Inside Out Jumpchain version 1.2 Made by Eyebrows

The life of a jumper can be exciting- overly so. Fighting battles with fantastic beasts, living the life of a warrior, or a diplomat, or a great craftsman... Real life could become boring by comparison.

So, why not see life through someone else's eyes?

You will not merely be experiencing humdrum, regular life once more, but you will be guiding someone else through it. You will be in another person's mind, and you'll be their guide- Whether as an Emotion guide or just a figure in the shadows, you'll help them through the ups and the downs.

You will have **1000 cp** to help you guide your host through their youth. Good luck.

Rules:

- Since dying is impossible in this jump, due to the nature of what you are, there are a few other Loss Conditions. If you trigger one of these, then you will go home as if you died.
- Letting your host die is a Loss, since you will shortly cease to exist.
- Falling into the memory dump and being forgotten (or being forgotten in general) is a Loss. In addition, if any of your companions befalls this fate, they're gone forever.
- Letting your host become emotionally dead (To the point where the Emotions can no longer influence your host's behavior) constitutes a Loss.

Host:

Your host is the person who's head you're in, and whose livelihood you'll be protecting for the next 10 years. They have their own personalities seperate to yours, and a "dominant emotion"- That is to say, the emotion they display most often, and the one who's generally in charge. You determine your host by rolling 1d8, or can choose for 100 cp.

1. Riley - Riley is your average young girl living in Minnesota. She's honest, a bit of a goofball, and enjoys hockey. Her dominant emotion is Joy. She's got loving parents and a happy life where she is- Though, that might change when her parents completely uproot and move to San Fransisco...
2. Joseph - Joseph is a young man from New York who's a bit of a troublemaker, but he always means well. He's selfless, has a strong sense of justice, and enjoys baseball. His dominant emotion is Anger. His parents mean well, but frequently get exasperated when he keeps getting into fights- One day, he might bite off more than he can chew...

3. Margaret - Margaret is a nerdy little girl living in France who follows her own rules. She's a bit stuck-up, but earnestly enjoys both singing and fashion. Her dominant emotion is Disgust. However, her attitude might change after her older sister runs away from home...
4. Raymond - Raymond is a boy living in Ontario who tends to keep to himself. He's a loner, prides himself on his intelligence, and enjoys drawing. His dominant emotion is Fear. He's never known his father, so he's always had some issues opening up to other boys...
5. Shelby - Shelby is a young girl from England who's very outgoing. She cares very deeply for her friends, enjoys reading, and is an absolute animal-lover. Her dominant emotion is Sadness. She goes between the homes of her divorced parents, visiting her dad on the weekends and living with her mom on weekdays, but as time wears on, their relationship seems to be getting worse...
6. Tanner - Tanner is a well-off young man from British Columbia. He's very earnest and straightforward, is quite the prankster, and thoroughly enjoys theater. His dominant emotion is Joy. He enjoys the wealth of his parents, but as he gets older, things start to go badly for their business...
7. Yourself - Your host is an alternate version of yourself, before Jumpchain. Altimately, you know your own personality the best- And maybe you can guide this version of yourself to fix any regrets you may have had about your old life.
8. Free Pick- You are allowed to freely choose your host from the above choices.

Origins:

Your gender stays the same, or can be switched for 50 cp. Your host's age is determined by rolling 1d6+5.

Drop-in (Free): You are placed into your Host's mind as you are, with no additional memories pertaining to your host. The other denizens of your host's mind will largely ignore your presence unless you start making trouble. You must roll 1d6 on the following table to determine where you appear:

Emotion (Free): Emotions are a person's embodiment of, well, their emotions. Every single thinking being has them- People, animals, everything that can be called a sapient being with emotion. Emotions come in five varieties- **Joy**, **Sadness**, **Anger**, **Fear**, and **Disgust**. These beings embody their emotion to such a degree that it's impossible for them to feel any other emotion, except in extreme circumstances, and it's vital for all five to work together for their host to be emotionally healthy. Taking an Emotion does not preclude you from taking another Emotion's perks (They're color-coded so you can easily tell), but you will not receive their benefits until

the end of the jump. Emotions always start in Headquarters.

Joy - Joy is most often regarded as the most important emotion, but that's not necessarily true - although Joy certainly feels the best. Joy's job is ultimately to make sure their host is happy and fulfilled, but has to be careful to make sure their host doesn't merely *pretend* to be happy.

Sadness - Some people might not know what Sadness' purpose is, but it has an equally important role in comparison to all the other emotions- Sadness' job is to make sure their host is able to call on others when they need help. No person is an island, and Sadness is what connects them.

Anger - Get mad! Get so mad, you go mad! Anger's job is to make sure other people treat their host fairly. Other people might be unaware that they're hurting others, or they might be just malicious- Anger exists to keep others in check, because if their host just rolls over and lets others take advantage of them, then they can't be happy, either.

Fear - Unpleasant it may be, but Fear is entirely necessary. Fear's job is to keep their host safe and out of harm's way. Essentially, they're there to prevent them from making bad descisions in the short-term, and to constantly be on the lookout for danger.

Disgust - Disgust's job is to prevent their host from being poisoned (physically or socially). They look to the long-term and try to keep them away from negative influences, whether it be a moldy bit of basement wall, unpleasant-looking meat, or just that guy at school that smells funny.

Location:

Only Drop-ins need roll 1d6 to determine their location- Emotions always start in Headquarters. You may choose your location for 50 cp.

1. Long-Term Memory: A seemingly-endless maze of shelves containing all of the memories your host has ever made- at least, except the ones that have faded. Might be hard to navigate, since all the hallways look alike...
2. Imagination Land: A place made of all your host's imaginings. Things are constructed and demolished as they need to be, and stuff that the host no longer cares about is shoved into the Memory Dump.
3. Personality Islands: These are islands formed by the Host's Core Memories. So long as the Core Memories are in place, these places will fuel the host's personality and help influence their descisions. They're largely industrial in design, but different islands have different aesthetics. Some of them may even have a practical use. They're situated over the Memory Dump, and attached to Headquarters via thin, round cables, and are often

placed next to Imagination Land or Long-Term Memory.

4. The Subconcious: This place is where the really unpleasant stuff gets shoved- Phobias, repressed memories, and various other unpleasant things the host would rather not remember, but might need to at some point. It's a huge, dark jungle, and the doors are locked, but not very tightly (though as the host gets older, security will improve).
5. Memory Dump: You appear on the precipice of the Memory Dump, right about to fall in. That was close- Going down there is basically a death sentence, because everything that falls down there is forgotten and never seen again. You don't see anything else of note on this side of the pit- Maybe trying to circumnavigate it will get you somewhere more interesting.
6. Headquarters: This tall tower is situated in the middle of the Memory Dump, and serves as the Emotions' housing and command center. What are *you* doing here, though? You should probably not make yourself known unless you want to get shoved out the window, but then again it's pretty difficult to get out since it's surrounded by the Memory Dump...

Perks:

Emotion Form (Free): You have an emotion form able to exist within your host's mind. This form is influenced by what emotion you represent, but is ultimately your own. If you're a drop-in, then it's your own in all ways. It should be noted that what you do in this form influences the way your host thinks- If you start flying around or shooting fireballs, your host will start beleiving they can do the same. It'll be minor at first, but the more you do it, the more pronounced their delusions get, so please try to contain yourself.

Imaginary Bag (50 cp): You have an imaginary bag that you can only access in your emotion form. It has an unlimited capacity, but you'll still have to sift through the contents to get to anything at the bottom, and big objects tend to get stuck.

Just Kinda There (100 cp, Free Drop-in): Simply put, more often than not, people don't care one way or another about your presence. So long as you're inoffensive and unobtrusive, people will basically let you hang around wherever and be apathetic towards you.

Optimism (100 cp, Free Joy): You've got a powerful optimism about you, almost undefeatable, that gives you resistance to corruption and negative-emotion based effects. Whenever you're happy, you glow- No really, you literally give off light. You can turn this ability off if you wish, but other people never really seem to notice.

Melancholy (100 cp, Free Sadness): You have a gloomy disposition about you. You have the ability to change memories associated with other emotions into sad memories by touching

them. If you manage to touch someone else outside of your host's mind, you can temporarily make whatever memory they were thinking about a sad one.

Indignation (100 cp, Free Anger): You... care a lot about whether or not things are fair. You have an intuition for when other people are trying to lie to you or manipulate you, and when you get angry your hair literally turns into fire. You can turn this ability off if you wish.

Anxiety (100 cp, Free Fear): You have a nervous disposition, and you're always on the lookout for potential disaster- Giving you enhanced reflexes when responding to danger.

Scorn (100 cp, Free Disgust): You're discerning and careful, and you have the ability to determine whether or not something is poisonous or diseased (or if it just tastes bad) by looking at it.

Companion Import (100 cp): You're not alone- You can Import one of your companions to gain the role of an emotion, or as a drop-in. They also get the 100 cp perk pertaining to their background. Obviously, there can only be one of each emotion, so don't try importing multiples!

Read the Manual (200 cp, Discount Drop-in): Simply-put, you know how the mechanics of the mind work. You know what each part of the mind does. If something goes wrong, you know how to fix it, and if something needs breaking then you know how to break it. Doing the actual fixing or breaking is another thing entirely, but knowing is half the battle!

Zeal (200 cp, Discount Joy): You have a great knack for inspiring others and getting people moving. Just being around you makes people more energetic, and you're an excellent motivator. Lead by example, they always say!

Consolation (200 cp, Discount Sadness): Even though you embody sadness, people find you friendly and approachable. Your presence is comforting to have, and even just being there to listen to someone will help them feel better about failure or loss.

Competition (200 cp, Discount Anger): You have a competitive spirit, and work all the harder when you have someone to work against. So long as you have a rival who can be called your equal, you will excel in whatever it is you set yourself to, at least until you surpass your rival completely.

Fright (200 cp, Discount Fear): You know when to hold 'em, and when to fold 'em- You're mostly good at folding 'em. Whenever you run away from danger, you can run a *lot* faster and a *lot* longer than normal- You can keep running as long as you're scared of what might be behind

you.

Perfectionism (200 cp, Discount Disgust): You have high standards, for both yourself and others. You can pick out flaws easily, whether it's in an argument, someone's fashion sense, or even their craftsmanship- And you can just as easily turn this on your own work, helping you see what you need to improve.

Memory Jog (400 cp, Discount Drop-in): You're capable of polishing a Memory to a fresh state. While this involves finding the memory manually and polishing it, when you're done with it, it's good as new, and will last as long as a newly-formed memory would.

Triumph (400 cp, Discount Joy): The happiness of others is just as important to you as your own happiness. Whenever someone else's happiness is on the line, you fight that much harder, whether it's in an argument or something else. The more people you're fighting for, the more tenacious you become.

Loneliness (400 cp, Discount Sadness): You know all-too-well the sadness of isolation. You can broadcast your location to your companions, no matter where they might be. They get a sense of where you are, in terms of direction and distance. You can also broadcast this as a general distress signal- All emotional beings within a five-mile radius will get a sense of your location in the same way, as well as the feeling that there's someone there that needs their help. Whether or not they'll actually help, though, is up to them...

Outrage (400 cp, Discount Anger): Bottling up your anger is unhealthy- sometimes you just have to let it all out with a yell. You can channel your rage into a powerful shout, capable of making people stop whatever they were doing and give you their undivided attention. You can also use this shout to intimidate others.

Alarm (400 cp, Discount Fear): You have instictive knowledge of when your space has been invaded. You can designate a single space as your home, and whether this is a building, a specific field, or even your Cosmic Warehouse, and you will always know when someone unwelcome has invaded it, no matter how far away you are from it. You can change what your "home" is, but you must spend 24 consecutive hours in that location to do so.

Revulsion (400 cp, Discount Disgust): Your personal bubble is something that cannot be invaded. Whenever something that disgusts you comes too close, you are able to "push" them away- That is, you're able to send a subliminal message that gets them to subconciously back away, and people find it difficult to approach you when you don't want to be touched.

Mind Projection (600 cp, Discount Drop-in): You have the ability to project yourself into your

own mind - or even someone else's. By touching someone else, you can enter their mind as a projection. The interaction occurs in real-time and you must remain in contact with the person, so if you plan on getting anything done, you need to have your target either restrained, asleep, or willing. You cannot take anything out or bring anything in, though. In addition, while in your Host's mind, you are able to project a semi-physical version of your real self, with all of your powers. It is vaguely visible to others if they concentrate. You can only do this for moments at a time, but it may be enough to save your host from danger- But at the same time, you'll need some way of seeing outside...

Bliss (600 cp, Discount Joy): You have true mastery over your happiness. Your descisions are never clouded by excitement, and you're instead empowered and invigorated by it. You can cause people to feel overwhelming happiness by making eye contact with them, and you will always truly excel at any activity that gives you joy.

Empathy (600 cp, Discount Sadness): You have true mastery over your sadness. Your decisions are never clouded by sorrow, and you're instead given a deep empathy for others that lets you connect on an emotional level. Beyond simple charisma or manipulation, your deep caring for others allows you to help people overcome their own problems - Both helping them and giving you friends who will last a lifetime. You are also able to make people feel overwhelming sadness by making eye contact with them.

Wrath (600 cp, Discount Anger): You have true mastery over your anger. Your descisions are never clouded by rage, and you're instead empowered and strengthened by it. You're able to make someone feel overwhelming anger by making eye contact with them, and you gain the ability to channel your own anger into an undefeatable resolve. Those who have truly wronged you will rue the day they invoked your vengeance.

Prudence (600 cp, Discount Fear): You have true mastery over your fear. Your descisions are never clouded by panic, and you instead draw strength from it. By making eye contact with someone you're able to instill in them overwhelming fear, and whenever you feel fear, you gain a sort of dangersense - That is, you're able to pick out every possible thing that might be able to harm you, theoretical or real, from a sniper on the roof to the hidden gun in that guy's pocket to that thumbtack someone left on the floor.

Insight (600 cp, Discount Disgust): You have true mastery over your disgust. Your decisions are never clouded by revulsion, and you instead gain a powerful insight. From a glance, you can determine a person's basic personality and intentions, and with a conversation you gain a deep understanding of their motivations and concerns- Whether you use this to help them or manipulate them is up to you. You are also able to cause someone to feel overwhelming disgust by making eye contact with them.

Drawbacks:
You can take up to 600 cp worth of drawbacks.

Emotional (+100 cp): Your host's emotions don't really know the definition of subtlety- They're a bit heavy-handed and whenever they use their emotions to influence your host, their emotion is felt a bit too heavily.

Triple Dent Gum will Make You Smile... (+100 cp): Whenever you try and Recall a memory, there's a 50/50 chance that it'll end up being the Triple Dent Gum jingle instead of what you wanted. You'll get what you wanted the second time you Recall, but this is guaranteed to get on your nerves after a while, especially when it happens in pressing situations where you need to recall a specific memory.

Mood Swings (+200 cp): None of the emotions can ever agree with each other, it seems. They end up bickering constantly, and constantly wrest the controls from one another in an attempt to do what *they* think is best (and they always have different opinions about what "best" is). You host will probably have violent and frequent mood swings in emotional times.

Lost Emotion (+200 cp, can take multiple times): One of your host's emotions has somehow become hopelessly lost within their mind, and can't return to Headquarters to do their job- And all of the Core Memories associated with them have disappeared as well, making your host unable to use parts of their personality associated with that emotion. The good news is that they're not gone forever, and if you find them and figure out a way to return to Headquarters, then normality can be restored. The bad news is that if you don't do so within a year, then they'll disappear completely and be lost forever.

In order to determine which emotion has gone missing, roll 1d10 and divide the result by two (rounding up). If you roll the emotion you embody, then it's you who's become hopelessly lost, and you'll have to find some way back to Headquarters before five years. If you take this multiple times and roll an emotion who's already been lost, then roll again until you get one who hasn't.

1. **Joyless**- Without Joy, your host has become unable to become enthused by anything, and will be unable to show happiness or enjoyment.
2. **Uncaring**- Without Sadness, your host has lost the ability to empathize with others and will end up not caring about anybody other than themselves.
3. **Passive**- Without Anger, your host has lost their ability to be stand up for themselves, and will end up becoming little more than a doormat.

4. **Reckless**- Without Fear, your host has lost their prudence, and will be unable to realize when they're in danger.
5. **Naive**- Without Disgust, your host has lost their judgement, and will be unable to make discerning descisions about their environment, themselves, or other people.

Assuming Direct Control (+300 cp): This is bad- really bad. One of the emotions has misguidedly decided that they need to exert complete control over your host, and has banished all of the other emotions from Headquarters. Your host is now completely unbalanced emotionally, and what's worse, the emotion in control has morphed into some kind of super-powered evil version of their former selves. Defeating them won't be enough- You have to find some way to make them calm down and return to normal so your host can be balanced again.

In order to determine which emotion has caused this crisis, roll 1d10 and divide the result by two (rounding up). If you roll the emotion you embody, then roll again until you get a different one.

1. **Mania**- Joy has taken over headquarters and turned into Mania. Your host is now constantly happy- To the point where they cannot deal with any other emotion, and will forcibly remove anything that makes them feel anything else. They will constantly obsesses over what makes them happy, whether it's media, a craft, an activity, or even someone else. Mania herself has gained the ability to summon blasts of light and firework-like explosions capable of harming other Emotions.
2. **Despair**- Sadness has taken over headquarters and turned into Despair. Your host is now constantly sad- To the point where they will do nothing but mope in their room, completely unmotivated to do anything, and will even ignore their basic needs such as food and water unless pressed by their loved ones. If you don't fix this quick, your host might even be in danger of falling into depression and committing suicide. Despair herself has gained the ability to summon and control water, and is capable of using it to both defend herself and prevent others from getting close.
3. **Fury**- Anger has taken over headquarters and turned into Fury. Your host is now constantly angry- To the point where they cannot contain themselves, and will constantly go around looking for trouble and will actively engage in violent behaviour that is harmful and destructive to both themselves and others. If not stopped, this will send them into a self-destructive spiral that will undoubtedly get them into serious trouble. Fury himself has gained the ability to summon and control gouts of fire capable of melting stone.
4. **Terror**- Fear has taken over headquarters and turned into Terror. Your host is now constantly afraid- To the point where they've been reduced into a nervous wreck, terrified to so much as step a foot outside for fear that something might happen. Or even take a step at all. If Terror isn't dealt with quickly, your host will become a shut-in

that refuses to go outside at all, even after you deal with Terror, and won't be able to operate normally ever again. Terror himself has gained the ability to summon electric currents and blasts of electricity capable of frying other Emotions completely.

5. **Hatred**- Disgust has taken over headquarters and turned into Hatred. Your host is now constantly disgusted by everything around them- To the point where they've become misanthropic and antisocial. As their distaste for everything around them grows, they'll start lashing out at everything around them and pushing away their loved ones, and if you don't fix this soon, might even begin expressing this in violent ways. Hatred herself has gained the ability to summon noxious clouds and blasts of poison so vile that mere contact can bring others to their knees.

Memory Loss (+300 cp): Your host suffers from crippling long-term memory loss, whether from an injury or a disorder- In the end, it doesn't matter. What you're concerned with is the fact that all memories your host makes fade at an alarmingly fast rate, and will often disappear within mere days. Even the Core Memories that power your host's Personality Islands will last a year at most before fading into nothingness, meaning you will have to constantly work at forging new ones, lest your host become an empty shell with no personality to speak of.

Superpowered Puberty (Variable cp): Puberty is a rough ride no matter how you slice it, but for your host, it's going to be extra fun. As puberty arrives, they're going to start manifesting all of the powers and perks you've accumulated along the course of your Jumpchain (Besides those obtained here), one at a time- Including things like supernatural strength, speed, and intelligence. They won't gain any of your alt-forms, but if your Bodymod body included wings or other obviously inhuman bits, then they'll have that as well. On top of that, there's no garuantee they'll be able to control your powers, either.

The amount of cp you get from this drawback depends on how many jumps you've taken. If this is your first jump, you get nothing (Because then this drawback doesn't do anything!). For every five jumps you've taken before this (not including supplements), you get 100 cp, to a maximum of +600 cp. If you've taken more than 30, then you might want to reconsider taking this at all...

Ending:

Go Home: You get to go home, keeping all of your powers, items, and companions.

Stay Here: You get to stay here within your Host's mind, guiding them for the rest of their life. As an added benefit, you can leave your Host and enter your real body whenever you like, and a "copy" of you will take over and duties you have in your host's mind.

Move On: Move on to the next jump, keeping all of your perks, items, and companions.

Secret Ending: Childhood is a turbulent and formative time, and there's always complications- Nobody gets out perfect, and that's by design. But if you somehow manage to do the impossible and leave your host as someone who is perfectly balanced with no dysfunction whatsoever by the end of your jump, then you get the secret ending. Essentially, they must be the person that everyone sees everyone else as- Normal without any issues at all. If you accomplish this, You get the option of bringing them along as a companion. You are able to enter and exit your host's mind freely via contact with them, and any imported companions will be able to do this as well. Imported companions will also gain their relevant 600cp perk for free.

Notes:

- If you import a companion to take the role of an Emotion and end up rolling them as a Lost Emotion, then you must find them before your year is up or they're gone forever. They don't simply die and respawn- They fade away and cease to exist altogether. So you should probably get on that.
- If you take Superpowered Puberty and still somehow manage to get the secret ending, then your Host will lose all of the powers they got. They will remain all intelligence and any skills thet learned as a result, but they'll be depowered to merely peak human after the jump is done. Yes, even if you keep the drawback.
- Turning into one of the superpowered Emotions from Assuming Direct Control is possible if you take control yourself, but it's a fast-track ticket to losing this jump.