The Sponsor Explains the Chain!



Within your Haven, you are enraptured in the peace and tranquility, staring up in the wondrous sky. You found yourself excited, enjoying your newfound status as a Jumper, and the right to embark upon the Jumpchain. But…a part of you was curious.

"Jumper? I can see that you are confused about something. What is it?.

Good ol' Sweet Sponsor. She's always really helpful whenever you need it.

"Well, it's just…how exactly does all this work? Don't get me wrong, I'm glad that I was chosen for all of this, but the concept of Jumpchain is a little vague to me. I guess I've just been thinking about it all a little too much, and now I'm kind of…well, curious I suppose."

"Ah…well this is rather sudden, Jumper. Still, I was recently taught this, so I should be able to help you. Let us begin."

Section 1: Voyeuristic Gods

Part 1: A Certain CYOA

Tell me, are you familiar with the term **ROB**? It stands for **Random Omnipotent Being**. Usually speaking, they aren't actually "omnipotent", and are more like certain beings throughout the Meta-Universe. I'll explain them in more detail later, but the basic thing you need to know is that they have phenomenal power beyond imagination, and usually have the ability to traverse the furthest reaches of creation. As a rule, they also tend to become fantastically bored beings.

To entertain themselves, they typically take on the role of a Sponsor for certain mortals, to assist in curing this boredom. A good majority of them like to take people to worlds from their fiction for entertainment (I'm sure you've seen something like that on your fanfiction websites), but there is another related, but otherwise distinct variation. Are you familiar with the concept of **CYOAs**? A **Choose Your Own Adventure** is something typically facilitated, or at least initiated, by a ROB. Perhaps they might actively bring their sponsee into a new land, or maybe they just nudge fate itself to have their sponsee be the center of a CYOA.

Jumpchain, as you might be aware, started out simply as a CYOA. It was a creation of the ROB known colloquially as Quicksilver. The entity is quite the voyeur, enjoying watching people have adventures, no matter what they are. As a result, they sought out a method of prolonged entertainment, leading to the creation of the Pokémon Trainer CYOA. The premise was straightforward: the ROB offers some hapless individual the chance to travel to the world of Pokémon, and by offering +1000 Choice Points (CP), they may select an origin, starter Pokémon, Skills & Abilities, and Items. They also offered the option of more CP in exchange for taking on Drawbacks. Finally, after ten years, they were given the choice of returning home, staying in the world, or continuing on their adventures.

I cannot tell you exactly why it became especially popular among Benefactors. My guess is, put simply, the call to adventure. Most CYOAs implicitly *end* at their conclusion, so this CYOA having the ability to directly continue to another adventure, with most of what you purchased here, might have been novel. Whatever the reason was, many other ROBs were fascinated, and through Quicksilver's other CYOAs, along with further refinement from others, and the Jumpchain as we know it was born.

Part 2: Glossary of Terms

"Alright then, Jumper, I want you to pay attention. I'll be going over terms that you'll find in Jumpchain documents, and though they may have distinct names, the general meanings are broadly the same."

1-Up: Colloquial term for any fiat-backed extra life that the Jumper has, activating upon death, and sometimes upon another failure condition. The specifics of a 1-Up can vary depending on how it works. Although not universal, most 1-Ups recharge at the start of a new Jump, or once every ten years - whichever comes first.

Alt-Chain Builder: Shorthand form **Alternate Chain Constructoglyph**. Though Jumpchain by default requires a Benefactor, and has basic rules, there are a number of leftover "systems" throughout the Meta-Universe **that facilitate distinct methods for a potential Jumper**.

Alt-Form: Shorthand for **Alternate Form**. It refers to any form that the Jumper takes that is distinct from their default state, which they typically obtain from purchases or events during a Jump. Unless otherwise stated, the default is that they keep these forms after a Jump ends, and they can switch between them at will.

Background/Origin: Though the latter word is more common nowadays, the former is also pretty well-used, and they mean the same. This refers to the context in which the Jumper arrives into a Jump, referring to their age, starting location, and the life they "live" in a Jump. How this actually manifests varies from chain to chain: sometimes the Jumper just receives the knowledge of the life that was implanted into the world, and other times they do genuinely live through that life. For the most part, your origin rarely dictates how you can actually act.

- **Drop-In**: A distinct type of origin that is by its nature *not* a real origin. It just means that you have no history in the world, and simply appeared out of thin air.
- **Race**: Typically an option in some backgrounds, letting you select whatever species you want to be. See **Alt-Form** for more details.

Benefactor: Sometimes known as **Sponsors** or **Jump-chan**. Extramultiversal entities that are typically responsible for a Jumper's chain. How they became extramultiversal can vary, but the most common reason is that they have some sort of **Spark**. Why one chooses to become a Benefactor can also greatly differ between one another, but the most common reason is that they are bored. However, there are **many types** of Benefactors that exist.

- **Bastard Benefactor**: Less of a real designation, and more of a colloquialism for Benefactors that are unpleasant to work with for Jumpers.

- **Renegade Benefactor**: A Benefactor who, for one reason or another, reneged on a deal with an otherwise abiding Jumper, or used false pretences. These Benefactors, when discovered, are cast in the Bythos Evergaol, and sealed away indefinitely.

Body Mod: Shorthand for **Body Modification**. These are a selection of powers and equipment connected to a Jumper's *Atma Body* - their innermost selves that are entirely immutable to outside forces. As a result, they operate independently of most purchases and jump selections, and typically cannot be taken away even in Gauntlets or through power-loss drawbacks.

- **Body Mod Suppression**: Though extremely uncommon, there are some ways to suppress the Body Mod. In **certain extradimensional space-time-narrative points**, outside powers can be limited. It's also possible to force the excisement of a Body Mod, but this is strongly prohibited outside of Renegade Jumpers, and one may wind up in the Evergaol.

Build: The collection of choices made within a single jumpdoc, especially those requiring CP to purchase.

Bulk Importation: A special type of Import, usually of Companions, which offers a CP discount for importing multiple Companions, Items, etc. compared to the cost to import a single Companion or Item multiple times.

Capstone: The most expensive perk -and sometimes most expensive item- on any given option tree. Capstones are usually the strongest and most defining feature for any origin. Most capstones cost 600 CP, but the price can go higher.

- **Capstone Booster**: Some type of perk that either greatly strengthens the capstone, or gives them new effects. Typically, they are a General/Undiscounted Perk separate from the origin trees. Though sometimes shown by the perk itself, certain capstone effects are present in the notes.

Chain: The collection of Jumps that a Jumper has gone through..

- **Chain Fail**: A common failure condition that forcefully concludes a chain without the Jumper having returned home, chosen to stay in a world, or achieving a spark. Death is a common reason, but the supermajority comes from being unable to deal with drawbacks. The majority of Jumpers simply return home after a chain fails, though a few unfortunate ones either die, or experience a fate worse than death. It's believed that 75% of all Jumpers experience a chain failure, typically due to good ol' hubris.

Choice Points: Usually shortened to **CP**, Choice Points are what is used by Jumpers to purchase perks, items, and other such things from a document. Though largely superficial, certain jumps change "Choice" to reflect the setting, either by changing what the "C" means, or just using a different word. Choice Points are best described as *Prima Materia*, the celestial dew from the Overmind that serves as the perfect foundational material by which desires can be actualized. It is through this perfection that the material can be perfectly formed into the lattice. It is currently unknown **as to what happens to the husks of the materia**.

- **Discounts**: For a number of reasons, purchases in documents may be discounted from their original prices. For the purposes of unity, the supermajority of discounts are 50%. However, if something is 100 CP or 50 CP, one or both of them are typically Free with a discount.
- **Fiat-Backing**: "Fiat" refers to an authoritative decree from someone in power that is enforced without necessity. Things formed from Choice Points are perfect, and therefore function at all times unless deliberately sealed away. Things not fiat-backed have a chance of not functioning (or at least, not wholly) in different realities due to underlying metaphysical differences.

Clarketech: As per Clark's Third Law: *Any sufficiently advanced technology is indistinguishable from magic*. Ergo, this denotes any technology a Jumper may come across that is absurdly powerful or impossible to explain.

Companion: Individuals either "purchased" or recruited in a particular Jump that travels alongside the Jumper during their chain. In certain cases, companions don't go into every jump with their Jumper, and typically stay in the Warehouse.

- **Active Companions**: Refers to companions that travel into the Jump with the Jumper. The typical default is eight active companions.
- **Stasis Pods**: A relatively archaic methodology for storing companions from the early days of Jumpchain. When a companion was inactive, they were put into stasis until the Jump concluded. If you see something related to a "Pod" or being "Poded", this is typically what they are referring to. This is not very common anymore.

Continuity Toggle: A sort of toggle, typically a drawback, which causes the actions of one Jump to exist in the current Jump, so long as they follow some sort of continuity. This is easiest to explain in a sequel to a Jump, as it realistically just continues in that same world.

- **The Continuity Correctional Force**: A system put in place to facilitate continuity in Jumps that take place in the past of a previous Jump. Using a continuity toggle in a prequel to a previous Jump is typically dangerous, because if you accidentally retcon too much, you can unintentionally chain fail. This force is a system that

causes prequel jumps with a continuity toggle to be retroactive, and your "first time" in a Jump will actually have the effects of your later adventure in it.

CYOA: Choose Your Own Adventure, as was previously discussed. You will sometimes see CYOAs be called "Jumpchain-Compliant" - this is a relevant detail, because while most Jumps can be CYOAs with minor tweaking, CYOAs cannot typically be used as Jumps. There are certain measures, such as the one made by the good lady Time Blossom, **which facilitate usage of CYOAs that aren't Jumpchain Compliant**.

Drawback: A Fiat-Backed restriction designed to serve as a penalty that the Jumper must deal with during the Jump. The best way to describe them is that they exist as a **Rule of the World** forcefully integrated into reality, which can either be pinned on the Jumper directly, or the world at large. Though some Jumps allow for the Jumper to otherwise overcome a Drawback, the usual understanding is that you usually cannot, and certain Drawbacks simply can't be dealt with normally anyway. Unless directly stated, or you have something allowing it, Drawbacks have greater precedence over your beneficial purchases.

- **Power Loss Drawback**: A form of drawback that causes you to have any outside-context purchases be sealed away for the duration of a Jump. These can influence perks, items, properties, warehouses, and even memories.
- **Scaling Enemy Drawback** Among the most infamous drawbacks. These refer to drawbacks that give you enemies that scale directly to your capabilities. It might not literally be a mirror match, but strictly speaking it is a fifty-fifty. I hope you have friends that are useful.

Duration: How long a Jumper is typically expected to stay within a Jump until they are allowed or made to leave. Unless otherwise stated, the default duration is ten years, though some drawback toggles let you leave when the story concludes, or let you stay for longer.

Extramultiversal Entities: Any and all entities capable of operating throughout the Meta-Universe itself. Typically possess extraordinarily powerful capabilities, but by default are not necessarily almighty.

- **Benefactors**: See **Benefactor** term
- **Corporations**: There are a number of extremely powerful corporations that operate in multiple realities. The one that I imagine most are familiar with, due to their infamousness, is the one who oversees the **Waifu Catalog**.
- **Guilds**: Corporations' friendlier brother. These are organizations generally rooted in the pursuit and protection of some grand concept. The most famous is the one who oversees and distributes the **Essences**.

- **Heavenly Sustainers**: Immensely powerful beings that oversee multiversal clusters See **Section 2, Part 2** for clarification.
- **Pluripotent Entities**: A collective general designation for all extramultiversal entities that do not fit into any of these general categories.

Follower: A lesser version of a companion that follows a Jumper along their chain. For one reason or another, they are greatly limited compared to a companion - they typically don't get CP for instance, but it can also include being non-sentient, unable to operate outside of a specific location, or they can be replaced. Through some measures, Followers can be upgraded to have new abilities, or even ascend into companions.

Freebie: Any purchase within a document that is free to obtain (though by default can only be taken once), regardless of any choice you make. This is typically a form of common courtesy so that you can meaningfully interact with the setting, which is why some may be mandatory. Certain freebies, due to being intrinsic to a setting but otherwise too strong in others, may be rescinded at the end of the jump, though it is also common to be able to retain it by purchasing it.

House Rules: Jumps are, ultimately, a medium for Benefactors to enjoy themselves, and sometimes the Jumper as well. As a result, it's common for Benefactors to make up some sort of special rule distinct from the baseline.

Importation: The act of bringing a previous item or companion into a Jump that either preserves or grants fiat-backing, and potentially new fiat-backed modifications. Properties from previous Jumps can usually be imported into properties of new jumps, so long as they are similar. This is generally treated as the default, even in cases where it's not explicitly stated.

Isekai: Japanese term for *Another World*. It's a rather popular genre in modern worlds that have Japan, though there are famous western ones such as the *Chronicles of Narnia*, or *John Carter*. Take a guess at the genre that Jumpchain would fall under.

Item: Also known as **Equipment** or **Gear**, it is one of the common forms of fiat-backed property that can be purchased in a Jump, These are typically objects that can be utilized for combat or some other significant purpose, or a type of property that can be lived in

Jump: One of the (hopefully many) steps a Jumper will take on their chain. Takes the form of a travel to a setting via some document.

- **End Choice**: The options that a Jumper has at the end of a jump. There may be others, but the three you are most likely to see are returning to your home dimension, staying in the current world, or continuing along your chain.
- **Endjump**: A special sort of Jump that provides the opportunity for the Jumper to receive a Spark, and conclude their chain - or at least continue their chain without the need of a Benefactor.
- **Fanfic Toggle**: A toggle (usually a +0 drawback) that allows a Jumper to travel from the default setting to go to some fanfic.
- **Gauntlet**: A special sort of Jump that works more like a challenge. You are stripped of anything that exists outside your Body Mod, and given +0 CP. To purchase anything, you *must* take on Drawbacks for CP. Luckily though, if you fail a Gauntlet, you typically only fail, said Jump, and get to continue along your chain, though you lose whatever you purchased from that Gauntlet.
- **Generic Jump**: A special type of Jump that is not a setting, but more tailored to being an abstraction of an entire genre or overall franchise. These are considered to be extremely important, as it facilitates Jumpers being able to travel to specific settings that don't have a Jumpdoc.
- **GFJ & GVJ**: Shorthand for **Generic First Jump** & **Generic Virgin Jump**. The former is an all-purpose Jump designed as a first jump for intrepid Jumpers. The latter is almost a supplement to it, which functions similarly, but for more lewd Jumpers.
- **Joke Jump**: Certain Jumps created by some beings who are not trying to be particularly serious. Of course, most Joke Jumps are fully able to be used.
- **Jumpdoc**: Shorthand for **Jumpchain Document**. They are special conceptual documents that interface with *Prima Materia*, serving as the method by which a Jumper is mechanically able to create a build. The grand repository for Jumpdocs is within **the Archival System**.
- **Jump Failure**: A failure condition regarded as a less dangerous chain failure. Though you lose whatever you purchased in the Jump, you are at least able to continue your chain.

Jumper: The central figure of a Jumpchain narrative.

- **Kronecker Limitation Causal Rule**: A powerful Meta-Universal influence that is designed to mitigate the potential disaster of multiple Jumpers in one reality. It is a causality field that prevents two Jumpers from ever meeting one another along their chain. Overriding this rule is only allowed **through special permissions**, or in cases **where intervention from another Jumper is necessary**.
- **Renegade Jumper**: A Jumper who, for one reason or another, has reneged on their deal with a Benefactor who has otherwise abided on their end. The majority of Renegades are considered to be very dangerous, and are either terminated or cast into the Evergaol. However, Jumpers who reneged on their deal for ethical reasons

are typically allowed the ability to be returned home, or given a new Benefactor. Renegades can theoretically lose this status should they find a willing Benefactor.

OC: Shorthand for **Original Character**. Refers to any companion option that is not present in the source material, and does not exist unless you choose the option.

Perk: Also known as **Powers**, **Skills**, and **Abilities**, it is the most common form of fiat-backed purchase that you can make. Perks are attuned to the Jumper, enabling them to perform an action that they couldn't previously do, or influence them in a way that was not previously present. Some perks may be specifically attuned to an alt-form, and may therefore not be present outside of it.

- **Meta Perk**: Perks that influence other perks, or how one interacts with the Jumpchain.
- **Narrative Perk**: Perks that influence the world of whatever jump you are travelling to, whether it be influencing the tone, genre, and how certain things occur.
- **Perk Sharing**: The ability to share the effects of a perk with others, *without* the purchaser losing the perk
- **Power**: Shorthand for **Superpower**. Mechanically speaking, these work pretty much the same as a perk would, but they are usually separated from perks due to lore or semantic reasons.
- **Uncapper**: A type of perk that lifts the limitations on some or all parameters of a Jumper, such as lifting how strong they can grow, or letting the power of their perks increase.

Scenario: A set of conditions and goals that a Jumper receives, usually (but not always) during a Jump, that a Jumper must complete. Typically speaking, completing said scenario gives you some sort of reward. Failure to complete a scenario, unless specifically stated, usually doesn't mean a chain failure, though it may constitute a jump failure.

Spark: A special "reward" of unclear/undefined nature. However it manifests for a Jumper, it facilitates their ascent into a true Pluripotent Entity. Receiving a Spark typically "ends" your chain, as it means you don't require your Benefactor anymore.

Stipend: Whatever amount of CP that the Jumper receives at the start of a Jump without any sort of extra conditions like a drawback. By default, most standard Jumps offer +1000 CP, though a few offer +2000 CP if there are many purchases. Some other Jumps have smaller additional stipends specific to a single section of the Jumpdoc.

Supplement: An extra document that can be added to your chain, and while most are to be added to a Jump, some can and should be taken before or between specific Jumps. They have purchasable options that are separate from the main jumpdoc.

- **Bank Supplement**: A special supplement that grants access to a "bank" whereby the Jumper can store any CP they didn't use.
- **Body Mod Supplement**: Supplements that let you build up your Body Mod, with some being very barebones, and others being incredibly strong. There is likely one for everyone.
- **Drawback Supplement**: Supplements whose main attraction is that they offer chain-wide drawbacks that offer more CP
- **Out-of-Context Supplement**: A supplement that lets you take on a form that is not part of the Jump you are going to, which turns into an alt-form after the current Jump.
- **Warehouse Supplement**: A supplement that grants you some type of warehouse.

Warehouse: An extradimensional space attuned to a specific Jumper, designed to hold their "stuff" during their travels, also serving as a protected space and home. By fiat, these spaces are separate from any jump, and therefore cannot be accessed without the Jumper's permission - or the Benefactor. There are many warehouses that exist, and most are usually incompatible with each other.

- **Warehouse Attachment**: Refers to anything that can be purchased in a Jumpdoc which connects to a Warehouse.

Section 2: Things to Do, People to See

Part 1: The Nature of Creation

"However little you might have needed it, perhaps my explanation was helpful…hmm? Are you perhaps interested in the nature of the Meta-Universe? Very well, Jumper. I shall explain it from top to bottom."

The Meta-Universe, known also as **The Metaverse**, is the grand structure of existence, whose scope can be summed up as "everything" that can exist, does exist, will exist, has existed, and may never exist. As you can imagine, it's a very, very, ***very*** big structure. Some people erroneously call it the **Omniverse**, but beings of higher reality refer to it merely as **the Universe**. To differentiate from the colloquial term for Universe, "Meta-Universe" is the designation for it all.

The highest point of the Meta-Universe is known as **Point Origo**, where the Overmind is said to exist - or perhaps Origo *is* the Overmind. Whatever the case may be, the Overmind is entirely inaccessible to all, save for the Overmind itself and those who are chosen to meet it.

From Point Origo is **the Upstream**, known also as **the Sea of Zero** or **the Conceptual Heavens**. It is a point of existence where the Overmind brought about disparity, and out poured innumerable concepts and ideas. It is sometimes considered to be "hyperconceptual" on account of the fact that only a thin slice of the Upstream is comprehensible to the Downstream.

When discussing creation, the vast majority of individuals are referring to **the Downstream**. Concepts from the Upstream coalesce together to generate what we define as reality that everyone exists in. The absolute majority of the Downstream is **the Yilaster Abyss**, a "sea" of pure energy and information that separates **Configurations**, what mortals typically define as **Multiverses**. Certain Configurations cluster around each other, sharing "similar" concepts between them, which are typically called **Cluster Spaces**, which are presided over by Heavenly Sustainers.

Part 2: The Celestial Choir

"Since you seem to be interested, then perhaps you might be interested in the…well, "ranking" is somewhat erroneous I suppose, but perhaps you are interested in learning about the true scope of beings that dwell beyond the confines of their Configurations?

Jumpers are interesting, at least when discussing the choir. By most metrics, they do fit, due to being able to traverse the Meta-Universe. However, they are generally beholden to their Benefactors or other means of travel, and therefore are "provisional" members.

Pluripotent Entities are a vast category of beings that comprise *literally everyone* not part of any given group that is able to travel the Meta-Universe. The lower scale of them aren't exactly much stronger than a Jumper, while the ones strong enough to have a name are a match for most Benefactors.

Benefactors are, simply, just Pluripotent Entities that manage to have a ward. Now granted, the ability to do such a thing generally means you are actually incredibly strong, and in terms of Pluripotent Entities, you'd have to be mid-tier to be able to make the bare minimum qualifications. This is not an indication of being perfectly safe however, as exceptionally strong beings "stuck" in their Configuration can outright kill weaker or middling Benefactors.

Heavenly Sustainers are regarded as some of the most powerful entities in existence who, through their own power, can effortlessly oversee and regulate innumerable Configurations in a Cluster Space, and each one is charged with overseeing a Cluster. Unsurprisingly, attempting to fight one of them is a horrible idea, as they can kill even Sparked beings.

The Overmind is the ineffable, timeless source of existence, with the idea of it even being "alive" as we know it being questionable. Despite that, it is an active force, and it is said to have uncountable faces. The One. Nullified Null. The Monad. God. Brahman. Metanormalcy. They and so many others are the same "being", just reflected differently based on perception.

Part 3: People of Interest

"Of course, something tells me that you are rather interested in who some of the odder characters there are, right? Well. I know a few of them."

Quicksilver: The first Pluripotent Entity to become a Benefactor, and the creator of the first Jumpdoc. They are currently inactive, but their work has not been forgotten, and the general structure of the Jumpchain came from them.

The Bringer of Joy: A Pluripotent Entity and good friend of **The Samaritan**. Their main goal is to spread goodness and joy throughout existence. Due to their inspiration of Entity X, their assistance typically comes in the form of mutual, passionate lovemaking.

The Cheater: A Pluripotent Entity that is somewhat infamous for **assisting Jumpers to "cheat" along their chain**. Certainly aligned with Jumpers, though possibly just one to enjoy sticking it to Benefactors.

Entity X: Known colloquially as "Troy", they are a being of incredible power, believed to be the Heavenly Sustainer of the "Troyverse", where immensely powerful beings preside, and where joy, love, and goodness reign supreme over evil.

Luciano: Known colloquially as **Sin God** and **The Writer**, they are a Heavenly Sustainer that is believed to have actually started as a mere mortal. They are unusual for writing many Jumpdocs, even though Heavenly Sustainers are apathetic to the Jumpchain as a whole.

The Samaritan: A Pluripotent Entity and good friend of **the Bringer of Joy**. They usually construct systems designed to help out Jumpers, and while usually the type to make grand donations to the Jumper's Rights Association, are known to aid Benefactors if they believe the purpose is to help a Jumper.

Part 4: Groups of Interest

"There are some rather curious organizations in the Meta-Universe, as I understand it. Here are a couple."

The [redacted] Company: A corporation with a name that cannot be meaningfully stated by mortals like yourself. You know them as the overseers of the Waifu Catalog, who collect and sell waifus and husbandos all across the Meta-Universe. To say they are unloved by most is putting it lightly, and should anything happen to them, **most are content with it**.

The Essence Guild: They are the ones who are responsible for the creation of all Essences. It is technically possible to travel to the Guild and help workshop new Essences, as they are rather friendly. They are not technically part of Jumpchain, but with the help of Luciano, a great many of their Essences **can be used by Jumpers**.

Jumper's Right Association: An organization that is dedicated **to supporting Jumpers with poor Benefactors**. Their assistance has helped a great many Jumpers have a good start to their business.

Spiritual Jumpchain Intermultiversal LLC.: A (relatively) small company that is new to the scene, and are among the many sources of Jumpdocs. There is/was/will be a certain issue with some poor worker's first Jumper, where the Jumper was somewhat deleted from existence as an intruding entity, though the situation was resolved quickly.

Part 5: Locations of Interest

"...Aren't you quite the curious one? Well, I suppose I don't mind it. I'm as new to this as you are, so a few places I know of are.

Bythos Evergaol: One of the most feared prisons in the entire Meta-Universe. Overseen by **the Warden**, individuals who commit "crimes against reality and existence" are detained in a carcerous dimension beyond hope of freedom. At least in principle, because while it's extremely rare, prison breaks can happen if guards try to assist. However, they are typically always detained. The Evergaol also contains Renegades, and Jumpers can be contracted to assist in capture of criminals or escapees, being given rewards of some sort.
The City: A special city **located at the Howling, the furthest point of the Meta-Universe**. It's a rather fascinating hub of interest where all sorts of people can travel to. In defiance of the Howling, it thrives beneath a glittering sky of universes.

The Interdimensional Academy: A **fulcrum of creation** where people from across the Meta-Universe new to everything can be cultivated into proper wayfarers.

The Metaversal Construct: An unusual Cluster Space that, due to an imperceptible restructuring phenomenon, was centered around the pataphysical concept known as the Trailblazer. Its Heavenly Sustainer, quite unusually, also split themself into six "Lords" that each oversee 1/7th of creation, with the last seventh being a neutral zone where most compete in. **At least one Jumpdoc is known to be here**.

Conclusion

"...Alright then, Jumper. I believe that is everything. I suppose I might find more interesting things to inform you of. But until then, you should relax. Your own chain is going to begin very soon."