Personality Mod

A Jumpchain Supplement

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v1.0 - A Whole New You!

It's been a standard of Jumpchain from the very beginning that everyone gets The Body Mod pretty soon after they start jumping. Originally, the Body Mod Supplement followed the first jump, but most people take it immediately. Originally there was only one Body Mod Supplement, but by my best count there must be six by now.

Some of them address more than purely physical traits, delving into willpower and charisma and memory and raw intellect, so a Mind Mod would seem irrelevant. But few of them delve into the personality, that most subjective and personal of all elements of selfhood, and for good reason.

A change here can drastically alter who you are, what you value, and what you're willing to do to achieve your goals. But for those willing to do it, a little personality modification can go a long way. Like the Body Mod, all these changes are considered part of you, and remain even when all other aspects of Jumpchain are locked out, either by a gauntlet or by a power loss drawback, or even by the dreaded Deadlight.

To get you started, here, have **1000 Therapeutic Points (TP).**

ANTI-PERKS

If you want more TP, you may invert any purchase, turning it into an **Anti-Perk**. Anti-Perks are like Drawbacks that are fiat backed but don't fade at the end of a jump. The only way to remove an Anti-Perk is through reaching Chain-End or Sparking. Anti-Perks cannot be purchased with their normal perk version.

As Awesome As You Think You Are [All Your TP]: You don't need to change! Change is for the weak! You're perfect just the way you are and you're not going to change for anyone ever! No sir, no how. Not only are you absolutely immune to any kind of personality change from outside sources, but you're now absolutely immune to any kind of personality changes from inside sources. Drawbacks, Perks, Gauntlets… none of them will ever change your personality one iota. And you'll be totally groovy with that. I mean, you're awesome. You always will be awesome. Even reincarnation will not change that. You can't take drawbacks that only change your personality, and you can't take this with anything else in this document.

Free of Charge

Pick only one of these for Free

An Evaluation [100 or Free]: We've got a comprehensive write up on you. Of course we do. We're omnipotent and overly prepared for every eventuality. A copy of it is yours for the asking. It lists all your personality traits, good, bad, or otherwise, in language easy for you to understand. All you have to do is ask for it. Anti-Perks you pick up here will be included on the Evaluation, and can be mitigated with medicine or therapy, but are still quite hard to treat.

The Will to Change [100 or Free]: You may not know everything that's wrong with you, but you probably have a good idea. With this, you'll find that, if you work hard enough at improving some element of yourself that you'd like to change, you'll be able to make steady progress. The results might not be the best they could be if you bought a perk that did it, nor as safe as the changes provided by the next option, but you'll get where you want to be if you just keep trying. Not much as far as promises go, but hey, you've got the promise… all you have to do is provide the hard work. Anti-Perks can be worked through using this as if they were normal issues but will take three times as long.

Healing Sleep [100 or Free]: Everyone has problems. It's pretty much the single most consistent thing about life. Well, this helps you work through those problems. Any mental issues you might have now or pick up in the future, you'll be able to work through them in your dreams. You won't really remember those dreams (even if you have a perfect memory, the details aren't important), but as long as you fix a problem in your mind before you go to sleep (maybe you write the issue on your hand in sharpie?), you'll find it a little less pressing come morning. Not a lot. Just a bit. Bigger problems might take years or decades to fully resolve, far longer than they'd take with you actively working on them with The Will to Change, but this comes with a built in safety. The results of working through your issues will never be adverse. You won't develop new issues from resolving old ones, and you'll never traumatize yourself or wake screaming from this self-induced therapy. No auto-lobotomy, no catatonia. Just a nice restful sleep to work out a little of your doubt and confusion in peace. Anti-Perks can be worked through using this as if they were normal issues but will take three times as long.

As Awesome As You Actually Are [100 or Free]: Okay, so maybe you're not perfect… probably not perfect, if we're being honest. Okay, you're totally a mess, but that's okay! Everyone else is a mess too! Buy this and you'll never really think less of yourself for all your failings. You'll still be able to work at them, and you'll probably fail some times, and other people might be better than you at… well, a lot of things. But you'll be, you know, okay with that. Might want to become better than them, but you won't obsess about it. You are, in general, aware of the fact that you're awesome just as you are… and with a bit of work will be more awesome in time to come. And you really are. You're awesome. This doesn't make you awesome. It just ensures you always know that. Also doesn't make you egotistical. Everyone is awesome.

Out With the Old

Phobia Scrub [50x]: Are you unreasonably afraid of something? Say the dark, or other people, or spiders? Buy this once and we'll wave our hands and, hey presto, no more phobia. Doesn't matter how strong a phobia it was, it's gone. Buy this twice, and, hey presto, no more phobias. Doesn't matter how many there were, they're gone. Buy it a third time and we'll guarantee you won't develop another phobia ever, at least not due to normal psychological wear and tear. Exposure to something truly horrible or someone using magic or psionics or a bunch of chemicals might be able to instill a phobia in you, temporarily, but once the stimulus fades, so will the artificially instilled phobia. This doesn't stop you from being afraid; it only clears up unreasonable, unprovoked fears.

The Anti-Perk version adds one phobia for +50 TP, multiple phobias for +100 TP, and at +150 TP you are cursed to accumulate more phobias as you go. Treatment options cannot eliminate the curse from level three, but can, in theory, eliminate the phobias you pick up.

Mania Scrub [50x]: Manias are like phobias, but instead of being unreasonable fears, they're unreasonable obsessions or fascinations. Be it kleptomania, wrestlemania, pedophilia, pica (the eating of things that probably shouldn't be eaten), this can remove it from your personality matrix safely and securely. One purchase gets rid of one Mania, two purchases gets rid of all manias, and three inhibits you from developing any of them ever again, baring outside interference. Outside interference induced Manias will fade over time.

The Anti-Perk version adds one mania for +50 TP, multiple mania for +100 TP, and at +150 TP you are cursed to accumulate more manias as you go. Treatment options cannot eliminate the curse from level three, but can, in theory, eliminate the manias you pick up.

Neurological Rebalancing [100x]: Got some kind of neurological issue that's making your life difficult? Something like a nervous tic or tourettes or being a compulsive liar? Do you have bipolar disorder, hypomania, full blown mania, chronic depression, or what have you? Well then, this is for you. Buy this once and one such disorder will go poof. Buy it twice and all such disorders go bye-bye. A third purchase, probably not needed, will guarantee that, baring outside interference, you won't develop any new neurological conditions and even if you do, they'll fade with time rather than become self-magnifying.

The Anti-Perk version inflicts one random neurological issue on you at the +100 TP level, multiple issues at +200 TP, and you'll keep accruing new and worrying issues at the +300 TP version. Treatment options cannot stop you from accruing new issues at level three, but can, in theory, eliminate the issues you've picked up.

Procrastination Scrub [100]: Do you find yourself putting things off endlessly? Do you find yourself easily distracted from tasks you actually want to accomplish? Yeah, it's not a good thing, and you should probably not delay in buying this. Get yourself free from the psychological cycle of delay and rushing to recover.

The Anti-Perk of this is pretty obvious… you don't want this. You'll never get anything done. Just… procrastinate on buying this Anti-Perk. Please.

Anxiety Scrub [100]: Do you suffer from low-self-esteem? Do you worry about things beyond your control? Does being in public cause you undue amounts of stress? Do you fear singing or speaking in public? Well that's not ideal, and now, thanks to a grant from our sponsors at Jumper Mental Health Inc, we can give your neurons a nice little scrub and get rid of all those pesky issues. Now you'll be a healthy, well adjusted cosmic nightmare, unafraid to stand up for yourself to all the other cosmic nightmares. Of course, the risk of removing all these is that normally you might become a bit reckless and overconfident, so these won't be just turned off, but will fade over time, leaving you "normal" by most peoples' standards.

There are two Anti-Perk versions of this. The first removes the safety value completely and keeps you from developing the regular amount of caution. The second inflicts a nice variety of Anxieties upon you, largely at random. Occasionally, new anxieties will creep in as old ones are dealt with.

Dependency Scrub [50x]: Are you an addict? Do you need something to function? Something other members of your species don't need nearly as much? This could be a dependency on other people, on a certain chemical (booze, narcotics, allergy medications), or even some form of stimulation (porn, danger, gambling). Each category requires its own scrub, so you can buy this a maximum of three times to free yourself of any psychological or physiological dependency not shared by your entire base species (no fair clearing yourself from your addiction to Oxygen).

The Anti-Perk of this makes you prone to codependency and or addictions.

Trauma Scrub [100x]: Psychological traumas shape us far more than we're aware of. This is… umm… problematic to say the least. Psychological traumas are like knots in our brains, they are the result of such strong emotional loads that we hard-code ourselves to react in an avoidant fashion whenever the stimulus that caused the initial trauma shows up… or anything our idiot reptile brain thinks is close to the original stimulus (music becomes sirens, a favorite food becomes associated with the smell of explosions, etc.) The Trauma Scrub flushes all those out of your system, easing the overwhelming sense-memories back into just normal (potentially painful) memories, but makes dealing with them a reasonable task. For double the price, you become highly resistant to any future psychological traumas, with any that make it through fading far faster rather than becoming self-reinforcing.

The Anti-Perk of this exacerbates all your existing traumas! Won't that be fun! If it doesn't think you have enough of them already, it'll even give you a new psychological trauma or two by dredging up events from your past and making your emotional reactions to them far worse. At the +200 you'll become highly prone to suffering new traumatic events and dealing with the emotional fallout of such events

Trust-Issues Scrub [50x]: Have you been betrayed too often in the past to really trust people? Do you find yourself suspecting everyone you meet of wanting to use you, to cheat you, to turn on you at the first chance? A little paranoia can be a good thing; it's possible to be too trusting, but being too distrustful makes it hard to deal with others. This clears up any pesky unreasonable trust issues you might have, and for double price ensures you won't develop any in the future.

The Anti-Perk of this makes you suspicious, if not outright paranoid of others.

Antisocial Tendency Scrub [25-200]: Do you have any tendencies that would make you less nice to be around? A tendency to snap at people maybe? A propensity for cruelty or vindictive behaviour? Maybe the need to always be right, always get the last word in, always one up people? Do you cheat at cards, lie for no good reason, or do anything that really just pisses people off? Removing one of these traits might seem like it's chopping off part of your own sense of identity, but let's face it, these aren't the best traits to have and maybe you want to get rid of them, or just tone them down a bit. Totally removing one such trait costs 50 TP, while dialling one back just costs 25 TP. There's no real batch removal here, but if you absolutely want to dial all your douchey tendencies down to easily manageable, that will cost you 200 TP.

The Anti-Perk of this makes you a raging douchebag. Take this for the full +200 TP and you'll effectively have Antisocial Personality Disorder.

Sentimentality Scrub [100]: Do you find yourself being too soft? Too nice to people who don't deserve it? Do you want to be a hardass who takes no shit from idiots and doesn't care about the feelings of others? This is for you. This dials back your sentimentality and empathy to the point that they're no longer deciding factors. You won't become a sociopath with this. You'll still know right from wrong, but you'll be able to make the hard decisions without worrying about shoulda-coulda-woulda or whose feelings you're hurting.

The Anti-Perk of this makes you overly sentimental.

Bias Filter Removal [200/150]: One of the biggest things we do to hamper ourselves is lying to ourselves. We do this in a thousand ways, big and small. Sometimes we convince ourselves we're being honest, but we're really being cruel. Sometimes we tell ourselves we didn't really want something that we really did want. Sometimes we convince ourselves that a little crime is okay… no one will be hurt. Sometimes we're just sexist, racist, ageist, hateful bigots because we think it's justified. This surgically removes our ability to lie to ourselves. This is drastic and can have unpredictable results. Just dialing your Biases back so that everything you do or think that is influenced by a bias is flagged, that will save you 50 TP. Either way, harmless biases like "Store Bought Coffee tastes better than Home Brewed" are fine. You can keep those if you like.

The Anti-Perk of this means that you're constantly lying to yourself, making up bullshit reasons for anything and everything you do. These lies won't even be self-consistent, and it's likely you'll become angry any time anyone challenges you on your biases.

In With the New

Enthusiasm Prompter [100]: Whether or not you bought the Procrastination Scrub above, everyone could probably use a boost to their productivity, to their ability to schedule their time and get things done. Whenever you want to do something, you will find yourself figuring out how best to accomplish it in the time you have and you'll find yourself working on it whenever you have free time. If you buy this with Priority Setter, you'll be better at figuring out which projects are more important for you, and if you buy this with Goal Designator, you'll find that working towards your goals is far less stressful than it otherwise would be.

The Anti-Perk of this means that, the longer it takes to get something done, the harder it will be to maintain any enthusiasm for the final resolution.

Motivation Awareness [200]: Do you ever wonder why you do things? Does it ever bother you that maybe your motivations aren't as cut and dried as they might seem? Well wonder no more. Buy this and you'll get a complete breakdown of why you made any choice, reacted in any way you did, and in general have a complete awareness (in hindsight at least) of what motivated you to do anything you've done. While the breakdown is unbiased (it won't lie to you that you did something because you believe in being honest when really you just wanted to be cruel), it does rely on your own biases, so if you're prejudice, it will tell you that you did X because you believe that Polar Bears can't be trusted.

The Anti-Perk of this means that your ability to be introspective has largely been removed. You seldom if ever have any idea why you do anything you do besides "it seemed like a good idea at the time."

Priority Setter [100]: For many people, it can be hard to figure out what tasks are more important than any others, and the stress of being forced to choose often causes people to not prioritize at all, or to simply pick random tasks to pursue without thinking about things logically. While this won't guarantee that you set your priorities as optimally as possible, this does ensure that you won't find it particularly difficult to mentally prioritize tasks and make a (relatively) stress free plan. Combine this with Enthusiasm Prompter and you'll even be able to push yourself to get done things you would rather not do.

The Anti-Perk of this makes it extremely difficult to prioritize things and even when you manage to do so, you'll find the process unreasonably stressful.

Courage Dot Exe [100]: I must not fear. Fear is the mind-killer. Fear is the little-death that brings total obliteration. I will face my fear. I will permit it to pass over me and through me. And when it has gone past I will turn the inner eye to see its path. Where the fear has gone there will be nothing. Only I will remain. This is pretty simple. It makes you brave. Not foolishly so, just brave. Fear won't control your actions.

The Anti-Perk of this makes you a coward.

Goal Designator [100]: Setting personal goals is all well and good, but for most people, those goals are just… suggestions. You decide you're going to read a book a week and then five weeks have passed and you totally will start with reading a book a week next week… when you have time. And then you feel guilty about not following your goals. Setting goals and following through is probably the most important element of success, and if you buy this, your goals will mean something to you. You'll find it easier to remember them, to view them objectively, and to keep them in mind when you're doing other things. Combined with Priority Setter, you'll be able to stack goals, and with Enthusiasm Prompter, you'll be not only much less likely to push them off, but you'll find yourself working towards them rather than goofing off just by reflex. This doesn't help you figure out what it might take to accomplish those goals, but it does make getting them done so much less stress.

The Anti-Perk of this means that you find setting goals to be far too much trouble and now you just fly by the seat of your pants. Preparation? Bah! Who needs it! Jump in with both feet!

Respectfulness Installer [100]: Being respectful of others is important. Being respectful of yourself is even more important. This installs in your personality a sense of the value of other people, their opinions, their feelings, and their property… and an even stronger sense of your own value. Yes, you can still be a foul-mouthed, antisocial jackass with this, but you'll neve forget completely that other people are deserving of at least some respect.

The Anti-Perk of this makes you a rude, crude, crass dude.

Discouragement Resistor [100]: Failure is a fact of life, sad to say, and for all too many of us, it stops us from being our best. With this installed in your personality, you'll find that you can set aside any failure (psychologically at least) and keep trying as many times as you like. Might want to change up your methodology if repeated failures occur.

The Anti-Perk of this means that set-backs really do hamper you, that it is a struggle to overcome them and each one you suffer takes a bite out of your sense of self worth.

Memory Booster [50x]: Having a good memory is all well and good, and this doesn't provide anything more than a basic touch up. There are plenty of other perks out there, even in other Supplements, that will give you a top tier memory, so this isn't that. This does clear up any pesky forgetfulness you might have, but that's not really the point. What this does is ensure that you remember things you want to remember when you want to remember them. Have you ever gone into another room and forgotten why you're there? Not any more. Have you ever made a mental note to do something later only to have it slip your mind? Not any more. Buy it a second time and you'll be certain to always remember important dates in plenty of time to plan for them… though actually planning for them might take a procrastination clear up.

The Anti-Perk of this means that you'll never remember important dates in time to do anything about them and you're constantly having important things slip your mind. Your short term memory is a bit spotty.

Good Sportsmanship [100]: Is it hard for you to resist a little showboating, a little rubbing it in, a little bending of the rules. No, not cheating, just… not really playing fair? Let us fix that for you. This will install a set of best practices and gentle reminders of when you're not really being the best sportsman you can be. Nothing in this package stops you from cheating, but it will at least remind you that you're pretty much ruining your own victory by not earning it. Sure, you won, but can you really claim to be the better player?

The Anti-Perk of this makes you a braggart, showboat, and win-at-all-costs kind of sort.,

Integrity Integration [100]: Do you find yourself cheating, lying, breaking your word whenever it's convenient? Would you rather that you were more honest? More forthright? More dependable? Well this is the mental package for you. This gives you a bright shiny sense of personal integrity, never before used. It comes with a built in sense of when you're being less upright than you really should be. Don't worry, it won't force you to do anything you really don't want to do, it's all you and doesn't mess with free will, but ignoring what it's trying to tell you will come with a reasonable amount of guilt.

The Anti-Perk of this makes you an inveterate cheat and compulsive liar.

Indecision Kicker [100]: One of the biggest problems in life is the inability to choose, to be stuck between two or more options. This is particularly troublesome if the reason you can't pick is because the options are too similar, or equally bad, or equally good. Sometimes it's a lack of motivation, sometimes a fear of missing out, but regardless, indecision and hesitation can annoy others nearly as much as it annoys ourselves. We'll install a little mental booster that kicks in whenever you're faced with this and allows you to go with your gut rather than be stuck weighing options for ages and ages. If you find yourself waffling about whether or not to buy this, you need it. There, you get the first kick for free.

The Anti-Perk of this makes you extremely indecisive. What else would you expect it to do?

A Sense of the Ridiculous [50x]: A good sense of humor is a joy forever. This gives you an excellent one, the kind that allows you to think of witty statements and laugh at yourself. Double the price and you'll be a humorist on par with the average sitcom writer. Triple the base price and you'll be as witty as Robin Williams or Oscar Wilde.

The Anti-Perk of this means that you are a giant grouch who doesn't like, or get jokes. Each successive level also makes you far slower witted, with level three meaning that you're the kind of person who comes up with retorts to insults a week after the event in the shower. Most jumps will sail right over your head.

Time and Time Again [50x]: A sense of timing, of when it's appropriate to speak, to tell a joke, to mind your own business? Think these are important? Well, they might be. This gives you a general sense of the current mood of those around you, a situational empathy for intuiting that maybe your joke about flatulence won't play well… or might just be the ideal thing to break the ice. THis is far from infallible, but it's at least as good as the average socially fluent individual might have. For twice the price, it's the sense a seasoned diplomat or society schmoozer might have. For triple the price, you'll be an expert at improvisational banter, and combined with a Sense of the Ridiculous you'd be a great improv comedian.

The Anti-Perk of this means that you haven't the faintest clue of when something is appropriate. This gets worse and worse with each level. At level three, you have no sense of rhythm in addition to being a walking invitation to have your face punched in. Practically every word out of your mouth is probably going to offend someone.

The Creative Spark [100x]: Being inventive, innovative, and original is harder than you think. It's important to have that spark of creativity if you want to change the world or make art. This is that spark. At the base, this is the kind of creativity that you could expect of a normal creative type, the kind that has a good idea every month or so, and the desire to create is a moderate thing. Double the price and you'll become the type of creative mind that has new and novel ideas every week and the desire to create is strong but not overpowering. Triple the price and you're getting into creative genius territory, where new and strange ideas occur to you nearly constantly but the desire to create is all but consuming.

The Anti-Perk of this makes you uncreative… at first. At +100 TP, you seldom get good ideas without days or weeks of brainstorming. But that's the basic. At higher levels, it's nothing like that. Rather, at +200 TP it makes you much more creative, with new ideas every day or so, but the vast majority of your ideas are unworkable or derivative and those that aren't will tend to get buried in the avalanche. At +300, it means you're constantly getting new ideas, but they're just terrible, or disastrous, or pie in the sky. There might be a good one in there, but figuring out which one among the hundreds or so you'll get every week might just be impossible.

Stick to Your Guns [50x]: How dedicated are you to your beliefs? Would you like to be more dedicated? Would you like to be a stubborn jackass? Would you like to be a raging fanatic. Then this is the perk for you. At the base, this makes you extremely dedicated to your own ideals and resistant to having them changed. How dedicated and how resistant? Oh, about as dedicated as the average lifelong church goer. For double the base price, you're now as stubborn as an old and very cranky mule. For triple, you can be a fiery-eyed zealot who would rather die than change their mind.

The Anti-Perk of this makes it so that you have a great deal of trouble holding to your own ideals. Every new belief system you encounter seems to be somehow better than your old one. The degree of how far this can go depends on the number of times you take this. At 50 TP, beliefs that largely contradict your own beliefs are much easier to ignore, but small to moderate changes are hard to resist. At 100 TP, only beliefs that directly contradict your current belief structure are easily resisted. At 150, you'll flipflop on your ideals so fast that you might change your mind in the middle of a sentence.

A Lifelong Friend [100]: While this is usually a reaction to an extreme level of trauma, you may find it worthwhile to have a friend that will always be with you, even one that can take over the burdens of your life on occasion. You have what is termed Dissociative Identity Disorder, more commonly called Multiple Personalities. You may choose to have as many personalities in your system as you desire, with details as to their age, gender and background being fully at your discretion.

The Anti-Perk of this means that your personalities are at odds with each other, rather than supporting one another.

A Bit of Perspective [100]: You have an innate sense of your own abilities and worth, and your importance to the world as a whole. Neither arrogance nor false humility will cause misjudgment or error. You know your place, whether that is at the top of the ladder or down at the bottom.

The Anti-Perk of this makes you highly overconfident, having little sense of how your abilities stack up to those of others, and a sense that you're probably more important than you really are… but sometimes this overconfidence will desert you and you'll assume you're worthless and completely irrelevant. Think of this as having bipolar self-esteem.

Slow Match Quick Match [50x]: Some people are quick to anger, some are slow, which are you? Well, I guess that's up to you to decide. At the base, you can either give yourself a hair trigger or make yourself extremely slow to anger, but not both. Feel free to customize your anger if you want to, so maybe once you get angry you burn slow and long or maybe you explode once and then you're done. Double the price and you can either go from angry to furious to blazing in less time than it takes a Bugatti Veyron to reach 100 kph, or have the kind of level headed calm one would expect to see in a Shao-lin Monk, but again, not both. Triple the price and you can effectively dial your temper to whatever you like depending on the circumstances.

The Anti-Perk of this makes you prone to either brooding or towering rage over progressively less and less significant things but which of those two it will be is a bit of a mystery each time.

Sound Sleeper [50]: Your sleep is even, steady, and unlikely to be disturbed by any internal issues. When woken by outside issues, you will be clear headed almost immediately, without the attendant confusion that might otherwise occur.

The Anti-Perk of this means at your sleep is seldom calm, with you tossing and turning, having to get up regularly and you'll be groggy and confused for a few minutes after waking.

Early to Bed, Early to Rise [50]: You now have no trouble falling asleep when you want to and waking up when you need to. This doesn't change how much sleep you need, but you'll find you're now immune to insomnia and you wake up easily, though how rested you feel depends on how much actual rest you got.

The Anti-Perk of this means that you'll suffer chronic insomnia and have a hard time waking up after sleeping.

Healthy, Wealthy, and Wise [50]: Not, this doesn't make you any of those things. What it makes you is frugal (but not miserly) and health conscious (but not a nut). Essentially, it means you'll be restrained in how you spend money and much more likely to avoid unhealthy choices, such as junk food.

The Anti-Perk of this means that you'll be an impulse buyer and have a hard time resisting overindulging in unhealthy practices.

Bored Em? I Hardly Knew Em [100]: Your mind just isn't wired for boredom any more. You'll always find something to occupy your time. This isn't boredom immunity, it's more like… boredom avoidance. Whenever you would find yourself getting bored, you suddenly gain just enough of a jolt of enthusiasm for something, anything, that the boredom is skipped without you ever being aware it was an option in the first place.

The Anti-Perk of this makes you obsessed with new forms of stimulation and makes it so you will require almost constant stimulation, such as requiring background music to read, or listening to books while playing games.

Change for its Own Sake

The Name's Not the Same [50]: Have you ever wanted to have a completely different name? One that feels as completely natural to you as the one you've known all your life? Have you ever wanted a Nickname that other people will naturally associate with you? Now you can. Each purchase of this can be applied to either your real name, soul name, nickname, or any other kind of name and change it. Once. Even if you use the Money Back Guarantee, you can't use it to change what you picked here, so be certain you know what you're doing.

The Anti-Perk version of this applies only to the Nickname version, and guarantees that everyone will somehow come up with Nicknames for you that annoy you.

Identity Market [100x]: Have you ever felt you're the wrong gender? Have you ever just wanted to be a different one? This is for you. As a one time fee, you may set your gender identity, racial identity, or any other personal identity at whatever you want it to be. You can even, for twice the price, make such things utterly fluid, so that you will always identify as whatever form you've chosen for yourself (you won't instantly identify with forms other people put you into, but may choose to if you like).

The Anti-Perk for this is only available at the 200 TP level and makes you dysphoric in all forms. Probably should stay away from this, to be honest.

Orienteering for Fun and Profit [100x]: Some people like being straight. Others like being gay. Others are bi, pan, omni, ace, or aro and happy to be so. Other people aren't so sanguine. Being a Jumper is all about choice, and now you can set your romantic and sexual orientations to anything you like, from ace all the way to omni and everything in between. For twice the price, you can make your orientation completely fluid, changeable at whim or want.

The Anti-Perk version of this sets your orientation one way and your desires the other. The upgraded Anti-Perk makes it so your orientation changes at random with no warning whatsoever.

Biological Sex Selector [50x]: Neurologically speaking, trans people have brains closer to that of the sex they feel themselves to be than those of the sex they were assigned at birth. Purchasing this once insures that your neurological sex matches your biological sex at all times. Purchasing it twice ensures that it always remains the same, no matter how your biology changes… or even if you lack biology completely. Yes, even if your brain becomes a computer, it will still function as if all the neurochemical whatsits were functioning as you want them to. Why would you want this? We don't believe in asking silly questions like that here at Jumper Mental Health Inc. Well, we do, but we don't pay any attention to the answers.

The Anti-Perk of this makes it so your neurological sex is set to none. This effectively means that, from a purely biological sense, your brain is neither male nor female. Does this matter? Who knows! It's only worth 50 TP though.

Code Update [150]: Were you raised with a given set of ethical, moral, or social rules… what is commonly referred to as a Superego? Of course you were! Everyone is! Do you disagree with some part of it, or parts of it, but find that the programming is so deeply ingrained that you react with guilt or shame for violating it? Would you like to design your own ethical base? Or reinforce your adherence to one you've chosen for yourself? Are you naturally a sociopath but you'd rather not be? Regardless of the case, this is for you. You can code in any ethical / moral / social set of rules you like and replace your old superego with the new one.

The Anti-Perk of this completely erases your super ego, rendering you without any kind of ethical, moral, or social compass. While this doesn't make you a sociopath by itself, it comes very close since you can no longer feel guilt of any kind.

Speed Freak [50x]: Would you like to be faster? Slower? Not physically or mentally, but personality-wise? Do you want to talk and think slower, more deliberately? Do you want to speak or jump to conclusions more rapidly. Technically, both have advantages. You can buy this up to three times, with each purchase changing how fast you speak at default, how much consideration you give to your actions and words before you perform or utter them, and how much you enjoy either going really really fast or taking your time on things. You can mix and match.

The Anti-Perk for this is exactly the same as the Perk version, but it shifts it in whichever way you don't want it to.

Why Would You Want This?

Stepford Smiling [50x]: You can now maintain an air of jovial disconnect no matter what is happening around you. This air is only skin deep… or smile deep, but often that's enough. Everyone who doesn't look beneath the surface will assume you're perfectly happy and content. For twice the base value, it now reaches your eyes and extends down a bit deeper… say to your surface thoughts? For three times the base value, you're just generally happy all the time, no matter what's going on around you. Enough adversity might shift you a bit, but you'll recover soon enough.

The Anti-Perk version of this is far more insidious. You lose the ability to display any outward emotion besides happiness and find other emotions somewhat muted aside from bleak ones like despair. Take this at its highest level with the Anti-Perk of Code Update and you can graduate to full blown Sociopath worth a combined total of +400 TP. This probably is a bad idea… but I'm not your mother. Odds are good that if you're getting the full package, it's because you're already damned close to it already. Let's be honest here.

Impractical Joker [50]: So, you want to be the class clown do you? Well now you are. Thanks to this purchase, you've become an inveterate prankster. Why? I've no idea, but you picked it so you must want it for some reason.

The Anti-Perk version of this means you are now a compulsive prankster as well.

Wax On, Wax Off Loquaciously [50]: Do you want to be overly verbose, to use many words when only a few would do? This is the pick for you. With it, you need never fear being a Jumper of few words. Unless you want to be, that is. You can also take this to make yourself highly terse, using words sparingly if at all. Why speak when a simple grunt will do.

The Anti-Perk version of this means that rather than being loquacious or taciturn by choice, you now find it extremely difficult to keep from using far far too many words when saying things… or find yourself struggling to say more than three words in a row most times.

Raging Egomania [50x]: How excellent are you? On a scale from one to ten? If you said 10 out of 10, this is for you. You are now utterly convinced that you're the best… or at least one of the best. Doubling the base price, you can switch on a superior attitude like a lightswitch, pushing your sense of self outward like a beacon. By tripling the base price, you can make it so that anything that would, in normal people, deflate their ego, has absolutely no affect on you. Your egomania is such that you simply ignore, or even appreciate, other people's attempts to bring you down. It's cute that they try so hard, isn't it.

The Anti-Perk version of this means that you're not quite a narcissist, or delusional, but oh boy are you smug about your own abilities. If you'd like to be a narcissistic tool who actually thinks he/she is better than everyone else, you can double the value. If you want to believe you're actually perfect, triple it. Have a nice day, you weirdo.

All The Enthusiasm [50x]: You are the most upbeat, ready for anything person around now. Genki-Girls have nothing on you. Full tilt, balls to the wall, you're a ferret in humanoid form. Your enthusiasm dial has been cranked to fourteen. Well, okay, not really. Well, not at the base level. Then you're just super upbeat and peppy. Call it 8 or 9 most days, with the occasional spike of 10. At double, you're like a glee club that drank the kool-aid. If someone ever sees you at a 9 out of ten, they'll probably wonder if you're feeling blue. It's 11 most days for you. At triple? Oh yes darling, you're the full 14 when you're really engaged and even when you sleep you vibrate a bit.

On We? Yes Please [+100]: This is the Anti-Perk for All the Enthusiasm. You know all those wonderful anti-boredom perks that litter the chain… there's one up above as it happens. Well… this is the opposite of them. You're extremely prone to boredom, listlessness, and burn out on repeated experiences all too rapidly.

Humble Pie [50]: Ego is, so people tell me, not a good thing. They tell me that bragging about my accomplishments and how wonderful I am grates on their nerves and drives people away from me. They say my ego will get me in trouble. Well… I say that's boring, but what the hell, here's a perk that will give you a sense of humility. How much? Just enough. I don't know how much that is, but if you want it, it's here for you. Sounds dreadful to me.

The Anti-Perk of this is that it's now far more than enough. There's Humility and then there's Humiliation. You'll be doing a lot of the latter to yourself.

A Show of Appreciation

The Wide Wide World [50]: Some people don't like sports. They don't like the competition, or don't see the value of so much effort being put towards what is merely a game. Perhaps they're uncoordinated or clumsy. That's not you. You have a fundamental appreciation for competition and sports of all kinds. You might have a favorite or two, but all sport speaks to you on some basic level. Any form of clumsiness or coordination problems are fixed by this.

The Anti-Perk version of this makes you some balance of disdainful of competition for its own sake and uncoordinated.

Pretty Colors [50]: Some people aren't fans of visual art. Some people find abstraction or impressionism confusing, dada and surrealism absurd, and baroque and renaissance art overblown. Others are just colorblind. Neither description applies to you. While this won't make you love all styles of visual art equally, it will allow you to appreciate the whole gamut on its own merits, and make you more willing to study those elements you do enjoy. This fixes any vision problems you might have as well, even complete blindness (as long as the root cause isn't missing eyes).

The Anti-Perk version of this makes you colorblind to some extent and means that anything that's not total realism is going to annoy you. How much you're annoyed will be inversely proportional to how colorblind you are. Total color blindness will leave you completely unbothered by unrealistic artwork.

Reader's Digest [50]: Some people aren't fans of the written word. Oh, sure, these aren't people who can't read, these are people who don't like to do so for pleasure. Novels, Histories, Biographies, Philosophy, none of these appeal to them in the written form. You're not one of those. You find pleasure in reading, and find it easy to learn from the written word or from diagrams. You find it relaxing, and engaging, and seldom if ever get bored or uncomfortable while reading, though you won't lose track of time while doing so. If you had dyslexia or dysgraphia, this eliminates them, and improves your ability to remember what you've read both in the short term and long term. A slight bonus is that, if you do put down a book, you'll remember exactly where you were in it no matter how long has passed. If you have this with Poetic License, you'll find it easy to appreciate the way the sentences and paragraphs in prose are constructed and understand the voice of the text to a much higher degree. This doesn't make you lose an appreciation for any form you previously had a passion for, but probably will allow you to appreciate a much larger palette than you did before.

The Anti-Perk version of this gives you dyslexia and dysgraphia and makes it challenging for you to appreciate reading for pleasure.

Poetic License [50]: Some people don't like poetry. Some people like hearing poetry but not reading poetry. Some like hearing poetry only in song lyrics but don't like it spoken. Some cannot read a book and sense the poetry in the words. Some people can't really process the poetry in everyday speech, hearing only the meaning of the words others are saying, but not the cadence and timbre. Some find it extremely hard to determine how someone is feeling from how they are speaking. None of that applies to you. Your brain is wired to appreciate the subtle melodies of speech and rhyme, of consonance and alliteration, the subtle shifts of vowels and glottal stops. While this doesn't make you a gifted poet or a linguist, it gives you the ear and the mindset to pursue such fields of study and to appreciate the shapes and sounds of language written or spoken.

The Anti-Perk version strips you of some balance of your ability to appreciate any kind of poetry and your ability to sense emotions in speech. Either way, words lose most of their emotional or poetic context when spoken to you, leaving you only with their meaning.

Judicial Appeal [50]: Some people don't like politics, debate, or making deals. Maybe they're adverse to compromise, maybe it's shyness or desire to avoid confrontation, maybe they just don't like dealing with other people. Whatever it is, they don't like some or all of the process by which large groups of people organise and govern themselves. You don't have to love it, but you can now appreciate it. Any form of shyness or non-confrontational attitude is fixed, allowing you to interact comfortably with others in a confrontational setting, and your ability to understand and appreciate the complexities and balancing acts of governance and deal making are enhanced to that of a born salesman or political operative.

The Anti-Perk version makes you some balance of reclusive and conflict avoidant, with hermit at one extreme and total weasel on the other.

Face The Music [50]: Some people don't enjoy music. How that's possible I've no idea, but they exist. Others are tone deaf… or outright deaf, though many deaf people enjoy drums and bass quite a lot. You're not so limited. While this won't make you like all music, it will give you an appreciation for virtually all styles you choose not to hate. Be it popular music, show tunes, opera, orchestral, foreign, mongolian throat singing, or even the spontaneous music of nature, you'll be able to appreciate it and, if you so desire, study it without wondering what's the point.

The Anti-Perk makes you tone deaf. Badly tone-deaf. Like, hard time telling who people are by their voices tone deaf.

Form Follows Function [50]: Some people don't really appreciate the beauty of the natural world. Some don't appreciate design or architecture. Some don't appreciate the wonder that is motion and the serenity that is stillness. You're not one of them. While you might not be a graphic designer, an architect, or a photographer, you've got the eye of one. Natural forms call to you, motion speaks to you, and stillness has the power to captivate you. If you had any problem with motion sickness or fidgeting, they are eliminated by purchasing this.

The Anti-Perk version of this gives you some balance of motion sickness and fidgeting, with the extremes being either so bad that any unsteadiness of motion and seeing anything moving faster than you're able to move under your own power will make you queasy or sitting still for more than a minute or two makes you twitch nervously and then begin to cramp.

Body Politics [50]: Some people don't particularly care for the physical form, for dance or beauty or fashion. Some people find other people distasteful or disgusting. You don't. While this won't make you a hedonist or change your sexuality, it will give you the mental hardware and software to see people as beautiful, see clothing and jewelry as more than merely functional, and to appreciate dance in all its marvels. This also corrects any posture or balance problems you might have. This won't make you vain, nor will it make you obsessed with physical beauty, for it grants the ability to see the beauty in all people. It also gives you an appreciation of make-up and hairstyles, if not a love for them if you didn't have it already.

The Anti-Perk version inflicts some balance of poor balance, poor posture, and distaste for fashion or other people upon you. You decide how much each of these manifests, but cannot change your choice once made.

Know When to Walk Away [50]: Some people don't like games. Be it videogames, wordgames, cardgames or boardgames, they fail to have an appreciation for complex rule-sets and the challenge of mind-vs-mind or mind-vs-machine. You're not one of them. While, yes, some people find learning rules and keeping them in mind difficult, and others find extremely hard puzzles more frustrating than rewarding, you see the joy in such things, the pride of accomplishment and the catharsis that comes at the end of beating something that's stymied you for minutes, hours, or days. All forms of games hold appeal to you now, but you'll find your favorites with a little effort.

The Anti-Perk of this makes you extremely frustrated when you can't overcome a challenge and makes it hard for you to keep complex rule-sets in your mind.

War & Peace [50]: Some people don't like war. They don't like battle. They think it's wasteful, distasteful, destructive, and cruel. They might be right, but they also see the glory, the majesty, the honor of fighting for a cause. Other people prize war too greatly, living only for the moment of testing oneself in life or death. You're neither of these types. You have an appreciation for both peace and war, and know that they are merely the same thing seen from two different perspectives. Combat will not frighten you, nor peace chaff, nor will battle sing a siren's song to you, nor peace lull you to inaction.

There are, obviously, two Anti-Perks for this. Either you're a Dove, longing for peace at all costs, or a Hawk, burning for war no matter who pays.

Money Back Guarantee

Yes, this whole thing is exceptionally risky. What if you don't like the new you? Well, judging that might be difficult, seeing as how the New You Might like being around… but this is Jumpchain after all and we do the impossible seven times before breakfast. One jump after you make these changes, the Old You will be summoned out of the timey-whimey whatever to judge how the New You has comported themselves. Old You and New You can have a nice conversation about what they want and if this is working out, and if the two yous agree (or Old You overrides New You) you can recover any or all spent CP and reinvest it on anything else from this supplement… or not. If any changes are made, another review will happen after the end of the next jump, but once you've decided that you're happy with what you've purchased, you're locked in.

Just a note, Old You won't have experienced what New You has, but will have been able to watch it all as a third person observer, and Old You won't replace New You. New You will simply revert to Old You's personality with all the memories of what they did during the jump intact.

Technically, this does mean you can keep swapping back and forth between any two tweaks, but that's between you and your indecision.