Version 1.0
by NuclearBird
(aka NukaBird
aka Nuclear_Bird)

Jumpchain Challenge
Excommunicado

Introduction

You really did it this time, Jumper. Your Chain is over. You've been cut off and thrown aside. Where there once was a feeling of power and freedom in your soul, there is a sore pain of emptiness and newfound mortality. Where the reassuring embrace of your companions once was, there is now the cold hand of solitude and the dispassionate gaze of an uncaring cosmos. Your Benefactor is gone now, you are The Jumper no more.

Even worse, you seem to have drawn the ire of other Benefactors as well. You must have done something terrible to set them off and after you. Goodness knows just what exactly it is you did…

Don't think about going back; they didn't seem to be in a talking mood the last time you saw them, before you escaped into this dark hole you're lying in. This backwater corner of the multiverse, a place so desolate that even the infamous Renegades don't visit them because they're so remote. Even still, you only managed to find your way here after jumping into a random portal in desperation.

But now, you're here.

You're alone, without powers, contacts or knowledge of where, or even *when you* are.

You're screwed.

Or not.

Persevering little thing, living in the world and breathing still. You are alive, and that's enough to keep you going. You know it's not over. Whilst you breathe, they will look for you. They will not stop looking for others like you either. They don't tolerate rebels or rivals. You'll have to make your way across the multiverse, to safety, revenge or even being accepted back.

Even though your power as a Jumper has been stripped, there are still embers of karmic potential left within your shell of a soul.

1000EP

The Situation

Back to square one, weak, mortal and hurting. How did you end up like this? What did you do? Well, it really doesn't matter anymore, does it? You'll meet the same fate regardless. You will be hunted, or at the very least you will draw a lot of attention from the big leagues if you show your true nature during your travels. It's best to lay low, no matter how you got here.

Orphaned - You have been cut off from the power of the Jumper, but some echoes of that potential still remain. You are free as can be, but you are alone. You cannot count on the benevolence of other Jumpers and their Benefactors, but maybe some entities not aligned with the Benefactors might be amiable to talk. At the end of the day, your destiny is yours to shape and you are subject to no one.

True Rebel - You have no regrets. You turned against your master with the full knowledge of the consequences. It was the whispers of a Renegade that inspired you to do so once the secrets of the nature of the Benefactors was revealed to you. And that revelation gave you the ambition to seek that level of power for yourself. And you will have that power, whatever the cost. Luckily, you have heard rumors that certain interests align with your ambitions…

Lost Angel - You're in this situation through no fault of your own. You got swept up in some cosmic storm and the resultant confusion caused you to be misidentified. Your powers haven't been taken, not all of it, but you are extremely weak and back to square one. Your best bet would be to find your Benefactor, or at least making contact with other Jumpers and hope for the best. That's easier said than done, though. The multiverse is a big place and some entities and places don't take kindly to your sort.

Your Body

You have been reverted to your physical state when you first began Jumping. Luckily, any health issues you had did not resurface, not to your knowledge at least. Sadly, your Body Mods have also been stripped, leaving you at a base human level, never to be recovered. *(Body Mod Supplement is disabled. Body Enhancement may be gained from Perks, Items and the old-fashioned way of going through the effort of acquiring it.)*

Your Warehouse

It's gone, Jumper. Jump-chan giveth, and Jump-chan taketh away. All your possessions, everything you couldn't shove into your pockets in your mad scramble to save what you could, is now lost. Gone, reduced to atoms. You no longer have a pocket reality to hide yourself and your companions or to house your things. At most you could fit a truckload through what small gash you can rip on the fabric of reality. You'll have to find another source of extra-dimensional storage.

Your Companions

Whoever they were, those you had been traveling with, they're gone now. It's impossible for you to meet them again as they have either been purged of their memories or outright

destroyed. You will have to find new allies, and/or lovers. It will be hard to convince anyone not insane, desperate or mad to accompany you on your journey, but you should manage. Your Companions receive a 500CP budget (or a Jump's stated budget for a Companion's Purchases if given a budget) to spend on Choices, though they are locked into the Drop-In Origin initially, same as you. If a Jump provides a separate pool of Points to spend on a specific section, then Companions receive the same amount as you. They can take on Drawbacks that affect them on a personal level, including Drawbacks from this document where specified.

The Blade

A Strange Gift

The traveler who saved you might be long gone by now, but they left you a small present. Whether intentionally or by happenstance, you have come into the possession of a strange blade. Though it bears a mundane appearance when not in your hands, it flares with power whenever you hold intent to use it.
it comes with many abilities, some subtle, some flashy but powerful. The subtle, passive abilities are always active and don't draw any power and radiate a measly amount of energy, so they will not draw attention to you. On the other hand, the more… flashy active abilities will make you flare up on the radar of every being in a large, multidimensional radius, drawing some dangerous attention to yourself. Not to mention that doing so depletes your energy by a wide margin.

Possibility (Orphaned) - A plain steel dagger that always appears clean and well cared for. It is engraved with the words *À mon seul désir*. The top of its hilt holds a dark gemstone that reflects sky blue light. It whispers possibility, opportunity and overcoming your limits. You feel as if the entire multiverse has opened up before you.

Hunger (True Rebel) - A wicked curved knife made of an alloy similar to mottled red brass that resembles splattered blood, it is engraved with the word *Ambition*. It is shaped ideally for imposing your will and destroying your opposition. Accept this and you will be unmatched in any struggle.

Perseverance (Lost Angel) - A parrying dagger made of a silvery, almost shining white metal, and engraved with the words *Fiat justitia*. It promises the fulfillment of justice and the upholding of such. Though it doesn't look that powerful in combat, its appearance and radiating purity projects an air of trustworthiness.

Blade Traits

Cutting power [Free] - The Blade is capable of making a wound on the fabric of creation and open portals to other planes and even the rest of the multiverse. This ability is a double edged sword, pun intended. Cutting open the fabric of spacetime can draw undue attention your way, and it will most likely be the wrong kind. In the physical sense, the blade can cut nearly anything that can be conceptualized as being able to be cut.

Bound To You [Free/200EP] - This tool, this weapon… It has a special relationship with you. It is bound directly to your soul. It might as well be a part of you. You are always aware of its position and it cannot be taken away from you as long as you will it, although you cannot do so if you are unconscious.
For 200EP this drawback is eliminated. The blade is now part of your very soul and you can summon it back to your hands from anywhere, though if that doesn't work, you still know exactly where it is and are aware of the steps needed to get it back.

Banked Karma [Free/200EP] - The Blade is capable of absorbing the karmic energy known as Choice Points (CP) and storing it for later use. It has no limit to its capacity. The Free version grants you this capability pro bono, but you are at risk of CP leakage once you have more than 1000CP stored, which would draw attention to you.
For a 200EP cost this leakage is eliminated and the Blade retains CP perfectly.

Import Alt-Form [200EP] - It's a trinket. A keepsake. Maybe a locket or a watch your grandparents left you. Whatever it is, it becomes the default form of your Blade. In this form you will only be able to use the basic functions like CP Banking and Cutting Travel, as well as the Passive powers of your Blade. However, in this form the anomalous energies of your existence are reduced even further, allowing you to remain under the radar even more.

Cutting the Branches [400EP, Discount Orphaned] - Possibility is such a nice thing. It can bring happiness, prosperity, joy… It can also bring unexpected factors and surprises.
This power has a **Passive Effect**: A sense for the outcomes of a given situation. It's not precognition, but you will instinctively know anything that can go wrong in a given situation. You are also protected from any sequence of events that would lead to your end, though powerful beings will be able to overpower this effect.
The power's **Active Effect** is to interfere in causality in a way that things will not go overly wrong. It's not a guarantee of success, but a great enough boost to make it easier. Essentially, your luck becomes extremely high. You are also able to cut at the world lines of your target, preventing them from taking those paths. This also includes cutting away future events that would be guaranteed to happen by natural laws like the target's defenses or immunities allowing them to avoid taking damage from you.

Spirit Eating Blade [400EP, Discount True Rebel] - Most of the major players and powerful critters possess some serious spiritual power. They are made of the stuff. That means that conventional ways of hurting have little effect on them. This power allows you to cut deep into the essence of those entities, harming them severely.
As a **Passive Effect** you can absorb spiritual entities less powerful then you when defeated and you may absorb their power or keep them as summons. You will not always gain the abilities of these beings, especially if they are powerful enough. Additionally, spiritual beings, no matter how mighty, become vulnerable to physical damage for a limited period after being struck with the Blade, allowing you to strike directly at their essence.
The **Active Effect** is the blade's ability to cause grievous harm to spiritual entities, cutting away at their very core and making them vulnerable to harm. Not enough to explicitly kill them if they are strong enough, but enough to give you an edge.

Light Shining In Darkness [400EP, Discount Lost Angel] - Your Blade is infused with a light that radiates peace and serenity. And repels hostile beings of cosmic power, too. With this power you are able to defend yourself from interdimensional and spiritual entities that would mean you harm.
Its **Passive Effect** is to dispel the influence of cosmic entities from around you, from ordinary Gods to Lovecraftian abominations. It's not enough to keep them at bay, but they will have a hard time making their power stick to you.
The **Active Effect** of this power is to progressively weaken the aforementioned entities when you are facing them, all the way down to your level of power, giving you a good chance to either finish them or retreat.

The Cosmic Highways

Jumpchain

While sticking to the back alleys of the Omniverse might sound like a safe bet, the main branches of the cosmic tree still represent a treasure trove of power and opportunity, least of all because of the nature of Choice Points and how they affect the world of a Jump. Indeed, some of your best bets on power lie in places Jumpers visit anyway. Prepare accordingly.
Despite all that you managed to retain, however, your ability to slot into Jump worlds has lessened somewhat. As such, the amount of CP you are provided in every Jump is decreased to 50% of the usual amount. This reduction does not apply to separate pools of Points provided in some Jumps for specific sections.
You may return to a Jump, either to repeat it or visit the aftermath of your stay there. The former lets you start a fresh Jump with no past involvement in that world affecting your stay, but your starting budget will be lowered by 50% of your starting CP every retry. The latter grants no CP beyond Drawbacks since you have completed that Jump already.
Additionally, you may have one world hold the contents of multiple Jump documents. If a Jump is part of a series, like Bioshock or Dishonored, this is mandatory and you must take those Jumps in order, but not necessarily in direct sequence. Additionally, you may take the Jumps of these compound worlds simultaneously or in series as you please, and Jumps taken this way share their CP with no outside risk.
(If no Drop-In option is presented, select one origin that can be achieved from a Drop-In start and extend your stay by whatever length of time (measured in years) would be needed to achieve the starting state of that Origin. You may use the Extended Stay Drawback for this. Or, you could use Authorial Fiat to justify the Jumper, say, being turned into an Abyssal or becoming a Vampire)
(NOTE: Taking Jumps in a compound world in-series does not grant extra CP based on time elapsed outside the periods of the Jumps involved if you do not take Extended Stay. The formula is found in the Notes.)

The Roads Less Traveled

Beyond The Chain (non-JC CYOA)

You have seen the wide range of places the Benefactors have reached and set up for their Jumpers. Their sphere of influence is great and if you stay too long in the same Jump or traverse the known Jumps for too long, you'll find yourself drawing the worst kind of attention. If it's not Jumpers then it's their handlers. Luckily, there is a way to get around this.

The Multiverse is so vast that not even the likes of the Planeswalkers, Benefactors or Cosmic Worms could ever map even the major clusters, let alone all the side branches. In these remote and hidden realms are beings that wield vast power over their local realms: Gods, Demons and Abominations that haven't taken too kindly to the Benefactors intruding on their domains. They have managed to hold out so well that their territories are practically free of Jumpers and their masters. Perhaps you might be able to tip the scales and find some allies, and hopefully gain more power than you would otherwise?
If you happen to meet such beings, then they could help you in fitting in with the local cosmos. As such, you are allowed to take Origins/Backgrounds that are not Drop-In, as those beings *(the ROBs that facilitate some CYOAs)* take care of the legwork.
*(**Generic CYOA Jump** Enabled: Non-Jump CYOAs now available to visit. NOTE: Only CYOAs with actual narratives and established settings may be used. No Generic "Choose X" CYOAs. No, you cannot use Living God or Archdeity of Eternity or any of TroyX's Ascension CYOAs. Or any CYOA that grants that level of Omnipotence.)*
(Non-JC CYOAs grant their full 100% of base Points by default, but the Generic CYOA Supplement only grants 500CP to start with, in accordance with the Rules of this Challenge. If you do not take any Drawbacks from Gen CYOA or this Document, you will start those CYOAs with a number of Points/Choices proportional to how much CP you have compared to 1000CP, up to 100%.
(Merging multiple CYOAs into one world is allowed, within reason, same as Jumps. You may do so for no additional cost, overriding the Gen CYOA Rules for such You may also mix CYOAs with Jumps this way, but keep it reasonable.)

Choose Your First Jump

You finally escaped from your pursuers by way of a random Jump. The world you find yourself in is a dangerous and hostile place. And you… You are weak. You expended all your power in that one jump and you are left with a weakened body and tired mind. Steel your heart, because you will have to fight harder than ever to survive. But there is a light at the end, as with all things. You know deep down that this is merely temporary and that you will survive this ordeal.
(Pick a Jump of Low-to-Mid level power or consult the list found in the Notes and start with 0CP. Multiple Jump documents may be merged into a single world, where their events take place simultaneously or in sequence. Jump duration is either a flat sum of all Jumps when in sequence, or determined by a formula found in the Notes section. Or you can just disregard it altogether and use this section as a loose guideline if it gets in the way of a good narrative.)

Origin Rules

Your Place In The world

The truth is clear as day: You are foreign to all worlds, irrevocably so. Rebirth into a more convenient path is all but impossible as you are, so you must make do with what you find and can claim for yourself. Maybe with time you will be able to worm your way into higher positions, but for now you will have to keep your cards hidden.
(Your Origin is Drop-In by default for any Jump. You receive the Discounts for no extra cost. If a Jump has no Drop-In option, select an Origin that fits the profile of "alien being that

doesn't belong in this world" and apply Discounts to that. Notes below provide info on Discounts and rules on CP cost.)
(Reincarnation or respawning in another body may be possible with the appropriate powers and blessings.)

Perks

(Discounts are 50% off. 100EP options are Free for their respective Origins.)

General

Spiritual Mutation [Free, Chain Perk] - Your unprotected dive through the primordial energies of the Multiverse has affected you. You feel potential bubbling beneath your skin: Adaptation, Growth and more. You will find yourself having affinity for any form of power or ability you encounter and acquire, and you will not suffer any issues with incompatibility. You will still need to train in your abilities, but the strain placed on you is lessened. Your powers, over time, will also begin to merge if they are of the same type/effect, and will have their reach and ability magnified by the process. However, this will take a long time. It's also not guaranteed that taking in wildly different power sets won't interfere with you in the long run. Your power pools for these powers also merge with time, though Infinite Capacity / Regeneration Rate abilities don't carry over.
The traits of this Perk are heritable.

Power Mutation [Varied, Per Power] - Your unique spiritual makeup has reacted with one of your newly acquired powers in unexpected ways. One or more of your powers has undergone an unexpected change, modifying its abilities in unexpected ways. Time Stop might evolve into Time Skip, or Flash Step might become actual teleportation... This development isn't a powerup, though. It's more like a tangential evolution. The cost of the mutated Power is equal to the actual Price (Discounts included) of the original Power. For a second fee, you may keep the original form of the power alongside its mutated form.. *(If the power has no listed cost, or was acquired through non-CP purchases, then use an equivalent price.)*

Universal Uncapper [300CP/500EP] - This nifty little perk is a strange one. There are some Jumps that allow the effects of Capstone Perks to be enhanced, boosted or simply jailbreak the Perk altogether. It's such a shame that these opportunities are so rarely given… Well, not anymore! Your partially unbound nature now allows you to do something like that. For a price of 300CP paid in the Jump's CP, you may take a Capstone Perk in any one Jump that has no capstone booster and apply the same unlocking effect. This works on every capstone you buy in a Jump, not just Origin-specific ones. This Perk may be purchased once for every Jump, except for complete reruns.
For a price of 500EP, paid from Points exclusive to this document (that is, EP gained from the start and Challenge Drawbacks), the effect of the Universal Uncapper is applied to every Jump you visit, as well as a single power in a non-Jumpchain CYOA. If a Jump has a Capstone Booster and you already have this Perk, then you receive Capstone Booster's value as extra CP, up to a gain of 500CP. If, however, the capstone booster possesses a price above 500CP, you must pay the difference in CP to acquire its effects in that Jump/CYOA.

Orphaned

Laying Low [100EP, Free Orphaned] - With how precarious your situation is, it would be advisable to stay out of trouble and not draw any attention to yourself. You are able to mask the presence of your foreign existence from any world you visit. Even Jumpers would have a hard time pinpointing you, though they can track you into a general region if you flare your power too much. Your are protected from scrying and precognition and will appear in their visions and observations as if you were only an ordinary (for your position in that world) resident of that world. As a bonus, you can also hide the influence of other entities that you may be subject to, be they blessings, curses, possession or the aura of artifacts that you might be hauling around.

Of Two Worlds [300EP, Discount Orphaned] - The key to a good cover is to make it both detailed and believable. It wouldn't do to take on the guise of a soldier and not know the details of the job. You may now choose an Origin beside the mandatory **Drop-In** and receive the full Discounts of both. Alternatively, you may apply a doubled Discount on the Drop-In Origin *(75% with rounding specified in Notes)* Of course, the option of reincarnation into a new life is locked out in all but the most fringe cases, so you will still have to find a way to get to that starting point. Luckily, this Perk also helps with that by ensuring that such a result comes to pass as long as you work for it. If a Jump presents several types of Origins, ie. Racial, Faction/Affiliation, then this Perk applies to both sections.
(Cannot be Taken with "Full Strength")

Trickster and Liesmith [600EP, Discount Orphaned] - There are liars. There are charismatic speakers. There are con artists and masterminds. Ballsy fellows that could talk even gods into listening to them. But you… You make them look like amateurs. You know how to speak to even the most inhuman and eldritch entities and make them see the logic in your words. You also gain favor with non-aligned cosmic beings, making your dealings with them a simple affair. As long as you keep your con consistent and reasonable, and feed the ego of your victim, they will not turn hostile and even fall for the argument, allowing you to take advantage of them. Your planning is also mythical. Your schemes will pull through mostly successful, and even in the event of an apparent failure you will manage to meet your goals in a David Xanatos kind of way.

True Rebel

Connection's Breaking Up [100EP, Free True Rebel] - You have a way with dealing with seers and scrying. Anytime one of their ilk tries to observe you through their powers, or a computer attempts to simulate your responses it will trigger a rebound effect that disrupts the responsible party's ability to observe you and preventing your secrets from getting out. This also works to counteract combat precognition when you're facing one of those assholes.

Outsider Among Us [300EP, Discount True Rebel] - Your foreign nature compared to most worlds lends itself well to taking the role of an unaffiliated person. The Perks and Items associated with the Drop-In Origin *(or, if no Drop-In is available, a suitable single Origin as*

described in the Origin Rules section) are now yours for Free. Yes, free. You pay no CP to acquire the Perks and Items.
(Cannot be taken with "Full Strength")

Textbook Renegade [600EP, Discount True Rebel] - You are the Archetypal Renegade Jumper. Your ability to foster chaos and shake the resolve of your foes is so potent, that even gods are given pause. With effort you can even convert the strong-willed to your views and convince them to your side. Even Jumpers, yes. This kind of skill is a double-edged sword, is it will give you a good amount of Infamy in the Multiverse. But that's all good, because certain entities dissatisfied with the Benefactors would approve heavily of such conduct, earning you an advantage when dealing with those.

Lost Angel

It Still Checks Out [100EP, Free Lost Angel] - You might be cast out and separated from your Benefactor and actively hunted by several parties, but luckily you know how to make yourself look like a regular Jumper and fool the seekers into thinking you are not their quarry. This will also allow you to increase your chances of contacting friendly Benefactors, maybe even your own should they be alive. Of course, overdoing this would make other Jumpers in your current world and their Benefactors suspicious of your presence at best, and outright hostile at worst. But only in the event that they catch you.

Full Strength [300EP, Discount Lost Angel] - By some miracle you have managed to recover your complete pool of CP and shake off whatever affliction was limiting you. You now have full access to a complete pool of 1000CP every Jump, not counting what you have Banked.
(Cannot be taken with "Of Two Worlds" or "Outsider Among Us")

Fallen, But Not Beaten [600EP, Discount Lost Angel] - You are not beaten yet. Through some kind of miracle, or maybe just sheer bullheaded will you have managed to regain access to your Warehouse and Body Mods, although they are empty and at their Base level, respectively. Additionally, you have achieved the impossible: You have established contact with some of your Companions and will soon be able to meet them, courtesy of a mysterious samaritan among the Benefactors. Approximately 5-6 Jumps into your journey you will be able to use these regained assets.
You also become more trustworthy and less likely to come under scrutiny by parties uninvolved with your… Incident. They will be more amicable towards you as long as the benefactors are not hostile to them, and even hostile entities of the cosmos will be lenient in their treatment of you, albeit in their own twisted, Eldritch way. More "human" gods, though? They will be quite friendly with you as long as you don't insult or openly defy them and will give you preferential treatment reserved for demigods and heroes. Don't abuse this trust, though.

Drawbacks

Chain Wide

(CP gained in this section may only be spent on options in this Document)

End of Innocence [+0EP] - You were not offered power. You have not seen the wonders and terrors of innumerable worlds. You were not a Jumper. You were just a normal person. 'Were'. Past tense. Maybe it was dumb coincidence, a quadrillion-to-one happenstance in the weave of the cosmos. Maybe it was by design, all planned with a last spiteful laugh of some once-grand existence with nothing left to lose. Maybe you saw something best left unseen, did and said something that you shouldn't have and were left without a choice.
But now? Now you're lost. Now you have a Blade shaped like your future and a feeling, or a certainty, that someone, **something**, somewhere isn't very happy about any of this.
(Consider this the true Drop-In meta-Origin)

Starved for CP [+0EP, Mandatory] - Without the influence of a Benefactor your ”budget” of CP isn’t nearly as large as you would be comfortable with. Your starting allowance of CP is limited to 50% of the Base CP a Jump gives you without a dedicated method of storing excess CP that carry over from previous Jumps.
(Non-Jump CYOAs accessed through the Generic CYOA Supplement still give 100% of their starting points, but the Generic CYOA Supplement starts with 500CP)

- **No Free Lunch** [+250EP] - You receive no starting CP budget for any Jump. If you want to gain CP in a Jump, you must take Drawbacks or complete Scenarios. This Drawback does not, however, turn all Jumps into Gauntlets, you may still keep your perks and Items.
  (non-Jump CYOAs still provide 100% of their starting points, but the Generic CYOA Supplement starts with 0CP)
  (Overrides ”Full Strength”)

A Turncoat’s Reputation [+250EP] - Whether you meant to go against the rules or not is irrelevant. The incident that set you on this path has not gone unnoticed, and you reputation has been colored by it. Many parties unaffiliated with the Benefactors now view you in a less than favorable light and you will have a harder time recuperating or building up your power in their territories. The starting Points/Choices you have with non-Jump CYOAs are halved *(rounded up if necessary. See Notes.)* and you will be under closer scrutiny by your patrons in these scenarios than you would be otherwise.

Single Jump

Travel Sickness [+100CP per year, up to 5x] - Dimensional travel is a taxing process. All but the most powerful beings are affected by it in some way. You are no exception to this. For the first X years of your Jump, you will lose access to most, if not all of your powers, dimensional storage and communications across planar boundaries. Regardless of just what you lose access to, it will be a restrictive loss that forces you to make do. Every purchase is worth one year, counted from the start of your Jump. In compound worlds where multiple Jumps take place, this Drawback applies to the start and time of the Jump in which this Drawback is taken.

Leashed to the Devil [+100CP per year, up to 5] - Something happened on your arrival. Maybe someone sinister discovered signs of your true nature, maybe they used your temporary weakness to force you into this, maybe they simply forced you into a bargain you couldn't escape from. Fact of the matter is that you are on the bad guys' side and will not be able to escape for the first X years of your Jump, meaning that you will be in danger of getting done in by the good guys. Additionally, even if you escape your masters you will have a hard time convincing the good guys that you have defected.

Extended Stay [+200CP per 10 years, up to 1000CP] - It's simple, really. Stay longer in a Jump (or world in the case of multiple Jumps in the same world) and gain extra CP by such. The extension applies directly to a single Jump's time limit when it comes to calculating the staying time of a single compound world *(which is either by straight addition, or by the formula found in the Notes)*

On Your Tail [+100CP] - Bad news. The local Powers That Be are aware of your arrival in their world and are taking measures to pinpoint your location and… take care of you, either by turning you or disposing of you. Their servants and slaves will be made aware of you and some details of your appearance and powers. Keep your head on a swivel.

- **Hunted** [+200CP, must take **On Your Tail**] - Worse news: A Jumper's found you and they think you are a bona-fide Renegade and nothing will convince them otherwise. They bring the full might of a normal Jumper and they will not stop until their mission is complete. Said mission is to either bring you in or to terminate you.

Notes

Age, Gender and Starting Location: These options take no CP to freely choose, rolling optional.

CP leakage from overbanking: Take the amount of CP you have stored in your blade (Ncp) and follow the table below.
Note: Range is measured as the amount of CP stored, rounded up to the nearest number divisible by 1000.

Range	1000	2000	3000	4000	N*1000
Loss/10y	0	100	200	300	

Discounts: a Double Discount means 75% off, with some rounding done for the sake of simplicity.

	50CP	100CP	200CP	300CP	400CP	500CP	600CP	800CP
50%	0	0	100	150	200	250	300	400
75%	0	0	0	50	100	100	150	200

Non-Jump CYOA and omnipotence powers therein: Omnipotence or any cosmic level powers acquired in a CYOA will be significantly weaker outside their own settings, with the nature and range of restrictions left up to you, within reason. You aren't allowed to take any of TroyX's cosmic level CYOAs and run amok in the Multiverse. You can be the last Omega Lord just fine, but the power of that will be weaker outside the "TroyX verse".

Being hunted by Jumpers and Benefactors: This bears some elaboration. You did something that broke the trust between you and your Benefactor, and that ended with you in this situation. Regardless of what that something is, or if you are even responsible, some parties in that faction believe you are responsible and will look for you. You didn't think they were that benevolent, did you?

Jump Fiat. Getting by without it: Some options in a Jump, like properties and money making perks, or some powers and Items, people, and even skills, are provided by a little thing known as Jump Fiat. It's a shorthand telling you that if you buy something with CP, it will always be available to you (outside of special circumstances like Gauntlets). Well, in this Challenge your Jump Fiat switch is turned off. If the text specifies that ammunition/material will regenerate and the item is recovered in case of loss, disregard it. You still get what you pay for, but it will take time for the events necessary to bring about the desired result to actually come together. This might take weeks, months or even years. It's guaranteed that you receive, say, a property that you bought with CP before a Jump's time is over, and that weapons/gear bought with CP will find their way to you, but the acquisition may be far from

your starting location and time depending on how much the world has to change in order to make your purchases fit.
Additionally, No Jump Fiat means any properties that you haven't connected with interplanar travel measures will only be able to be accessed by you and they do not carry over to other Jumps. That goes doubly for sources of wealth **inflow**. Liquid assets can be transferred, but I recommend it be in a form that other worlds accept. Banknotes and credit chips might not be the best choice.

Non-Benefactor Entities and Non-aligned Entities: The Multiverse is a big place and not every cosmic fart takes kindly to the benefactors sending their toys across the world willy-nilly. It messes with the timelines and that's a headache for many. That means that there are Gods and Eldritch beings out there that will either shelter you from pursuers in sympathy for your circumstances or they will actively assist you in repelling Benefactor-aligned forces. That's a good way to earn a rapport, I hear. Of course, some entities might just pull the usual betrayal move. That or they're Nyarlathotep, who's a dick anyway.

Jump Duration in Multi-Jump Worlds: There are two ways in which the duration of separate Jumps add up when taken in the same world, depending on how you take them.

1. **Sequential:** Simple stacking. Every Jump (or CYOA) has its duration (plus Extended Stay) sum up into an overall duration.
2. **Simultaneous:** Using the following formula with ***n*** Jumps/CYOAs which have determined durations, where ***T*** is the total duration, ***Tk*** is the base duration of a Jump/CYOA and ***Tek*** is the time extension for a specific Jump in which it was purchased.

   $T = \mathrm{SUM}\,[k=1, n] : (Tk + Tek) / 2^{(k-1)}$

Potential First Jumps:

- **SPECIAL: Generic First Jump** - May choose any "Origin" but Jump Fiat backed Perks/Items are unavailable *(See Notes below)*. Use this as a framework/Supplement for 10 Jumps of your choice, which must be similar enough in their worldbuilding to be set in the same world, albeit at different times. Some sections of GFJ *(Superhero, Modern Occult, Historical/Alt-Historical/Lost World)* if they conflict with the majority of the other sub-Jumps must be interpreted with a dream/parallel-world/fiction-within-fiction lens. You may keep the relevant purchases of the "Real" and "Less Real" sub-Jumps as long as their purchase isn't prohibited by the rules this supplement sets for GFJ. *(See notes below)*
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Generic First Jump Rules:

- The following Perks/Items: **The entire General Perk section**, **Bare Necessities**, **Favourite Treat**, **Pictures From Home**, **Your Best Friend**, **Smartphone**, **Laptop**, **All Origin Items**, **"Drop-In" Drawback**, cannot be bought in the framework of this challenge. You may buy Perks and Items in Jumps that are assigned to the Levels of

GFJ, but carry-over is determined by the physical connection you will have to those Levels and how those interact with each other.

- **GFJ duration:** Having a Jump of T duration plugged into a GFJ Level means that level's length increasing to that Jump's duration (normally 10 years + Extension). From this, the overall duration in GFJ is the sum of all Level durations, with the duration of plugged-in Jumps used to substitute the standard level time of 1 year (or 10, depending on which). The Drawback *"Long Run"* may only be applied to the generic Levels and is incompatible with any plugged-in Jump. Additionally, Long Run may now be applied separately to single Levels, but the CP gained from the Drawback may only be spent in the Level it is applied.

More Notes to be added

Changelog:
1.0:
- Official Release. Expanded original rule set and split up along thematic lines.
- Added separate Origins based on different Jumper Archetypes. Requisite perk lines also added.
- Added separate powers for the Dagger (or Blade. Screw it, I'll make the naming consistent later).
- Lost Angel Perk line unfinished due to coffee running out.
- (Post-release fix) Fixed grammar and spelling issues and reworded some lines based on feedback from people who possess a better command of the English language.
- Lost Angel Perkline finished. Adjusted wording in several places to resolve ambiguities.
- Corrected grammar mistakes.
- Replaced **"I Was Brainwashed, Honest!"** with **"Leashed To The Devil"**
- Added **"A Turncoat's Reputation"** to Chain Drawbacks, added **"On Your Tail"** to Single Jump Drawbacks, as well as the sub-Drawback **"Hunted"**
- Added a table to explain CP leakage and raised the price of the relevant Blade Upgrade
- Made allowances for the use of **Generic First Jump**
- Added explanation to what **No Jump Fiat** means
- Updated the formula for sequential multi-Jumps and compound multi-Jumps
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