TRUE JUMPCHAIN MULTIPLAYER SUPPLEMENT

V1.0 (ALPHA)

Proof of Concept, Subject to Change

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(DISCLAIMER: This Supplement (while heretical) is still only designed and "balanced" for two-player playthroughs. In theory, it can work with as many players as a Jump has Origins (so, generally four at maximum), but such a story would be a bit much even for my blasphemous self. So, I *recommend* two players with this Supplement, although technically it could support 2-4 players without too much issue beyond player conflicts. Also, this Supplement should be used before starting on your first Jump; if it isn't, you won't be allowed to use it later, due to the nature of the rules.)

So, I hear some of you out there want to ignore the sanctity of Jumpchain, and commit the greatest of heresies: allowing a friend to tag along. Luckily for you, unlike most other Jumpchans, I'm actually okay with that idea… with a few caveats. Can't have you getting too powerful too quickly, after all!

While I will be laying down several rules here, I'm a generous being, and will allow you a chance to tip the rules into your favor, using something most of you should be familiar with. So, without further ado…

Here are +0 Choice Points. Use them wisely.

What's that? You didn't get any CP? Well, I guess you'll have to take Drawbacks in order to mess with the rules! Better prepare yourself...

With that out of the way, let's do this!

SECTION 1: DA RULES

Here are the rules I'm establishing, in order to keep things a bit more fair. Of course, some of these can be changed with CP, but that section will come later.

RULE 1: ORIGINS

1) Most every Jump nowadays has multiple Origin options; after all, it's not much of a Choose Your Own Adventure if you can't, you know, *choose*. In honor of that, and to keep you folks from Min-Maxing *too* much, both Jumpers must choose different Origins from each other. How you decide this is up to you (random chance, taking turns, etc), but no Jumpers may share the same Origin.
2) Other than an Origin restriction, there is no limitation on Perks; if you wish to spend full price for the Perks of another Origin, you are allowed to do so unless forbidden by the

Jump itself (for example, Force powers in a Star Wars Jump that are only available to a Jedi Origin would be forbidden to a Bounty Hunter Origin)

RULE 2: COMPANIONS

1) Normal Jumpchain rules permit eight active Companions at a time, with some Jumps allowing Jumpers to circumvent this limitation by spending extra CP. Here, however, the Companion limit is much harsher; there can only be eight Companions *total* between all Jumpers. Whether imported into the current Jump or not, all Companions count towards the eight Companion limit, no matter which Jumper recruited them. How Companions are shared is left up to the Jumpers to decide (four to both Jumpers, all eight to one and none for the other, or any combination in-between), however once the limit is reached, no more Companions may be recruited; existing ones may be imported as normal however.
2) Followers and Pets do not count towards this limitation; to make this a bit less restricting, any Companion that has not been imported into any Jump beyond their original one is considered a Follower. Once they are imported into a Jump as a Companion option in any way, they are considered a fully-fledged Companion and will begin counting towards the limit. “Item” Companions (such as Titans from Titanfall, or the Phoenix from Harry Potter) are not considered Companions unless imported into a form other than an animal or equipment. There are several exceptions to this, but make a good faith effort to follow the limit rules. When in doubt, fanwank, but do remember you’re playing a Jumpchain with double the amount of Jumpers, and therefore double the powers and perks.

RULE 3: DRAWBACKS

1) Drawbacks taken will apply to the Jumper who took them at full CP; however, any World-Affecting Drawbacks will apply to both Jumpers at half CP each (for example, Apokolips Now from Young Justice, which causes Apokolips to awaken early). This is because, obviously, there’s only one world to be affected by these Drawbacks, and two Jumpers to deal with said Drawback. So, be sure to consult with your fellow Jumper before taking a Drawback that turns the Earth into an apocalyptic wasteland, because they might be a bit annoyed at having to deal with it. This does not, however, apply to “no outside powers/Warehouse” Drawbacks; instead, the affected player is prevented from using any powers, items or perks that came from other Jumps, and they cannot enter the Warehouse; this cannot be circumvented by any means. Items handed to them by the other Jumper will slip through their fingers, attempts by the other Jumper to awaken any powers within them will fail (possibly lethally), and the Warehouse will be blocked by a wall of force that cannot be passed by the Drawback-stricken Jumper.
2) Similarly to taking multiple Drawbacks, the Drawbacks of both Jumpers can combine and produce something more terrifying than might otherwise occur. For instance, if both Jumpers take a “scaling monster” Drawback (an opponent that gains strength based on your own), then instead of two monsters based on either Jumper’s powers, there may instead be one monster with the powers of *both* Jumpers combined, even if said powers should be mutually exclusive. For instance, a monster that has both Order *and* Chaos magic, paired with any kind of “unlimiter” Perks, would be a very dangerous foe to deal

with, so make sure your Jumpers are able to handle the danger before you start stacking Drawbacks.

3) Also, as a side note, any “single player” Drawbacks obviously cannot be taken; as a general rule, if the Drawback prevents Companions, it cannot be taken by either player for obvious reasons.

RULE 4: TRADING POWERS AND GEAR

1) Because some of you absolute geniuses out there will have already thought of this, Perks and Powers can not be traded, borrowed, gifted, copied, or anything else by another Jumper. Techniques and tricks may be taught to other Jumpers, so long as they have the required Perks or Powers to utilize them, but this Supplement cannot be abused to give either Jumper the combined Perks and Powers of both. Other than this limitation, any copying powers work as intended, meaning that one Jumper could take a magic Perk in a Jump, while the other Jumper could steal or copy the magic of a character in the Jump and receive training from the first Jumper. Any Perks or Powers bought with CP can never be traded, however.
2) This limitation does not apply to Companions; all Companions may trade or teach powers and abilities to either Jumper (so long as they possess the required Perks), and either Jumper can do the same to all Companions, though this cannot be used to indirectly give the other Jumper access to your powers; if traded to a Companion, that power cannot be traded to the other Jumper, but can be given back to the original owner.
3) Items, however, may be shared between Jumpers, unless otherwise stated in the Jump document (for instance, soulbound weapons only work for the original owner), as can any blueprints or craft items. However, if taken without permission from the other Jumper, this will be treated as stealing in the eyes of the Jumpchain, and the item will reappear in the other Jumper’s possession unless otherwise stated in the item description.

RULE 5: WAREHOUSE/BODYMOD/OTHER SUPPLEMENTS

1) Both Jumpers share a single Warehouse Supplement, with the base amount of CP being split between them. If Portal and Link are not chosen, each Jumper will receive a key to the Warehouse, but only one door may be open at a time. To prevent one Jumper from locking the other out of the Warehouse, doors can only be kept open for 24 hours before closing, unless both Jumpers are within the Warehouse (this limitation does not apply to the Portal/Link combo, as two portals may be opened at once; in this case, both players may open one portal, and use them for fast travel if both portals are opened)
2) For Bodymod, however, each Jumper has their own Supplement as normal, with the full amount of CP to choose options; Jumpers are of course not allowed to trade CP between each other.
3) If Supplements are considered “per character” (for instance, Bodymod), then each player is given their own. If they are considered “shared” (example: Warehouse or Space Dock), then both players share the same document, with no extra points between them.
4) PSST! *To those of you naughty, naughty Jumpers out there… yes, the Cheat Supplement is allowed here; however, both Jumpers share the Supplement between*

each other, and the "extra CP if you fail a Jump" option requires both players to fail the Jump in order to count. So, try not to look too suspicious to your Jumpchan!

5) If in doubt, fanwank; of course, do remember that two Jumpers can get incredibly powerful, so err on the side of caution.

RULE 6: DEATH

1) Normally, the Jumpchain ends upon the (usually) permanent death of the Jumper. Of course, with two Jumpers, this can be a bit difficult to judge; should it be the death of both? Or instead the death of one? Well, in this Supplement, Jumpchain fail only occurs if both Jumpers are dead at the same time and have run out of 1-Up powers. However, if either Jumper is still dead at the end of a Jump, they forfeit the rewards from that Jump, similar to failing a Gauntlet. Any resurrection power cannot be used on the dead Jumper, unless said power is specifically designed for this scenario (1-Up powers, Companion Perks, Ghosts from Destiny, etc), so be careful out there Jumpers.

RULE 7: SCENARIOS

1) Most Jumps that offer Scenario options only allow the choice of one option per Jumper; of course, with two Jumpers here, you can take one option each! However, any "world" scenario (such as taking over the world or saving it from an alien invasion) would apply to both Jumpers. Personal Scenarios, however, only apply to one Jumper, so both of you can take the same scenario or two different ones if you desire!
2) Mutually exclusive Scenarios obviously cannot be taken (example: in Skyrim, you cannot have one Jumper become the Listener and the other Jumper destroy the Dark Brotherhood), but two mutually exclusive Scenarios in different pairings may be taken (for example, in Skyrim, Listener can be taken by one Jumper and Dawnguard may be chosen by the other, as neither Scenario contradicts the other).

(OPTIONAL, BUT RECOMMENDED): TIME TRAVEL/WORLD-AFFECTING POWERS

1) While this is not a required rule like the previous ones, any powers that directly affect the flow of a story (such as time travel) may be annoying to deal with in their standard formats. With that stated, there are two main options to deal with this.
2) Option 1: Time travel, and other similar powers and tech, are simply not allowed within the Jumpchain unless explicitly a part of a Jump (such as Quantum Break or Back To The Future). This prevents either Jumper or their Companions from affecting any of the story that has already happened, keeping the flow of the story linear.
3) Option 2: Time travel and similar powers affect both Jumpers at once, but any cooldown or power requirements are doubled (unless the power already affected more than one person); the cooldown takes twice as long, while the doubled power requirements can be split between both Jumpers if desired. This allows for both Jumpers to have "memory" of the "future", preventing confusion between players.

SECTION 2: LOOPHOLES

Perhaps you feel those rules are a bit harsh; maybe they are, maybe they aren't. Either way, this section allows you to spend CP in order to "loosen the noose", so to speak. Of course, in order to do so, you'll need to take Drawbacks; and no, there are no discounts.

Each section applies to a different rule, in order to make it easier to modify specific rules without messing with others. Each rule has four possible modifications, ranging from 100CP, 200CP, 600CP and 1000CP. Choose wisely!

RULE 1: ORIGIN MODIFICATIONS

1) (100CP) Thrifty
    a) For each purchase of this modification, you may apply a single discount to any perk, power or item in the Jump document, regardless of Origin, once per Jump. This cannot be used on anything that is already discounted, nor can it be used to gain free perks/powers/items, but there is no limit to the price of the object allowed (this does not work on this Jump document, for obvious reasons). For each purchase of this, each Jumper receives one extra discount, maxing out at six purchases.
2) (200CP) The Richest Pauper
    a) What's that? You really like the items of your friend's Origin, but you can't afford them? Well, with this modification, you can trade your own Origin's item discounts and freebies for those of another Origin. This only works on items, and cannot be used to gain the extra item CP of any Origins that may give them; only the discounts are traded. But, if you wanted to be a random civilian wielding a divine weapon, this is your modification.
3) (600CP) Born Into The Wrong Class
    a) Just like my D&D group, it turns out neither of you know how to play a class correctly. Fine then, if you want to be a magic-using rogue, go ahead, I won't stop you. No I'm not salty, what are you talking about? Anyway, this perk allows you to assign a different Origin's Perk freebies and discounts to your own Origin, forfeiting your previous discounts. This does not give the other Origin's extra CP (for instance, Drop-In giving extra CP to be spent on powers), nor does it apply to anything beyond perks and powers; you do not receive a discount on the other origin's items, instead keeping your original discounts.
4) (1000CP) Wait A Minute, You're Me!
    a) Well isn't this a nice bit of deja vu? With this option, both players may choose the same Origin option as each other, complete with any freebies, discounts or extra CP. Try not to get too confused.

RULE 2: COMPANION MODIFICATIONS (Incompatible with "Loneliness" or "Isolation")

1) (100CP) Doubling Up
    a) For each purchase of this modification, double the limit on Companions. First purchase? 16 max. Second purchase? 32. So on and so forth, you get the picture. I'm not here to do the math, that's what I have you for. You may purchase

this up to six times, ending up with… 512 Companions? Holy Mother of Myself, who even needs that many people?!

2) (200CP) Not A Swinger
    a) Don't like sharing Companions with another guy (or gal)? Fair enough, I know the feeling, ever since that one time… well anyway, this modification allows both Jumpers to have their own Companion limit! Said limit begins at 8 each, but can be increased using the previous modification; said modification applies to both limits at the same time.
3) (600CP) Friends In High Places
    a) Always find yourself running out of Companion CP at the worst times? Well, with this modification, you'll never have to worry about that again! Until you do. Which will be often, but less often than otherwise, because now all of your Companions receive double CP for any import option! What's that, the import doesn't give CP? Not to worry, because they get 800CP to spend in those cases, with no extra charge and no money down! Treat your Companions to everything they could ever want, with one simple modification!
4) (1000CP) That One Marvel Scene
    a) Limits on Companions? In *MY* Jumpchain? Absolutely not! Forget any of the previous options, the limit has been shattered, allowing for infinite Companions for both Jumpers, along with infinite imports (the price still applies, but at a discount; if the Jump allows for 2 companions at 100CP or 8 companions at 300CP, then it would cost 150CP for every 8 companions after the first 8). Plus, you get the ability to open big, glowing portals (in your choice of color) into the dimension where Companions reside when not in use, allowing all of your Companions to take to the battlefield like that one scene in that one copyrighted movie (these portals can only be traversed by Companions, and prevent Jumpers from entering them, but can be resized and opened anywhere with sufficient space to allow the chosen Companion(s) to exit).

RULE 3: DRAWBACK MODIFICATIONS

1) (100CP) Jackpot
    a) That pesky Drawback point limit? No longer a thing. The sky (or the underworld, given some of these Drawbacks) is the limit my friend. On top of this, once per Jump, you may roll a 1d4, and apply the following results: if you roll a 1, you may double the points of a single 100CP Drawback. For a 2, you may choose to double the points of any one Drawback worth 300CP or less. For a 3, you may double the points of a 500CP Drawback or less, while a 4 will allow you to double the points of any one Drawback that you have taken, regardless of its worth. Want 2000 extra CP? This is how you get 2000 extra CP. For each purchase of this modification, you may roll that 1d4 a single time, using said roll to double a single Drawback limited by the above rules; maximum of six purchases.
2) (200CP) The Main Character(s)
    a) Upset that you can't both be "the edgy main character" of every anime ever? Well despair no longer, for I have decided that, in exchange for your generous

donation, you will both be able to take the main character and single-player Drawbacks! How does this work? Well that's above your paygrade, the point is that for all intents and purposes, there are two main characters now, and no one will question this.

3) (600CP) Administrative Access
    a) Upset that you've been locked out of the Warehouse because of that one Drawback while your buddy laughs at your misfortune? Well, turns out this modification gives each of you a magical keycard that allows access to the Warehouse, regardless of Drawbacks! Do be careful, however, as this card carries no fiat-backing; if it's lost or destroyed, it won't be repaired or replaced until the beginning of the next Jump, and cards cannot be shared between Jumpers.
4) (1000CP) Walking Disasters
    a) Upset that taking an apocalyptic scenario is only worth 500CP instead of the usual 1000CP? Ruining the lives of everyone in the Jump not giving you enough points? Look no further, for with this, any and all Drawbacks are worth the full points, with world Drawbacks being worth an additional 50% on top of the base price! So go forth and wander the wasteland of lives that you chose to ruin, armed with nothing but your additional 1500CP and the knowledge that you could have easily prevented all of this by just not taking that Drawback. (If you took the 100CP modification in this tree and roll a 4, you can double that Drawback's increased price; for example, 3000CP from the Drawback shown in this modification)

RULE 4: POWER TRADING MODIFICATIONS

1) (100CP) Trace, On!
    a) For each purchase of this modification, you can both copy a single power from any source, up to a maximum of six each. Luckily for both of you, these need not be permanent; instead, you may relinquish a copied power in order to obtain space for a different copy, but that copy is lost forever unless you can copy the same power from either the same source or a different one. So, be careful when dismissing a power, because you might not be able to get it again. Maximum of six purchases.
2) (200CP) Sharing Is Caring
    a) Some of your powers say they can't be shared with others, or you're not sure if you want to share a portion of your own power to awaken those in others? With this modification, you can grant a copy of your powers to anyone you choose (other than your fellow Jumper) without needing to meet any requirements other than actually possessing those powers yourself. These powers start out at 1/10th of their normal strength (which may express itself as a numerical limitation for some powers), but will grow to full strength over the course of a year; unfortunately, the person who receives the copy will still need to train in order to reach your level of skill. DISCLAIMER: Some powers may not express themselves in the same way, even through the copy (For instance, Bleach

Zanpakuto abilities would instead allow the person to develop their own Zanpakuto powers based on their personality/soul. How this expresses itself is that their Zanpakuto has points equal to those you spent on your own in order to design their own powers and abilities)

3) (600CP) Mister Miyagi
    a) With this modification, any powers you grant to others automatically start on equal footing with your own! You have practically infinite mana and affinities for all types of magic? Well, so do your Companions, friends and family now! This can also be used to grant your own memories of using the power, quickly elevating your apprentice's skill to your own in a few short moments. In fact, this can even be used in reverse; any powers or training you gain from an external force (other than Jump documents) are automatically obtained at the level that your mentor already achieved. If that's not enough, this also makes you an incredible teacher; somehow, you always manage to find a way to train up even large groups of trainees to your level within a few months at most.
4) (1000CP) Eat My Hair!
    a) Upset at not being able to share your powers with your fellow Jumper? Maybe you both want to get all the powers at half the price; who am I to judge? Anyway, with this modification, you can share powers between each other as easily as sharing DNA! Not like that, you perverts. Anyway, just eat a piece of hair or something from the other Jumper, and you have access to all their powers up to that point in time! Of course, you'll still have to train them up to the same level, though any training or mastery perks still apply here.

RULE 5: SUPPLEMENT MODIFICATIONS

1) (100CP) Please Sir, May I Have Some More?
    a) With each purchase of this modification, you gain some extra CP for each Supplement (except this one). How much? Whatever the minimum amount of points for that Supplement would be: most of the time, that would be 100CP per purchase, but for some Supplements (like the Cosmic Warehouse), that would be an extra 10CP. You may purchase this modification up to six times.
2) (200CP) Ah Crap, Can I Have A Do-Over?
    a) Over time, you've managed to collect a bunch of different perks and powers, maybe even saved some CP up if your Jumpchan is that lenient, and you're regretting your earlier choices. Well, with this modification, after every Jump you'll have the choice to redo any one Supplement, other than this one (if you grab Double, Not Nothing and choose to get separate Supplements, you can each do one Supplement of your choosing). If you have any saved CP, you can use it during this redo as well, but any further redos won't benefit from the saved CP already spent on the Supplement (for instance, if you spent an extra 200CP on a Supplement, then redo it again, you effectively lose that 200CP). Any saved CP spent will be converted depending on the Supplement; for a Supplement like this one that works on standard Jump prices, 100 saved CP would be equal to 100CP in the Supplement, but for Cosmic Warehouse, 100CP would convert to only

10CP in the Supplement. This can apply to any Supplement other than this one, but only one Supplement may be redone per Jump.

3) (600CP) One And A Half Times What?
    a) One and a half times everything, that's what! Well, kinda. With this modification, anything you purchase in a Supplement (except this one) is half again as effective as it would normally be. For example, the Warehouse would be one and a half times as big, the maximum size of the Portal option would be one and a half times as big, the A/C and Heating Units would be able to heat and cool half again as good as before… *Everything* is better! Not good enough? Fine, how about the Bodymod Supplement? Put two purchases in Sense, and get the third one absolutely free, same with any other category! If it can be improved in function, it will be; if it can't, it will be improved in size, or durability, or whatever makes the most sense. When in doubt, you guessed it, fanwank.
4) (1000CP) Double, Not Nothing
    a) Not able to grab all the things you wanted from your Supplements? Or maybe you don't feel like sharing; I'm not here to judge. What I *am* here to do, however, is offer you a choice: you may either receive double CP for all Supplements except this one (still sharing the Supplement), or you may each have your own Supplement at full CP (one Warehouse per Jumper, for example; this option rewards double CP instead for Bodymod). This modification cannot be purchased multiple times; you only get one choice, and that choice applies to all Supplements except this one. This does not apply to actual Jumps, only Supplements.

RULE 6: DEATH MODIFICATIONS (Incompatible with "Death Is Not An Adventure")

1) (100CP) Final Countdown
    a) Instead of instantly dying upon receiving a fatal wound, for each purchase of this modification you can survive an additional hour before succumbing to your wounds (so long as it makes sense; you could withstand poison or a stab to the heart for hours, but being crushed by the event horizon of a black hole or caught in a supernova would certainly kill you instantly unless you have perks to survive it). These extra hours give you time to heal yourself or seek medical attention, and so long as you are *fully* healed this timer resets: next time you take a fatal injury, should you have fully healed from the last one, you will have the full amount of time to survive and seek help. This modification may be purchased six times, for a maximum of six hours of survival.
2) (200CP) Unlife Insurance
    a) Afraid you'll lose all of your "hard-earned" Jump perks and items if you die? Not anymore! While that 200CP of yours would normally be nowhere near enough to cover this insurance plan, I'm feeling generous (and I'm somewhat broke at the moment), so I'll just give it to you at rock-bottom prices. This plan, skipping past all the fine print that you really don't need to read, basically says that if you're still dead at the end of a Jump, you can decide to stay dead at the start of the next one but keep any rewards from the previous Jump. This also allows you to fill out

a document for the new Jump, but given that you're dead it'll obviously be a while before you actually receive any of your purchases. You can continue to stay dead at the beginning of new Jumps, collecting perks and items, until you can eventually be revived or until you decide to forfeit the rewards of the current Jump in exchange for revival. Of course, should your fellow Jumper die while you are dead, you'll fail the Jumpchain anyway, so try not to be too stingy with your things alright?

3) (600CP) Jolly Cooperation!
    a) That bit about not being able to resurrect each other? Well, turns out I was wrong; it seems there's a bit of fine print here that says "upon being bribed with 600CP, Jumpchan can allow Jumpers to use resurrection skills on each other"... wait, I wasn't supposed to read that out loud. Ahem, the point is, you can now resurrect each other if either of you die, though of course both of you dying still counts as a chain failure. Hard to revive each other when you're both dead after all...
4) (1000CP) Sugar Skull Daddy
    a) Huh, you managed to sweet-talk *Death*. I'm impressed. Turns out the guy just wanted someone to talk to; guess it's hard to hold a conversation with moaning ghosts and growling zombies. Anyway, what your new friendship means is that any time one of you dies in a jump, you'll be resurrected at full power in a month, giving you just enough time to hang out with the bone daddy himself. Of course, if your fellow Jumper dies during this time it still counts as a chain fail… except for one teensy little detail. It turns out Death likes you both so much, that he's willing to prevent a chain fail once every Jump! Once per Jump, if both of you die at the same time, you'll be resurrected inside your Warehouse with all of the equipment you had on you at the time of your death. Try not to abuse this friendship too much, Death's been hurt before after all.

RULE 7: SCENARIO MODIFICATIONS (Incompatible with "What's A Scenario?")

1) (100CP) Deus Ex Machina
    a) For every purchase of this modification, you both may add a single item each into the world to help you achieve the goal of your Scenario, up to a maximum of six purchases. These items must be something that could *possibly* be obtained with great effort during the current Jump (nuclear weapons would not be allowed in a medieval Jump, but smaller-yield ones would be possible within a modern Jump, for example), and must be related to your Scenario; they also cannot be taken with you after the Jump, no matter what they are. Fanwank responsibly.
2) (200CP) You Can't Fire Me, I Quit!
    a) Ever taken a Scenario, only to realize halfway through completing it that you won't be able to finish? Well, that would *normally* result in a lot of tears and possibly even expulsion from the Jump or even your chain, but with this modification there's no need to worry! Once per Jump, if you're having difficulty with a Scenario, you can simply and concisely declare "I quit this scenario!", and it will be removed from your Jump document as if you had never taken it! Of

course, you'll still be forced to deal with the fallout of your actions up to this point, but any Scenario-induced "NPC" actions are no longer being enforced. In Jumps where you did not take any Scenarios, this may instead be used to quit a single Drawback; of course, you'll have to pay back the CP it gave (including any that came from doubling it with the Jackpot modification), and some Drawbacks can't be rescinded (such as world Drawbacks), but if it can reasonably be stopped the Drawback will be rescinded. Maybe you weren't actually that escaped convict the police were looking for this whole time, or maybe that scaling supermonster just got you confused with the guy he was actually supposed to murder; you've got one of those faces, you know?

3) (600CP) Do You Like Gambling?
    a) Ever felt like Scenarios don't give you enough rewards for going through the trouble to beat them? Well look no further, friend! With this modification, you can gamble on your ability to complete a Scenario; should you succeed, you receive double the CP bonus for completion (or, in case of a Scenario that rewards no CP, you may receive 500CP in addition to other rewards). Should you fail, however, you will be forced to pay your Jumpchan back; how you do this is up to you, but what you give in exchange must be equivalent to the Scenario's normal CP rewards (or 500CP in the case of a Scenario with no CP reward). This can be paid with saved CP you might have from any Gauntlets (or other, *naughtier* sources, you cheaters), or failing that, with any perks, items or powers you have from past Jumps or the present one that equal or exceed the value of the CP reward. Hope you aren't gonna miss that divine-tier weapon there, friend… (items given in exchange must be CP-bought items, your Jumpchan is reclaiming what was given to you, not taking a handful of knives out of your collection of mundane weapons). No, the previous modification (You Can't Fire Me, I Quit!) does not prevent the failure condition; quitting the Scenario counts as a failure for the purposes of this gamble, although failing a gambled-on Scenario does not count as a Jump or chain fail.
4) (1000CP) Confusing Perspectives
    a) That bit about conflicting scenarios? Somehow, through some form of magical mcguffin crap, you've managed to turn mutually exclusive scenarios into a workable narrative. One of you wants to save the world and the other wants to destroy it? Well, turns out saving it once counts as enough for that scenario, so your buddy can blow it up right afterwards. Or maybe one of you wants to aid the good guys and the other wants to work with the bad guys? Somehow, despite the fact that it should be impossible, *both* sides manage to "win" enough to be considered a success in the eyes of the scenario. How does this work? Absolutely no idea, I've been reading over this for days now and it still makes no sense. Just fanwank something, I need to go grab something for this migraine.

SECTION 3: DRAWBACKS

Take as many Drawbacks as you'd like for full price, though do be aware that these Drawbacks are *permanent*, only being lifted once you achieve your Spark, so be *absolutely* sure the reward is worth it.

1) It's Not A Phase, Mom! (+100/+200/+600)
    a) For 100CP, your Jumpers have decided to go all-in on a vague theme (sci-fi, fantasy, steampunk, etc), only choosing powers that can at least loosely fit within that theme. For 200CP, they've gone a bit more specific (angelic warrior, manipulative demon, wise mage, skilled engineer), basing their image, powers, and perks entirely around that theme. For 600CP, they've gone incredibly specific (edgy poison-using rogue, lawful good holy paladin, etc), only picking powers, perks and origins that fit that theme and basing their entire character on it (acting as anything other than your theme is incredibly difficult and migraine-inducing, while also ignoring any acting or lying perks you may have).
2) What's a Scenario? (+200)
    a) Neither Jumper is allowed to take Scenarios; if a Jump requires one to be taken, both Jumpers must choose the same one (optionally, it may be chosen at random), but any rewards are forfeited.
3) No Peeking! (+200)
    a) Your Jumpchan decided that there was still too much potential for Min-Maxing between you, so they decided to force you to fill out your sheets separately! Now, the only speaking your characters are allowed to do while filling out the form is stating their chosen Origin, and no perks or powers can be used to circumvent this restriction. Let's hope you don't both grab the same items!
    b) (META: The best way to play out this Drawback is to literally fill out your Jumpchain documents separately, only communicating your Origin before you start, in order to obtain the same results as this Drawback would give)
4) Loneliness (+600):
    a) That Companion limit? No matter what it was before, the maximum number of Companions is now absolutely zero. This also applies to Followers; the only company you'll have will be your fellow Jumper and your unending army of pets and artificial intelligences. Of course, this also prevents any form of Companion imports or Canon Companion options (you can still buy them, but cannot receive them until you obtain your Spark).
    b) Isolation (+400) (Requires Loneliness):
        i) That unending army of pets and artificial intelligences? Yeah, no. Other than your fellow Jumper, you cannot take anything with you from a Jump that has achieved sapience; in fact, if it has an intelligence on par with the average housecat, you'll have to leave it behind, even if you built it yourself. Hope you two are good friends, because you'll be spending a *lot* of time alone together. (Any Companions left behind by either of these options will be returned upon achieving a Spark)
5) No Capstones! (+1000CP):
    a) Well, well, well… it would appear that you have both been locked out of the Capstones for every Jump. This means that both Jumpers are forbidden from

taking any Perks valued at 600 or more CP (or the equivalent, for Jumps using a weird point system), *ever*. This cannot be avoided in any way, including Origin discounts or freebies. Luckily, this only applies to Jumps; Supplements, such as this one, are unaffected.

6) Death Is Not An Adventure (+1000CP):
    a) That thing about both Jumpers needing to die before the chain ends? Yeah, guess I was wrong about that. If *either* of you die without a 1-UP power handy, or both of you are dead at the same time even *with* a 1-UP waiting, you automatically forfeit the Jumpchain and are sent home with what you've gathered so far. So make sure you buckle your seatbelts; I'd hate for something to happen to you...

NOTES:

Made V1.0 (ALPHA)
Added DA RULES
Added Optional Rule
Added 100, 200, 600 and 1000 CP modifications for all rules
Added Drawbacks (More to come):
    It's Not A Phase, Mom!
    What's A Scenario?
    No Peeking!
    Loneliness/Isolation
    No Capstones!
    Death Is Not An Adventure