

For many, the Jumpchain is a power fantasy. You enter each jump, building upon the past, getting stronger and stronger until you're one of the most powerful beings in existence. This supplement is not for such individuals.

This supplement is for those that see the Jumpchain as a chance for adventure. To explore and experience new worlds, new stories. It is to help immerse you in each world, keeping your abilities locked to only that which you would be able to gain in each jump.

You will surrender all perks and items from previous jumps, a true fresh start in each new world you enter. A new experience to enjoy, new people to meet. It'll be difficult, but you may just find it more rewarding.

You may retain any perks or items granted by a body mod, warehouse mod, or any other supplement, such as the Universal Drawback Supplement. If you attempt to abuse your warehouse mod in order to get out-of-era technologies or magic you will find yourself unable to use them or even withdraw them from you warehouse into the new world.

The points gained from this Supplement may only be used on Jumps - not other supplements - and are added to the base score at the start of each Jump.

Required Drawbacks

Fresh Start [+300 Points]

Start each Jump without any items or perks from previous Jumps. If you choose to take Chain-long drawbacks, you will still have them. Yes, this includes the warehouse being cleaned out every Jump. No, this does not stack with other similar drawbacks, be it from a jump doc or from other supplements.

Optional Drawbacks

Optional Drawbacks may be temporarily turned off for a single jump by paying 2x the initial purchase price . It will then be turned on again for the next jump, where you must purchase the temporary hiatus again.

Fresh Incarnation [+100 Points]

Every Jump, a new you. You start each jump at an age between 2-3 years old or whenever your species would first develop the ability to retain long-term memories. There is no guarantee you'll make it to the start of a Jump, so at least try to take a background you can survive in.

Fresh Life [+100 Points]

You may not take any companions with you on Jumps. You can have them stuck in your warehouse for the century or more you spend exploring the universe, but they can never join you, else it wouldn't be much of a fresh start, would it?

Full Life [+100 Points]

You're in the world until you die of causes natural or unnatural. If you don't survive at least 10 years after the chain was supposed to start, it will be a chain failure. The end point of this drawback extends or shortens depending on any perks/drawbacks that you take in Jump that may prolong or shorten your stay there.

Fresh Mind [+300 Points]

You… don't remember anything, Jumper. You don't remember your past lives, what you've done. At the beginning, there will be something of your original personality, but it will inevitably be consumed by this new world as you become someone different entirely. With this, could you even say you're the Jumper anymore?

Optional Perks

You may receive points exactly equal to the purchase price of the below for a single jump by deactivating any individual optional perk.

Fresh Face [0 Points]

At the beginning of each new jump, you may choose a new appearance, changing anything from your sex and gender to your height and hair coloration. This does not fix poor eyesight or any other defect, merely changing your appearance. It also doesn't grant super strength or anything beyond what your new appearance would normally grant you as a base-level human/member of your species.

Fresh Eyes [100 Points]

You enter every jump with fresh eyes, able and willing to accept whatever wacky - or horrific - things happen within each jump with ease. Even the most brain-breaking of horrors will prove more interesting than terrifying to you.

Fresh Body [100 Points]

Any and all defects your body - including your brain - may have are yours to erase as you please. Entering your Jump as a depressed loser? Well, we can at least remove the depressed part of that. Have 20/1000 vision? Congratulations, you no longer need vision aids. Decided you want to keep your autism? Sure dude, that's your choice.

Hey, I've Seen This Movie Before! [100 Points]

Remembering all the media you watched, read, and loved before can be rather difficult. With this perk, your memory of the Jump's plot gets refreshed in your mind upon entry. This only applies to what you already know about the jump you're entering. If you've only read up to Wano in One Piece, you memories will not include the anime filler nor anything after Wano.

When paired with the **Fresh Mind** drawback you will remember the plot as you otherwise would, but that is it. You may find it fading faster than you otherwise would, as it's just a story in your head rather than anything that impacted you deeply or that you enjoyed engaging with.

When paired with the **Fresh Incarnation** drawback, the plot will stay fresh in your head until you would normally have arrived in the world, after which, it's up to you to keep your memories alive.