

Audience Supplement

Ver.1.1 By u/Quirkily_Shiny

INTRODUCTION

A supplement for Jumpers who like to be watched.

Smile and wave, Jumper! Because people are watching you from the other side of the screen. Attaching this supplement to a Jump document of your choice will allow people from your “original world” to experience your Jumpchain adventure through an available media outlet —be it a movie, television show, or comic book.

Applying this supplement to the “Harry Potter” Jump document will have an alternative version of J.K. Rowling’s books published and read by the public. Using a video game Jump, like “Persona 4”, might have gamers playing through a completely different version because of your involvement. Several episodes of “Naruto” and “Supernatural” might have you and your companions fighting on the television screen for the whole world to see!

You gain **1000 Audience Points (AP)** to use on this supplement.

SUPPLEMENT RULES

1. Terminology: ‘Creator’ refers to the person or company that made the work/franchise, not the creator of the base Jump document. ‘Earth’ or ‘Original World’ refers to the world most Jumpers lived in before starting their chains.

2. You can apply this Audience Supplement to several base Jumps and supplements at a time, if permitted by said documents.

    a. AP from this document can be converted or used to purchase perks, items, or companions in the base Jump document. And vice versa. The AP:CP conversion ratio is 1:1

3. Each companion that you have imported in a base Jump will be given **+600 AP** to use for this supplement only.

4. Drawbacks from the base Jump(s) outrank perks and drawbacks from this supplement. If you take a drawback from this supplement that contradicts a drawback from the base Jump(s), you do not get the extra AP.

YOUR CASTING ROLE

In this section, you will choose a casting role for yourself and each one of your imported companions. Each person gets one casting role. This is similar to choosing an origin/background in a base Jump document.

This determines how important (or expendable) you are at the beginning of the Jump. This will influence the total number of times the audience gets to see you on the screen, how often you will be involved in the plot, and the number of resources/support/plot armor you gain throughout the franchise. Naturally, “The Protagonist” is the most important casting role and “Honorable Mention” is the lowest.

It is possible to work your way up to a higher casting role. However, reaching the next level will be harder than the last level. How often do you see a background character becoming the protagonist? Vice versa, you can be demoted to a lower role when the audience or Creator loses too much interest in you.

Choose from the following options below. You will keep the origin/background, gender, age, and starting location from the Base Jump document(s).

★ **Honorable Mention (+300 AP)**

You never actually appear on screen or in the book. Instead, a character in the franchise will sparingly mention your name or your relation to them. A main character might reveal that they have a younger sibling (You) but will never give any other details or clues about yourself. The audience won't hear your voice, see what you look like, or have the slightest idea about your personality.

★ **Black Silhouette (+200 AP)**



Anytime you appear on screen, it will be as a completely black silhouette surrounded by other black silhouettes. If the audience ever notices you, then the most they can make out is your body's shape. In a book, you will often be grouped together with a bunch of people to remove any individuality. For example, in the 'Harry Potter' novel, you might be referred to as the Slytherin boy, the third-year girl, etc.

★ **Background Character (+100 AP)**



You're not an undefined black mass any longer. You have a clear body with a distinguishable face, designed to look as natural as the scenery behind you. When spotted in the crowd, the audience will be able to see your physical appearance and form a small impression of your character. Once in a blue moon, the audience will be able to hear your voice/read your dialogue. Don't be surprised when you occasionally see a few people in the background that look ***very*** similar to you.

★ **Minor Character (Free)**

You start off as a minor character in the franchise. Basically, seen as an average Joe when compared to the more important characters. Every so often, the camera or scene will shine on you, giving the audience a chance to know more about yourself. You will make several reoccurring appearances, but it's always something comparable to the regular appearance of a bully's lackey or the Protagonist's stay-at-home parent. If you're lucky enough, there will be a single filler episode/chapter/side-quest featuring the Protagonist and the other main characters helping you out.

★ **Supporting Character (-100 AP)**



Congrats! You are a lot more fleshed out than a minor character, appearing often and long enough for the audience to understand your personality traits and motives. Every couple of episodes or chapters, the Creator will try to involve you in the plot in some way. However, your role will still be a level below the real showstoppers. You're akin to a mini-boss or the protagonist's first rival before a more important and interesting character comes along and steals the position. At the very least, you will have enough chances to develop a faithful fan base.

★ **Main Character (-200 AP)**



You're rolling with the top dogs, Jumper. From now on, you will be heavily involved in this franchise's storyline and will play an essential role in the Protagonist's life. Perhaps you will become their lifelong rival, a main party member, or a serious threat. Additionally, you are guaranteed by the Creator to have an interesting backstory and plenty of chances to showcase your appeal to the audience. And regardless of if the audience adores you or not, you are likely here to stay.

★ **The Protagonist (-300 AP)**



No longer will you be called an egotistical narcissist for thinking that the whole world revolved around you. Because this franchise absolutely does! Ninety percent of the time, the audience will experience the story through your point of view. Plus, whenever anything remotely interesting or plot-changing occurs, it's almost guaranteed to involve you in some way. It doesn't matter if you're the good guy or the bad guy. This is Jumper's story. The character that formerly held the protagonist position will be switched to a 'Decoy Protagonist' and later demoted down to a 'Main Character' once this plot-twist has been revealed to the audience. *That's if they weren't killed off during the reveal.*

OFFICIAL FRANCHISES

In this section, you will be allowed to choose how your Jump's franchise is officially produced, viewed, and released to the public on Earth. Your Jumpchain can be conveyed through a series of movies, multiple book volumes, or even as a comic strip in a newspaper. This section also makes it possible to easily change something like a Video Game or Fanfiction Jump Document into an official television show for the audience to watch.

You get an additional +100 AP to spend on this section only.

If applicable, you can purchase multiple official franchises of the same category. For all the following purchases, you will receive media copies of these franchises for the enjoyment of you and others.

Purchased Official Franchises can be re-used in the future at no extra cost. For example, if you already purchased the 'Movie Series' option previously, then when you use this supplement again you don't have to re-buy this option.

★ **Television Show (-50 AP, Per Purchase):**
Your Jump franchise starts off as a show on any television broadcasting network and in any country of your choosing. The number of seasons and the length of these episodes can be up to you. You will choose to have this television show be fashioned in the form of a cartoon, anime, or live-action show. You purchase this option multiple times to gain more shows in a specific form.

★ **Movie Series (-50 AP):**
It appears that you want a higher grossing franchise. Something that will appear on a much bigger screen with a bigger budget and pricier production cost too. It will be up to you to choose how long these movies run and what adventures from the base Jump are included in each movie. Perhaps it will be that time you helped the Protagonist find their missing father or maybe that part about the main characters taking down the Galactic empire.

★ **Games (-50 AP, Per Purchase):**
A gaming company has decided to release your Jump adventure on one or several gaming platforms. The number of prequels and sequels are up to you—as is the type of game produced. It could be released as a series of board games, video games, card games, etc. Each additional purchase of this option allows you to broaden the types of games the company will make from your Jump.

★ **Book (-50 AP, Per Purchase):**
Paper, paper, and more paper. Across the world, your Jump will be published as a literary work and sold in every bookstore. This literary work can be written in any style, like a screenplay or prose. Alternatively, you could choose to have your adventures told through a comic, graphic novel, or manga. The length of these books and the number of volumes created are at your discretion.

If you're looking for something really unique, then you can have your official franchise told through stranger options. It could be on menus, with hieroglyphics, or even on the bathroom wall. Use your imagination. The only requirement is it must be written down somewhere.

★ **Audio (-50 AP, Per Purchase):**
One of the rarer kinds of media. The Jump will be told through audio, allowing the audience to only hear music, sound effects, and the characters' voices. This can be done through a radio/audio drama or podcast.

★ **Theater (-50 AP, Per Purchase):**
To Jump, or not to Jump, that is the question… With this option, the audience will be as close as they can be to the action. However, for safety issues, the audience will only be exposed to harmless, but *unbelievably realistic* special effects. This franchise could be any type of theater performance—a play, an opera, a musical, a scripted wrestling match, etc. You cannot interact with the audience without certain perks.

★ **Artwork (-50 AP):**
Another one of the more unusual options. You'll soon discover that your Jump have become the source of inspiration for an artist of your choice. This artist could be someone world-famous, a freshman in art school, or even a child learning to draw for the first time. Whoever they are, this artist will be creating various art pieces about your Jump. Painting, sculptures, ceramics, or even graffiti will be used. If you're fortunate enough, these pieces will be hung in exclusive art galleries or sold for millions at auctions.

PERKS

From the perk section, you can receive two 50 AP perks for free and two 100, 200, 400, and 600 AP perks at a discounted price. For perks that allow multiple purchases, only the first purchase can be discounted.

'Character Settings' Perks

★ **Think Fast (-100 AP):**
The clock is ticking, people's lives are at stake, and you have only five seconds left to figure out how to defuse the bomb! What do you do!?

You take a moment to think, and think, and then think some more. You see, there are plenty of franchises that are filled with split-second decisions. But you'll find that in high-stress situations, your thinking process will be put into overdrive without any burnouts. Inside your mind, you could even recite the entirety of Shakespeare's Romeo and Juliet in under two minutes.

★ **A Thousand Words (-200 AP):**
There's a popular quote: "A picture is worth a thousand words". Coincidentally, they have forgotten to mention your face in this saying. Even with just your two eyes, you can have a whole conversation with someone without speaking a single word. Winks, head nods, and hand movements are just as effective too. Never has it been easier to reassure someone with a thumbs up or to explain your whole, intricate plan to your allies with a brief stare.

★ **Keep Them Hanging (-200 AP):**
Now that you've grabbed the audience's attention, your next move is to keep them from ever leaving. Luckily, you are the King/Queen of Hype and the Master of Baiting. When it comes to false promises and lip service, you'll always be number one. All it takes is faith in you to deliver the results, then you'll be able to string them along to the very end of the franchise. And when it's finally time to collect on all those promises, they'll still be content with a quarter of what you originally promised them.

★ **Performance Enhancement (-200 AP):**
You're the type of person that can feed off the energy of the crowd. The fame, the publicity, and the millions of cameras are all positive influences on your mental health and seem to revitalize you. And unlike child actors and young stars, you'll never feel overwhelmed or burdened by the constant exposure or need to perform for the masses. In fact, it's quite the opposite. The audience stimulates you to do better and helps you become a more well-adjusted person. From now on, there is no such thing as bad publicity.

★ **Drama without the Trauma (-200 AP):**



Everyone has such tragic backstories—one character is still searching for their father that left long ago, another is seeking revenge on a family member that murdered the whole clan, and there's even a character that managed to escape from the total destruction of their entire planet! Weirdly enough, this might make you want a dark backstory of your own. You know, to fit in with all the other main characters and to make you more memorable to the audience…

Sure, you could take several drawbacks to 1-up everyone else's sad past. But, do you really want the emotional baggage and physical scars that come along with it? Nope! With this perk, you can have a tragic backstory or experience unfortunate circumstances without any of the negative side effects that come with them.

Be diagnosed as crippled, ill, or mentally insane like a cliché protagonist at the beginning of a cultivation novel. Completely fine and healthy on the inside, but even the most knowledgeable professionals or the use of magical abilities wouldn't be able to tell that you are faking.

As for tragic backstories, you might want a past where you were *supposedly* bullied your whole life. Ok, so this *allegedly* happened. You have the *real* bruises to prove it too. The audience and the other characters will see scenes and flashbacks of you *experiencing* these moments. And while you were *technically* there, it was actually a robotic stunt double.

If you ever get tired of being pitied, mocked, or your *depressing* lifestyle, you can choose to have all this drama resolved instantly. Your missing parents will be found safely, the main characters will beat up all your bullies, or a magical item will fall from the sky and cure all your ailments.

★ **It's Cute When Jumper Does it (-200 AP):**

Have you ever noticed that the good-looking ones can get away with a lot more? Well, you'll find people giving you some leeway, even if you aren't that physically attractive (*which is rare among Jumpers*). Every Jump, you can make **three** very annoying or strangle habits come off as endearing or socially acceptable. At least, when you are doing it.

Perhaps, you enjoy shoveling food into your mouth or arriving several hours late to important meetings. Do you fancy kissing complete strangers on the lips? Or do you like wearing pajamas or bold swimsuits for every occasion, despite the dress code? You can get away with these kinds of behaviors. However, they can only be minor offenses or habits that wouldn't really harm anyone. It can't be something that can get

you sentenced to death or life-in-prison in your current Jump. Therefore, something like murder, grand-theft, or kidnapping is off the table.

★ **The Butler Did It (-400 AP):**
Over the last couple of decades, the audience has gotten a lot smarter. Each one of them becoming a rookie Sherlock Holmes. No longer can the audience be fooled by a pretty face, a friendly smile, or a 'watertight' alibi. They have the all-powerful common sense and years of experience from watching murder mysteries.

So, given that millions of people can easily uncover the culprit, shouldn't you have the ability to do so too? Like them, you are someone that cannot be deceived. It's like there is a switch in your head that will automatically tell you whenever someone is lying to you, omitting information that you'd very much want to know about, or committing a crime that is or will be relevant to the plot.

Additionally, this perk makes it easier for you to pin blunders and crimes on different suspects. At least, long enough that it will take several books, seasons, or movies for the genius detective and audience to figure out it was you. *If* they can figure out it was you…



★ **Born For This Role (-400 AP, Free for Main Characters):**
There are just some people in this world that are destined to be stars. For you, acting will be as easy as breathing. For any role you're interested in playing, you can perform it flawlessly and effortlessly. Switch from the cinnamon roll to the snarky ace to the clumsy ditz. You can juggle between different roles without getting them mixed up, nor will you break character unless you feel the need to. Additionally, you'll be able to add an innovative spin to common character archetypes. Bringing in a breath of fresh air to the franchise and stereotypes.

★ **Better Than the Original (-600 AP):**
So, you got this *great* twist. It's going to be fresh, revolutionary, and completely change the way people see your franchise forever!

…Shoot! Seems like another franchise already beat you to it. Well, that's show business for yah. Don't get too disheartened though. You can still do the same idea; we'll just have to change some things around and add a new touch to it.

With this perk, you'll find that copying and rehashing other people's ideas, power moves, or skills will give you amazing results. Basically, anything they can do or have done, you'll be able to do better once you've been given enough time to understand and practice them. If you were to constantly draw the Mona Lisa, you'll soon find yourself making your own version of the Mona Lisa that would completely surpass the original.

However, this only works with abilities or ideas that can be replicated or taught. Bloodlines and inheritable traits are off the table.

★ **The Golden Tongue (-600 AP):**
Your words are mightier than any sword. A speech from you can bring hope to millions, inspire cowards to go to war for you, or make hardened men shed tears. This perk is basically Talk-no-Justu under a different name, because having a couple of one-on-one conversations can cause anyone to change and live for the better.



Also, your vocal cords are pretty powerful too. If you really wanted to, you could make a whisper from your lips be heard from miles away. Not even explosions or a screaming crowd could muffle your voice. You can forget about ever stuttering or losing your voice by accident either.

★ **Creator's Pet (-600 AP, Free for The Protagonist):**
What's better than being the audience's favorite character? It's being the Creator's favorite. As the title states, you are sincerely beloved by the Creator of the franchise. So, if you aren't the protagonist, then you will soon be one in every way but name. From now on, life seems to constantly go your way. Sure, there will be struggles, but the pay-off will be worth it ten times over. This comes with a guarantee to survive until the franchise's climax, more screen time than anyone else, and leeway from the Creator to change the plot as you please. In-Jump, this also gives you a huge relationship boost with the God or Godlike-beings in every Jump.

‘Story Settings’ Perks

★ **Narrator (-50 AP):**
“Tune in next week for another new episode of Jumper’s great adventures!” Seems like your Jumpchain journey is narrated by anyone of your choice. You could assign this role to a popular celebrity, a special friend from one of your previous Jumps, or even someone within your current Jump. However, only you and the audience will be able to hear and see them. This can be toggled, in the likelihood of you getting annoyed by them.



★ **Sticking to the Script (-100 AP):**
There are plenty of scenes that make a franchise memorable and enjoyable to the audience. A lot of scenes that you might want to experience for yourself. But with the arrival of outside forces, it will be difficult to guarantee that these scenes can ever occur.

This perk will act as a butterfly repellent when toggled on. As long you haven’t completely derailed the plot (like killing off certain characters or destroying certain places), the franchise will try its best to make canon events happen, even when you have directly inserted yourself into the narrative.

As an added bonus, this perk comes with a guilt-free conscience. Especially during times where world peace in the franchise is achieved through its total destruction.

★ **Faithful Encounters (-200 AP, Free for Supporting Characters):**
Most of the exciting things that happen in a Jump are due to pure coincidences. How many protagonists have gained their OP skills, items, or allies from solely being at the right place, at the right time? Pretty much *all* of them. While this is pure luck in the Jump, meta-wise, it’s all thanks to the creators of the franchise. You too, are *very lucky*, when it comes to running into people and opportunities that will insert you into the plot or make your life much more interesting. You only have to take the initiative to seize them.

★ **Room For One More (-200 AP):**
You’d be surprised how exclusive the main cast is. Plenty of times, these important characters are within groups that can only hold a specific number of people. The Voltron robot? Sorry, only five seats available. Konoha’s Team 7? They’re a four-man squad. Although you could still insert yourself into such groups for more action and screen time, your arrival might lead to another character being axed.

But if taking another character's role isn't something you truly want to do, then allow me to offer you a solution. Often, you'll find that the number of spots available on a team, mission, or organization will increase to give you a fighting chance to join. For example, instead of the Voltron robot only needing five pilots, that number will be bumped up to six, maybe even seven pilots. Or a cultivation sect will greatly increase the number of disciples it's accepting, that way you and all your companions can join without ruining the chances of characters that would have been accepted without your intrusion.

However, this perk is not an absolute guarantee. You and your companions still need to earn your spot by being the obvious next choice or the situation must be so minor that accommodating you would not be considered strange; like an extra seat appearing on a bus or escape pod for you.

★ **Story Arc (-400 AP):**
Each year in your current Jump, you can have the franchise dedicate itself to a specific storyline until it is resolved by yourself and/or the other fictional characters. This arc can be anything. Some examples include a tournament arc, a character-focus arc, a rescue arc, or even a redemption arc. You can set the tone of theses arcs too, ranging from light-hearted and slice of life to dark and soul-crushing.

Timewise, these arcs can last for a single episode/chapter to a hundred episodes or a whole book. If you ever get bored of the selected arc, you can have it abandoned and interrupted by the canon material. And best of all, since you're paying for this perk, you have the option to play a focal point in these story arcs. No matter how unimportant or strange your involvement may be.

★ **Build-Up (-400 AP):**
There is an unspoken rule among villains, where the final boss should never directly fight the protagonist until the near end of the franchise. Our hero must be given enough opportunities to grow strong enough to defeat them. So, the henchmen and all the weaker antagonists should take them on first. And if there exists a final boss that deviates from this unspoken rule, then rarely do they ever go all out and use their powers to the fullest.

When dealing with you, villains will constantly follow this rule. Your enemies on the opposing side will never send their strongest or most capable members first. At the start of the Jump, you will primarily fight the grunts. As the franchise progresses and you defeat more opponents, these enemies will gradually get stronger until only the final boss is left to fight.

★ **Christmas Only Comes Around Four Times A Year (-400 AP):**
You'd be surprised and perhaps even envious of the average life expectancy of a cartoon character. While you grow older, they seem to stay the same. Always looking as fresh and lively as the day they first aired in your childhood. With this perk, you change the flow of time to that of an animation, where time seems to play on a loop. If you were to enter the Jump as a student, you could go through your whole ten years as a freshman in high school. Or have ten years of summer vacation. You and the world wouldn't age a bit, and nobody will question any of this. This perk can be toggled on and off when you want time to flow naturally again.



★ **Time-Skip (-400 AP):**
There are franchises that are popular and successful enough to go on for years and years. Sometimes, the characters inside the Jump will have the pleasure of aging along with their faithful audience. Of course, the audience will never have to sit through the whole "coming-of-age" story or "X-year training" montage. This is all thanks to time-skips.



You can control when a time-skip occurs in a Jump. You can skip ahead a single week or to ten years into the future. However, this perk does come with a cool-down period that is equivalent to the length of the time skip. If you time-skip three weeks into the future, you'll have to wait three weeks to use this perk again. During these time-skips, your brain and body will be on autopilot— walking, talking, and acting how you normally would. The time-skip doesn't take long to happen either. It will feel like the 32x speed on a remote.

These time-skips won't count towards the number of years you are required to stay inside a Jump. So, you can't time-skip ten years into the future and then leave the Jump. On top of that, you will still age through these time-skips.

★ **And They Lived Happily Ever After (-600 AP):**
Nobody likes a Debbie-downer, so why would the audience be satisfied with a downer ending? This perk ensures that towards the end of your Jump, a happy ending will always be waiting for you. No matter how bleak and despairing your entire Jump-stay was, you'll be able to leave with a smile on your face, your head held high, and your departed Jump becoming brighter and much more optimistic. While these happy endings will not always be comparable to a Disney fairy-tale ending, you'll find even the grimiest and bloodiest Jump will be given a bittersweet conclusion.

This perk can be toggled if you want to have less control over the future or get tired of fluffy endings.

★ **Up the Ratings (-600 AP):**
Frequently, somewhere on the cover of a book or promo poster, there is a parental rating discreetly slapped on. This prevents the audience from being exposed to content they aren't old enough or ready to handle. In a sense, you are offered this same courtesy. At the beginning of a Jump, you can determine the parental rating of the Jump. There will be four settings that you can pick from: Rated **G** for Everyone, Rated **PG** for Teens and up, Rated **MA** for a Mature Audience, and Rated **X** for Explicit or Erotic content. The amount of violence, sexual content, and adult situations in a Jump will change, depending on the chosen setting. And nothing more mature than the current setting will be allowed to happen.

'Appearance and Perception' Perks

★ **Fashion Forward (-100 AP):**



You've probably noticed that in a good number of franchises, people tend to wear the exact same clothes. *Over* and *over* again. Sure, this may be to save money on animation, or all the characters are just wearing their school uniforms. Whatever the case, it's not wrong to wish for the world to have a little more fashion sense. This perk allows the world to have a lot more style. People won't wear the same old, boring clothes anymore. While they'll still dress within their means, they'll constantly dress good enough to appear on the front cover of any Vogue magazine. Even mandatory school uniforms will be unique and highly personalized according to a character's personality and social status. Look out world, fashion is back in style!

★ **Cry Me A River (-100 AP):**
You're like a living emoticon. Perfectly able to express your emotions in a way that isn't physically possible for normal human beings. You can cry so hard that a literal waterfall of tears comes out your eyes. You can feel so angry that your whole face turns red as smoke blows out your ears. Sparkles could appear when you smile, your eyes can pop out of their sockets when surprised, and you can turn into a chibi whenever you're in the mood. As a plus, these exaggerations will not cause any harm or negative effects on your body.

★ **Sexiest Fictional Character (-100 AP):**
Remaining in the spotlight takes a lot of work. It's even harder when 90% of the cast are either world-class beauties or tall, dark, and unbelievably handsome. Fortunately, that's something you never have to concern yourself with, because it's as if you were painstakingly drawn by the Goddesses of Beauty themselves. With your appearance alone, expect half of the cast and the audience to develop a small crush on you. The audience will constantly replay your scenes on loop, hearing your voice will make hearts race a bit faster, and seeing your face will cause admirers to squeal with joy.

★ **Hollywood Makeover (-100 AP):**
It looks like Hollywood is giving away free makeovers. Which happens to be a good thing too, since Hollywood can turn anything they touch into gold *(beauty-wise).* At the beginning of each Jump, you can send any number of characters to receive a massive appearance boost, turning even the ugliest duckling into a stunning swan. Astoundingly, changing the appearance of those selected will not alter their personality, their backstory, or their relationships. So, don't be baffled when everyone is still calling the most beautiful girl you've ever seen "a hideous beast".



★ **Target Audience (-200 AP, Per Purchase):**
When your character was first created for this franchise, you were designed to appeal to a certain kind of audience. It could have been young adults still in college, working-class mothers in their late 30s, people born in Europe, etc. Whatever your intended audience is, you will always receive a favorability and relationship boost from this demographic—both in the Jump and your original world. The stricter and more specific your target audience is, the more endearing you are to this group. Having 'all females' as your target audience will only give you a minuscule boost, but choosing a target audience made up of wealthy females that are blonde, have an IQ of 200, and a tsundere personality will give you remarkable results. This perk can be purchased multiple times to gain another target audience.

★ **Character Design (Free/-200 AP to use outside this supplement):**
Don't some of your companions look *really* familiar, Jumper? It's as if the audience has seen them before. Perhaps, in another franchise? While the audience will appreciate the crossover, one of your companions might still be considered someone else's legal property on Earth. Thankfully, you have a way to dodge all the lawsuits and copyright infringements.

If you or your companions have ever appeared in a previous franchise, the audience will not be able to connect you or your companions' appearance, personality, and/or powers to that franchise. In each franchise, you and your companions will always seem like new and original characters to everyone. So, you could copy another character's design and even look like their identical twin, and nobody would ever be able to see the resemblance. This can be toggled on or off.

★ **Ship Tease (-200 AP):**
Well done. You are now a harem protagonist in the making. Playing with people's hearts has never been easier. Since you are a master at subtle teasing, flirtatious hints, and 'innocent' seduction. To any target of your choosing, you can make whatever you do or say come off as sensual and suggestive to the target and/or the audience. No matter how innocent or unkind your actions were intended to be. Revealing to the protagonist that they are 'the chosen one' might come off as calling them '*your one and only*'. A friendly hug or pushing someone out of danger looks like a lover's embrace. Staring blankly into space gives the impression of a longing glance at whoever's in your line of sight. Naturally, no one will fault you for doing this to multiple people, since you aren't *technically* flirting.

★ **Influencer (-400 AP):**
You should go into marketing, Jumper. Seriously, you would be absolutely perfect at it. For some reason, you have this compelling power over people's wallets. Maybe you got the so-called "It" factor. Posting a picture of your new shoes would cause every store to be sold out of that brand for a couple of months. If you were to give a movie or restaurant a bad review, then expect a Hollywood blockbuster to turn a flop or a five-star restaurant to be empty for several weeks.

You will find that most trends begin and end with you, swaying both fictional characters and the audience alike.

★ **First Impression (-400 AP):**
People are always saying that first impressions are everything. That couldn't be truer with the audience, as they have this nasty habit of generalizing every character within their first moments of screen time. The dumb cheerleader, the broody rival, the hot-blooded sidekick, etc.

With this perk, you have a way to manipulate this. When you're first introduced to the audience, you can control the audience's opinion of you. It would be possible to be seen as the lovable airhead at first, only to surprise everyone when you're finally revealed as the evil mastermind. This perk works with characters in-Jump too. When first meeting someone, you might want to be seen as a weak damsel or powerful ally, despite your current abilities.

However, if there are multiple people around, it's impossible to pick and choose how each of them feels about you at the same time. You can't be seen as a social butterfly to one-half of the group and a shrinking violet to the other.

And just so you know, this perk only guarantees that your first impressions are always successful. It will be up to you to follow through with these impressions in future meetings.

★ **Punching Bag Body (-400 AP):**
You've been through enough Jumps to know how violent people really are. Even the gentlest souls or your closest allies can throw the meanest punches your way. And no matter how much it hurts, the Creator and audience will always expect you to get back up, like you aren't currently suffering from internal bleeding. With this perk, you'll find that your pain tolerance has risen to match a Shonen Protagonist.

While the wounds you receive are real, the pain you'll experience is almost nil. A strong punch to the face feels like your grandma pinching your cheek and the feeling of getting impaled by a sword is only comparable to a rough doctor giving you a shot. Just remember to see a real doctor when the fight is over.

★ **Ridiculously Photogenic (-600 AP):**
You'll never have to worry about being seen in a bad light again, because they simply do not exist. To be clear, you can still be caught and punished for doing terrible and unlawful things, but the way you do them is…***so beautifully and tastefully done.*** Whether this is due to your appearance, your grace, or both, you can make even the most grotesque actions appear aesthetically pleasing to the eyes of many. Dancing on the corpses of your enemies looks comparable to a theatre production of Swan Lake. Inflicting wounds on someone's body seems as if you are adding the finishing touches to the Mona Lisa. People cannot help themselves from re-watching these scenes with complete awe or misguided fascination, rather than disgust. Only after the shock value has worn off will everyone finally realize just how messed up you really are. But you will be long gone by then. Only people with the strongest morals or soundest minds can see through your beautiful facade from the very beginning.

★ **PR's Worst Nightmare (-600 AP):**



Celebrities on television are often held to a higher standard than normal citizens. Thankfully, you're a special case, as nobody within the Jump or on earth has any moral expectations of you. Simply put, you can never cross the line, Jumper. Because it doesn't exist. You'll have a special talent for getting away with the most diabolical and vulgar acts with only a slap on the wrist. Hell, most of the time the audience will laugh and even praise you for this. It's almost as if everyone is expecting you to act up and will honestly be baffled when you don't. The more immoral and crazier these actions are, the better. While most of the characters in the franchise may not like you for this, a flimsy apology and a good deed will grant you their forgiveness. *Suckers*.

'Unofficial Adaptations' Perks

★ **Parody (-100 AP):**



You can choose to enter a fan-made parody version of a franchise, commonly known as an "Abridged Series". From now on, expect the Jump to lose all seriousness, becoming akin to a crackfic. The story's plot will be bizarre, the dialogue is ridiculously redubbed, and the fictional characters are just plain silly. Don't worry about facing a serious threat here.

★ **Alternate Universe (-200 AP):**

An alternative universe (or AU for short) allows you to change how the world works in this franchise. Perhaps in this universe the heroes and villains swap places, several characters are born a different gender, and everyone can find their soulmates using wordy tattoos. The combinations are endless, and you can apply a maximum of **three** AUs to each Jump.

★ **Cross-Over Event (-200 AP):**



You can merge two different franchises together in any way you see fit. For example, you can have these two franchises share the same world/universe or only insert certain fictional characters from another franchise into yours. The duration of this cross-over depends on you. It can last for a single hour to your whole stay here. This is controlled by toggling this perk on or off. Once turned off, these worlds will safely revert to their original states and all fictional characters will return to their original franchises. You'll only need to deal with the confusion afterwards.

'Fourth-Wall' Perks

★ **Two-Way Screen (-50 AP):**



There may be more than a million pairs of eyes on you, but they're all watching you from the same camera lens. So, wouldn't it be great to always know where this invisible camera was? You now have this sixth sense that tells you where the camera is. It doesn't tell you when the camera is filming, but at least you'll always know where to look. You can try explaining this ability to people inside the Jump, but you might get weird looks.

★ **Live Studio Audience (-50 AP):**



This Jump was filmed in front of a live studio audience! It appears that camera lenses aren't enough. When you got the whole world watching you, expressive faces are always preferable to a simple camera. Within your line of sights, you will be able to see a live audience in the background. The people making up this the audience is up to you. It can be people from your past Jumps, a group of random fans, or even your own friends and family members. If you want, you can interact with them for a little bit too. Even jumping into the crowd is possible, as long as you come back before the episode or chapter ends. The live audience will be quite active. You'll hear and see their reactions to the franchise in person. All of the laughter, cheers, gasps, and tears. This can be toggled.

★ **You're on Air (-100 AP):**
On the flipside, it's a little bit unnerving, isn't it? That, at any given moment, there could be someone watching you, without your knowledge or permission. While you may not have control over when the cameras or scene shifts towards you, at the very least, this perk will let you know when they are doing so. Like a host on a live television show or an actor waiting to perform their next scene, you'll be warned when the camera is rolling or when the audience has their eyes on you. It's as easy as hearing a faint, yet clear voice in your head say "Action!" or "Live in three, two, one…". Additionally, this perk allows you to become aware when someone in the Jump is spying on you, although you will not be told who is doing so.

★ **A Little Privacy, Please! (-200 AP, must have "You're On Air" Perk):**
Perhaps, only knowing when someone is watching you wasn't enough. And that's totally fine. Even the most popular and photogenic celebrities need a break from the limelight. So, for an additional 200 AP, you can shift attention away from yourself. No matter how suspicious or attention-grabbing your appearance may be. When toggled on, people's eyes will subconsciously move away from you to the next most eye-catching thing, the cameras will keep you out of the frame, and scenes will be told from other characters' POV instead of yours.

★ **Back in a Flash (-200 AP):**
Why does everyone keep staring off in space? And they always do it at the worst possible times too. Especially the protagonist and the main characters! Wouldn't it be great to know what's going on in their heads? After all, they must be thinking about something pretty important to blank out in the middle of a fight.

Like the audience, you can peer into a character's flashback as if you were really there. Despite how long this flashback may seem, it will feel like only a couple of seconds have passed for you and the character having the flashback. Sure, it's an invasion of privacy, but the audience is doing it too, so it's ok!

You'll also be able to make your own flashbacks for the audience to see. You could show them a flashback of when you first met a companion or that one time you embarrassed yourself at the office's Christmas party. There are no time limits for these flashbacks. It's possible to make a whole movie or episode a single, long flashback.

★ **Take #2 (-600 AP):** In movies, things rarely go right the first time. It often takes multiple shots before the director gives the final 'OK' for a scene. Actors can forget or stumble over their lines, wardrobes can malfunction, and props might not work the way they're supposed to. With this perk, you'll be able to redo a moment or 'scene' that didn't work out the way you intended it to. As long as this 'scene' occurred within 30 minutes of the present, you'll be able to redo it. Of course, you'll only get a maximum of five takes per day. After all, the director can't be kept waiting forever.



'Behind the Scenes and Extras' Perks

★ **Easter Eggs (-50 AP):**
There's a good chance that before using this supplement, you've already experienced plenty of adventures, found many treasures, and interacted with a variety of colorful characters. To simply leave all that behind would be such a shame. It would be even worse to forget any of these magical moments. So, whenever you move on to a new Jump, you'll find hidden objects, messages, and glimpses of familiar faces that act as shout-outs or references to your previous Jumps.

These items will never have any special powers, nor will these familiar faces insert themselves into the plot. To the people inside the Jump, these Easter eggs will be simple trinkets or strangers on the street. Only to you and the audience will it be something more.

★ **Character Song (-50 AP, Per Purchase):**
What a beautiful voice you have Jumper! At least when you are singing a very special song. This song so happens to be your theme song. A melody that vocalizes your current personality and motivations perfectly. It comes with the pleasure of always sounding wonderful when spoken from your lips. Even as a whisper, a hum, or a whistle. The song and its lyrics will always induce a certain feeling in its listeners too.

Perhaps, you want to produce a cheerful and bubbly song that will uplift the audience's spirit or maybe you want to sing something that does the complete opposite, bringing the blues and a wave of melancholy. For each purchase of this perk, you can get another theme song and even invite other characters to make a character song with you.

★ **OST (-100 AP):**

There is no better way to set the scene then with a great soundtrack. Music can intensify one's emotions and provide the audience with enough hints on how to feel during a particular scene. Whenever you enter a Jump, you will have the opportunity to hear an original soundtrack composed for the franchise. The right track will always play at the best time and will never cause a distraction or hinder you in any way. High-stress situations will be coupled with dramatic music, wandering into a haunted forest would cause spooky music to play, and if you were ever in the room with a potential murderer, expect the soundtrack to turn dark and eerie. This can be toggled on and off.

★ **Official Dub (-200 AP):**

If you're a veteran jumper, then you've already been exposed to a variety of different languages. Chances are that plenty of them aren't even spoken on your planet. However, now that your franchise will be released in almost every nation, expect the franchise to be officially translated and rerecorded in multiple languages for the enjoyment of international fans.

With this perk, you can have every person in the Jump speak, read, and write in any language of your choice. Everyone's voice will sound very natural and *just right*. You'll never have to worry about cringing every time a character opens their mouth either. Strangely enough, the characters will still believe they are speaking, reading, and writing in their original language. Don't worry about getting confused about this though, since you will always know what language each character is trying to use.

★ **OVAs (-200 AP):**

Surprising as it may sound, being in a franchise is truly stressful. And more often than not, your entire life will be packed full of life-threatening situations and heart-racing moments. Gosh, even the protagonist needs a little break from the main storyline every now and then. So, once a week, you'll be able to take a whole day off from the plot, no matter how serious or dangerous it may be. While exploring the final dungeon you might come across a natural hot spring to enjoy or after getting trapped on a deserted island a beach episode will be sneaked in. Whatever the occasion, these moments will always be entertaining and somehow add more substance to the franchise.

★ **Spin-Off (-200 AP):**



Have you ever entered a Jump document a couple of years too early or too late for your liking? Or wanted to experience the Jump during a different time period? With this perk, you can choose when you enter the Jump and when the franchise starts. You could begin the Jump before any of the main characters were ever born or even enter the Jump after the protagonist defeated the final boss and achieved world peace.

As for your age roll, you can choose to keep your rolled age the same or have several years added to or subtracted from this rolled age, depending on how far ahead or back the spin-off is. For example, if your age roll was originally 20 years old but you decided to start the Jump five years earlier, then you can keep your age as 20 or change it to 15 instead.

★ **Prime Time Slot (-400 AP):**

The competition for viewership is crazy. And while over 7.6 billion people exist on Earth, there never will to be enough fans for everyone. It doesn't help that most people tend to watch television around the same time either. With this perk, you'll find that your franchise will always be broadcast or released during time periods that will grant the most exposure. Although this perk will draw the audience in, you will need to prevent them from getting disappointed and changing the channel. In-Jump-wise, you'll find that no matter how poorly advertised or insignificant your social gatherings, events, and parties are, it will always be a full-house and everyone you invited will show up—getting them to stay is your problem.

★ **Don't Pull the Plug (-400 AP):**

One of a Creator's worst fears is to have their creative work disregarded and hung out to dry. It might be one of your fears as well since you'll be stuck in a franchise for your entire stay here. Even the most popular franchises can run out of money or lose their whole fandom with a bad sequel. So as extra insurance, even if your franchise is downright terrible or runs out of source material, it will never be canceled or discontinued. Additionally, in Jumps, this perk will make sure you are never kicked off a team, fired from a job, or booted from an organization. You can be completely incompetent and continue to make mistake after mistake. In the end, the position is yours and you are here to stay.

'1-Ups & Life Preservers Perks

★ **Killed Off (-400 AP):**



There's a sad truth in the entertainment industry—It's that death sells. Quite terrible, isn't it? Death has always been an excellent and *unexpected* plot device. Despite, how frequently it happens. Some of the most popular and rememberable characters were the ones who passed on. Now, you too, can use your "death" to positively (or negatively) engrave yourself into the minds of the audience and the characters.

Once per Jump, if you want to kick the bucket, then you can decide to stage your death in any manner of your choosing. Perhaps you want to bleed out after taking a bullet for a friend or after pushing that little girl out of the way of a speeding truck. This perk is perfect for Jumpers with martyr complexes, filled with self-loathing, or those who simply want to bail after the plot becomes too troublesome or boring.

I know what you're thinking. Won't "dying" end my chain? Nope, while your body may be ten feet under and decaying, your soul is still alive and well. After your "death", you can choose to become a wandering ghost or hang out in the Jump's version of the afterlife until said Jump ends. Purchasing the **Deadman's Cinema Perk** gives you the option to relax with all the other dead characters.

Naturally, "dying" will still hurt, unless you have a way to diminish or turn off the pain. If you ever get bored of being dead, then you can use one of your life-preservers to come back to life.

★ **Written Back to Life (-600 CP):**

In fiction, death is never absolute. In the end, the writers will always have the final say on whether a character lives or dies. Furthermore, these writers also have the power to decide if the deceased can come back to life or stay dead forever. Thankfully, you're one of the luckier ones. Should you ever receive a mortal wound that will ultimately kill you, the creators of the franchise will write a scene to bring you back to life later on. For instances, a doctor resuscitated you, a white mage used a resurrection spell on you, or maybe your soul was reincarnated. The method will depend on the type of franchise. However, this perk can only be used once per Jump, else the audience won't take us seriously anymore.

ITEMS

From the item section, you can receive four items at a discounted price. Discounting 50 AP items make them free. For items that allow multiple purchases, only the first purchase can be discounted.

★ **Fan Art (-50 AP):**
On any digital technology that provides access to the internet, you'll be able to see various artwork created by the fans of the franchise. Depending on the fanbase and the amount of exposure you get in the franchise, you might even see drawings of yourself with the other fictional characters. Additionally, if there is a particular art style that you really like, you can alter how you perceive the franchise's illustration through your own eyes. This can be toggled on or off.

★ **Merchandise (-50 AP):**
You will receive a collection of every piece of merchandise made for your current franchise—toys, posters, trading cards. You name it. And it doesn't matter if they are official or knock off products. You'll even get merch of yourself. If you are vain and popular enough.

★ **Patrons (-50 AP):**
Based on your casting role in the franchise, you can receive a weekly income from the audience. The money collected from Earth will be converted to match any of the Jump's currencies. This new source of income is always non-taxable, legal, and will never screw up the economy. Even after leaving the franchise, you will continue to receive this income weekly. If you ever choose to reuse this supplement, you will always be given a weekly income of the highest casting role you have ever purchased/achieved.

- As an "Honorable Mention", you will receive $10 every week.
- As a "Black Silhouette", you will receive $50 every week.
- As a "Background Character", you will receive $100 every week.
- As a "Minor Character", you will receive $500 every week.
- As a "Supporting Character", you will receive $1,000 every week.
- As a "Main Character", you will receive $5,000 every week.
- As "The Protagonist", you will receive $10,000 every week.

★ **Fan Mail (-50 AP):**
Supportive fans of the show often send gifts and letters to the author as appreciation for their hard work. But, both you and I know that you're working just as hard, if not more. So, you'll get your fair share of the fan mail too. In the mail (or at your bedside if you don't have a mailbox) you'll receive letters, cards, and gifts from the audience. Most of these gifts will never be anything too expensive, but they will be thoughtful

and heartfelt. You might get a gift wrapped in your favorite color or a letter perfumed with your favorite scents. The gift itself will always be something that will put a smile on your face too.

★ **Character Blog (-50 AP, Per Purchase):**
For each purchase of this item, you can make an account on a social media platform or App from Earth. Maybe you have a twitter account like Monika from Doki Doki Literature Club, a YouTube channel like Steven Universe, or even a join a dating app for fun. You will be able to interact with your fans, post anything you want on your account, and surf through the website/app as much as you want. Obviously, most of the audience will believe this is just a publicity stunt. However, if your account gets banned, then you cannot create another one until the Jump ends.



★ **Bloopers (-50 AP):**
We all make mistakes. Most are minor, plenty are downright embarrassing, and a scarce few can really ruin your life. While it's always difficult to laugh at one's own blunders, finding humor in someone else's is much easier. Frequently, you'll receive funny and light-hearted bloopers of various characters throughout your Jump. Of course, none of these clips are canon, instead they lean towards "what if" moments and takes that the creators couldn't use for the final product.

★ **OP/ED (-50 AP):**
Opening theme songs and ending credits are very important, as they can capture the audience's attention and keeps them coming back for more. At least, until the plot finally kicks in and the audience starts to realize just how good or bad the franchise really is.

With these music videos, no matter how unimportant or insignificant you are to the current storyline, you will always make an appearance in every opening theme and ending credits produced for the franchise. Although, your Casting Role will still determine how much screen time you will get in these songs. Whenever a new OP and ED comes out, you'll always receive a pristine copy of them too.

★ **Fanfiction (-100 AP):**
You can use the internet to read any fanfiction inspired by your current franchise and written on Earth. There is a guarantee that one-third of these fan-works will be completed and of excellent quality. The rest is entirely up to the skills of amateur writers and your taste in literature. As a bonus, you can use this item to enter a specific

fanfiction for this franchise. This can only happen if a Jump document does not already exist for said fanfiction.

★ **DLC Costumes (-100 AP):**
Apparently, a whale with a large, disposable income has purchased all the DLC outfits from the Cash Shop. And since you're jumping into their game file, you are free to equip all sorts of DLC outfits created for the franchise on any character. These equipped clothes will never hinder movement and will provide the character with much protection as their normal outfits. This includes even the most ridiculous and risqué ones. Despite how embarrassing some of these costumes may be, the characters will continue to wear them until they are unequip by you.



★ **My Signature (-100 AP Per Purchase/ First Purchase Free for The Protagonist):**
There are so many fictional characters created in your original world. So many, that plenty of them have been long forgotten or have blended all together in the audience's mind. But you aren't someone that can be simply forgotten. At least not completely.

You have something that sets you apart from all the others, something that defines your character. It could be a cosmetic feature, like a lightning bolt scar or multi-colored hair. A weapon or article of clothing, like a straw hat or key-shaped blade. Or perhaps, you fancy having a catchphrase or signature move instead. Whatever you pick, this signature will make anyone that sees or hear of it, instantly think about you. Even if you aren't the one sporting this signature or saying this phrase. You are unforgettable.

★ **My Fan Club (-100 AP, Per Purchase):**
Sure, it's exciting to know that in a far-off world, plenty of people are watching and adoring you. But wouldn't it be nice to experience that in person? With each purchase of this item, you gain 10,000 followers in the Jump, who are from your fanbase. That is, if you have a fanbase large enough to fill up all these open spots. Unlike most fans, they come with enough decency to respect your privacy and are extremely loyal to you. Each purchase of this item will give you 10,000 extra spots in your fan club to fill with followers.

★ **Relation "-ship" Chart (-100 AP):**

The world is forever changing and so are its people and their relationships. While it is much easier for the audience to know all the unbiased truths and dirty details of the main characters' feelings for each other. In-Jump-wise, this isn't an easy feat to accomplish. Unless you're constantly inserting yourself into everyone else's personal business.



Thankfully, with this item, you don't have to be a nosy eavesdropper to understand the ins and outs of a person's social life. Every day, you can select up to ten characters from the Jump to appear on a 'Relationship Chart' that will display their unbiased feelings for each other. This will be visually done with color-coded arrows pointed to and from character portraits and a short, but detailed description that explains their true feelings.

★ **The Lost Jump Episodes (-100 AP, Requires An Official Franchise):**

Back in the olden days, there was no such thing as an Audience Supplement to change your Jumps into interdimensional franchises. This is quite a problem for veteran Jumpers, who have already been through hundreds of Jumps before to using this supplement.

The audience would have loved to see all your previous Jumps, but redoing every past Jump with this supplement seems like a complete hassle. Thankfully, this item makes it possible to release official franchises of your old jumps and gauntlets without having to attach them to this supplement.

Simply apply one or more of the purchased options from the 'Official Franchise' Section to any number of your previous Jumps and Gauntlets. This will have a franchise produced and released for these Jumps on Earth. You'll also get free media copies of these franchise to enjoy.

★ **Jump Café (-100 AP):**

In every Jump, if you go down a deserted alleyway and spin around three times, you'll see a theme café based on the current franchise you are in. The waitstaff are excellent actors and cosplayers, who look and act exactly like the characters inside the Jump. The décor matches the Jump's setting and the menu items are pretty good too. Right now, only you and your companions can see and enter this café. However, every time you eat here, there is a chance that you will obtain a redeemable ticket that allows you to invite a character from the Jump into the café. At the end of your visit, it's your decision whether this character remembers such a strange experience.

★ **JumperTube (-100 AP):**
You have access to an online video-sharing platform designed exclusively for your franchise. Although you cannot create an account on this website, you can see any videos related to the Jump you are in. The most invested fans will post theories, memes, in-depth character analyses, and music videos about the franchise. MMDs, AMVs, and MMVs will often pop up on JumperTube. Additionally, there will be plenty of live steams and reactions whenever new material comes out. Along with reviews about the quality of the latest episode or chapter.

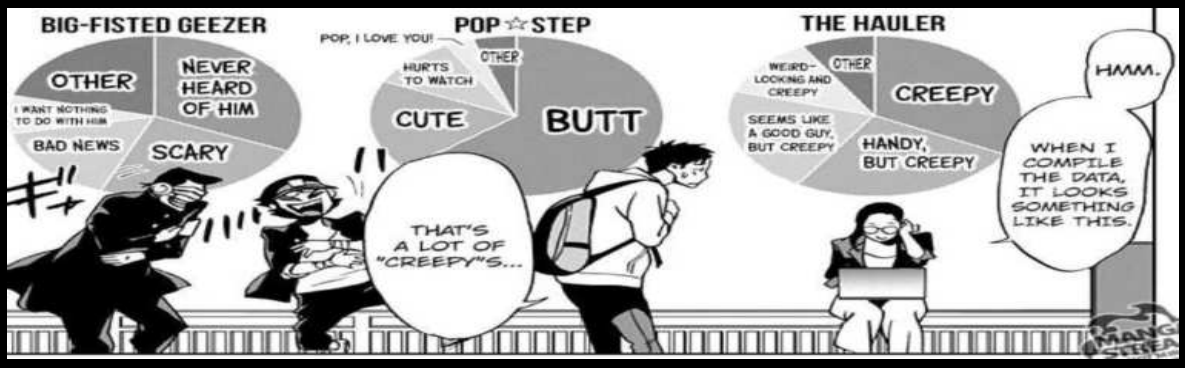
★ **Fandom Page (-100 AP):**
After your Jump's franchise was released, an excited fan created a Wiki-based website for it. While it's tiny and pretty empty right now, as time goes on more information will be added to this website. Depending on the number of fans the franchise has, this process will be sped up. When information is added, it will only be content that was revealed to the audience. Nothing that hasn't already happened will be posted here. This website will feature a community forum too. Where you can see various topics and discussions about the franchise and its characters. Beware of trolls vandalizing the website and posting false information from time to time.

★ **Interdimensional Cable (-100 AP):**
Congrats! You are the proud owner of an eternity long subscription to free inter-dimensional cable. Starting today, your warehouse and any television set of your choosing will be hooked up to receive every television show or movie that has ever, will ever, and could ever exist in any dimension. Naturally, you franchise could be one of them.



The subscription comes with a comprehensive TV guide that can suggests shows you'll enjoy and will make sure you will never miss them, along with an indestructible remote that will never get lost. Don't worry about finding the time to watch all these programs either, since you'll have an unlimited amount of space to record and store everything.

★ **Opinion Polling (-100 AP):**
Once a day, you can host a poll or survey, asking the audience how they generally feel about you or a certain character in the Jump. The demographics of these polls are up to you, but it will include every living person that fits into those criteria. Although you can get an accurate opinion of a certain age, career, or nationality group, the result of the poll will be rather vague. Outside this supplement, you will be able to poll the Jump's population to find out their opinions instead of the audience's.



★ **Leaderboard (-400 AP):**

Have you ever been curious about how your skills and those of your companions measure up to the characters in a Jump? Wanna know who ranks as the strongest or weakest fighter in the setting? Who the audience adores the most? Or the top ten locations in a Jump to train? Once a day, you can ask the universe to provide you with such an answer in the form of a number ranking. This ranking can be displayed on a leaderboard or as a numerical rating assigned to the top of every character's head.

★ **Cue Cards (-400 AP):**

With this supplement, it's expected that you'll have to perform for most of your stay here. While you could ad-lib through the franchise, wouldn't it be nice to have some lines or at least a little direction? Luckily, you will have something to fall back on when you have no idea what to do next—Cue Cards. These cue cards will explain what the franchise's Creator wants you to say or do next.

At best, these cue cards will tell you the precise words to win-over a powerful ally, lead you to the important MacGuffin, or tell you which door you need to take to find the treasure. At worst, these cards might tell you to betray your closest allies, to do every single side-quest first, or advise you to give the protagonist the MacGuffin you just found. It all depends on the Creator's vision for the franchise. You never have to follow these cue cards, but doing so will have the Creator looking at you favorably.

★ **Deadman's Cinema (-400 AP):**

Oh boy, I never thought this day would come. You've gone and failed your Jump. Even worst, looks like you don't have any more 1-ups or life preservers to bring you back. If you're fortunate enough to be a mere companion, you could just wait until you respawn at the end of the Jump or until you're resurrected by someone else. But, when truly left for dead, jumpers often go back home. No more chances. No final goodbyes. No closure.

But what if you were still curious about the Jump you failed? Like, who betrayed you in episode 12? Or, will the Hero be able to defeat the Villain without you there to help? Plenty of questions like these might remain unanswered. Not just for you, but for many unfortunate souls who kicked the bucket too soon.

So, upon death, any person within the Jump can be given a ticket admission to Deadman's Cinema. This includes you, your companions, and any of the focal fictional characters. Here in this cinema, they can see a movie that begins from the moment you entered the Jump to the time you were originally supposed to leave the Jump.

Of course, there will be movie attendants in the cinema to keep things civil and comfortable. After all, in a situation like this, your killer might be sitting right next to you.



★ **Official Handbook (-600 AP):**
How'd you get that Jumper!? At the beginning of each Jump, you will find a complete and official guidebook that hasn't been released to the audience yet. Inside this book will be pages of data related to anything important, that would have occurred in the next ten years. Along with plenty of hints, tips, and walkthroughs. There will be detailed maps of significant locations, describing how to clear these areas or find collectible items hidden away. Every single important character or monster will have their own section that records their strengths, weaknesses, and entire history too. However, this book will only contain precise information about a Jump's timeline where you or your companions never existed.

STOCK CHARACTERS

You can assign roles to an imported companion or an appropriate canon character that already exists in the base Jump(s). This can create/change your relationship and history with certain people within the base Jump(s). You can choose how these roles manifest. Either by altering your background's past or by forming a relationship with the selected character in the near future.

Purchased Stock Character roles can be re-used in future jumps. If you already purchased five "The Rival", then in your future jumps you can assign five characters to be your rivals at no cost. Your companions can purchase and assign Stock Character Roles to others too.

These roles can also be stacked with others, if it makes sense. You could make a character your mentor, older sibling, and rival at the same time.

★ **The Fan (-100 AP, Per Purchase):**
There is something about you that leaves a certain someone in complete awe. It can be your accomplishments, your powers, or just your looks. Either way, said fan will have admiration or respect for you, although it will never go too far into stalker territory. Depending on their personality, they might appear star-struck in your presence or even ask you for autographs. However, if you can't measure up to their ideals, they might feel disillusioned and lose faith in you.

★ **The Rival (-100 AP, Per Purchase):**
There is someone in the franchise that will be the Seto Kaiba to your Yugi Moto, the Gary Oak to your Ash Ketchum, or the Harry Potter to your Draco Malfoy. Et cetera. Et cetera. Basically, this character will always give you the challenge you've been searching for. It will be a healthy rivalry and an amusing experience that will further your growth and improve your character. Rest assured they'll never turn to the dark side, unless that's what they were originally created to do…

★ **The Ward (-100 AP, Per Purchase):**
You have someone in this world that relies on you. How much so depends on you and the person assigned as your ward. This doesn't always have to be a parent-child relationship. Nor do you have to adopt or raise them. They can easily become your protégé or student instead. Whatever their relation towards you, they see you as a father- or mother-figure.

★ **The Confidant (-200 AP, Per Purchase):**
There is someone in this franchise that feels (or will feel) a great deal of fondness and absolute loyalty towards you. You might have been by their side from the very beginning or perhaps you will help them through a rough patch in their life. It's ultimately up to you— as a childhood best friend, a trusted business partner, or even a lifesaver. Just be careful about who you call your friends, as toxic friendships do exist. It's quite common in franchises for certain characters to treat their so-called 'friends' like garbage or extendable pawns, no matter how close.

★ **The Caretaker/Parent (-200 AP, Per Purchase):**
You are someone's own flesh and blood. Or at the very least, they consider you as one of their own. You can choose to be their legal or adopted child. But how they treat you is mostly up to their own personality and child-rearing abilities.

★ **The Older/Younger Sibling (-200 AP, Per Purchase):**
A character in the franchise can become your older or younger sibling. Being their twin is also an option. This is a good 'Stock Character Role' when you don't know the chosen character's parents or only wish to be seen as a brother/sister figure to them.

★ **The Love Interest (-200 AP, Per Purchase):**
Someone wants to sweep you off your feet, Jumper. Maybe it was love at first sight, or these romantic feelings are finally surfacing after a long time. Nevertheless, they've fallen for you. How healthy this love will be depends on both you and them. But this love will **always** grow, no matter how toxic the relationship is.

It will start off as a simple crush. But, as you continue to make their heart flutter, this crush will grow into something much deeper and more passionate. At worst, it will be a love-hate situation. While the best-case scenario is becoming a **O**ne-**T**rue-**P**airing. Either way, you'll discover that the universe will constantly find ways to put you and your love interest(s) together.

★ **The Mentor (-200 AP, Per Purchase):**
Apparently, someone far more experienced, skilled, and/or older than you has taken you under their tutelage. They can act as a teacher, an advisor, or sponsor. Based on their role and methods, they will either personally train you, offer you a few tips before disappearing again, or give you a big check every so often.

To prevent this section from becoming too broken, the number of resources, benefits, and support you get from a Canon character assigned a Stock Character role will depend on your Casting Role (or the necessary perks, if you have them).

For example, if King Robert Baratheon from "Games of Thrones" was assigned as your Parent, your place in the Line of Succession and political influence is dependent on whether you are a background character, supporting character, etc.

- Honorable Mention: Even as his trueborn child, Robert would constantly forget or mistake you as a servant. As a bastard, he doesn't even remember sleeping with your mother. Either way, you can forget about getting anything from him.

- Black Silhouette: As a trueborn, Robert can and only wants to remember your name. If you're lucky, you might inherit a useless title from him. As a bastard child, Robert would remember sleeping with your mother. Anything about you? Nothing.

- Background Character: As a trueborn, Robert will only spend as much time with you as socially required. You would be heir to a useless title or a small plot of land. If a bastard child, Robert visited your mother a couple of times to know she was pregnant, but quickly moved on. He doesn't even know if you were born a boy or girl.

- Minor Character: As a trueborn, you're pretty much treated the same as any of his other "trueborn" children. For some reason, you'll always be last in the line of succession. As a bastard child, Robert stuck around long enough to see what you look like, but he wants nothing to do with you or your mother now.

- Supporting Character: As his trueborn child, Robert shows some interest in developing a good familial bond with you, although it's fleeting. The succession laws are followed normally. As a bastard, Robert was the one that named you and even had Jon give you a gift on your first name day.

- Main Character: As a trueborn, Robert puts in plenty of effort to develop a good familial bond with you. The succession laws are followed normally, but you have a greater backing compared to the others. Even as a bastard child, Cersei can't keep Robert from legitimizing you. In the line of succession, you might be dead last on the list. You can live in the castle, but Cersei ~~might~~ will try to kill you though.

- The Protagonist: It's safe to say that Robert Baratheon will stop at nothing to get you on the throne. Even if you are a female, the youngest of his three "legal" children, or a mere bastard child. He'll constantly spoil you. You'll probably get anything you look at. Plus, it would only take a few honeyed words to persuade him to spent time with you.

Your Casting Role plays a part in inheriting or gaining special powers from a powerful canon character, be it from a parent or sibling. This comes with inheriting their power's weaknesses too.

Here is an example of being Superman's younger/older sibling.

- As an "Honorable Mention", you have a 0% chance of inheriting their abilities.
- As a "Black Silhouette", you have a 10% chance of inheriting their abilities, and these abilities will be 95% weaker.
- As a "Background Character", you have a 25% chance of inheriting their abilities, and these abilities will be 80% weaker.
- As a "Minor Character", you have a 50% chance of inheriting their abilities, and these abilities will be 75% weaker.
- As a "Supporting Character", you have a 75% chance of inheriting their abilities, and these abilities will be 50% weaker.
- As a "Main Character", you have a 100% chance of inheriting their abilities, and these abilities will be 25% weaker.
- As a "The Protagonist", you have a 100% chance of inheriting their abilities, and these abilities will be 5% stronger.

To prevent omnipotence, you and/or your companions will lose these abilities after leaving the base Jump (unless you have purchased a perk or item that gives you these exact powers). Also, this will not weaken purchased perks, powers, or items that are similar.

DRAWBACKS

There is no limit on the amount of AP you can gain from Drawbacks. Take as many as you can handle.

To Be Continued (+0 AP): Want to stop the red curtains from falling? You can extend the time spent in a Jump document by 10 years. This can be taken multiple times.

The Camera Adds Ten Pounds (+50 AP): They say that the camera adds about ten pounds to the body. In your case, it's more like 50 pounds. You can lose this added weight in about a year. However, you will have to do it the old fashion way, with exercise and a strict diet. No cheating allowed.

This drawback can be taken multiple times, which will give you +50 AP, another 50 pounds to your weight, and an additional year's worth of work to return to your healthy starting weight each time.

The Manga Was Better (+50 AP, Requires Multiple Official Franchise): People will believe and frequently comment that the original version of your franchise was the best one. That's it. Although, it's kind of annoying that they never shut up about it.



Poor Production (+100 AP): We've run out of money. And it shows. For example, monsters that appear in a horror movie will be children's toys or people dressed up in cheap, amateur-made costumes. A video game will experience multiple glitches and bugs. In a cartoon show, every character is drawn with the same face or the voice acting may be low quality. Et cetera.

Nightmare Fuel (+100 AP): There's something out there, Jumper. You can *feel* it, *hear* it, and rarely even *see* it. At first, only spooky sounds and music will be heard in the background. Occasionally it's a creepy laugh, other times it's a heart-wrenching scream. Later on, you'll start seeing things. A second shadow will appear next to yours; splatters of blood will drip down the walls, and sometimes your bedroom window will mysteriously creak open at night. Only you will ever notice things aren't right. And of course, the people watching on the other side. Over time, the audience will start to wonder if you're just going crazy or if there's something really out there. Spoiler alert, .

Invisible Parents (+100 AP): Where are your parents, Jumper? Are they even alive? Like many protagonists, you have one or both parents that supposedly exist, but are never introduced in the book or appear on the screen. Perhaps, your father is on a long business trip overseas, or your mother went to the grocery store and you ***just*** happened to miss her. Despite the lack of parental guidance, social services will never get involved. There's always hints of their existence— fresh clothes and a clean house, the voice of your mother welcoming you home from school, or a sticky note that reminds you that dinner is in the fridge.



Rated E for Everyone (+100 AP, Incompatible with 'Faithful Adaptation' or 'Mr./Ms. Fanservice' Drawback): It appears that plenty of children will be watching your adventures. So, we had to change the age rating and your Jump's content. Cigarettes will become lollipops, alcoholic drinks become milk or apple juice, and nobody ever bleeds or curses. Basically, everything gets censored so that even a 5-year-old can watch it without parental guidance.

Mr./Ms. Fanservice (+100 AP, Incompatible with 'Rated E for Everyone' Drawback): If the world was a manga, it would be clear to everyone that you were the designated fanservice character. The universe's cheap plaything, whether male or female. You will frequently experience 'accidental' fondling, interrupted baths, and even impossible wardrobe malfunctions. Your character's body will be used by authors/creators to gain more fans and "exposure". Depending on the work's franchise and target audience, it could cross into hentai territory. If your franchise is erotica and you have the **"Two-Way Screen"** Perk, it might get weird…

Backseat Commentator (+100 AP): There is someone or a whole group of people in the background excessively commenting and giving ~~unwelcome~~ feedback on almost everything you do. It can be anyone you choose: a famous YouTuber, an actor, or even an old friend from your original world. Yet, they will constantly nitpick and make a joke out of you. Naturally, the commentator(s) will be intangible and inaudible to the rest of the cast. It will be impossible to one-up them or to make them stop heckling you. However, if you do something awesome, they will give you the respect you deserve. Without the **"Two-Way Screen"** Perk, you won't be able to see them. If you



have the **"Interdimensional Cable"** Perk, the commentator(s) can be your own companions watching from the warehouse.

Fillers (+100 AP, Incompatible with 'Faithful Adaptation' Drawback): Everyone knows what a filler episode is. Some are great, others not so much… Your franchise is filled with them or at least, a lot more than they had before. The quality of these fillers will depend on you and the Creator's talent. These extra fillers can't be material done or thought up by the Creator before. If you or the Creator can't come up with something new, the worst it can be is a flashback of previously seen material or a whole 30-minute episode of a character sitting in thought. Books might have you do 30,000-words worth of fillers. An anime or western television show will have at least 15 episodes of fillers before moving on to the next story arc. A video game would have you do eight-hours' worth of side quests before the main questline appears again. Eventually, these constant fillers will start to get on the audience's nerves, no matter how good they are.

Toxic Fandom (+100 AP): Fandoms are great. They are filled with so much creativity, love, and support. *Well*…At least, fandoms that aren't complete trash, like yours. You see, your fandom is very obsessive, negative, and entitled. Plenty of times, these fans will participate in toxic behaviors towards non-fans or casual ones. They aren't above cyberbullying, harassment, or showing elitism. The franchise's Creator isn't exempted from these fans' wrath either. When they don't agree with something within the franchise, they'll send death threats and demands for the Creator to change the scene. This drawback doesn't personally affect you, but it's terrible for the Creator's morale.

Fan Translation (+100 AP): While your franchise may be the next big thing in the original world, the Creator(s) will never get around to releasing an official subtitled version of it. Thankfully, several fans took it upon themselves to make and release a fansub of their own. It's a shame that the results were terrible and completely inaccurate. It's like they put every word through the oldest version of Google translate and decided that was good enough.



So, here's hoping that most of the audience is well-versed in the franchise's original language or watches the dub. As the fansubs and scanlations will be almost painful to read and grammatically incorrect. Speech bubbles, descriptions, text boxes, and dialogues will be wrong six times out of ten, along with plenty of useless translator's notes. Still, think of all the funny memes that will come from this.

Endorsement (+100 AP): You are a walking advertisement for some kind of product in the original world. It could be a chain fast-food restaurant, a brand of clothing, or even a kitchen utensil. You might always be seen eating a Wendy's burger or Pizza Hut's pizza. Perhaps you are constantly saying a motto or complimenting the sharpness of a certain brand of knives. Or maybe you like wearing the same pair of Nike shoes because they are *soooo* comfy. Unless you are clever with the messaging, don't expect the audience to be happy about seeing a blatant ad they can't skip. On the bright side, you get free stuff! *Ba Da Ba Ba Ba I'm Lovin It~*



"Ok, I said it. Give me the check."

Exotic Foreigner (+100 AP): To have a more diverse cast of characters in the franchise, the creator has decided to make you a foreigner from another country or planet. As a result, you are not a native in the starting location that you have rolled in the attached Jump document. That alone wouldn't make this a drawback. Your foreign language skills will be greatly reduced, along with your ability to understand and perform the country's most basic customs. At best, your language proficiency will only be slightly better than the average 3rd grader. You'll come off as insensitive or dumb to the natives, but even though you are butchering their language, this doesn't affect your mental intelligence.

Creative Punching Bag (+100 AP): The Creator loves you, Jumper. Well, they love *messing* with you. Out of nowhere, they'll use sketching utensils to draw funny hats and outfits on you. Sometimes, they'll use an eraser to make you bald or to remove objects from your hands. So, don't be surprised to see your lunch or favorite weapon replaced by garbage or a funny "kick me" sign. The Creator will never act out of malicious intent, nor will you ever get seriously hurt from their games. After they are done having fun, they'll put everything back to the way it was before. None of the fictional characters will be able to see the Creator or the sketching utensils, but they will be able to see what was drawn or erased.





I Ship It (+100 AP): You're cute, Jumper. And that character over there is pretty cute too. You know what would be even cuter? If the two of you got together and started dating. So what if both of you constantly argue and fight every time you see each other? That just proves how much you two care about each other!

If you haven't figured it out already, the audience will heavily ship you with a character in the franchise. This character's personality will get on your last nerves and they will feel the same way about yours. Furthermore, the audience will always ship you with a character that is the same gender as you, regardless of your sexual orientation, because that's what many fans are into nowadays. Having access to your original world will allow you to see discussions about your supposed relationship and fan works of the two of you together. If you are romantically involved with someone else, don't expect the audience to take it well.

- ★ **One True Pairing (+100 AP):** The franchise's creator has taken notice of how much the fandom loves pairing you with a certain character. To please the fanbase, the creator will constantly find ways to put the two of you together on screen. At its worst, it will be the two of you in comprising positions and lovey-dovey situations. However, the Creator will never force you to enter an official romantic relationship with this character. If it ever becomes an official pairing, that will be entirely up to you and your flirting skills.

Digital Knock-Off (+100 AP): You live in the digital age. Or at least, you did before starting your Jumpchain. Almost anything can be found on the internet if you search hard enough. This will include a ripped-off version of your adventures. On the internet, there is a blatant copy of your Jumpchain. The only difference is the characters have different names and slightly different appearances. Whenever a new episode, game, or chapter is released for your Jump, the knock-off will release the very same material. The consequences are stolen profits and viewers from your franchise.

- ★ **Seeing Double (+200 AP):** Every so often, several characters from the knock-off version will magically appear in your franchise and replace the characters they are supposed to represent. They will show up at the most inconvenient times, trying to upstage you and prompt their own show. They will disappear after an hour.



Zero Privacy (+200 AP): During your entire time here, you will never have a private moment alone. At the worst possible times, the audience's eyes or the cameras will be on you. Don't expect to go to the restroom, pick your nose, or change your clothes without the strong chance of someone from the other side watching. This goes for emotionally vulnerable moments too, because that's what the audience is truly after. When you are feeling at your absolute lowest or experiencing an intimate moment with your lover, their eyes will be there. *Always watching*.



The Joke Character (+200 AP): Also known as the comic relief, the funny sidekick, or the butt of the joke. One or all three of these phrases will apply to you, since you've adopted a more humorous role in the franchise. You treat everything as a joke and people in turn think you are a joke. The amount of respect you get from the audience and cast is now quite low, unless you do something super badass. Then, you're actually pretty cool, Jumper.

Haters Gonna Hate (+200 AP): Jumper, did you kick a puppy or burn down an orphanage for blind children? Because the audience **loathes** you. It's not the "character-we-love-to-hate" kind either. It's the "I hope you die in the next 5 seconds" kind of hate. On a popularity poll, you will constantly be voted the least likable character. You are even hated more than characters the creator specifically designed to be disliked by the audience. Combined with the **"Rotten Tomatoes"** Drawback, the audience will literally try to kill you. Having the **"Fan Mail"** or **"Character Blog"** Perk will have demeaning messages, death threats, and garbage sent to you or your social media.

Rotten Tomatoes (+200 AP): The audience isn't happy. Maybe you delivered a bad joke, decided to do something they didn't completely agree with, or antagonized one of the more popular characters in the Jump. As punishment, people from the audience will be able to throw stuff at you and evening offending cast members to voice their disapproval. Rotten produce, spoiled eggs, and old fish will be the popular choices. Rarely will it be a delicious pie in the face. No matter how hard you try, you cannot avoid them. The audience has an excellent aim. Also, the more durable you are, the bigger and more dangerous the items will get too. Don't be surprised to see a chair or broken-down car flying towards you. If you have the **"Interdimensional Cable**" Perk, your companions from the warehouse will participate too. But instead of throwing items, they will use their own perks and powers. You'll never get seriously hurt. The show must go on.



All The World's A Stage… (+200 AP): And all the men and women are merely players. With this drawback, every single person in the base Jump will become self-aware. The whole cast will know that they are all actors/fictional characters. And they're ok with that. They're only concerned with staying in character and bringing the story to a satisfying end. They will assume you think the same way, feeling rather annoyed when you forget your lines, improvise, or go beyond your Casting Role.

When a character dies in a franchise, they're only pretending and there are no hard feelings afterward (you can't do this, unless you already have a perk for it). Once the audience has left and the cameras are turned off, expect situations where couples in the franchise act like mere acquaintances or the protagonist and villain acting like best friends.



Faithful Adaptation (+200 AP, Incompatible with 'Fillers' and 'Rushed' Drawback): Looks like the creator of this franchise is very determined to make sure his/her work stays true to the original material. In that sense, your creative license has been revoked. And, as an added bonus, the creator has the actual **POWER** to keep you confined within the script. In the Jump, no matter how much you try to deviate from the original storyline, it will *always* get back on track. The villain will always kidnap the girl, the hero will always be the one to save the world, and characters that are meant to kick the bucket will die in the exact way the creator intended them to. Basically, you are only along for the ride in this franchise. While you may interact and form relationships with the fictional characters, your arrival will not help redeem any broken characters or make waves in the main storyline.

Rushed (+200 AP, Incompatible with 'Faithful Adaptation' Drawback): *Damn! We aren't going to meet the next week's deadline.* ***Again.*** *Maybe we could push the release date by* ***another*** *week, but that would really tick off our sponsors and fans… Nah, screw it! Let's just scrap half of the stuff we had planned for the new episode and call it a day.*

Your franchise is filled with plot holes and unanswered questions. Why did the hero's best friend turn evil? When did the male lead get together with the female lead? Wait, that character suddenly has a special power that can bring the protagonist back to life? All of these and more were probably explained in the original work, but production had to cut some **IMPORTANT** corners. You'll be as confused as the audience with all these gaps in the story.

Stage Fright (+200/+300 AP): *Gaaah!* You have anxiety issues, Jumper. In front of a crowd, you will often stumble over your words, sweat profusely, and make silly mistakes that you wouldn't have made under normal circumstances. It's best to avoid the spotlight as much as you can, as you've developed a phobia for all cameras and the public's attention.

If you have the **"You're On Air"** or **"Live Studio Audience"** Perk, you'll gain an additional **+100 AP,** since you will always be aware of when the audience is watching you from the original world. The constant demand to perform for the audience just adds to the pressure you're already feeling. However, the cast members might get confused when you suddenly freeze up during one-on-one conversations, since they are unable to perceive the audience.

Story Mode (+200 AP, must have 'Official Franchise: Video Game'): The hero in this video game seems a little less *heroic* than you've remembered. It appears that the main protagonist of the video game franchise is under the complete control of a player. Depending on the Let's Player that you've chosen, they probably won't be above doing amoral things when playing the game. Perhaps, murdering monsters to achieve a certain genocide ending or breaking a bunch of pots in a store to find some rupees. Pray that they don't point their weapon towards you.

- ★ **Multiplayer Mode (+100/+200/+300 AP):** You can insert a second, third, and fourth player from the original world into the video game franchise. Each additional player will give you an extra **+100 AP**. They won't all share the protagonist's body. Instead they will each control a different party member or supporting character in the franchise.



Illegal Recordings (+300 AP): Jumper, it appears that someone was already watching you before you came here. ~~It was Jump-Chan.~~ And said person was a little short on cash. And noticing how popular (or unpopular) you've gotten in a certain franchise, it would be a wasted opportunity to not make some extra income off you. After all, she has so many unreleased tapes, pictures, and documents of things you've done in past Jumps. Exciting, humiliating, and perhaps even *deplorable* things…

So, she put them up for sale on the internet.

And there's no mistaking it, that's totally you on camera. Every week, something will be released to the public or sold online to the highest bidder. These confidential recordings will always cast you in a negative or embarrassing light. Rarely are any of the good things you've done shown, because those moments don't really gain enough publicity. Or sell for much on eBay. Go figure. If you don't have any past jumping experience, she'll use moments from before you became a Jumper instead.

Just An Extra (+300 AP): The results are in, Jumper. I'm sorry, but the most you'll ever be in this franchise is a mere side character. Or a minor character to be exact. For this supplement, you can only choose a Casting Role that is 'Minor Character' or lower. Also, you cannot work your way up to anything higher than the 'Minor Character' role.



While you might already be aware of how little screen time you'll now have, expect your personality and physical appearance to take a sharp nosedive too. No cool character designs or remarkable personality traits for you. The three words the audience, Creator, and cast would describe you as are *bland*, *generic*, and *plain*. Expect cool and exciting things to happen while you're not around. Even if you are the most qualified person for the job, the protagonist would never think of recruiting you as a party member. This makes forming close ties to any fictional character with a higher Casting Role than yours next to impossible.

No Spoilers! (+300 AP): Beware of spoilers, because they are everywhere. Luckily, you are going into your franchise completely blind. You will never remember any of the spoilers you've heard or seen before entering the base Jump document. If you have access to your original world's media, then long black bars will appear to cover up potential spoiler. If you can hear, see, or interact with the audience, then all you can perceive is the words *"Spoiler Alert!"* until they stop running their mouths. For the entire Jump, you'll have to discover and experience things on your own, just as unaware as all the other characters.

★ **Unaware (+300 AP):** Spoilers aren't the only thing you've forgotten, Jumper. You don't even know who or what you really are. As of now, this franchise will be your new reality. And apparently, the only reality you've ever known.

Bit by bit, you'll start to uncover pieces of your memories and past self. Although, they'll be completely fragmented and jumbled up. With memories implanted from this franchise blending in and joining with old memories from when you lived in the original world.

Over time, it will feel like the world is gradually breaking down around you. Almost like it's all a weird dream. Especially if you have perks that allow you to perceive the audience and/or Creator. Be prepared, because the biggest existential crisis of your life is approaching.

Doki Doki (+300 AP, must have 'Two-Way Screen' Perk): From the moment you laid your eyes on them, it was love at first sight. You have never felt this way before about anyone. *Ok*, maybe you have, but this time it's the real thing. *Really real*, because you've fallen in love with someone on the other side of the screen. A living, breathing person. And that's a love that cannot be faked. A love that the Creator could never force upon you.



Ever since then, this fictional world of yours has felt empty. These fictional characters seem phony. Only *that* special person can make you feel alive. You can only experience true joy, happiness, and obviously love when you see them watching you. You'll do anything to keep those beautiful eyes on you. ***Anything.***

"You know they're married, right?"

Wanna Join My Harem? (+300 AP, Incompatible with 'Doki Doki' Drawback): Yes, you would enjoy that very much. Like many of the characters in the franchise, you have fallen in love with a Casanova/Temptress. By default, the target of your affections will either be the main protagonist or a character that has multiple love interests. At first, your feelings will start as a budding attraction, followed by a full-blown crush, to a deep love. Although you are in love with this character, you don't have to enter a relationship with them. This drawback doesn't change your personality or alter how you express love or jealousy. However, if you ever see the protagonist with multiple lovers, you will always forgive them and continue to faithfully love them. *On the other hand*, their lovers are free game.



No Mary/Gary Stu (+400 AP): You're perfect, *too* perfect when compared to all the other characters. If I let you enter this Jump how you are now, you'll undoubtedly overshadow everyone else. Therefore, for the entire duration of this Jump, you will have no access to Perks, Items, and/or Powers purchased outside this supplement or the base Jump attached to it. You can keep your body mod and companions though.

Audience Surrogate (+400 AP): You have these tiny voices in your head, always telling you what to do and say. You will constantly believe that these voices make up your own subconscious. However, in all actuality, you're completely under the control of the audience. For every important decision, the audience will be able to vote on what you will do or say next. The most popular vote will be your course of action. Since you are certain that these thoughts and actions are of your own free will, you'll never refuse the audience. And while you may feel guilty or confused about some of the things you do, you'll still follow the audience's order seven times out of ten. The other three times of true freewill are due to the audience experiencing a voting deadlock or a glitch in the voting system.



Character Development (+600 AP): This is a gentler phrase for great, personal suffering. In this franchise, it's accurate to assume that before anything good happens in your life, you'll need to first endure and overcome a hellish ordeal. *Over* and *over* again. By doing so, the Creator and audience believe you'll become a much better and stronger person. After all, in the fictional world misery builds character. Naturally, you'll experience all the emotional and psychological traumas any normal person would succumb to. ~~Seriously, they just like seeing you suffer.~~



Now, Go Get 'Em Jumper! The whole world is rooting for yah! Just be careful not to actually die during all that "development". **Dying will end your chain.**

Killed Off for Good (+600 AP): Okay, the Creator is honestly trying to kill you now. At some point in your Jump, the Creator will think it's time for you to leave the franchise way before your minimum Jump duration is up. Perhaps, the Creator wants to use your death to motivate the protagonist, or maybe your voice actor asked for a raise on their new paycheck. Whatever. All that matters is that you need to avoid being killed off for the next ten years or so. No 1-Up's or life preservers will help you. The Creator doesn't want to deal with writing you back to life chapters/episodes later. **Dying will end your chain.**

The End

Going Through the Fourth Wall: You're literally breaking through the fourth wall and **going home**. People will either think you're an amazing cosplayer or that their favorite fictional characters are **finally** coming to life!

Season 2: The End? Please, you have multiple seasons, volumes, and/or sequels to go through. You can decide to give up your future jumping adventures and **stay here.** Drawbacks for this supplement will be removed, if you want them to be. Now go forth, Jumper! Your adoring fans are waiting for you.

Parting Ways: You're **moving on**, Jumper. With any luck, to new and better adventures. Supplement-wise, the audience will believe that your character moved to a distant country, or perhaps you've been kidnapped by the villain. Whatever the reason, the audience won't be seeing you anytime soon.

Special Appearance: My mistake, looks like you only wanted a change of scene-ry. You'll be appearing in a different media outlet. You can **start over** this supplement on a different Jump document or reuse the same Jump document as before. Choosing the latter option will allow the franchise to happen in a parallel reality of your original world or it could be an adaptation of an older work (like 1991 and 2011 Hunter x Hunter).

Notes

Casting Roles

This was added and inspired from the PP Progress Table in 'I will try to be something in this generic but wonderful world' by PHThanatos.

Alternate Universe Suggestions

Some Alternative Universe ideas: Idol AU, School AU, Zombie AU, Genderswap AU, Superheroes AU, Villain AU, Steampunk AU, Harry Potter AU, Game of Thrones AU, Supernatural AU, Medieval Fantasy AU, Mafia AU, etc.

Pictures Are From…

"RWBY", "The Powerpuff Girls", "Naruto", "Naruto Shippuden", "Harry Potter", "Gurren Lagann", "SpongeBob SquarePants", "The Twilight Zone", "Phineas and Ferb", "Persona 5", "Totally Spies, "The Games of Thrones", "A Song of Fire and Ice", "Mystic Messenger", "South Park", "Yu-Gi-Oh: The Abridged Series", "Steven Universe", "The Butler Did it", "Scooby-Doo! & Batman: The Brave and the Bold", "Vigilante: Boku no Hero Academia Illegals", "Rick and Morty", "Mr. Young", "Deadpool", "Toy Story", "Fantastic Beasts and

Where to Find Them", "Danganronpa", "Spider-man", "Full metal Alchemist", "Death Note", "The Truman Show", "Looney Tunes", "The Amazing World of Gumball", "Mr. Bean", "Black Butler", "Kingdom Hearts", "Super Smash Bros.", "Doki Doki Literature Club", "The Bachelor", "The Simpsons", "Jimbobox", and "Mystery Science Theater 3000".

Changelog

Version 1.1

-Fixed spelling and grammar errors (Many thanks to u/ibachmac for the help).
-Added an Item Section and moved some perks into this section.
-Reworded the 'JumperTube' item to include fan made stuff.
-Reworded 'Character Blog' item to include apps and to remove movement restriction on these social media platforms.
-Removed the 'All women are queens' and 'if she breathes, she's a thot' drawbacks.
-Reworded the 'Unaware' Drawback.
-Reworded and clarified some of the sections.
-Added wrestling to the Official Franchise 'Theatre'.
-Added 'Artwork' to the Official Franchise Section.
-Added some more options to 'Books' in the Official Franchise Section.
-Created a new perk called 'Influencer'.
-Created a new item called 'The Lost Jump Episodes'. This allows you to make **previous** jumps and gauntlets into an official franchise, without having to use the audience supplement for each one.
-Tried to fix and align the images better.