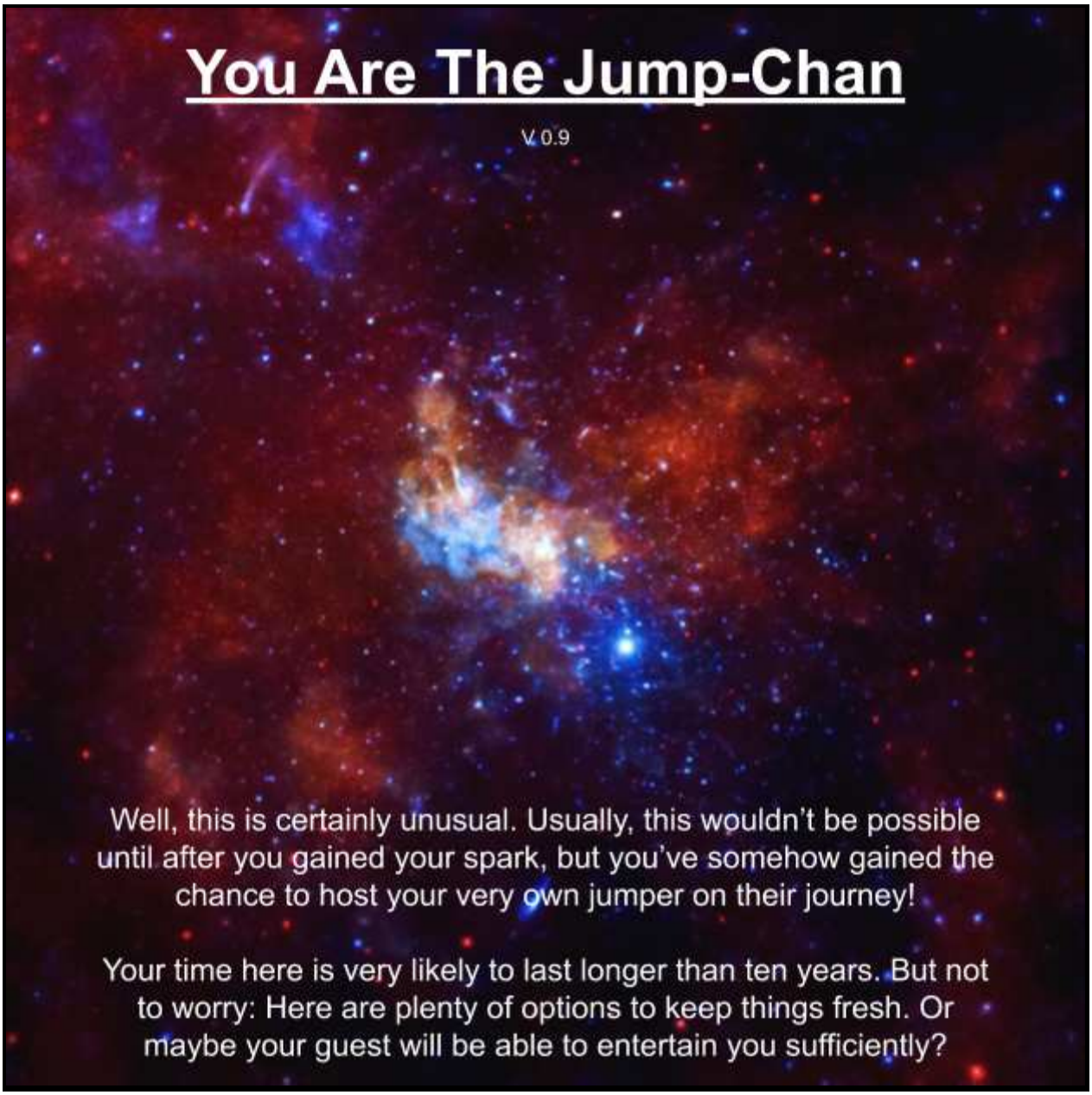

You Are The Jump-Chan
V 0.9
Well, this is certainly unusual. Usually, this wouldn't be possible until after you gained your spark, but you've somehow gained the chance to host your very own jumper on their journey!
Your time here is very likely to last longer than ten years. But not to worry: Here are plenty of options to keep things fresh. Or maybe your guest will be able to entertain you sufficiently?

+1000 CP

Your goal in this jump is not to survive for ten years. That would be trivial. Your goal in this jump is to ensure that your guest survives *their* ten years and beyond, all the way until they gain their spark. Don't worry about your guest deciding they want to go home, or stay in some random universe. They will only ever move on, or attempt their end jump. Unless they die, in which case you failed your chain and are returned home.

-X-X- Origins -X-X-

All Origins count as Drop-In.

Your Age (If it applies) , Gender (If it applies) , and Species (If it applies) may be chosen freely:

Any Species chosen/created may be kept as an alt-form but is purely cosmetic

0 CP **Jump-Chan**

Sometimes nice, sometimes mean. Sometimes helpful, sometimes not. You gain the standard Jump-chan package: A mysterious being who follows no understandable rhyme or reason. You can best be described as Erratic. You're a lot of fun, though! Your jumper likely has a respectful relationship with you.

0 CP **Serious-Chan**

You aren't here for fun and games, you're here for business. When dealing with limitless power, proper respect and responsibility must be observed. You *aren't* a party pooper, you can still enjoy things. You simply know what's important, and that there's a time and place for eccentric behavior. Exchanges between yourself and your jumper are generally short, but your jumper is much more likely to listen to any suggestions you may make.

0 CP **Chibi-Chan**

Jump? What's that taste like? Oh, is Dr. Manhattan inside your warehouse? I don't remember him being a companion. Ohh, he's hunting you from three jumps back? That's hilarious! Here, let me shoo him out. Take the whimsy of **Jump-Chan** and crank that to 11. What's the point of taking things seriously when there's nobody around that's worth being serious about? Entertainment is your number one goal, and your jumper knows it. Just expect your jumper to take any of your suggestions with a grain of salt.

0 CP **Sadist-Chan**

You're the exact opposite of **Chibi-Chan** in every way. You're not here for fun, you're here for power. And what brings the most power if not hardship? If you have a pleasant side, you will not be showing it to your jumper. Instead, your jumper is likely to hate you, and will actively avoid listening to any suggestions or comments you make. Conversely, they will also be the most self-sufficient and competent version of themselves possible. After all, if a cosmic-tier being such as yourself is out to get them, a little caution is only natural.
*Note: **Sadist-Chan** is all about providing a challenge, not actively hindering your jumper. Not that your jumper is aware of that.*

-X-X- The Jumper -X-X-

Your success or failure in this jump is reliant on more than just your own competence. Luckily for you, this isn't left entirely to chance.

You Can twist and twist the jumpchain rules until they're almost unrecognizable, but you must follow them. You can tweak powers and meanings as you like, but you can't directly interfere with your jumper's progress. You can maintain the sanctity of their warehouse, but you can't

actively defend your jumper or help them escape danger. You can make comments and suggestions as you will, but you can't make any final decisions for your jumper.

That being said, Pick your Jumper!

+800 CP **Suicidal Jumper**

Your Jumper is, simply put, an idiot. They will gladly take Scaling drawbacks in settings they're unfamiliar with and not even have a plan ahead of time. If there's any synergy in their perks, you don't see it. Your only real hope of success are out of jump powers or if you somehow convince them to pick up a competent companion. Even then, it will be an uphill battle.

+200 CP **Human? Jumper**

Your Jumper isn't even human?! They're just a mundane animal. If you don't have any way to speak to animals, you will gain the ability to send and receive basic thoughts and ideas for this jump only. While this may be overcome within a few jumps, this WILL cause issues starting out.

+100 CP **Boring Jumper**

There's nothing wrong with your jumper at all. In fact, if you're looking to simply make sure your jumper succeeds, your jumper is one of the better choices for it. It's just.. Why is your jumper picking up peak human sword fighting talent when they already have omnicompetence? Why are they picking up their 20th fast recovery perk when they already have a wolverine-tier healing factor? Why do they have 53 vanity perks? HOW do they have 53 vanity perks. WHY DIDN'T THEY SPARK OUT 200 JUMPS AGO. You're going to be here a long, long time.

-100 CP/+1000 CP **Jump-Chan Jumper**

There's such a thing as TOO meta. Your Jumper is not a Jumper at all. In fact your Jumper is actually your very own benefactor in disguise. While this is almost guaranteed to be a victory for you, don't think this is going to be a cake walk. Your Jumper is going to find this situation hilarious and milk it for all its worth. Expect to be constantly made fun of, have your Jumper reenact embarrassing moments of your chain inside jumps, and in general be a major nuisance.

If your benefactor is antagonistic towards you, take +1000 CP, instead, and expect them to do everything in their power to ensure you fail. Considering that all they have to do to make you fail is to die in jump, this will be near impossible to avoid.
(If you don't have a benefactor for your current chain, you can invite a guest benefactor for this jump to take advantage of either choice from this option)

+0 CP **The Jumper**

Take a random poster from Reddit, Spacebattles, or 4chan. Congratulations, you have your new Jumper.

-100 CP **The Competent Jumper**

Failure is not an option. Your Jumper knows this. They will actively make intelligent, informed decisions, and will likely succeed without any help or interference from yourself. It will probably take them less than 10 jumps, too.

+300 CP **Mary/Gary Sue Jumper**

This is your Mary Sue. But this Mary Sue isn't the sunshine and rainbows, make everyone happy Sue. No, instead, this Mary Sue is going to stack every charisma modifier and loyalty perk possible. Also, any immunity you

have is gone. Make sure they spark up fast, before it's too late. Take too long and you're never going to want to leave.

+600 CP **Psycho Jumper**

Your Jumper is going to spark up. That is a fact. There's absolutely nothing that will stop this from happening. The only problem is that your jumper is a little loose in the head. Morality, Loyalty, Basic Decency - None of that matters to them, only power. Their decisions in their jumps and perks reflect this. That might not be a problem with you, but it should. You see, Once **Psycho Jumper** gains their spark, you won't be leaving immediately. Instead you get to fight **Psycho Jumper** to the death. Losing means a chain failure. You can only continue on with your victory.

-X-X- PERKS -X-X-

0 CP/-100 CP **Boredom Immunity**

You are immune to boredom. You can freely keep a goal in mind and never run out of motivation when pursuing that goal. This is free for the jump, pay -100 CP to keep post-jump.

0 CP, *This Jump Only* **Fast-Forward**

Ten years is a long time to wait. With this, when you get bored, you can automatically skip to the next part of your jumper's jump that you would find interesting or entertaining.

0 CP, *This Jump Only* **Omnipotence**

You are all-powerful. You can scale this to any degree you like. Your only limits are that you can not do anything with this power to leave this jump prematurely, and you can not do anything with this power that will persist post-jump.

0 CP, *This Jump Only* **Omniscience**

You are all-knowing. You can scale this to any degree you like. Any knowledge gained through this ability is lost post-jump. Any attempt to save knowledge gained through this ability post-jump fails.

0 CP, *This Jump Only* **Complete Immunity**

You can not be killed or harmed in any way.

0 CP, *This Jump Only* **Omniperk**

You gain access to every perk in *this document* for the duration of this jump. You may use any of these perks on your jumper with their agreement. You may not use this ability on anything that will persist post-jump, unless you purchase the relevant perk separately.

Jump-Chan Perks

-100 CP, Free Jump-Chan **That Isn't Yours**

You no longer rely on external sources for any of your abilities. Your perks/powers are now innate to your existence.

-200 CP, Discount Jump-Chan **Jump chan is _____?**

When a perk/power would change your mentality, personality, or mental state, you may choose to ignore it.

Additionally, if you do decide to allow a change in your mentality, personality, or mental state, you make a backup of your current self to decide if the changes are acceptable. This “backup you” can persist until it dismisses itself, or you decide to make yet another change to yourself. This “backup self” is intangible and a part of your mind. The “backup self” is capable of reverting your mind at any time. The “backup self” is not afraid of it’s own personal character death and has your best interests at heart.

-400 CP, Discount Jump-Chan **Jump-Chan Is More Than Just _____!**

You may ignore any personal prerequisites to use any perk/power. You don’t need a pure heart to ride a flying nimbus. You don’t need to kill someone to make a horcrux. You don’t need to worship a God to use their blessings. You don’t need to stay passive on the sidelines to gain increased luck.
Note that this only bypasses personal prerequisites for using an ability, it does not remove any material or resource requirements.

-600 CP, Discount Jump-Chan **You Don’t Need That**

You can freely adjust the potency of any and all perks and powers you have.

Additionally, you can temporarily sacrifice any of your perks/powers to temporarily reduce a similar ability of someone else by the same amount.

Serious-Chan Perks

-100 CP, Free Serious-Chan **I Taught Myself**

You have a basic understanding and competency with any and all of your perks/powers.

-200 CP, Discount Serious-Chan **Everyone Puts Up A Front**

When a perk/power would change your mentality, personality, or mental state, you may choose to ignore it.

Additionally, You may create alternate personalities of yourself that you can design and switch to/from freely. Your original personality is always in control of which personality is “in the driver’s seat”.

-400 CP, Discount Serious-Chan **Physics Isn’t Negotiable**

When the *metaphysics* of your perks/powers is in direct conflict with another’s *metaphysics*, your perk/powers trumps it.

-600 CP, Discount Serious-Chan **Did You Think I Wouldn’t Take You Seriously?**

You can freely adjust the potency of any and all perks and powers you have.

Additionally, You can decide to temporarily sacrifice the potency of any of your perks/powers to temporarily gain twice the potency at a later time. The Longer you maintain the sacrifice, the longer you can keep the boost. This is at a 7:1 ratio that caps at one full day of boost for one full week of sacrifice.

Chibi-Chan Perks

-100 CP, Free Chibi-Chan **Chibi-Chan Was A Cat Once**

You can use/combine/ignore any and all abilities, drawbacks, and appearances of all your alt-forms.

-200 CP, Discount Chibi-Chan **Chibi-Chan, Chibi-Chan Never Changes**

When a perk/power would change your mentality, personality, or mental state, you may choose to ignore it.

Additionally, you may choose to ignore any change in mentality, personality, or mental state from any other source as well.

-400 CP, Discount Chibi-Chan **Square Peg In A Round Hole**

You can freely combine any perks/powers/items into new perks/powers/items at the cost of the old. Any Items protected by fiat lose that protection, but the new item gains the protection instead. If you want to combine all 53 of your vanity perks into one? Go for it, the resulting perk will even be slightly greater than the sum of its parts. If you have a perk to heal yourself when you eat food and a perk to shoot fireballs, feel free to eat fire to heal yourself. You can even apply your perks to your items and vice versa. Keep in mind that the original version is lost.

-600 CP, Discount Chibi-Chan **Where Did This Perk Go Again?**

You can freely adjust the potency of any and all perks and powers you have.

Additionally, You can temporarily sacrifice the potency of any of your perks/powers to temporarily make any other of your perks/powers stronger. They don't have to be related. Feel free to sacrifice your strength perks for your intelligence perks, or your HUD perks for your Luck perks.

Sadist-Chan Perks

-100 CP, Free Sadist-Chan **Drawback Limitless**

You no longer have any drawback limits on any jump document. Good Luck.

-200 CP, Discount Sadist-Chan **Hulk Sma- Hulk Hug?**

When a perk/power would change your mentality, personality, or mental state, you may choose to ignore it.

Additionally, When granting others powers, you may choose to attach a change in mentality, personality, or mental state to said power.

-400 CP, Discount Sadist-Chan **There Is No Rival**

So long as you are fully applying yourself, all your perks/powers are literally boosted 110%.

-600 CP, Discounted Sadist-Chan **Behold My Growth**

None of your perks or powers have a power limit.

Additionally, you can freely adjust the potency of any and all perks/powers you have. Using this, you can maintain *linear* growth in any ability by reducing it to a lesser level and continuing to train it.

-X-X- Items -X-X-

0 CP **Nothing**

What do you need items for? Just much off of your jumper.

X CP **Warehouse/Bodymod Improvement**

Fine, You can use any CP leftover to improve your warehouse and/or Bodymod.

-X-X- Drawbacks -X-X-

+0 CP **Just Kidding, Its A Gauntlet**

You lose the 1000 starting CP, but don't chainfail if your jumper fails to spark.

+100 CP **No Skipping**

You can no longer use the **Fast Forward** or **Boredom Immunity** perk gained in this jump. Similar boredom immunity perks from other jumps are still effective, but no perks that affect time or your perception of it.

Variable CP **No Contact**

Your Jumper Doesn't realize they have a Jump-Chan. You're not allowed to interact with them in any way that leaves them aware that *something* interacted with them.

> *If Jump-Chan is your Jumper, you cannot take this drawback.*
> ***Boring Jumper**, **The Jumper**, and **Competent Jumper*** +100 CP
> ***Human? Jumper*** +200 CP
> ***Mary/Gary Sue Jumper*** +400 CP
> ***Suicidal Jumper*** and ***Psycho Jumper*** +600 CP

+300 **Thats Cheating**

You can no longer use **Omnipotence**, **Omniscience**, **Complete Immunity**, and **Omniperk**.