Metanormalcy

A **Jumpchain Supplement** by SpiritualStill

Version 1.2



Good tidings to you, fair Jumper. My identity is…well, I suppose it's not especially important to beings such as yourself. I am Metanormalcy, a being who exists beyond the confines of your Space-Time-Narrative-Informational Continuum, though that makes me sound conceited.

Rather recently, I have become entangled in the affairs of a new Benefactor. She caused quite a lot of trouble, and this is both a punishment and eventual reward for her . There is a possibility she is your Benefactor. This may or may not even be relevant to you, and you stumbled onto this by accident. Whatever the reason, I welcome you here.

I put together this document so that I may assist that particular Benefactor's Jumper. But even if that isn't the case for you, I welcome you to browse it and choose whatever you please. Does this offer please you in any way?

<<<DENY>>>

Very well, I shall return you to the document. I wish you good fortunes.

<<<ACCEPT>>>

*I am glad that you accepted. Take these **+1000 Normalcy Points (NP)***

SPECIAL PERK SHOP

It Was Already Like This [Free]
Drawbacks by their very design are meant to make your experience more painful, but a consequence of this is that they'll sometimes negatively impact the world. For Jumpers who have a strong sense of morality, this is something that cannot be done. With this perk, any world-modifying Drawbacks taken will simply send you to one of the infinite universes where those problems already existed.

None of This is Real [Free]
Another challenge that Jumpers may face is jumps that are fun to think about, but are so morally bankrupt that actually doing them is reprehensible. With this perk, you don't need to worry about the problem of ethics. You may declare any Jump you go to as a mere simulation, with everything within being just very good AI, like you're in a video game. Actions taken in these simulations will not influence your morality outside of it in ways that you would dislike. Additionally, anything or anyone you take with you along your chain will become real, and should your personality be drastically different in reality, they will intrinsically understand the difference.

Keep Continuity [Free]
There are lots of repeat Jumps, and Jumps that take place at different points in time. With this, you now ensure that all Jumps that take place in the same setting, take place in the same continuity. If desired, you are able to decide what events stay canon, what events happen in "broad strokes," and which events stay exactly the same. You may choose to have this effect be retroactive.

If you want a Jump to take place in a separate timeline, you are free to do so.

Who Are You? [50 NP]
Despite being able to define your Origin, Jumpers by default do not have the ability to control how their lives are in a Jump. With this, you can control how your entire life was before a Jump officially starts. The only thing you can't do is give yourself access to things that you didn't previously have access to. Similarly, it must at least tangentially match your Origin, unless the Origin has little to do with your life.

Recontextualization [50 NP]
Jumpers usually have something going on with them that makes them stick out like a sore thumb, and it's usually one of their abilities or pieces of equipment. If you don't want that, then you may now have everything that you bring with you into a Jump altered to fit with the aesthetics of the chosen setting. In a sci-fi setting, maybe your magic is some flavor of

nanomachine, or maybe psionics. Whatever it is, nobody in the setting will consider it out-of-place, and you will find it appealing.

The Furthest Reaches of Experience [50 NP]
Maybe the Cenobites were onto something. You and your companions may take on as many drawbacks as there are in a Jump, ignoring any drawback limits.

Penalty Nullification [50 NP]
This does not remove drawbacks, despite what you may think. No, this instead removes any "negative" features to something you purchased that was either Free or cost CP. This means that, while it still maintains its limitations, the demerits of it no longer matter. If an option gives you CP, then this has no effect.

Unified Metaphysics [100 NP]
The Backrooms is no stranger to things not working on specific levels due to minute differences in natural laws. This becomes even more egregious due to many things from the Frontrooms being rendered useless. I can't imagine that this is any different from your travels through different worlds, so have this to help. From now on, anything non-Fiatbacked in your possession, be it powers, inventions, or skills, will work as intended.

The Balance Between Jump and Jumper [100 NP]
While plenty of Jumpers love being godlike compared to anything else, many others prefer being at roughly the same level as the Jump. This is for them: your powers are now "nerfed" to fit the same thematic level as a given Jump. For example, should you go to a cosmic-tier setting first, and then to a weaker setting, you will be at the same level as the top tiers of said setting, albeit stronger. You'll never need to worry about being too overpowered for a setting, nor will you ever need to feel like you are weaker than you should be.

This will not make you any stronger if you go to a setting stronger than where you came from.

For As Long As I Want [100 NP]
Having to stay in a Jump for ten years, depending on the Jump, is usually either way too long for the plot or not long enough to experience everything. After you have resolved the plot, or the other plot has been too mangled to realistically continue, you may leave at any time. You are also able to extend how long you stay in a Jump for however long you want.

If you choose a time extension Drawback, you will have to stay for that amount of time before you can leave. The time you choose to stay will also not count towards any drawback, either.

Drawback Intensity Toggle [200 NP]
Drawbacks are a fascinating thing. Taking on a penalty for the price of greater power is a straightforward idea, but the idea of taking one on for the fun of it is quite fascinating. Still, many perks are so intense that they are just not worth it for either reason. This perk adds a somewhat limited "toggle" feature to all drawbacks, letting you make it worse for more NP, lighter for less NP, and just having it be a quirk of the world for no NP.

Here are some examples for the sake of clarification:

- **Standard [+400 NP]**: A standard scaling enemy that is your equal. May or may not be recruitable by the end of your Jump.
- **Intensified [+800 NP]**: A scaling enemy designed to be twice as powerful as you. Cannot be recruited at all.
- **Softened [+200 NP]**: A scaling enemy designed to be half as powerful as you. You are able to recruit them near the end of your Jump.
- **No Drawback [+0 NP]**: This isn't really an enemy of yours, although they aren't really your friend. They have some degree of scaling to you, although they can directly train to get stronger. You may recruit them at any time.

Jump Fusion [200 NP]
Does a setting have multiple good jumpdocs? Do you have a cool idea for a crossover of two Jump settings? This perk works in two ways. The first is that it allows you to fuse Jumpdocs that revolve around a single setting into one. The second is that you can fuse jumps of entirely different settings. The NP of these Jumps are kept separate, but if you take a Drawback in one doc that is the same in another, then you still receive that NP.

Counter Guidance [400 NP]
Amnesia is a problem to have in general, and having amnesia in a Jump is especially troubling. How can you help people in a jump if you don't know who they are? How can you use your abilities if you don't know you have them? This perk does not lift amnesia (Because a Jumper having it is almost certainly because they took a Drawback), but it instead grants you a "guiding light" to assist you. It won't tell you about the Jumpchain or the story, but it will give you a "feeling" that someone is important, or that performing an action will be beneficial or detrimental. Additionally, so long as you haven't picked up a "Power Loss" Drawback, your guiding light will push you to access your abilities.

I Can Finally Afford This! [400 NP]
Unless you have some supplements helping you out, it is usually infeasible to get everything in a Jump that you would want. But now, rather than accept losing the opportunity, you just need to wait. If you couldn't purchase something during a Jump, you will still be able to purchase it in future Jumps, so long as you have the NP to purchase it.

This is Who I Am [600 NP]
If you can buy any perk or item that you want, doesn't that imply you can have ones that actively contradict your personality? Take this perk to fix that. You are able to modify any perk or item you have to properly fit your identity. Turn your aura of bloodlust and terror into one of love and hope. Change your mind control perk into something that you would define as ethical. Have your weapon that grows stronger through slaying enemies to just become stronger after defeating them, though only once per fighter. This will not make your perks stronger or weaker, but it can make them fit you.

New Game Plus [600 NP]
Have you ever wanted to go through a Jump again, either to correct your mistakes or go through it without Drawbacks? Once you complete a Jump, you have the option of being sent back to the start of it, with your memories intact, and any Drawbacks that you previously took being purged.

Beeg Souls Mean Beeg Strength [600 NP]
To paraphrase the words of a favorite virtual entertainer of this jump creator. This now doubles whatever it is that you purchase. For perks, they are now twice as strong as they would normally be. With items or property, you have two options. The first is simply getting two of the items, which can certainly be powerful. The second is that the potency, size, or whatever other relevant features of the item are doubled.

Living Another Life [1000 NP]
Origins are important, as they determine what discounts you are able to get. With this, you are given an extra Origin for every Jump that you go to. You may only choose this once.

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…And that, I believe, concludes our conversation and business. I suppose you should know that you can come here at any time you please, and that Normalcy Points and any type of standard Choice Points have a 1:1 conversation rate. Should you travel to another Jump, you may come here with CP in hand.

Do you have any more business to attend to here?

<<<NO, FAREWELL>>>

Farewell to you as well, intrepid Jumper.

<<<WHAT IS SHE, THAT BENEFACTOR?>>

I do not believe that is of your concern. All you should know is that she does not wish to harm you, nor are you likely to encounter her. Farewell now, inquiring Jumper.

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<<<WHAT IS SHE, MY BENEFACTOR?>>>

Do you truly want to know? You seek to bypass her punishment? You should know that I was the one who set it like that, so I will not go too into detail. However, if it so truly matters to you, I can explain some of it, and why she is fixated upon you. Do know that, even though you won't remember my answer, it will lock that future into place. You have one last chance.

<<<I DON'T THINK I WANT TO KNOW>>

And that is perfectly fine. Dear Jumper, you should get going.

<<TELL ME. I WANT TO KNOW WHY SHE IS FIXATED>>

So, you really do care that much then? I'm glad. It's proof that I wasn't mistaken. Very well, here is the basic summary.

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…You are, put simply, a meta-universal counterpart to your Benefactor's dearest companion. In the past, you'd have had a "different" Benefactor, which would lead to you unintentionally getting caught up in the person who will be your Benefactor's past self, who triggered a dire plot. You stopped her in the timeline, and I gave her a second chance to do things right, as your companion.

If you had not been insistent, I could use my power to simply separate the two timelines and negate any paradoxes, preventing any pointless discussions. However, my explanation has become an affirmation, meaning that the endpoint "there" is now part of your journey "here".

You will eventually have to stop her past self's dire plot. The path you take to reach it can be as varied as you desire - I have no interest in forcing you to take the same path - but eventually, you will reach that place, and you will stop her.

Spoilers! [+0 NP; Exclusive & Mandatory if Knowledge is Acquired]
At some point in your future, you will have to go through the events of **The Manor and the Sea**, a Trilogy starting with Adrift in the Complex, in the middle of which is the recounting of The Life of Romeo, and concludes with **Skywell Catalog**. You will go through all of the events,, and **you are guaranteed to successfully resolve events**.

HOWEVER, this now means that **you have taken [QUERY:DENIED]'s offer**, and must therefore go through the narrative of that adventure. Naturally, you will also forget you know of this inevitable outcome.

…Farewell, Jumper. I hope you enjoy this chain of yours.