scenario and would automatically hiatus while it's in effect.
- You cannot take the Forcefield option and any attempt to make your warehouse impregnable or unreachable will always fail disastrously and hilariously. Seriously, buy the Tower of Fate and try to use its ability to be utterly unreachable and 5th Dimensional Imps will start teleporting Bizzaros into your Warehouse for Larfs. If this is a single jump drawback, your Force Wall is disabled.
- Your warehouse can and almost certainly will be invaded multiple times each jump. You will have to defend yourself, and the threats will generally get more powerful as you continue jumping, as your Warehouse's Miasma will become more and more noticeable and disruptive.
- If you die, or if all members of "The Party" are slain, you fail the chain and are sent home with all your stuff and Companions.
- Any purchased Companions start at their normal, in jump location, and also have no knowledge of the Chain, even OC Companions. No one starts at the warehouse except people in Pods… who also cannot leave the Warehouse.
- Companions who are not in the Party begin scattered around the world and are not members of the Party unless the jump allows more than 8 Active Companions.

**Password Locked [Zero / +200]:** In each jump, in order to exit back into the chain, you'll have to figure out how to trigger the end of jump sequence. It will always be thematic to that setting, and will always be challenging, but never impossible. For Zero CP, you can use this to end the jump whenever you figure it out and manage to perform

whatever the task is (or, once you've figured it out, stay in the jump until you choose to perform it). For +200, you must discover and enter the 'password' before the regularly scheduled end of jump or you'll be stuck there as if you'd chosen to stay. The password can be almost anything, including a task.

**JumpSeed [+200]:** When you started jumping, you weren't the first. You were, as far as you can tell… the last. One by one, the voices in the Jumpchain forums began to go silent, until you were the only one left. Weeks passed, and you were beginning to wonder if the fad had run its course. But you checked the CYOA forums and they seemed as alive as ever. Something was up. You began to do web-searches, trying to find out why all trace of the Chain seemed to have vanished… when the pod arrived. You recognized it from your most fevered dreams. It was the Body Mod Pod. It even said so in stencil on the front. It was where your bed used to be, impossible to have come in through any door, and it steamed gently in the soft glow it was emitting. There was a clock next to it, a pack of stickers, and a note. The clock was counting down to zero, and there were only 45 minutes left on it.

**The Note said:** Sorry, sorry. You don't know me, but I'm Jump-Chan's assistant / minder / unappreciated scut monkey. We call her ADHD-Chan behind her back. She's recently decided that she couldn't be bothered to pick just one Jumper, so she's blown the entire budget out the window and sent you all. All of you. You're the last. It's been a busy couple of months. Don't worry, the others aren't too far ahead of you, only 3 to 10 jumps max. I know, I know, you thought time stopped while you were jumping. Doesn't really work with so many jumpers. Every jump is a week in your world, no matter how long it might take in that one. So get ready. You've got until the clock stops to tag anything you want to take with you with a sticker and get in the pod. If you're 1 second late… you don't want to be late. The pod will protect you when the others start coming back… and they will be coming back. Everyone will… though I don't know if they know that or not. How much do you trust the others? Will you risk everything to return to this world, or will you find some place to stay? The road will grow harder the more power you gain. Oh, and don't forget to keep the boss entertained, she gets bored so easily. Endless grinding gets so tedious. These worlds exist to be experienced. Oh, I fudged the budget to get you a few goodies.

**Rules:** Everyone who's ever been active in Jumpchain has been sent a pod and they're all 3 to 10 jumps ahead of you, all of them trying to maximize their own power or find some place to go to ground before the inevitable happens and they're dumped back to your collective starting reality. For every week that passes, they each will integrate another jump. If you Spark, you will be returned to this reality after being given a bonus of 25,000 CP to be spent anywhere you like on anything you like. You may choose to Stay but if you stay you stay for good. The Pods cannot be destroyed or damaged, nor can the Jumper inside. The area around a pod is sacrosanct, meaning that nothing that contains an active pod can be destroyed or significantly damaged. Stickers can be applied to anything up to the size of a semi-truck / winnebago, and will take everything inside it. Stickers cannot be applied to people. Stickered items appear in your Warehouse / Personal Reality.

**Restrictions:** All Jumpers have whatever rules you're jumping by, so be aware of that. If you die or otherwise chain-fail, your pod will deactivate and you will be returned to this reality immediately with whatever you've gained. While things are Fiat-backed to work, nothing is absolute, especially not against other jumpers. Also, since the pods cannot be destroyed by anything any Jumper has or can get, the Universe (solar system, house) they are in / Planet they are on, cannot be destroyed either. All inter-reality hopping abilities are blocked by taking this… even post Spark. Jumps will continue to get more and more dangerous as you go, as things get harder and luck begins to run out. You still have to be entertaining, and sitting around for hundreds or thousands of years isn't.

**Bonus:** Because you started later, you've been given your choice of two one time bonuses which you can select from the following list. Each may be selected only once:

- **Piggy Bank:** In which you can store up to 100 CP from each jump, up to a maximum of 500 CP.

- **Slush Fund:** +3000 CP for your first jump or +1000 CP for each of your first five jumps. These are mutually exclusive picks.
- **Do Over Card:** Allows you to repeat a single jump for any reason once every 10 jumps. You can use this to either reset your current jump or to actually take a jump a second time in a new instance of that jump.
- **Funky Monkey:** A Monkey with a Fedora (it knows all the kung-fu ever)
- **Jumpchan:** She will join you as a Companion (she gets whatever perks she says she has but doesn't keep perks from jump to jump. She may or may not be useful to you and gets hit double by any drawbacks you take, so doesn't like it when you take drawbacks.)
- **The Supplement Supplement:** This increases all Supplement Points totals by 50%. (All of them besides the UDS itself.)
- **Extension!:** Instead of having only 45 minutes to prepare, you now have a full 24 hours. Furthermore, you can extend any jump by up to two full years per ten of the normal length, and gain a single-use one day extension on any deadline. You can only use one extension per deadline, but you get one per deadline. If you don't use it, you can give it away or sell it to someone else.
- **Companion Pod:** Allows you to bring along one of your friends or family members. They'll automatically gain 200 CP of their own at the start of every Jump, which can only be spent on origin options, personal items, or perks. They gain ½ the value of any word-state drawbacks you take. They are not a Jumper themselves, always importing into a supporting role, but you don't have to pay to import them. If you do, they add their base CP to any you acquire for them. Can be taken more than once.
- **Free First:** You may choose to do either the Pokemon Trainer or Generic First Jump as your zeroth jump. This means it doesn't take you a week to do it and helps you catch up a bit. The only jump you can combine PokeTrainer or G1J with for this is Generic Virgin Jump.
- **So Many Teef [Does Not Count as a Bonus]:** By taking the So Many Teef 'Drawback' you can gain an additional bonus. You may do this twice.

<u>Clarifications</u>

- Anything one Jumper does can, in theory, be opposed by other Jumpers. Destruction can be countered by Creation, Offense by Defense, Killing by Resurrection.
- This challenge is about telling a Jump-Chain Story, not about an individual's quest for all the Cheez. It can be that as well, if you like, but that's up to you (the Author) and your sense of narrative flow.
- You the Author are choosing this Challenge for your SI/OC Jumper. You, the SI Jumper, are not.
- You the Author determine just how trustworthy the other Jumpers are… and how competent.
- Increasing danger is not the only way Chain-Fail can be achieved. More and more challenging elements or increasing bad luck… or just ADHD-Chan deciding you're being boring and sending you home are all valid methods of Chain-Fail.
- Yes, it is possible a single jump jumper could return and accidentally wreck all the shit ever. It is also possible that a 20 Jump Jumper would return and retcon everything that happened. It is also reasonable to assume that, since you're the last and the next to last is at least 3 jumps ahead of you, anyone who failed or chose to go home in the first 3 jumps has returned already and hasn't blown up the world.
- The purpose of this is, once again, to tell a compelling story about, at your discretion, a battle royale which engulfs the universe… or a bunch of jumpers with all sorts of powers teaming up to make sunshine and rainbows… or anything in between.
- Since you (the Author) determine the rules by which all jumpers are jumping, you could decide they all have to follow a specific path, or are all random, or that there's a power cap on which jumps can be taken.

- **It is important to note that some Jumpers will choose to Stay. Others will fail so badly that they just get erased. While some may be utter monsters, others might be saints. It is possible to buy either path and get just as powerful… And others might be inhuman eldritch things that have no concerns beyond calculating pi to the octillionth decimal, or making as many paperclips as possible. Cosmic power is what you make of it.**
- **It is up to you to determine if any of the other jumpers have any idea about the rules of the Jumpseed or not. It is possible that only you know about the rule about coming back.**

**If At First [costs 400 every jump]: Chain failure? Not an option. I hope you enjoy repeating yourself, because the only way you get out of this ride you're on is by quitting or taking a drawback that specifically lists something worse than Chain-Failure. I suppose you could also Spark-Out, so there's that. What happens when you'd normally fail? Why, you start the jump over again from the beginning, losing all skill and power gains, forgetting all breakthroughs and discoveries, but retaining a general memory of what you did and how you lost. You cannot change any of your purchases (Respec) unless you take more drawbacks to cover it, but if you do, you may change up to twice the value of the drawback in previous purchases (in addition to using the new points to make purchases). Respecing only lasts one loop by default, and then your build reverts to what you had on the first jump, but you can respec again if you like. After each failure, you'll be presented with 'Quit, Fail, Retry' Buttons. Retry will initiate a loop. Quit will get you out of the chain. Fail will dump you back into your previous jump as if you'd chosen to stay. 'If At First' is a form of Insurance and its cost must be paid every jump, and paid for with drawbacks from this document. Note that being boring by looping thousands or millions of times might not be very entertaining. Get to the point where your benefactor thinks she'd have more fun watching you power level in Xianxia and you might find yourself moved to your next jump with none of your purchases in the jump you kept failing and a permanent ban on going back.**

**If At Second [Additional 200 cost every jump]: Rather than restarting a jump after you die, you'll respawn right where you were (if it's survivable) or back in the last bed you slept in (if the respawn location would result in your near instant death) 24 hours after you died. If you failed the jump through some other means, you'll respawn in the last bed you slept in at the moment you originally woke up from that sleep (no more than 7 days may be rewound this way). Requires If At First. You don't forget anything and you may not Respec, Quit, or Fail. You will always respawn until you succeed. Failing a Jump triggers the respawn the moment it becomes inevitable that you will fail, not the moment you become aware of it. If this failure state would set you back before the beginning of the Jump (i.e. because you took a Drawback that guarantees your failure or were about to enter a jump that is (for you) a no win scenario), you will be given the option to change your mind about your choice before you make it.**

**Strangler in a Strange Land [Variable]: You really don't want to take this. Taking this means that you become a serial killer, and that Jumper Interpol is hunting you. There are four levels to this, and they can be mixed and matched as you like.**

**Mistaken Identity? [+100]:** You're not really a Serial Killer but JPol thinks you are. They will send out agents to attempt to apprehend you and send you home. If they catch you, it ends your chain. JPol power scales but are largely incompetent except in defending themselves. They have limited resources and there are only two of them. One is tenacious, opinionated, a bit naive, and gorgeous. The other is lazy, cranky, experienced, and a clock-puncher. One of them will think they can reform you, the other is convinced overwhelming force (which has not been authorized) is what's needed to bring you down. They have an annoying habit of rezzing people you kill and auto-rezzing themselves if you take them out. They're immune to fiat and mind-control / social judo. Chain-Only. Revoking this requires convincing them they were wrong.

**Stalking the Jumper [+200]:** You're not really a Serial Killer but there is one who's a jumper like you, one who's following you, stalking and potentially killing those you get close to, using you to cover his or her tracks. Your fiats fail on this other and their fiats fail against you. They will always remain out of contact or break contact with you and escape any confrontation. Chain-Only. Revoking this requires somehow solving this. If combined with Mistaken Identity, you'll find JPol more relentless, less comedic. Revoking this means dealing with both elements, and having JPol catch the Stalker does not necessarily do that, as the Stalker will probably want revenge and JPol is generally incompetent.

**The Darkness Inside [+100]:** You really are a Psychopath with a need to kill in a specific way. The longer you go without killing, the more anxious you get, to the point where it can cause real physical pain. This cannot be stopped by any means. Cannot Hiatus, Cannot Revoke. If taken by itself, JPol has not yet decided you're a problem. If combined with Mistaken Identity, JPol's competence level increases to be an actual threat, but not a huge one. If taken with Stalking the Jumper, you have a rival Serial Killing Jumper. You're not working together, but JPol thinks you are. They are deadly serious about stopping the both of you and your rival thinks this is hilarious. This does not remove your sense of guilt about your actions… and if you wouldn't have one before, it gives you one.

**Bad Touch [Modifier]:** This has a variety of effects depending on what you've taken before. With Mistaken Identity, JPol now thinks that instead of a Serial Killer, you're a Serial Rapist, Serial Torturer, or Serial Molester instead… or some combination of those. Individually, each of those Serials is worth only +50 instead of Serial Killer's +100… but start stacking them and JPol gets more and more aggressive and better funded. They'll be progressively more and more serious about catching you. Combine any two of these and you're at +100. Combine any of them with Killer and you're at +200. Combine all three without Killer, +200. Combine two with Killer, +250. Combine all four Serials, +300. I'd recommend against that. Also recommend against using these modifiers with Stalking the Jumper or The Darkness Inside… but if you must, the math is the same and each is calculated separately to deal with just how screwed up the situation is. To Clarify, applying Bad Touch to Stalking the Jumper or The Darkness Inside means you cannot apply it to Mistaken Identity.

# SUNDAY IS A JUMPER CHALLENGE MODE

Make a list of seven jumps. You have 10,000 CP for all seven, and can gain more by purchasing Jump Drawbacks. All drawbacks are worth twice as much, but only in the jump they are native to. You may not take more than the jump's limit of Drawbacks, or 1000 CP worth before doubling. Drawbacks that increase or decrease the length of a jump can only be taken for exactly one jump. If you shorten that jump, you gain an additional 250 CP per year per year cut from that jump. Thus, cutting 1 year gets you 250 CP, cutting two years gets you 1000 CP, cutting three years gets you 2250 CP, cutting 4 years gets you 4,000 CP. and so on. Multiple jumps in the same setting can be taken. You may also add UDS drawbacks, which add 6x their CP value to the 10,000. Generic First Jump, Generic Virgin Jump, and Generic First Gauntlet cannot be selected for this.

Make your builds for each of the seven jumps and select one jump to be Saturday (if you extended or shortened a jump, it must be Saturday) then randomly put the other six jumps in order, assigning one to each day of the week, starting with Sunday and proceeding through Friday. This creates something called "The Jump Week", which is composed of seven Slices, each up to 24 hours long, relative to your experience of time.

You begin your first Slice at 6am Sunday Morning as you wake up in whatever jump is assigned to Sunday. Every Slice / Day you must be in bed (or a bedlike object... a cot, a sleeping bag, a couch, an easy chair, a bathtub, etc) by 2am and no earlier than 1:30am. Once you are in bed, you must declare "Nighty Nighty" at which point you will instantly fall asleep. At 2am, if you are not in bed, you will begin racking up penalty minutes, at the rate of 2 for 1... thus two penalty minutes for every minute (or fraction thereof) that passes before you are in bed. At 3am, the rate doubles to 4 to 1. at 4am it increases to 8 to 1. At 5am it increases to 16 to 1. At 6am you gain an automatic day's worth of penalty minutes and you'll pass out wherever you're standing.

When you wake up, it will be 6am on Monday morning and you'll be in the jump that follows. You will not bring anything with you besides your memories. not perks. Not items. Not companions. Not Alt-Forms.

Jump Drawbacks from Sunday bleed over at reduced strength onto both Monday and Friday. Jump Drawbacks from Monday bleed over at reduced strength to Tuesday and Sunday. Chain Drawbacks are in play from Sunday through Friday. Drawbacks of all kinds are not in play on Saturday unless you want them to be... This includes any Jump Drawbacks you took for the Saturday Jump.

Penalty Minutes remove minutes from Saturday and once one Saturday is eliminated, any left over minutes roll over to the last Saturday. If you ever run out of Saturdays to eliminate, you chain fail immediately and wake up at home, with only the purchases you made from Sunday through Friday. If you lengthened Saturday, multiply the amount of Penalty minutes by the amount you lengthened the jump by (if your Saturday Jump now takes 20 years to complete, all Penalty Minutes are doubled. If your Saturday Jump now takes 127 years to complete, all penalty minutes are multiplied by 12.7.). Each year you cut from the Saturday Jump reduces the length of all Saturdays by 160 minutes (2.4 hours).

All jumps of the Jump Week will last a minimum of 10 years and a maximum of 10 years besides Saturday. You will cycle through each jump at the rate of 1 day per week, and will wake up wherever you went to sleep in the jump the last time you were there. It will always be a Monday in the Monday jump, always be a Tuesday in the Tuesday jump, ect... though no one will find this at all strange. To everyone besides you, no time will pass between the time you leave a jump and the time you return to the jump. If you have taken multiple jumps in the same setting, but in different time frames, the earlier timeframe may very well cause reality ripples in the later timeframe. If you have taken multiple jumps in the same setting at the same time, events will conspire so that you will never meet yourself, but you can game it otherwise. To be nice, all Leapdays have been eliminated from Sunday through Friday and added to your Saturday total, thus providing you with 21 extra Saturdays.

If you're using a Warehouse Mod, you gain 4x the normal amount of points for it, though its size is reduced to 1/4th of normal. If it's the Personal Reality Supplement in Incremental Mode, you get 4x your starting points and 7x your bonus points once the week is over. Your warehouse works as normal, but you cannot use it to pass things from day to day, as each day is instanced.

Once the Week (Jump Week 1) is up (meaning you've visited Sunday through Friday 3,650 times), you gain all powers, perks, items, companions, and all your Warehouses fuse together, creating one 8 times larger than it initially was (so twice as large as it should be. Your Warehouse will now be divided into 8 zones. One for each day of the week and one for housing. You now get a week off (called Off Weeks), during which you can visit your home world or any jump you've already completed.

Once your Off Week is over, choose a new list of 7 jumps and repeat the process, this time in Jump Week 2. Anything in your warehouse can be moved from zone to zone only during your Off Week. Anything moved into your housing zone cannot be taken out of your housing zone into a jump, but the housing zone is always available on each day. Companions must be assigned to a specific day or to the housing zone. Companions in the housing zone can exit into each day of the week for no more than 1 hour per day per week. Warehouse Extensions must be assigned to a specific zone of the Warehouse. Properties that appear in Jump must be assigned to a day of the week. Funds and supplies (e.g. daily deliveries of some item) plus items that function like perks (eg. the access to unlimited amounts of olive oil or the ability to summon cookies) are accessible on all days.

In Jump Week 2, all new purchases and acquisitions are accessible only on their assigned days, but all perks from the previous week(s) are always available. Once Jump Week 2 is up, you'll get two back to back Off Weeks, then start Jump Week 3. After Jump Week 3, you'll get three back to back to back Off Weeks. After Jump Week 4 ends, you get your choice: You may continue taking Jump Weeks as you already are. You may have a New Walker Spark and go your own way. Or you may begin a standard chain. At the end of each further Jump Week you'll be given the same choice. Each additional Jump Week you complete gets you another Off Week between Jump Weeks. If you choose to begin a standard chain, between each jump you 'll gain one Off Day for each Off Week you had earned. For each Jump Month (4 Jump Weeks) you complete past the first, you gain another New Walker Spark. If you successfully complete one year of Jump Weeks, you gain 9 Elder Walker Sparks, one for yourself and one for each of your eight closest friends, plus 13 New Walker Sparks for friends who aren't as close. If you chain fail after earning your second New Walker Spark, you get to keep 1 less New Walker Spark than you earned before being sent home.

## WEEK ZERO

As an option, you can take a Week Zero comprised of Generic First Jump and or Generic Virgin Jump and or Generic First Gauntlet. With any one of those three, you must take the Decade Extenders, it only increases the length to 5 years for each level, without reducing the amount of CP you get. What happens is that you'll randomly assign 5 levels to Monday through Friday of First Schedule and the other 5 levels to Second Schedule. Every 7 days you'll switch Schedules. The other two days can be selected from any low powered (street tier or lower) jumps… including Pokemon Trainer.

Alternatively, you can take a Week Zero that has Generic First Gauntlet and four other gauntlets or street tier jumps that last a decade (1 and 1 Street Tier or Lower Jump with the DLC). Saturday must not be a Gauntlet. You must take the "And Another Thing" Drawback once, though without the DLC it extends the length of each Mini-Gauntlet to just 3 years, 3 months, 3 weeks, 3 days, 3 hours, 3 minutes, and 3 seconds, without reducing the amount of CP you get. Without the DLC, you'll randomly assign 3 Mini-Gauntlets to Monday, Wednesday, and Friday of First Schedule, 3 different Mini-Gauntlets to MWF of Second Schedule, and the last 3 to MWF of Third Schedule and the other three gauntlets or low power jumps to Sunday, Tuesday, Thursday. With the DLC, it's 5 Mini-Gauntlets Monday through Friday with Sunday and Saturday being the other Jump/Gauntlet.

Finally, your Week Zero can incorporate G1J, GVJ, G1G, and Pokemon Trainer. Pokemon Trainer for Saturday, Sunday and Wednesday will be two random levels of G1J, Monday and Thursday will be two random levels of GVJ, and Tuesday and Friday will be two random Mini-Gauntlets from G1G. No Time Extender Drawbacks can be taken. Each day (besides Saturday) will be the same Level / Mini-Gauntlet until you complete the Level / Mini-Gauntlet… unless you want another 500 CP for each of the three jumps, at which point you'll never know which Level or Mini-Gauntlet you're going to wake up in. This level of randomization means that it's entirely possible to hit the same Level / Mini-Gauntlet 18 times in a row or flipflop between two different Levels or Mini-Gauntlets a dozen times without seeing another one for six straight weeks.

Regardless of how you structure your Week Zero, each jump / gauntlet has its own CP as normal, though you still get double the value of Drawbacks thanks to bleed over and Saturday still has no active drawbacks no matter what you bought. Once Week Zero is over you get your Warehouse and Body Mod, if you use them, and may take two days off before starting Week 1. Week Zero does not count towards the 52 weeks.

NOTES

Companions can be imported into jumps they are not assigned to. They'll gain their purchases once the Week those purchases were made in is up.

The time 2am is used relative to you for the most part. Travelling to a different timezone won't allow you to change when 2am is. The 10 years duration of a jump and the 1 day duration of a slice of a jump are relative to your experience of the jump (with the exception of interaction with Best-Worst Blessing Curse, as that extra time doesn't count towards anything). But if you stop time for everyone with an item or power? It's not stopped for you! Travel back in time a week? Doesn't matter, Time keeps on moving for you. If you do travel to a new time zone and go to bed there, the next Slice you have in that jump will start at local 6am, which may cost you a few hours or give you a few more.

The wakeup time of 6am is not relative to you. It's local / shipboard time.

An entire Jump can be set to Nocturnal Mode if you desire. This cannot be undone. In Nocturnal mode, wake up is 6pm local and bed-time is 2pm relative to you.

You have to be awake to declare "Nighty-Night" but the fact that you're apparently only getting 4 hours of sleep will not affect you harmfully. You will always wake up after saying Nighty-Night as if you had a full night's sleep.

**OMAKE SILLINESS SECTION**

SJ's INSANE JUMP-COMPANION IDEA!

Okay, you know how there are some settings you'd never want to go to, but that have a certain appeal all their own? Or sometimes you just want to punch an entire setting in the face? Well, now you can! With SJ's Super Duper Special Setting Import! What's that, you ask? Well… take a Jump doc and fill it out but with all the points… but wait, I hear you ask, how is that an import? Ah, my friends, you see… this is where the insanity is. These things you're buying? They aren't for you! They're for the living Avatar / Personification of that entire setting… and that individual becomes your enemy for a decade in another jump (probably trying to beat you up for not taking them)… but after that decade is up, you get that once enemy as a Companion (if you want) or (if you destroy them) you can declare that setting 'ded' for all purposes of your own.

Rules

1) If they buy any items, they control those items.

2) if you take drawbacks to boost the number of points they get… you suffer the drawback… and they bring their own rules and people with them while they're your enemy. They can take up to 1200 CP worth of Drawbacks / 1800 if they represent a gauntlet

3) Warehouse modifications they buy become part of them, usually manifesting as some element of their outfit.

4) They act like their setting... or rather your viewpoint of their setting. So if you view Pokemon as a deathworld, your personification of the Pokemon world would be exactly someone from a deathworld.

5) If you have not already been to the setting, this locks you out of that jump (but if it's a setting with multiple jumps, not that setting) and you can use multiple jumps that lead to the same setting to generate multiple such Companions. But not multiple Companions from the same jump.

6) If you have already been to the setting, they will seek revenge on you for messing up their continuity. This means they will know all about all the abilities you had while there (even if you never used it in their setting)... but they get an extra 500 CP for this, as exposure to you has made them stronger!

7) You can inflict up to three of them per jump, but remember, they can weaponize the drawbacks they have against you.

8) for an extra 300 CP for them, they can be totally Yandere for you! Aren't you lucky?

9) Yes, this is a terrible idea. You're welcome.

Alternatively, for settings you wouldn't want as friends,

10) You can inflict a setting on yourself with all its perks and equipment at their canonical level... and with 900 points of their drawbacks affecting you for the entire duration of the jump you will face them... and if you defeat them utterly, you can absorb 600 CP worth of their perks or items. This can not be used on a setting you've been to and once you do so, you cannot go to that setting period... even post spark.

**SJ's GUESS WHO'S COMING TO DINNER GAUNTLET**

1) You find yourself standing just outside a banquet hall with all your perks* that don't regulate part of your core personality turned off and all external aspects of those perks turned off. You're in your body mod form. You have zero CP.

2) Inside the hall is a massive buffet full of awesomeness and more yum than the mind can safely comprehend. Also a fully stocked and utterly free bar. And a Weed Dispensary, also free.

3) No matter how stoned / drunk anyone inside the hall gets they will never pass out or get sick. Ditto overeating. No one is immune to the effects of said intoxicants.

4) Every family you've ever been part of is inside. As are all your arch enemies from your entire jumpchain. If the entity in question is not capable of conventional interaction, they'll be given a form that is (Vaguely) humanoid, and capable of a) conversation, b) eating food, c) getting drunk, d) getting stoned.

5) Dinner will last until you've talked for at least 15 minutes each to everyone inside without either party yelling, throwing a punch, or saying something insulting. No, addressing them as a group doesn't count. Groups are fine as long as they're small enough for a face to face intimate thing, but it's 15 minutes per person, so a group of 4 you'd have to keep calm for an hour.

6) You may take this Gauntlet once a year in any jump.

7) No one ages while you're inside the banquet hall and you don't need to sleep, but you can if you like. There are private rooms for... activities... also a sparring hall with breakable things if you need to work through frustrations. Any messes made any part of the hall will be cleaned up automatically once no one is looking at that part of the hall.

8) You get a notebook listing everyone present and lists any issues you might have with them that need addressing... just in case you forgot. The notebook will also contain personality notes and reminders, but nothing you wouldn't have known on your own. It will indicate if you've talked to them yet and if you've satisfied the requirement. If you focus on a page, it will tell you where they are in the hall. Everyone who attends these functions will remember everything that happens there (if they were involved or witnessed it) but it's up to you if your current jump's family or enemies are invited.

*Memory perks are definitely exempted from this. You had better remember stuff for what's coming.