This is a doc which contains cliffc999's Jumpchain House Rules and other things from SpaceBattles.

ALL TEXT IN THIS DOC IS ***NOT*** MY OWN CREATION!

It's cliffc999's, all I did was copy it into an easier to use doc, format it in a way to read it, and do some extremely light grammar/spelling corrections. I take no credit for the actual work done. Use link at top of doc for main page

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House Rules are beneath the Creative Mode and Long-Haul Mode sections.
Experimental Content is at the bottom of the post.

Creative Mode (v1.3)

Remember, ultimately all JumpChain success or failure comes down to writing quality -- not mechanical details.

Jumpchain Creative Mode:

Like Minecraft and No Man's Sky, JumpChain also has a Creative Mode! This is a mode offered by Jump-Chan when she's in a mood to see a jumper just rampage around the multiverse and wreck the place up without having to pay attention to annoying things like 'caution' or 'strategy'. Hey, like the aforementioned videogames, sometimes JC just wants to screw around freely and see what bizarre things can happen.

The rules of JumpChain Creative Mode are:

- Jumpers have an infinite allotment of CP. Go nuts!
- Yes, this includes Supplements. Max out your Body Mod and Warehouse if you want! It's Creative Mode!
- Yes, this includes Companions. Buy your friends anything they want!
- Yes, this includes 'alternate currencies' such as MP for building your ACU in Supreme Commander, SP for building your IS in Infinite Stratos, Servant Points for creating your Servant in Fate jumps, etc. Build them up as much as you want!
- Reminder: The only thing standing between you and being so OP that you're boring yourself to death is your own self-restraint. Especially now that I've uncapped Companions and other things too.
- Things may be purchased more than once if the jump-doc already allows. There is no limit to how many times you may self-stack such things. There is a *suggestion* not to overdo it, but you do you.
- Things specifically marked by the jump author as "No" or "Forget about it", such as the 9001 CP option to become Aslan in Narnia, are ineligible for purchase under any circumstances. It's Creative Mode, not Jesus Mode.
- Jumpers may still take Drawbacks if they want the challenge or just think they'd be funny. Once taken, no backsies; the Drawback applies for the normal duration and you can't 'buy it off'.
- **There is no chain failure in Creative Mode.** In Creative Mode any and all jumps, scenarios, Drawbacks, and anything else that says "your chain ends" does not, repeat *not*, end your chain.

- *Nothing* can end your chain except the Jumper's successful Ascension, the Jumper's own choice, or the will of Jump-Chan.
- Jump-Chan will not end your chain against your will unless you *really* piss her off or get *really really* boring.
- Instead, dying or triggering any other jump-failure condition in any jump simply ends the jump immediately and forfeits all purchases you made and items you obtained in that particular jump, just like dying in a Gauntlet does. You still keep memories and whatever value your experiences there are still capable of providing now that you've had to give back everything you bought with CP in the jump that you failed.
- 1-ups, Horcruxes, Tower of Naraka, etc., all work to prevent jump-failure as normal.
- Successfully completing your required 10 years (or other time period as specified by jump-doc, Drawbacks, etc.) is considered the same as successful completion of a scenario. Any death or other jump-failure that occurs after that point simply ends your jump but does *not* trigger the loss condition. You may postpone your exit from the jump after successfully completing the scenario at your discretion. Jump-Chan requests that you please not use this to constantly 'time abyss' everything.
- You may use an individual jump-doc repeatedly, whether you failed the jump the last time or not. Any 'repeated' jump starts all over again from scratch in a fresh timeline unrelated to any prior jumps you may have done there.
    - *Clarification:* By the will of Jump-Chan you may not use local-multiverse travel powers, CP-backed or not, to try and cheese this or crossover between different jumps that you've done, whether in the same setting or not. If you want to revisit a particular jump timeline you've already been 'inside of', then use the Return option. That's what it's there for.
    - *Exception:* The Return option and any individual jump's +0 Switches for retaining continuity effects from other related jumps still work as written and do not fall under this rule. The Return option may be used once per other jump completed.
- Jumpers do not have to return to a prior jump to buy something with CP from that jump if they didn't get it the first time. You may open up the CP purchase menu at any time. You're in Creative Mode!
    - *Clarification:* This does **not** apply to Gauntlets or jumps with a starting budget of 0 CP. The "Gauntlets remains Gauntlets" rule from above also applies retroactively. This limitation no longer exists post-Spark.
    - *Clarification:* In order to keep your purchases from a jump you have previously visited, or open up the CP purchase menu for it later, you must have successfully completed that jump at least once. This limitation ceases to apply post-Spark.
- Gauntlets still use their normal rules and/or my optional Gauntlet Interaction rules at your discretion. For purposes of this rule, any jump that normally has a +0 CP starting allowance is a Gauntlet.
- Gauntlets may be repeated but any perks purchased in a prior iteration of that Gauntlet are considered as being from a separate jump and do not import again unless you pay for them again. Gauntlets are *intended* to be unusually difficult and on a limited budget.
- *Long-Haul Mode Interaction:* Creative Mode is mutually exclusive with Long-Haul Mode and vice versa. You may use one or the other, but not both.
- *Front-Loading and Three-Free Interaction:* You may not use either of these options in Creative Mode. Since you are getting infinite CP and chain failure is impossible, you do not need the extra insurance.

Enjoy!

No, it's not remotely game balanced. That's the point. Rather than just try to cheese a challenge with clever time abysses or whatnot, this is flat-out free-roam, have fun, be as stronk as you want mode. It is serious content, however - you can seriously play like this if you're more interested in story, narrative, or rompin' and stompin' than in point management. And given the results so far, many people seem to have gotten entirely entertaining chains out of it so I'm calling it a success at what it's intended to do.

Brellin's Creative Mode Option:

I've found, in my opinion at least, that the best way to balance creative mode (for me) is to roll randomly for all jumps, that way while I'm still able to heavily abuse the CP granted in any given jump I can't control where I'm going, and thus can't cherry pick the really good stuff early on. Obviously there's still the chance you'll roll a high-power jump, but then that's just random chance.

This is an option you can add if you're finding Creative Mode default to be too much too soon.

Long-Haul Mode

An alternative to Creative Mode for people who hate infinite CP. It doesn't change how much CP you get, but does give you insurance vs. chain-failure and lets you have 'repeat' options.

Jumpchain Long-Haul Mode:

For people who don't like Creative Mode, Jump-Chan is allowing another possible alt-mode for jumps, Long-Haul Mode, which removes the possibility of chain failure. The purposes of Long-Haul Mode are to allow you the option of writing more Infinite Loop-ish style pratfalls, epic fails, and "aggregate collision navigation", because without chain-failure to worry about you are now free to be more reckless and more experimental.

It's also to allow you more narrative options. In Long-Haul Mode its entirely possible to do the same setting several times if you wanted to do it straight *and* visit a couple of your favorite fanfics, or to get your full wish list from one of those 'CP vampire' jumps without having to use Creative Mode and with still feeling like you're 'earning' the points (at 1000 CP per ten years, just like every other jump).

The rules of JumpChain Long-Haul Mode are:

- In Long-Haul Mode any and all jumps, scenarios, Drawbacks, and anything else that says "your chain ends" does not, repeat *not*, end your chain.
- *Nothing* can end your chain except the Jumper's successful Ascension, their choosing the "Stay Here" or "Go Home" option at the end of a jump, or the will of Jump-Chan.
- Jump-Chan will not end your chain against your will unless you *really* piss her off or get *really really* boring.
- Instead, dying or triggering any other jump-failure condition in any jump simply ends the jump immediately and forfeits all purchases you made and items you obtained in that particular jump, just like dying in a Gauntlet does. You still keep memories and whatever value your

experiences there are still capable of providing now that you've had to give back everything you bought with CP in the jump that you failed.

- 1-ups, Horcruxes, Tower of Naraka, etc., all work to prevent jump-failure as normal.
- Successfully completing your required 10 years (or other time period as specified by jump-doc, Drawbacks, etc.) is considered the same as successful completion of a scenario. Any death or other jump-failure that occurs after that point simply ends your jump but does *not* trigger the loss condition. You may postpone your exit from the jump after successfully completing the scenario at your discretion. Jump-Chan requests that you please not use this to constantly 'time abyss' everything.
- You may use an individual jump-doc repeatedly, whether you failed the jump the last time or not. Any 'repeated' jump starts all over again from scratch in a fresh timeline unrelated to any prior jumps you may have done there.
- Jumps repeated using this rule give up to 1000 CP + stipends + Drawbacks + all freebies and etc. as per normal. At your option you may receive less when repeating a jump, down to a minimum of 0 CP + Drawbacks and freebies. The intent is that each individual jump-timeline, even if being done in another iteration of the same jump-doc, is treated as a separate jump.
    - *Clarification:* Any stuff you bought a prior time you used that same jump-doc is still on your character sheet, as if you had bought it in an earlier and separate jump. Because that's exactly what you did.
    - *Clarification:* By the will of Jump-Chan you may not use local-multiverse travel powers, CP-backed or not, to try and cheese this or crossover between different jumps that you've done, whether in the same setting or not. If you want to revisit a particular jump timeline you've already been 'inside of', then use the Return option. That's what it's there for.
    - *Exception:* The Return option and any individual jump's +0 Switches for retaining continuity effects from other related jumps still work as written and do not fall under this rule. The Return option may be used once per other jump completed.
- Gauntlets still use their normal rules and/or my optional Gauntlet Interaction rules at your discretion. For purposes of this rule, any jump that normally has a +0 CP starting allowance is a Gauntlet.
- Gauntlets may be repeated but any perks purchased in a prior iteration of that Gauntlet are considered as being from a separate jump and do not import again unless you pay for them again. Gauntlets are *intended* to be unusually difficult and on a limited budget.
- *Creative Mode Interaction:* Creative Mode is mutually exclusive with Long-Haul Mode and vice versa. You may use one or the other, but not both.
- *Front-Loading and Three-Free Interaction:* You may not use either of these options in Long-Haul Mode. Since chain failure is now impossible, you do not need the extra insurance.

Long-Haul Mode Option:

Optional Rule: You must choose a different Origin every time you choose to repeat a jump, and you may only do each Origin once. This puts a finite limit on the # of times you repeat a jump and obligates you to do something different each time.

Life Beyond Death

Life Beyond Death is a free perk that Jump-Chan offers to any Jumper who wishes to take it. As it is essentially a Jumpchain alt-mode, it has been given its own section in these houserules.

Life Beyond Death:

Life Beyond Death (free) - Death no longer has any claim on you. If you die then you will be reborn when all mortal memory of you has faded into history (i.e. when no mortal who knew you in life still lives). Upon being reborn, you will slowly regain the memories, prowess, and skills of your former life or lives as you mature, such that by the time you reach adulthood you will remember everything and be able to do all that you could have done before.

As such, death can no longer end your chain, for there are no true endings. Time spent before recovering your full memories and abilities does not count as time elapsed for purposes of jump duration. For example, if you die at the start of year seven of a ten year jump then the jump will end three years after your reincarnation "awakens". If you possess other 1-ups in addition to this, you may choose which 1-up you wish to use at the moment of death.

If you fail the jump for a reason *other* than dying, you will be 'reborn' at the beginning of the jump as if it had never happened and have to try again. Hope you brought a boredom immunity, because you're going to keep doing this until you succeed. Or until your Benefactor finally takes pity on you and lets you move on to the next jump, but that's entirely between you and them.

Life Beyond Death counts as part of the Body Mod for purposes of adjudicating Drawbacks or jumps that restrict access to abilities, but does not function in Gauntlets.

Creative and Long-Haul Mode Interaction: If taken, **Life Beyond Death** replaces the jump-fail provisos of those modes so that you stay and get reincarnated (or if applicable, reborn) rather than having the jump end like a failed Gauntlet. You may still retake jumps that you have successfully completed.

(with credit to blackshadow111 and SJ-Chan)

Gauntlets and Power-Loss

The following are intended as an alt-mode for Jumpchains, regarding adjudication and CP costing of power-loss Drawbacks and Gauntlets. If used, they supersede all other rules intended to cover the same areas unless otherwise stated. They may be used in conjunction with Creative Mode, Long-Haul Mode, or other houserules whenever possible.

Gauntlet and Power-Loss Guidelines:

Adjudicating the power-loss effect of Gauntlets and Power-Loss Drawbacks is often problematic and there are no firm guidelines for it. While some things are obvious, such as all out-of-Gauntlet superpowers and fantastical abilities and magic being entirely unavailable, other things

are more difficult to consider. Does a Gauntlet's stripping of all perks and abilities mean that things that have become a very part of your self-identity, such as your self-intelligence or wisdom, are now stripped away?

So to try and answer these questions, this houserule will lay out some guiding principles for Gauntlets and Power-Loss Drawbacks. The prime assumptions shall be:

#1 - Gauntlets and Power-Loss Drawbacks cap a Jumper at peak human, they do not revert them to pre-Jumpchain human.

#2 - If a Gauntlet or Drawback specifically prohibits X, then that supersedes all other guidelines. If a Gauntlet specifically **permits** X, that also supersedes all guidelines.

#3 - For purposes of these rules, any Jump that has a 0 CP starting allowance is considered a Gauntlet.

So along that principle, all perks and abilities not actually part of the Gauntlet itself are stripped away except for those that fit within the following benchmarks. Some specific benchmarks for what exactly is 'peak human' are drawn with thanks from the SB Body Mod.

If a Jumper does not already have at least this level of ability before entering the Gauntlet, then he (obviously) enters the Gauntlet only at the level of ability he actually has.

#4 - For purposes of defining 'peak human', the following benchmarks are the maximum capacities a Jumper may import into a Gauntlet.

Strength - The Jumper may retain up to the physical strength of a World's Strongest Man competitor while also retaining up to the fast-twitch speed of a top-tier real-world martial artist.

Reflexes - The Jumper may retain up to the fastest physical response time recorded for a real-world human being (.1 seconds), along with any abilities they might have that allow them to react to unexpected events as if they had time to consider their reaction.

Speed - The Jumper may retain up to the peak of real-world capability at both short and long-distance running.

Endurance - The Jumper may retain up to the physical endurance of an Olympic gold-medalist marathon runner and the ability to survive on as little as one-third the rest and sustenance that normal humans require.

Resilience - The Jumper may retain up to the toughness of an action-movie protagonist. This includes the ability to 'walk off' minor injuries, ignore all but the most severe of pain, resist infection, and recover from any other injuries up to twice as fast.

Logic - No cap. The Jumper remains fully as intelligent as they already are, as this is a core part of self-identity.

Memory - No cap. All memory perks still function up to and including Jumper-grade perfect memory, as this is a core part of self-identity.

Resolve - No cap. The Jumper's psyche remains as unchanged as possible, as this is a core part of self-identity.

Coordination - The Jumper may retain up to maximum unaugmented human dexterity, including precision control over individual muscle groups if they already have it.

Perception - The Jumper may retain up to peak real-world human capability in all physical senses available to a real-world human being.

Appeal - The Jumper may retain their physical appearance but not any supernatural or quasi-supernatural effects related to that appearance. As a small mercy, your personal cleanliness perks still function.

Flexibility - The Jumper may retain up to the flexibility of a real-world professional contortionist.

Fertility - Not really relevant in Gauntlets, but any fertility control you have still works.

Skills - This is the tough one. When does a skill become a superpower? The lines often get blurry. However, since Gauntlets traditionally remove all non-Gauntlet perks and Jumpers get many of their skills and training *from* perks, a ruling is necessary. And so, the guideline is as follows.

#5 - If you can imagine a human being accomplishing it in the real world, without fiat-backing, and with their physical and mental capabilities restricted to the caps above, then you can still do it in a Gauntlet or under a Power-Loss Drawback.

Otherwise it only works if fiat-backed, and that means you *can't* use it in a Gauntlet, barring rule #2 above.' Essentially, the logic is to treat skills and training granted by perks not as powers but as *knowledge*, which can be carried unimpaired into a Gauntlet because your mind and memories always import. The question is then 'can you still *apply* this knowledge even after Jump-Fiat has been removed, or are you trying to use superpowers you no longer have the capacity to access'. Also remember also that many super-skills in particular assume a **Coordination** or a **Perception** greater than the specified caps above.

Focus on these principles as guidelines and you should be able to fanwank any edge cases regarding super skills.

Which leaves us with the last guideline...

#6 - Unless specifically provided within the Gauntlet itself, luck and plot armor perks do not function in Gauntlets.

Exactly what it says on the tin. Gauntlets are the original no-plot-armor zone, unless the particular Gauntlet feels that you need it. Power-Loss Drawbacks, of course, remove plot armor perks as they do any other out-of-jump perks.

Interaction: These guidelines are encouraged to be used in conjunction with the **Power and Item Loss Drawbacks**.

#7 - Power-Loss Drawbacks apply equally to the Jumper and all their Companions and Followers, even if they don't specifically say so.

Item and Power Loss Drawbacks:

At your Jump-Chan's discretion, any Jumper may be allowed the option of taking either or both of these Drawbacks in any non-Gauntlet jump. This Drawback acts in the stead of whatever similar Drawback(s) that jump may or may not have provided, and you may not use the one(s) from the jump if you are using these instead.

Power Lockout (+300 cp) - Except for the Body Mod you, your Companions, and your Followers have no access to any powers or supernatural abilities from outside this setting for the duration of the jump.

Warehouse Lockout (+300 cp) - Except for the Body Mod you, your Companions, and your Followers have no access to any items from outside this setting and no access to your Warehouse for the duration of the jump.

Interaction: This is encouraged to be used in conjunction with the **Gauntlet and Power-Loss Guidelines.**

(with credit to Ovid)

Themed Lockout:

At your Jump-Chan's discretion, any Jumper may be allowed the option of taking this Drawback in any non-Gauntlet jump. This Drawback acts in the stead of whatever similar Drawback(s) that jump may or may not have provided, and you may not use the one(s) from the jump if you are using these instead.

Themed Lockout (+300 cp) - Except for the Body Mod you, your Companions, and your Followers have no access to any powers or supernatural abilities of a type not already found in the jump-doc for the duration of the jump. If a jump-doc already has options for magic then you may bring in out-of-jump magic, if it has options for advanced (that is, better than real-world Earth) technology then you may bring in out-of-jump technology, if it has superintelligence perks then you may bring in out-of-jump superintelligence perks, and so forth.

A similar restriction applies to items; you retain access to your Warehouse but no item that doesn't have a vaguely comparable type already available for purchase in the native jump-doc may leave your Warehouse or attachments for the duration. No spaceships unless there are already spaceships in jump, no magic items unless there's already magic, no GL rings unless there's already superhero or cosmic tech, etc.

Your Benefactor will be slightly conservative in adjudicating this; if you have to ask 'Is this [borderline edge case] or [this extended rationalization] allowed?', then it probably isn't.

Body Mod Replacer

Basic Bodymod - Body Mod Replacer:

Basic Bodymod - As a one-time offer at the start of your Jumpchain, Jump-Chan has cured you of any and all physical ailments and disabilities. You are also made aware of any mental illness, disorders, disabilities or other conditions you may be suffering from and may have any or all of them cured at your discretion. You become as physically fit as any average healthy athletic person would be or remain at your current level of physical fitness, whichever is higher, and will be able to maintain your fitness with minimal effort. You gain full control over your fertility and/or menstrual cycle. You also find it very easy to stay clean and without unpleasant body odor. You will be given a one-time appearance upgrade based on your wishes and idealized self-image, with the exact details of your build and "endowments" being up to you.

In addition, your ability to endure trauma and deal with pain, failure, guilt, and stress is given a boost. From now on provided you make any reasonable effort towards resolving your issues you will be able to overcome such experiences in a healthy manner and avoid PTSD, instead turning such experiences into lessons well-learned and ultimately benefiting from having survived such trials.

Your Companions may optionally receive the Basic Bodymod when they agree to become your Companions.

(with credit to Wilgar)

Heroic Body - Body Mod Replacer:

The following is intended as a replacement for the Body Mod or any other supplements that would substitute for the Body Mod. You obtain your Heroic Body as soon as you agree to start your Jumpchain. Your Companions may optionally receive the Heroic Body when they agree to become your Companions.

Heroic Body – You now have the physique of an action hero. You are in prime physical condition and highly athletic, your mental and physical reaction time is the highest naturally possible for your species, and your build is optimized for both slow-twitch and fast-twitch muscles simultaneously. You have an exceptional resistance to disease and infection, can endure almost any amount of pain without impairment, can 'walk off' shots to non-critical parts of your body, seem to 'bleed out' slower than other people, and injuries tend to heal without scars or lingering difficulties. You will be given a one-time appearance upgrade based on your wishes and idealized self-image, with the exact details of your build and "endowments" being up to you.

You also receive several convenience features to represent your slightly larger-than-life nature. So long as you are consuming sufficient calories to avoid starvation your metabolism will respond as if you were eating a perfectly healthy and balanced diet, and you will be able to get fit and stay fit with minimal effort. Your body and clothes can easily shed filth and grime, and you have minimal body odor. Things like social diseases or unwanted pregnancies simply won't happen for you or any of your partners, and they won't even worry about them.

As a one-time offer at the start of your Jumpchain, Jump-Chan will cure you of any and all physical ailments and disabilities. You are also made aware of any mental illness, disorders, disabilities or other conditions you may be suffering from and may have any or all of them cured at your discretion.

(with credit to Ursine, Insertrandomnickname, and TangledLion)

One True Body Mod - Body Mod Replacer:

The following is intended as a replacement for the Body Mod or any other supplements that would substitute for the Body Mod. You obtain your One True Body Mod as soon as you agree to start your Jumpchain. Your Companions may optionally receive the One True Body Mod when they agree to become your Companions.

One True Body Mod - As a one-time offer at the start of your Jumpchain, Jump-Chan will cure you of any and all physical ailments and disabilities. You will also be made aware of any mental illness, disorders, disabilities or other conditions you may be suffering from and may have any or all of them cured at your discretion.You will be given a one-time appearance upgrade based on your wishes and idealized self-image, with the exact details of your build and "endowments" being up to you.

You are now at least peak human in all physical and mental attributes, and your abilities and skills will never deteriorate with time or disuse. You have a perfect memory, with infinite storage, perfect indexing, tamper-proofing, and protection from harmful memories. You can even move memories into 'hidden storage', replacing them with a mental note stating that you have done so, and can restore them at will.

You also receive several convenience features. So long as you consume sufficient calories to avoid starvation your metabolism will respond as if you were eating a perfectly healthy and balanced diet. Your body will never become dirty in any way unless you allow it, and even if you do you can clean yourself off again by a simple act of will. Things like social diseases or unwanted pregnancies simply won't happen for you or any of your partners, and they won't even worry about them.

Lastly, your ability to endure trauma and deal with pain, failure, guilt, and stress is given a boost. From now on provided you make any reasonable effort towards resolving your issues you will be able to overcome such experiences in a healthy manner and avoid PTSD, instead turning such experiences into lessons well-learned and ultimately benefiting from having survived such trials.

(with credit to Ursine and his 'One True Build Jump')

Modified Front-Load - Body Mod Replacer:

This supplement is used in place of the Body Mod supplement and/or any supplement that would replace the Body Mod, such as the Three-Free Survival Kit.

First off, as a one-time offer at the start of your Jumpchain, Jump-Chan has cured you of any and all physical ailments and disabilities. You are also made aware of any mental illness, disorders, disabilities or other conditions you may be suffering from and may have any or all of them cured at your discretion. You even get a minor appearance upgrade. You

still look like you, you're now just a *better-looking* you. Airbrushed and tweaked for best effect, as it were.

You also gain several convenience features equivalent to **Metavore** and **Evercleansed** from the original Body Mod. In addition, things like social diseases or unwanted pregnancies simply won't happen for you or any of your partners and they won't even worry about them. As a final bonus, your ability to endure trauma and deal with pain, failure, guilt, and stress is given a boost. From now on provided you make any reasonable effort towards resolving your issues you will be able to overcome such experiences in a healthy manner and avoid PTSD, instead turning such experiences into lessons well-learned and ultimately benefiting from having survived such trials.

You also gain the opportunity to "front-load" one Jump as per the rules stated below. As the name implies you make your selections and receive your benefits for your "front-load" jump *before* doing your first actual jump, not afterwards.

- Your budget for the jump in question is 1000 CP + the Jump's Drawback limit. If the Jump has no Drawback limit, treat the Drawback limit as being +1000 CP (2000 CP total budget, in other words) for the purposes of this rule. If the Jump measures Drawback limits in # of Drawbacks rather than CP, assume you took all the highest-CP Drawbacks you could legally get.
    - This front-load budget still applies even if you are using another supplement or challenge that would change the normal CP budget for the jumpchain, such as Creative Mode.
- If the jump has any optional scenarios that offer a greater reward, ignore them. Since you are not actually taking the jump at this point in time, you cannot complete the scenario.
- If a jump has two separate Drawback limits depending on which Drawbacks you take, use the lower one.
- You may make any and all selections from the jump-document as if you were actually doing the jump. This includes any race, origin, freebies, discounts, perks, superpowers, items, extra point allotments, etc. If a given selection comes with mandatory Drawbacks, you do not suffer the effects of them (any more than you do ordinary Drawbacks while front-loading) but they do not give you extra CP beyond the budget.
- You may <u>not</u> obtain any Companions from your front-loaded jump. For purposes of this rule anything that could benefit from a Companion Import option in a later jump counts as a 'Companion', whether originally purchased as a Companion or an Item or anything else. So if you front-load Hero BBS and take any of the -dachis, they have to be the non sentient item version forevermore. If you front-load Anno 2070 and take EVE or FATHER, they will forever be non-importable 'AIs' that are basically souped-up virtual intelligences. Etc.
    - Yes, this specifically means no Pokemon.
    - It also means no Nasuverse Servants. Or being a Servant, because you'd need a Companion to be your Master.
- Regardless of what Origin you choose you do not receive any new memories save the absolute minimum necessary to allow you to properly use any new skills or abilities you've obtained.
- You may, at your discretion, use a one-use "Return" option to visit the jump you front-loaded later on in your chain. Since you have never actually been there before you will arrive at the normal start point and time and everything will be treated as if you have never actually interacted with it. Since you've already gotten your CP budget and

made your selections you won't get anything new, just as with a normal "Return" option.
    - *Exception:* You *may* select an optional scenario if and when you actually visit the jump, and receive all the drawbacks and rewards you would normally receive when doing so.
    - *Creative Mode Exception:* If you are using Creative Mode then after you actually enter the jump, the normal rules of Creative Mode start applying.
    - If you actually enter the jump, you receive all benefits of the Origin you originally took.
    - You may also recruit a Companion once you actually go there, but only if you can do so without paying CP. Companion recruitment houserules that allow you to sidestep the normal CP requirement still work for this.

Use the **Gauntlet and Power-Loss Guidelines** up towards the top of this post to determine what parts of your Front-Load are still operative in Gauntlets or when taking power-loss Drawbacks.

Perfect Memory - Optional body Mod Augmentation:

Perfect Memory is an undiscounted perk that may be purchased at any point in your Jumpchain that you have sufficient CP to take it. Alternately, it may at the discretion of your Benefactor be added to your Body Mod for free.

Perfect Memory (200cp) - You have a perfect memory with infinite storage, perfect indexing, instant recall, tamper-proofing, protection from harmful memories, and the ability to move memories into hidden storage, replacing them with a mental note that you have done so and with the ability to restore them at will. This perfect memory is fully retroactive.

Even if purchased with CP, this perk still counts as being part of the Body Mod for purposes of adjudicating Drawbacks or jumps that restrict access to abilities.

(with credit to Ursine and blackshadow111)

Warehouse Replacers and Attachments

Fortress of Jumper - Warehouse Replacer:

The Fortress of Jumper replaces the Cosmic Warehouse supplement. It is incompatible with other Warehouse replacers.

Items:

The Fortress of Jumper - This extradimensional residence comes with living quarters, a fully-equipped workshop and medbay, storage areas, and all the utilities. It comes with automated housekeeping, automatically restocking food supplies and household consumables, and a cosmic garbage disposal. It also provides storage, maintenance, and fueling facilities for all the Jumper's in-atmosphere vehicles.

For storage of your space vehicles you may use whatever spacedock supplement you prefer -- the Bay, the Dock, the author's own Shipyard,

whichever -- and it will connect to and be part of the Fortress as it would normally do for the Warehouse.

The Fortress is as large as it needs to be at any given time and rests outside the bounds of the multiverse, and would remain intact even if all of Creation were cast into oblivion. The Jumper may open a dimensional portal to any room in the Fortress with a moment's concentration, but when leaving the Fortress may only return to the same exterior point the portal was originally opened from. Only the Jumper, their Companions, and invited guests can enter the Fortress and guests may be ejected at any time.

The Fortress has a cosmic wi-fi connection that provides a secure link to the Internet or equivalent of the jump you are currently in (presuming, of course, that the jump in question *has* an internet). Connecting and syncing your wireless-capable devices and computers to your Fortress' wi-fi hotspot is always a snap. The Fortress' LAN and wi-fi have an internal bandwidth of "yes", with connection speeds limited only by the capacity of the devices being used. The external connection is equivalent to whatever a platinum-grade high-speed commercial internet connection for that particular setting would be. Cabled connections and plug-in jacks for your hardware are also available on request.

The Fortress' router, wi-fi hotspot, and hardware firewall have fiat-backed immunity to malware and hacking. Your individual devices, however, are no more robust than they ordinarily would be. If you deliberately download and execute something that then frags your hard drive, well, learn better next time. The Fortress' internet connection is *not* proof vs. tracing unless you take other perks, items, or skills that provide such. However, they can only trace it as far as the unique IP address for the Fortress' internet gateway and no further. IOW, repeated hacks can be identified as all coming from the same source, but they cannot actually physically locate your Fortress exit.

If your particular Jumpchain uses Stasis Pods then the Fortress can provide them at your discretion, on up to whatever limit for Companions you are using. If your Jumpchain uses the Return option then it is a feature of the Fortress that functions once per new jump completed. You may not 'bank' uses of the Return option for later.

At the Jumper's request, the Fortress of Jumper or selected compartments (that is, an area bounded on all sides by solid walls) within it may be placed into time-stasis to preserve the contents. Time-stasis cannot be used in occupied compartments, and cannot be applied to anything smaller than an entire compartment and all its contents. Doors to compartments must be closed for time-stasis to activate.

For purposes of all other rules or supplements that interact with the Cosmic Warehouse, the Fortress of Jumper will be considered equivalent to the Cosmic Warehouse.

Storage Facility - Warehouse Replacer:

The Storage Facility replaces the Cosmic Warehouse supplement and the various vehicle storage supplements. It is incompatible with other Warehouse replacers.

Items:

The Storage Facility - The Storage Facility is a barebones interdimensional Warehouse intended to allow the Jumper a place to keep their stuff and nothing more. It was developed by Jump-Chan as a response to Jumpers who spent too much time living in their Warehouses. The Storage Facility is an extradimensional space that holds non-living objects for the Jumper and follows him from jump to jump. Basic utilities are provided upon request, but not a food supply, living quarters, or any more luxurious amenities.

The Jumper or any of his Companions may open a dimensional portal to any location in the Storage Facility with a moment of concentration, but when leaving the Storage Facility may only return to the same exterior point they originally opened the portal from. Only the Jumper and/or their Companions may enter the Storage Facility. Time runs in the Storage Facility at a 1:1 ratio with the outside world, but Jump-Fiat will keep anything stored within the Facility from rusting, decaying, spoiling, evaporating, etc. no matter how long it's left in there.

Objects may not be moved through a Storage Facility portal unless they are attended by the Jumper and/or a Companion *and* unattended by any other living being. Barring the use of other perks or abilities, objects may not be placed into or removed from the Storage Facility unless the Jumper or Companion doing so actually enters the Storage Facility to shelve or unshelve it themselves. Barring the Stasis Pod exemption below and/or the usage of specific Warehouse attachments, no living beings may be kept within the Storage Facility with the portal fully closed.

The Storage Facility is as large as it needs to be to hold everything the Jumper has purchased with CP and any other objects that the Jumper is capable of moving or having moved into and out of the access portal within the size limit mentioned below. The Storage Facility rests outside the bounds of the multiverse, and would remain intact even if all of Creation were cast into oblivion. Users of the Storage Facility may mentally move around and reshelve contents of the Facility at will for purposes of convenience, and the Facility will provide accurate, up-to-the-minute inventory and search services upon request but only to users who are actually within the Storage Facility at the time.

As the Storage Facility also replaces the various vehicle storage supplements, you may use the Storage Facility to store your vehicles. Basic fuel and maintenance facilities are also included for any CP-purchased vehicles.

The entrance and exit portals may be enlarged enough to allow any of your CP-backed vehicles to enter and exit, or anything else roughly the size of a 20th-century commercial aircraft or smaller. A Jumper-grade doorfield will obviate any need for airlocks should you need to access vacuum or underwater or other such environments. If the 'exit point' of the portal is currently set at a location where the vehicle being taken out could not safely travel to, because of size limitations or otherwise, the exit portal will automatically reset to the nearest possible location that the vehicle could use. This is the one exception to the 'you exit the Storage Facility where you entered it from' rule and the new exit point is chosen by Jump-Chan, not the Jumper.

Your Storage Facility contains a Medbay that is capable of curing any medical condition in a reasonable time frame provided the patient hasn't finished dying before entry. If your particular Jumpchain uses Stasis Pods then the Storage Facility can provide them at your discretion, on up to whatever limit for Companions you are using. If your Jumpchain uses the Return option then it is a feature of the Storage Facility that

functions once per new jump completed. You may not 'bank' uses of the Return option for later.

For purposes of all other rules or supplements that interact with or add to the Cosmic Warehouse, the Storage Facility will be considered equivalent to the Cosmic Warehouse.

Stuff Space - Warehouse Replacer:

Stuff Space replaces the Cosmic Warehouse supplement and the various vehicle storage supplements. It is incompatible with other Warehouse replacers.

Perks:

Stuff Space – Stuff Space was created by Jump-Chan as yet another method to prevent Jumpers from turtling in their Warehouses. In essence, it replaces the entire Warehouse concept with a personal inventory system.

Stuff Space is an infinite extradimensional space accessible to the Jumper and/or their Companions at any time Jump-fiat is not actively barring Warehouse access. The available space is of infinite capacity and can hold any number, mass, or size of objects. You may summon any of your possessions from Stuff Space at any time or banish them into Stuff Space with a thought. Anything placed into Stuff Space is held in null-time and suffers absolutely no ill effects or damage, nor can it damage itself or anything else.

However, there are certain limitations on the usage of Stuff Space.

First off, anything sent into Stuff Space must be *yours*. "Possession is nine-tenths of the law" type logic may be used to define 'yours', but you may not use this as a method of destroying or banishing objects that you don't actually own or have claim of adverse possession on. There are no size limits on what you may banish or summon, but there are certain conceptual limits. Stuff Space is an inventory and storage system only; it is not intended as either an attack vector or a defense.

Second off, Stuff Space is ontologically incompatible with sapient life. Animals, plants, drones, and virtual intelligences may be freely inserted into and retrieved from stuff space and will suffer no ill effects or passage of time, but under no circumstances can a sapient being (including artificial intelligences, undead, spirits, and Living Weapons), or any object whose volume contains a sapient being, enter Stuff Space at all. It simply will not work. Any sapient being that somehow manages to cheat these restrictions and enter Stuff Space anyway will be immediately ejected in zero time.

Third off, retrieving objects from Stuff Space always puts them as close to you as is practical. If you happen to have a Death Star shoved in there somehow (although the actual Death Star could not be put into Stuff Space until and unless you'd cleared it of every inhabitant and droid, those being sapient) then you'd better be floating in deep space when you pull it back out or else it's going to crush the planet you're standing on and you with it. Likewise, while you can use Stuff Space to store and retrieve your vehicles, don't try to summon them if there isn't enough empty space for them to fit into.

Fourth, Stuff Space does not require objects to be bought with CP. Anything you paid CP for follows you from jump to jump whether it's stored in Stuff Space or not. Stuff Space is a convenience feature and a place to put odds and ends you want to keep as mementos or spares, even if non-CP backed objects don't get warranty replacements.

Lastly, any realms, pocket dimensions, etc. that would normally manifest as Warehouse Attachments instead manifest in-jump if that option exists for them. For any such volumes that manifest solely as Warehouse Attachments they still do so, but only as stand-alone rooms that you can enter or leave via Warehouse Portal without an actual Warehouse to go along with them. For these particular volumes, the restrictions on sapient entrance are waived, and the null-time condition is waived whenever the volume is occupied.

Anyone with access to Stuff Space receives an automatic awareness of what objects are in Stuff Space and available for retrieval. Objects placed into Stuff Space may be tagged so that only specific people, as chosen by the person who originally inserted the object, can be aware of its position in the inventory or retrieve it.

Stuff Space provides no medical bay. Neither does it provide any stasis pod features; use other Companion rules or houserules as necessary. Any Drawback, scenario, Gauntlet, etc. that prohibits Warehouse access also prohibits access to Stuff Space.

The Shipyard - Warehouse Attachment:

- "The Bay" supplement is not used. Instead Jump-Chan has supplied the Shipyard, which fiat-guarantees storage for any spaceships or other exo-atmosphere vessels, plus facilities for refueling, maintenance, and upkeep.
- Access to the Shipyard is done via convenient hangar bay portals that open into space like Warehouse Portals do (for the ships) or via a door to the Warehouse (for the dockside access).
- Even if the Force Field supplement has not been bought for the Warehouse, the Shipyard's accessway into space will come equipped with one for free so as to keep inconvenient hostile starships from ruining your entire day with a quantum torpedo through the door. Jump-Chan acknowledges that starship weaponry and interior living volumes simply do not mix.
- The Shipyard has a Jumper-grade life support system and doorfields - it will be full of atmosphere when you want it to be, exposed to the vacuum of space when you want it to be, will never suffer inconvenient atmosphere leakages, and has safety cutouts to keep anyone from being accidentally suffocated or explosively decompressed.

The Lifestyle System

This is a standardized system for handling wealth and lifestyle items in the Jumpchain, optionally usable by anyone who cares to. Any item on this list may be purchased at any time you have the CP to afford one. As these are Items, CP from Item stipends in a jump is usable for this purpose.

Any one of the Lifestyle options may be upgraded to a higher tier by paying the difference in CP cost between them. All higher-tier options include the provisions of **Basic Lifestyle** as appropriate.

(Inspiration for various parts of the Lifestyle System with credit to Ursine and blackshadow111)

Basic Lifestyle is an Item that is provided free to all Jumpers at Jump-Chan's discretion.

Basic Lifestyle:

Basic Lifestyle (free) - You have a place to sleep and keep your stuff and appropriate sundries, the exact details of which are determined by your wealth level. You also start each jump with your choice of either a basic stipend that can support a minimum lifestyle or a job that supports a slightly more comfortable one. This job will be something you are capable of doing, that fits your background, and with a reasonably flexible schedule.

Any other income or wealth items that you have can be combined with this one. While your 'starting' lifestyle and annual income will scale from world to world, your accumulated net worth will follow you regardless of where you travel, and you may freely deposit and access your money from anywhere you have Warehouse access, complete with conversion services for any currency you have actually encountered. If you are a Drop-In you may at your option receive identity documents that can survive routine checks, although without further support it would be wise not to invite detailed scrutiny.

No one will find anything odd about your wealth unless you wish them to, and the details of managing large or cumbersome finances will be adequately attended to by local hirelings when necessary unless you choose to assign Companions or Followers to the task. Your money will have an unremarkable paper trail with all applicable taxes and suchlike paid whenever you choose, and will have safety features that keep it from harming the economy.

Likewise, when starting a jump you may choose to display a lower level of wealth to the public than you actually possess, which downgrades your starting home, vehicle, etc. but does not affect your actual net worth.

+Comfortable Lifestyle:

Comfortable Lifestyle (100cp) - You have either a stipend that gives you a modest middle-class lifestyle by the standards of the setting or a job that supports the higher end of middle-class living. This job will be something you are capable of doing, that fits your background, and with a reasonably flexible schedule. You receive a home, a vehicle, and appropriate possessions and sundries.

+Lavish Lifestyle:

Lavish Lifestyle (200cp) - You have wealth that puts you solidly within the top 1% of the world you are currently on, and an annual income appropriate to maintain that kind of lifestyle. You may define a visible source of support for your wealth such as a (self-operating) mundane business you own, an appropriate family background, or a patent of nobility, or simply be *nouveau riche*. You receive *at least* one home and vehicle, and quite possibly more, along with all the other Lifestyle provisos.

+Peak Lifestyle:

Peak Lifestyle (400cp) - Your wealth and income are now as high as could conceivably exist in the setting's economy. You live a life of truly immense privilege, with things like a fleet of vehicles of various types and palatial homes on multiple continents. Your wealth and influence may manifest in different settings as being high nobility/royalty, a megacorporate scion, a mysterious multibillionaire, or similar. Regardless, you will rank among the very richest people around wherever you go and while your wealth will technically be finite, there is almost nothing that you couldn't afford unless it was a price sufficient to stagger a nation.

+Ultimate Lifestyle:

Ultimate Lifestyle (600cp) - You have access to unlimited wealth of any currency you have ever encountered. You also have homes, vehicles, sundries, etc. appropriate to whatever level of wealth you choose to publicly display, optionally with a visible means of support that would be plausible for that apparent level of wealth.

Other House Rules

These are other house rules that I commonly use in my Jumpchains. They are not part of Creative Mode or Long-Haul Mode and can be used as separate plug-ins, or all rolled together into a giant katamari of houserules.

Note: Creative Mode and Long-Haul Mode are mutually exclusive. You can use one or the other (or neither), and you can use either one in conjunction with any, all, or none of what's below, but you can't use both Modes simultaneously.

Child Of The Jumpchain:

Jump-Chan offers the following perk to any Jumper who wishes to take it.

Child of the Jumpchain (free) - You're a Jumper now. Someone chosen to be more than just yet another common citizen of yet another common universe. You're the protagonist of a larger story, and that changes things.

And while Jump-Chan isn't going to save you from the consequences of your own decisions - that's not what she's there for - she isn't going to let some stupid random event spoil the fun before it's done, either. By taking this perk you are given plot armor against any random misfortune or "background event" that might otherwise kill you; you will never experience any fate that could end your chain solely because of bad luck.

This perk counts as part of the Body Mod for purposes of adjudicating power-loss Drawbacks but does *not* work in Gauntlets. You can't chain-fail a Gauntlet so you don't need the insurance.

(with credit to blackshadow111 and Ursine)

Common Tongues:

The following perk is offered free to any Jumper who wishes to take it.

Common Tongues (free) - Once per new jump, the Jumper may choose to receive free fluency and literacy in one commonly used language of the setting. This applies to Jumpers of any Origin, specifically including Drop-Ins. A jumper may not use this perk if he is already fluent in the most commonly used language of his starting location.

A 'commonly used language' is defined as a language that is routinely used by at least 1% of the planetary population, or the equivalent in settings that do not possess planets.

Companion Houserules:

- Existing Companions may be taken along into any jump without using the Import option simply by having them exit the Warehouse/housing area. Paying CP for the import option in a given Jump only guarantees that Companions have an in-world backstory and/or allows them to spend CP to improve themselves as specified in the individual jump document. '0 CP' imports are basically Drop-Ins without ID papers who don't get perks, items, or freebies. If a specific jump says that 0 CP imports *do* get such things, then they still get them in that jump.
- A 'generic' import option may be used for 50 CP per Companion, or a bulk rate of 200 CP to import up to 8 Companions. If a given Jump *does* specify different CP values or terms for a Companion import, then those options may be used instead at the Jumper's discretion.
- No 'new recruit' Companion can cost more than 200 CP a head unless they are considered OP/game-breaker status *by the standards of their native jump.* This is intended to help redress point-balance problems from earlier jump docs before a community set of standards started to be informally adopted, please don't cheese it. If a specific Jump-doc (like Touhou) already lets you recruit an OP/game-breaker NPC for 200 CP or less, that still works.
- Any Companion imported via a 'paid CP' option, whether specific or generic, receives a minimum of 600 CP to spend. This particular proviso *does* supersede Jump-document specifics. If the Jump-document already specifies that they get *more* than 600 CP then use the higher amount.
- Imported Companions receive all freebies and discounts appropriate to their Race, Origin, Background, etc., unless the specific Jump-document says otherwise. If a given Race, Origin, Background etc. would cost CP to take then the Companion must still spend that CP unless the specific Jump-document says otherwise.
- Stasis Pods don't exist. The only thing necessary to recruit a Companion is to inform them of the Jumpchain and its opportunities and risks, and have them agree to come with you when the current jump ends. Jump-Chan will take it from there.
    - An 'emergency medevac' recruitment, where a would-be Companion is being yoinked into the Warehouse Medbay under fire at the end of a jump and is in no condition to hear the explanation or make decisions before jump-end, must be first brought to consciousness in the Warehouse and given a fair chance to hear and decide on the recruitment pitch before the next Jump is allowed to begin. Should the prospective recruit refuse to come along, Jump-Chan will give them a free trip home.
    - At the start of your Jumpchain, you have the option of making a Companion recruitment attempt for any friends or family. They still must come along willingly.

- The Jumpchain is a metaphysical multiversal adventure of epic scope, and not to be taken lightly. Every Companion *must* accept that status of their own informed consent, or else Jump-Chan won't add them to your party. By Jump-Fiat things like charisma perks, Perfect Communication, etc., have a much lower effect, or no effect at all, during the Companion recruitment pitch. Deciding to come along on the Jump is the most important decision the Companion will ever make in their lives; it's not polite to cheat.
- The generic import option may also be used to find new OC Companions in-setting with CP budgets as per the above, whose personalities and nature are already aligned with the Jumper's expectations. OC companions are considered to be automatically successful recruitments.
- A 'new recruit' companion that is paid for with CP, if the option exists in a jump, is considered an automatically successful recruitment. The main purpose of spending CP is if a Companion would otherwise have no in-character reason to abandon their life and come with you, but you want them anyway.
- At the end of every jump Companions may choose among the Ending options for themselves, separately from the Jumper. So if they want to go home or stay in a jump while the Jumper wants to go on, they can... but barring the Jumper's successful ascension or a use of the Warehouse Return option they will never see the Jumper again, and if they choose to remain in a jump not their native jump then barring a post-Spark Jumper returning to give them a lift they will never see their home jump again.

Enlightenment:

Enlightenment is an undiscounted perk that may be purchased at any point in your Jumpchain that you have sufficient CP to take it. This perk counts as being part of the Body Mod for purposes of adjudicating Drawbacks or jumps that restrict access to abilities.

Enlightenment (600 cp) - Your Benefactor has blessed you not with mere enlightenment but with the ability to enlighten yourself. So many others in existence have tried but been led astray or cut short by circumstances beyond their control, but that will never be your fate. So long as you keep on making a genuine effort to continue along the path you will never truly lose your way.

As enlightenment is a deeply personal thing, how you pursue it will be idiosyncratic to you and your particular nature. Whether it be by meditation, study, introspection, immersing yourself in the flow of life, enlightenment through battle or conflict, or other means, the longer you live and keep seeking the more you will find yourself. Your willpower will grow stronger, your self-actualization will become clearer, your mastery of yourself and your emotions will increase, and your understanding and acceptance of yourself as a person will grow deeper. You will know the direction(s) you are growing in as a person and whether or not they are truly what you would wish, and do so early enough to be able to adjust your course should you so choose. This does not necessarily require you to follow any external ethical code; "enlightenment" in the context of this perk is referring to being able to consciously understand your own coherent extrapolated volition.

With sufficient effort and time you will eventually achieve that which you seek, a total mastery of self. Your mind, body, and spirit will be in perfect harmony and your selfdom will essentially be an unshakeable axiom. They can *kill* you but they will never *break* you. So long as you endure at all you may never be bent or broken or forced to yield save by

your own choice. Mental or emotional control, corruption, memetic effects, insanity, curses, trauma... all of these things will be utterly unable to affect you in even the most infinitesimal way without your consent. And should you later come to regret having granted such consent you may by an act of will expel from your mind and spirit anything that may have entered, regardless of what permission it may have been given earlier. Your willpower will be unlimited, inexhaustible, and yet still entirely flexible and open to new ways of thinking at need. And regardless of whatever you may have endured you may retain your ability to think, judge, decide, and act as clearly and precisely as if you were perfectly calm, collected, and focused.

As an enlightened individual you will have every iota of your every quality and characteristic, every scrap of knowledge or ability that you have attained, be available at your instantaneous and effortless command. This means that, among other things, you will have a perfect memory with unlimited storage, perfect indexing, protection from harmful memories, fully retroactive, all the usual features. Your will have perfect technical retention and execution, meaning that your skills and knowledge never degrade and you can always perform up to the limits of your current ability and knowledge. Even your instantaneous reactions may be taken as if you had the benefits of lengthy self-reflection and ample time to consider your next move.

Best of all, once you have become fully enlightened you will become able to help lead others to their own, similar state of enlightenment. This will require them to travel or work with you for a substantial period of time, sufficient to learn from you and your example, but will eventually produce results in anyone you wish to teach save those who simply refuse to learn at all.

(with credit to Subrosian_Smithy for their "Absolute Wisdom" and Ursine for several inspirations)

For The Drama - Alternate Origins:

One of the annoying things in the JumpChain default is the continual tug of war between 'what is most efficient point-wise' and 'what you want to actually role-play'. For example, suppose you don't want to be a Drop-In, you want to be another origin because you have such a story for that. *But*, all the good perks -- the only things worth buying in the jump, and the things that fit your chain's long-term goals the best -- are all in the Drop-In line. You're caught in a trap between drama and point efficiency. You can either screw yourself on the build, or screw yourself on the narrative.

And hence, the **For The Drama** houserule.

- For greater freedom of narrative, what the Jumper selects for his *discounts* does not necessarily have to be the same as what the Jumper selects for his *actual origin or race*.
- *Example:* You fire up the Harry Potter jump, and the build you want works best if you're a Drop-In. However, you also want to role-play being a Pure-Blood with all the background potential of one. So what you do is you pick (and pay for, as normal) the Pure-Blood origin... but you set your discount switch to "Drop-In". At this point you have a Pure-Blood *background* and all the memories and stuff thereby, but you *do not* get the Pure-Blood freebies or discounts; your freebies and discounts are all calculated as if you were a Drop-In.

- This does not, repeat not, let you double dip or get more freebies and discounts than a normal Jumper would get - all it lets you do is get *different* ones than the ones your chosen race, origin, etc, would normally give you.
- Furthermore, you don't get shit for free, either. You pay the CP cost of either your 'narrative' race/origin/etc, *or* your 'discount purposes' race/origin/etc., *whichever is higher*. In the above example, since Pure-Blood costs 100cp and Drop-In is free, he paid the 100cp. If he'd done it backwards -- Drop-In origin but Pure-Blood discounts/freebies... he'd *still* pay 100cp, because you pay whichever one has the greater cost.
- This is how I consider things still 'game balanced' - you're not getting any more CP than you would normally, and you're not getting any more discounts or freebies than you would normally. You're just allowed to fanwank that you're 'actually' something else for *story* purposes.
- *Creative Mode Interaction:* The **For The Drama** houserule does not function in Creative Mode. This is because it is not necessary to calculate discounts in Creative Mode, so you can just pick whichever origin you want for purposes of drama anyway without extra accounting. The Alternate Mode of **For The Drama** *does* still function in Creative Mode.

From The Start:

The following Drawback may be taken in any non-Gauntlet jump.

From The Start (+100 cp) - You start the jump not at the normal start time but instead back at the age at which the character you have imported into first began to form long-term memories (typically between age two and age five). You retain your full mind, memories, and skills, but start in a child's body with access to only a fraction of your out-of-jump powers. You will regain your powers gradually over childhood, reaching full power at the age of puberty. In-jump powers and abilities will manifest at the age they normally would for the setting. You will have a great boost to your plot armor to help keep you alive until the regular start time of the jump. This boost will be at its most powerful when you're originally helpless, and then gradually decrease as you get closer to reclaiming your powers until it finally tapers off to nothing at the normal start time.

Taking this Drawback extends the jump by the length of time it takes you to grow from the day you import to the normal start date of the jump. In case of a jump that allows you to freely set your start date, you may ignore this restriction if you wish. All other Drawbacks apply normally for the duration.

(with credit to SJ-Chan)

Further Information Is Not Available Here:

Jump-Chan offers the following perk for free to any Jumper who wishes to take it.

Further Information Is Not Available Here (free) - Your nature as a Jumper and the knowledge of the existence of the Jumpchain is protected by absolute jump-fiat from any entity you do not deliberately and willingly choose to share that information with, save of course Jump-Chan herself. Telepaths will not see it in your mind, precogs and clairvoyants will not scry it off of you, uber-analysts will not deduce

it about you, and nothing else works either. Your Companions also share these protections with you.

Note that this perk is not immunity to anything except the existence of the Jumpchain being revealed against your will. Barring the use of other perks or abilities precogs can still predict your actions, telepaths can still read your mind, etc. This perk merely prevents any such 'reading' from revealing your out-of-context nature in reality. Even the Drop-In's lack of any real backstory will be considered unremarkable, or they will 'see' the sort of generic background check that many Drop-In origins provide, depending.

People *are* still capable of noticing that you are using powers or abilities, or possess knowledge, that is not from the setting and has no explanation. They just won't know *how* you're doing it unless you tell them.

Generic Fanfic Toggles:

The following Drawbacks may be taken in any non-Gauntlet jump:

Variant Mode (+100 cp, may not take Fanfic Mode): You may ask Jump-Chan to put you in a variant of the setting, one where it's still the same setting in broad outline but not all the details from canon are accurate... and to not tell you what's changed. This is for if you *want* surprises. Jump-Chan will not use Variant Mode to write in a crossover fic, substantially increase the power level of the setting, or hax around limitations specified in the particular jump-document.

Fanfic Mode (+0 cp, may not take Variant Mode): Alternately, you may ask Jump-Chan to put you in a variant of the setting where you *do* know what's been changed, whether based on an established fanfic or not. You may not use Fanfic Mode to write in a crossover fic, substantially increase the power level of the setting, or hax around limitations specified in the particular jump-document.

To clarify: **Fanfic Mode** is where you get the fanfic you picked or wrote yourself. **Variant Mode** is where you get the fanfic *Jump-Chan* picked or wrote herself, and she didn't let you read it first.

If a given jump already has fanfic toggles of its own, you may of course use those instead of these generic ones.

Jumper-Grade Compatibility:

Jumper-Grade Compatibility is an undiscounted perk that may be purchased at any point in your Jumpchain that you have sufficient CP to take it.

Jumper-Grade Compatibility (400 cp) - The basic Jumper package is already 99.9+% set up to handle all sorts of different energies and abilities from different universes without having much difficulty, but if you're willing to pay a little extra you can get the premium package. From this point on you are entirely immune to any and all compatibility problems from any abilities, perks, or powers or combination thereof you obtain, regardless of their source. You could safely use both the Dark and Light sides of the Force, channel both divine and demonic energies, wield conflicting forms of magic or energy, mix radically different technologies or biologies, even keep your entire harem in one place, and they will all get along with each other. They will get along with you as

well. None of your abilities, possessions, Companions or anything else that belongs to you in some way will be able to harm, corrupt, or alter you against your will.

(With credit to Ursine for his **Harmony** perk)

Just Visiting:

At your discretion, you may import into any Origin as a Drop-In even if the jump does not allow that option. At your Benefactor's discretion you may still receive the necessary legal documentation to keep your existence from being immediately suspicious.

This does not allow you to escape scenario or Drawback requirements.

Life Skills:

Life Skills is an undiscounted perk that may be purchased at any point in your Jumpchain that you have sufficient CP to take it.

Life Skills (100cp) - You now have excellent skills in cooking, cleaning, basic maintenance, and other mundane household tasks. You also have good time management, and can easily motivate yourself to put your full effort into even boring or unpleasant activities.

(with credit to Ursine)

Mail Order:

The **Mail Order** houserule allows a Jumper to spend his CP allotment from the jump they are currently taking to obtain something from another jump-doc *provided that they pay full undiscounted price*.

Mail Order may also be used to back-order things from jumps that you have already completed. In this case alone you still may use any discounts that you were eligible for when you were taking the jump in question. **Mail Order** may also be used to purchase things with an undiscounted CP cost of 0 at either a flat rate of 50 cp *or* the "pay X to retain this post-jump" price (if any is specified), whichever is higher.

Mail Order is intended to be used for purchasing inanimate or intangible things such as skills, abilities, powers, or items. Mail Order may never be used to purchase sentient beings that follow you from jump to jump, whether that be as Companions, followers, AIs, or random inhabitants of a domain. Items that give you entirely new sets of 'generic' employees in each new jump (like several of the items that give you corporations) are fine; kingdoms and inhabited pocket dimensions and star empires and suchlike are not.

When relevant (such as for the purpose of adjudicating Power-Loss Drawbacks), things that are Mail Ordered are treated as if they were part of the jump they were delivered to and purchased with the CP from.

Your Benefactor is unwilling to Mail Order anything that does not at least vaguely fit either both the theme *or* the scale of the setting you're mailing it to. If you want to be significantly more powerful than what's offered you have to tailor it as closely to the theme as you can, and if you want to be significantly outside the theme you have to be very careful not to exceed the setting's power level. Since the 'free'

purchases have been historically vulnerable to abuse they are under a further injunction; no such purchase may be substantially more powerful than a comparable option in the jump being mailed to.

Also, Gauntlets are completely outside the **Mail Order** houserule. You cannot obtain anything from a Gauntlet unless you are actually in that Gauntlet at the time, and likewise you cannot purchase anything from outside the Gauntlet you are currently taking.

Clarification: Specific adjudications for what does or does not in the mailbox will not be given. As a rule of thumb, if something is doubtful enough that you'd legitimately need to ask about it then it's probably doubtful enough to be nixed.

Interaction: **Mail Order** functions normally in both Creative Mode and Long-Haul Mode. As always, self-restraint and good taste are encouraged in Creative Mode but ultimately its your single-player experience.

Interaction: Anything Mail Ordered from Generic First Jump is considered "in theme" for any non-Gauntlet jump, and is made part of your Body Mod just as things obtained in G1J itself are. You may not Mail Order **Basic Requirements**.

No Backsies:

No Backsies is a Jumpchain alt-mode that you may adopt at any time in your Jumpchain. However, once it is adopted it becomes an irreversible decision and both its restrictions and its benefits will persist with you, irrevocably, until the end of your Jumpchain. Your Companions will also share all benefits and restrictions of **No Backsies** mode with you.

In **No Backsies** Jump-Chan will alter your Jumper nature so that once you have obtained a given power, ability, or skill it becomes a permanent part of you. You will no longer be able to take Gauntlets as Gauntlets (taking a Gauntlet as a normal jump is still permissible if the Gauntlet provides a toggle for doing so), and neither will you be able to use any form of Drawback, scenario, or similar that restricts your Jumper's access to their powers and abilities. In effect, everything you have will become part of your Body Mod, although the concept of a Body Mod is no longer important given that you have no further access to Gauntlets, power-loss Drawbacks, or Scenarios involving the same.

As the name of the alt-mode says, from now on anything you obtain on the Jumpchain will be on a strict "no backsies" policy. Your powers may or may not be blocked or suppressed by *in-setting* power nullification or power suppression abilities as appropriate, but they can never be permanently taken from you. If you visited the X-Men setting then Rogue might still be able to steal your mutant powers and Leech be able to block them, but the Jumpchain never will. And even if Rogue pulls a Carol Danvers on you those powers will still come back eventually, at the end of the jump if not earlier.

As compensation for these restrictions, **No Backsies** provides you with a boon. From now on any power or ability you obtain will count as "fiat-backed" for Jumpchain purposes, regardless of whether or not you purchased it with CP or obtained it the hard way. Likewise, any items that are still successfully in your possession at the end of the jump you originally obtained them in may, at your option, be treated as fiat-backed CP-purchased items from that point on. Fiat-backed items, in addition to all their usual benefits, also respawn in your Warehouse at

the end of a jump if destroyed or lost. You *are* allowed to sell, give away, discard, destroy, etc. fiat-backed items if you've gotten tired of keeping them around, but once you've forfeited an item in this manner it won't respawn.

And remember... *no backsies!*

Optimum Development:

Optimum Development is an undiscounted perk that may be purchased at any point in your Jumpchain that you have sufficient CP to take it.

Optimum Development (600 cp) – Your ability to learn, train, and grow is supremely optimized. Even the most trivial effort put towards self-improvement would return astronomical gains, and do so with nigh-perfect efficiency and at unbelievable speed. You could conceivably push yourself to be at peak capacity in all aspects in virtually no time at all. This boost can be applied to improving or mastering anything that could possibly be advanced by training, learning, or studying and that you already have the minimum capability to do at all.

What's more, this training booster optimizes the quality of your improvement as much as it does the speed. You can grasp the fundamentals of new things as fast as you are exposed to them and train in such a way that you never have to worry about hindering your future development due to a faulty foundation. Even if you somehow inadvertently trained bad habits or flawed techniques into yourself you could effortlessly shed any of those and relearn things the correct way as soon as you figured out how, and you have a faultless instinct for avoiding training accidents, setbacks, or backlashes. And even if it would normally be necessary for you to toss aside your progress in other arts to advance, you could just ignore that requirement and go right on ahead anyway. Your only major limitation on learning is that you cannot create new knowledge *ex nihilo*; unless it's something you were capable of figuring out just from what data were already available then you will need to obtain relevant information in order to learn new things.

As a bonus, you never have to worry about losing any of your gains. Barring Drawback-fiat or equivalent you can always retain any and all gains, skills, and knowledge that you have for as long as you wish to retain them without any need for further practice or conditioning. This includes a perfect memory with infinite storage, instant recall, perfect indexing, tamper-proofing, fully retroactive, 'hidden storage', and all the usual features.

Lastly, you never have to worry about losing your edge. Barring Drawback-fiat or equivalent you can always retain any and all gains, skills, and knowledge that you have for as long as you wish to retain them without any need for further practice or conditioning. Also, your execution may always be technically flawless to the limits of your skill and knowledge. You never fumble, slip, or make an unforced error, and even your immediate reflexes are as smooth and accurate as if you'd had sufficient time to think about your next move.

You may selectively choose what you are training and how slowly it trains so that you never advance anything unintentionally or faster than you feel comfortable with. You can never be forced to use this toggle, it only works when you genuinely and personally desire it to.

This perk counts as being part of the Body Mod for purposes of adjudicating Drawbacks or jumps that restrict access to abilities.

(with credit to MultiverseCrossover, blackshadow111, Ursine, and Worm-Anon)

Pawn Shop:

As Jumpers go down the jumpchain, accumulating power, sometimes they end up with perks and items that are superseded by later purchases. What good is an item giving you an allowance of a few hundred dollars a week when you own a megacorporation? What good is a perk for being a Slayer when you're now the Hulk? Of course you could just ignore the earlier and obsolete purchase, but now with this optional rule you can recover some of the CP you invested in it.

Whenever you are doing a build for a jump, you may pawn any CP-backed purchase you made in a previous jump and receive back 50% of the CP you have invested in it. Note that that is '50% of the CP you actually put into it', *not* '50% of the listed face value'. If you bought it on discount, you get back half the discounted price. If you got it free... well, you can still pawn it if you're tired of it, but 50% of zero is still zero.

If what you are pawning came with schematics, etc. allowing you to make more of them for yourself, then you must pawn all the copies that you or your Companions possess *and* the schematics and capacity to make more to receive the CP.

This only applies to perks, items, powers, abilities, and other things that your character personally owns, possesses, or has as part of their own individual 'character sheet'. It explicitly does *not* apply to Companions. You can't pawn Companions. You *can* pawn corporations, kingdoms, non-Companion followers, hordes, etc., and your Benefactor will gladly find them a good home and refund you 50% of invested CP.

All CP gained via Pawn Shop is treated as 'normal' CP by whatever jump you are currently making a build for, subject to all the same rules that the CP being given to you by the current jump-doc itself would be subject to.

Gauntlet Interaction: Pawn Shop may be used in Gauntlets. Your Benefactor considers the permanent sacrifice of abilities and/or resources you could have used later on down your chain to be sufficient price paid in return for the CP given, even though you wouldn't be able to use what you were pawning in the Gauntlet itself anyway. As could be expected, the CP granted to you via this method can only be used to purchase things available within the Gauntlet itself.

Creative Mode Interaction: Pawn Shop technically functions in Creative Mode, but as point accounting is utterly irrelevant there anyway it is functionally just a method for erasing unwanted things from your character sheet.

Polymath:

Jumpers can live a very long time and learn and do a great many things. So many things that no one person would have time to keep practicing them all, let alone all the working out and exercise required to keep up that kind of bod. And so Jump-Chan now offers the opportunity for any

Jumper to purchase the following perk at any point they have sufficient CP to afford it.

Polymath (0/300 cp) - You have the potential to become a truly well-rounded polymath, an individual of many diverse and comprehensive skills and abilities. You may learn, train, and otherwise improve your abilities and yourself in one-tenth the time and/or effort that it would otherwise have taken you. You never experience diminishing returns or 'bottlenecks' of any kind until you hit the uppermost limits of your potential – assuming you have any, that is.

Furthermore, you have a great talent for learning not just quickly but also properly; you master the basics of new things almost immediately and in such a way that you never have to worry about sabotaging your future development due to a faulty foundation. Also, no matter what you learn your ability to master other skills or abilities remains completely unaffected. It doesn't even matter if it's somehow a requirement for you to toss aside other arts to progress in one, you can ignore that and go right ahead all the same. Lastly, your abilities and skills never degrade due to lack of practice or disuse. This perk counts as being part of the Body Mod for purposes of all perk, Drawback, and Gauntlet interactions.

(with credit to Ursine)

The Right To Choose:

Jump-Chan doesn't care what any jumped-up local authority might say, her Jumpers are *hers* until they *choose* not to be. With this meta-rule in effect, any and all mental influences of any kind that would interfere with a Jumper's free will or objective decision-making are removed immediately *before* the "Stay, Go Home, or Keep Jumping" decision is made at the end of a jump.

The Right To Choose specifically overrides even Drawback-fiat in the event of any Drawback that was not 100% optional.

Self-Insert Mode:

The following Drawback may be taken in any non-Gauntlet jump.

Self-Insert Mode (+0 cp) - This toggle allows the Jumper to insert themself into the place of a canon character in the jump. The jumper's age, origin, race, and faction (if any) will match the canon character's and origins, races, and factions will cost their normal amounts of CP (if any). The Jumper may freely choose their gender, perks, items, and any other such choices, with any differences from canon being treated as a fanfic toggle. Drop-In may be used as the origin category for 'miscellaneous citizen' and/or whatever origin not already covered that the Drop-In perk line suggests, and will import with the canon character's backstory and a Drop-In's discounts. No use of this Toggle will give the Jumper any fiat-backed purchases that they have not already paid for.

If a jump already has an option or scenario for importing into a canon character, you are still free to use that instead.

You may choose to accept a download of the canon character's memories when you import into them like a typical Jumpchain origin or be a more 'classic' self-insert and arrive as a Drop-In in the body of a canon

character. Jump-Chan understands that many canon characters tend to have very painful backstories so you receive her personal guarantee that any new jump-memories you get via this route will be 'insulated' so you're at worst only uncomfortable with them, not traumatized by them.

Lastly, Jump-Chan would like to remind you that if you import into a character who already has a lot on their plate then someone still needs to clean that plate. So if you do something as foolish as importing into Buffy while not having the ability to fight any vampires, for example, then don't come crying to Jump-Chan when the Hellmouth opens because you weren't there to stop it and the demons eat you and you chain-fail.

(with credit to Smuthunter from QQ)

Start Again:

This houserule is intended to provide a *minimum* amount of greater flexibility to vanilla Jumpchains, for those who want none of the structural revisions of either Creative or Long-Haul Mode but still desire something at least slightly above 'one and done' for jumps.

All Jumpers may now exercise the **Start Again** option for a jump, which allows them to redo that same jump in a fresh timeline. Multiversal or time travel powers may not be used to cheese cross-connects between timelines. If you wish to return to a particular timeline that you have already jumped and pick up where you left off, that is the province of the "Return" option of the Warehouse (should you have access to it). You may not use **Start Again** to visit the same jump twice in a row, at least one other jump must be done in the meanwhile.

When using the **Start Again** again, you *are* allowed to do another build sheet for that jump. However, your starting budget will be *0 CP*. Freebies are not free when using **Start Again** but are instead simply discounted to half price, as with normal discounts.

You may gain CP to spend during **Start Again** by taking Drawbacks or Scenarios as normal. The effects of these will last for the duration of the jump and then expire, as normal. **Start Again** has no effect on chain-fail conditions.

Compatibility Note: If you are using other houserules that specify that all jumps with 0 CP starting allowances are Gauntlets, that does *not* apply to **Start Again** unless the jump in question was already a Gauntlet the first time you took it.

(with thanks to Wilgar for inspiration)

Starting Choices:

If a particular jump-doc charges a CP cost for the privilege of picking your starting location, starting time, etc. instead of random-rolling it, that cost is instead reduced to 0 CP. This specifically overrides the CP cost specified of an individual jump-doc.

This specifically does *not* override the listed *options* given in a particular jump-document. If a given jump-doc allows you to select a starting location/etc. only from a specified table, then you can still pick only from the options on that table. Obviously, if one of the options on the table is 'Free pick, even locations not listed' then you can still choose that. But barring other houserules, you cannot change

the setup conditions in the jump-doc outside the range of what is already provided.

In addition, Jumpers may freely select their starting age and gender within the limits of what the jump-doc provides as possible choices without paying any CP cost. If a jump-doc says that 'pay CP to pick any age, even one outside the values listed', then you may still pick outside the values listed.

Time After Time:

The following Drawback may be taken in any non-Gauntlet jump.

Time After Time (+0/100 CP) – By taking this toggle you may now change your entry time from what is available on offer to any earlier point in the timeline, however ancient. You may not start in a period *later* than the jump allows unless you combine this with a fanfic toggle that allows access to such future and/or conjectural eras. Should available perks, items, Drawbacks, etc., be utterly incompatible with such an early start time then it is up to you and your individual Benefactor to either find ways to resolve the incompatibility or else do without.

You may also, in addition to or instead of the above proviso, choose to extend your time in the jump for longer than the standard duration. You may choose to remain for any amount of time you wish but all Drawbacks, scenario limits, and chain-failure provisos still apply. As a compensation for the additional risk you are running you will receive 100 CP for each five full years that you choose to stay.

As an alternative you may instead choose to extend your time for a 'flexible' period that does not have to be stated in advance but allows you to end your jump at any time you wish, provided that you've already completed your minimum stay. However, choosing the flex-time option means being paid no CP for staying. You may combine 'flex-time' with the 'paid time' option above, but any period of time that you have been paid drawback CP for *must* be completed before you are allowed to leave.

(with credit to Ursine, blackshadow111, and Legion1771)

Time Off:

Don't you want to just take a break sometimes? Jump-Chan understands, which is why she offers this toggle you can take in any non-Gauntlet jump.

Time Off (+0 cp) - Taking this toggle places you into a minimal-danger alternate timeline of the setting you are jumping into, a place where you can just kick back and relax. This is your beach episode, your summer vacation omake, your filler time. You can just wander around and see the sights without any pressure. Your Time Off will last as long as you wish it to, from a brief visit on up to the full ten years of a normal jump.

While taking Time Off you are immune to chain failure. Dying or otherwise suffering a chain-failing condition merely ends your break and sends you back to your regular Jumpchain. Furthermore, taking Time Off does not count as actually visiting the jump in question so you are free to return later and complete a normal jump there in the regular timeline. You may take Time Off in a particular setting more than once but will be in a different timeline each time.

Time Off is intended to be a stress-free break from Jumping and not just a chance to score free stuff. Appropriately, you do not actually gain access to the jump-doc while taking Time Out. You are inserted as the equivalent of a Drop-In with enough valid paperwork to be a successful tourist, and that is all you get. You do not receive CP, may not take Drawbacks or Scenarios, may not make any purchases or receive freebies or rewards, and do not receive any fiat-backing for anything you may happen to pick up while you're there. You do, of course, retain all perks, abilities, powers, etc. that you already had.

Interaction: Time Off is a specific exception to houserules that state that any jump with a 0 CP starting allowance is a Gauntlet.

Tutorial Level:

Some Jumpers don't want the security of Jumpchain alt-modes that make chain failure impossible, but the full vanilla experience. While Jump-Chan certainly doesn't mind giving Jumpers every available opportunity to make very poor decisions, she's still not entirely thrilled with the percentage of Jumpers who die on their first jump. And so, she offers new Jumpers the option of treating your first jump and *only* your first jump as a Tutorial Level. Tutorial Level jumps have the following rules:

First off, your Tutorial Level cannot be a Gauntlet. For purposes of this rule, any Jump with a 0 CP starting allowance is a Gauntlet. Likewise, you may not take any jump, Drawback or Scenario that has a chain-fail condition other than dying.

Second, your Tutorial Level provides +600 CP as a handicap. This CP does not count against Drawback limits, but you may not take a power-loss Drawback even if one is offered in the jump.

Most importantly, dying in the jump does not count as chain-failure. Instead, if you die in the jump you will be sent back to the beginning to try again. You may redo your build sheet at that time if you choose, but like all other Tutorial Level provisions, that applies to your first jump *only*. Your jump will end after you have spent ten years' of personal duration in the jump (counting any and all loops) *or* entirely exhausted Jump-Chan's patience at your hopeless inability to survive, whichever comes first.

Generic First Jump, being its own custom 'tutorial level' experience, is not compatible with the Tutorial Level rules. You may choose one or the other, but not both. Likewise, Creative Mode and Long-Haul Mode are also not compatible with these rules.

Unchained:

Unchained is a perk that may be taken at any point in your Jumpchain you have sufficient cp to afford it.

Unchained (600cp) - You found the mettle within yourself to aspire towards the absolute peak of self-actualization, and have been rewarded appropriately. You are now Unchained, and now there is no limit on what you can potentially achieve.

First, there is the absolute guarantee that you will never develop into an individual you do not desire to be. No matter what happens you will always be able to retain your essential self, that which makes you *you*,

unless you knowingly choose to cast it aside. Second, you'll never stop seeing useful results regardless of what you are trying to learn or improve about yourself. Unless you simply lack any possible potential to do something at all, you will always find ways to improve a reasonable amount over a reasonable timeframe so long as you put in the effort. And third, you will always be able to motivate yourself to give 100% to any training or task - no matter how unpleasant or boring.

In addition, your mind expands to become that of a true, multifaceted, and stable genius. Your intelligence increases to what would normally be the pinnacle of your race at the time you purchase this perk, and you are able to apply that intelligence towards any field that strikes your fancy. You will never fall into a blind alley or foreclose avenues of future development, and will always be able to dodge the trap of crippling overspecialization. Likewise you will avoid being over-clever at the expense of wisdom; you will always be aware if you are about to do something that is contrary to basic common sense or rationality or that your Benefactor would punish you for. Likewise, you will always know if your emotions are clouding your good judgment.

And since you are Unchained, all fetters and limitations to your body, mind, and soul are lifted. Your learning ability is expanded vastly, allowing you to discover new modes of thought, new techniques, or simply experience new sensations far more easily than those around you. You are a single-repetition learner for any skill that others can teach you, and discovering new depths for yourself will take *at least* one order of magnitude less time than it would take a normal genius – and quite often more orders than that. And, of course, you will retain any gains, skills, and knowledge for as long as you wish to retain them without any need for further practice or conditioning.

This perk counts as being part of the Body Mod for purposes of adjudicating Drawbacks or jumps that restrict access to abilities.

(with credit to SJ-Chan and Ursine)

Warning Label:

The following perk is offered free to any Jumper who wishes to take it.

Warning Label (free) - Whatever powers or abilities you gain will never work in any way that harms or adversely affects you without your knowing about and accepting the risk ahead of time. This perk counts as being part of the Body Mod for purposes of adjudicating Drawbacks or jumps that restrict access to abilities.

(with credit to Ursine)

Experimental Content

Yes, we're aware this stuff is ludicrously OP. That's why it's down here. This is the ultra-cheese, push-the-envelope content. We know it's entirely unbalanced and may very well break chains. They're experiments, so if anybody actually uses any of these feel free to post in the Jumpchain thread and tell me how it went.

Paragon - Optional Body Mod Replacer:

Paragon is an undiscounted perk that may be purchased at any point in your Jumpchain that you have sufficient CP to take it. Alternately, at the discretion of your Jump-Chan **Paragon** may be taken as a Body Mod replacer at zero cost.

Paragon (0/1000 cp) - You have been privileged to be touched by the very essence of perfection. At the time you gain this perk you immediately win the genetic lottery, with all of your physical and mental faculties raised to the highest levels that a member of your race could naturally attain in your home universe. You are also given a one-time reset to perfect physical and mental health. You will be given a one-time appearance upgrade based on your wishes and idealized self-image, with the exact details of your build and "endowments" being up to you. This includes a perfect memory with infinite storage, instant recall, perfect indexing, tamper-proofing, protection from harmful memories, fully retroactive, 'hidden storage', and all the usual features.

You will also receive several convenience features to represent your larger-than-life nature. So long as you are consuming sufficient calories to avoid starvation your metabolism will respond as if you were eating a perfectly healthy and balanced diet. Your body and clothes simply won't get dirty unless you choose to have it happen, likewise for body odor. Things like social diseases or unwanted pregnancies simply won't happen for you or any of your partners, and they won't even worry about them.

Furthermore, you will have ideal harmony of thought, action, and spirit. You can perform with technically flawless execution to the limits of your skill and knowledge at all times, and even your instant reactions are as smooth, accurate, and appropriate to the situation as if you'd had time to leisurely ponder your next move. Your willpower will be unbreakable and unlimited but your spirit will remain flexible and open to new ideas, and you will be absolutely immune to any form of insanity, mind control, or corruption. You will instantly process any form of mental harm or trauma in the way that is most beneficial for you.

Since your talents, aptitudes, and capacity to learn are as perfect as the rest of you, your rate of improvement is as fast as it's ideally possible to be under the circumstances, if not faster. You can grasp the fundamentals of most things as fast as you are exposed to them and train in such a way that you never have to worry about hindering your future development due to a faulty foundation. Even if you somehow inadvertently trained bad habits or flawed techniques into yourself you could effortlessly shed any of those and relearn things the correct way as soon as you figured out how, and you have a faultless instinct for avoiding training accidents, setbacks, or backlashes. And even if it would normally be necessary for you to toss aside your progress in other arts to advance, you could just ignore that requirement and go right on ahead anyway. Your only major limitation on learning is that you cannot create new knowledge *ex nihilo*; unless it's something you were capable of figuring out just from what data were already available then you will need to obtain relevant information in order to learn new things. As a bonus, you never have to worry about losing any of your gains. Barring Drawback-fiat or equivalent you can always retain any and all gains, skills, and knowledge that you have for as long as you wish to retain them without any need for further practice or conditioning.

Lastly, you are assured of living as long as you wish to live. Your aging will stop at (or if necessary, revert to) the prime of life and

you gain impenetrable plot armor specialized in personal survivability. You are not any luckier than you would be otherwise but you are immune to misfortune that is not caused by deliberate malicious action, and things will *always* work out so that you never quite die and that you will eventually recover from anything short of death. You will *never* be put permanently out of action save by your own will. Even if your particular Jump-Chan prefers plot armor to never be 100% certain you would still have to be actively pursuing death with an intensity unmatched in all history before your plot armor could no longer come up with a way to save you. These anti-death protections are shared, to a lesser degree, with those who are close to you and who you deeply care for.

This perk counts as being part of the Body Mod for purposes of adjudicating Drawbacks or jumps that restrict access to abilities.

(with thanks to blackshadow111, Ursine, Valeria, and MultiverseCrossover for various inspirations)

Supreme Intellect:

Supreme Intellect is an undiscounted perk that may be purchased at any point in your Jumpchain that you have sufficient CP to take it. As this is essentially a superpower, it may be purchased with CP from stipends for buying superpowers.

Supreme Intellect (600 cp) – Your purely intellectual faculties are now effectively unlimited. These include but are not limited to things such as perceptiveness, focus, analysis, computation, creativity, multitasking, and pattern recognition. Your genius crosses all boundaries and encompasses all fields of endeavor. You can learn anything at unmatched speeds if you possess even the faintest capacity for it, and any field of study will be child's play for you to master. Your skills and knowledge do not degrade regardless of the passage of time or disuse. Your memory is likewise ideal, with all the usual features such as unlimited storage, perfect indexing, instant recall, retroactivity, protection from harmful memories, tamper-proofing, etc.

When applicable your supreme intellect may be treated as essentially a conceptual force, able to potentially match and exceed anything within the sphere of pure intelligence without limit. Except for that which would be denied you by the will of your Benefactor until after you have obtained your Spark, nothing is ultimately beyond your ability to comprehend. For you it will be a question of 'Is this worth the effort?' rather than 'Is this possible?' when it comes to purely intellectual tasks. You are always aware of and can freely set aside any biases or preconceptions in your thought process, which among other things allows you to easily understand and reverse-engineer new sciences and technology. You may always perform up to the very limits of your skill and ability with no slips, fumbles, or unforced errors. And you have no gap between 'reflex' and conscious reactions; your actions are controlled by your thoughts with total precision and execute as quickly as your physiology allows, and your mental reaction time is for all intents and purposes instantaneous.

Lastly, your optimized mind is immune to any form of insanity or derangement, specifically including those that might result from being vastly more intelligent than everyone around you. You will instantly process any mental trauma in the best way possible for you. You retain your normal capacity to feel emotions but will always be able to keep your cool and avoid being emotionally compromised or mentally exhausted

under any circumstances. Your morality will not be affected by your new mental abilities unless you wish it to be.

(With credit to Domino, Ursine, and blackshadow111)

Changelog *[of the SpaceBattles Post]*

2/10/17 - Created page.
2017-2019 entries removed to save space.
2/5/20 - Changed training multiplier in **Polymath** from 1/5th to 1/10th.
2/7/20 - Clarified the 'peak performance' of **Optimum Development** to include reflexive actions.
2/11/20 - Added **Extended Stay**. Moved **From The Start** to be a stand-alone houserule rather than bundled with **Self-Insert Mode**.
2/13/20 - Turned **Gauntlet and Power-Loss Guidelines** and **Power and Item Loss Drawbacks** into an entire Jumpchain alt-mode and moved them to the top section of the page.
2/19/20 - Gave **Optimum Development** a major overhaul and took out all the exponential math.
2/20/20 - Updated the **Modified Front-Load** and incorporated it into the general houserules page rather than keep it as a stand-alone.
2/24/20 - Added the **One True Body Mod**.
2/28/20 - Updated **Mail Order** to version 1.1, changing the 'what doesn't fit in the mailbox' policy, clarifying what can and cannot be ordered, allowing somewhat more flexibility re: Power-Loss Drawbacks. Allowed a restricted policy for mail-ordering 'freebies'.
3/4/20 - Added **Pawn Shop**.
3/9/20 - Added **Warning Label**.
4/5/20 - Replaced **Not Done Yet** with **Time After Time**.
4/6/20 - Reorganized page to give Body Mod and Warehouse Replacers their own section towards the top.
4/25/20 - Added **Life Beyond Death**.
7/2/20 - Added **Just Visiting** to allow you to expand Drop-In import options.
7/7/20 - Added **Perfect Memory**.
7/15/20 - Updated **Mail Order** to specify that a mail-ordered item is considered part of the jump it was purchased in, not the jump it was ordered from.
7/17/20 - Updated **Paragon** to tweak wording and clarify details.
7/18/20 - Updated **From The Start** to include plot armor while you were younger and more helpless.
7/22/20 - Added **Themed Power-Loss** to the Gauntlets and Power-Loss section.
11/5/20 - Added **JFY** to Experimental Content.
11/11/20 - Removed the restriction on Endjump Scenarios from **Creative Mode**.
11/15/20 - Streamlined **Child of the Jumpchain**.
11/27/20 - Updated **Heroic Body** to increase reaction times to peak human.
12/8/20 - Updated **Companion Houserules** to allow for OC companions.
12/24/20 - Removed **Gamer Mode** due to its being made obsolete by reddit's Generic Gamer Jump.
2/8/21 - Clarified that Power-Loss Drawbacks apply to all Companions and Followers as well as the Jumper.

3/8/21 - Added **Basic Income** and **Life Skills**.
3/24/21 - Added the option to recruit real-life friends or family at the start of a Jumpchain, under **Companion Houserules**.
3/26/21 - Removed **Polymath** from Optional Body Mod components. It has been replaced there by **Perfect Memory**. Added a mild Evercleansed type effect to **Basic Bodymod**.
3/27/21 - Added **Supreme Intellect** to Experimental Content.
3/30/31 - Updated **Stuff Space** to include a Medbay and some basic utilities.
4/9/21 - Removed JFY from Experimental Content. Added **Unchained**. Clarified that **Perfect Memory** may potentially be added to any Body Mod package.
4/12/21 - Created the Lifestyle system for handling Jumper wealth. Allowed **Basic Bodymod** to have the same appearance upgrade as **Heroic Body**.
4/14/21 - Updated **Mail Order** to allow things mail-ordered from Generic First Jump to be part of the Body Mod, as per G1J's unique ending condition. Slightly loosened the 'free' restriction on **Mail Order**.
4/17/21 - Updated **Supreme Intellect** to clarify mental abilities and include immunity to any value drift that would be caused by your intellect.