Jumpchain Support Supplement

Version 1.2, by dragonjek

Hey. Hey! You—yes, you, the Jumper. You hearing this alright? Well I hope so, because this is pre-recorded. No time to actually give you this spiel in person, you see. Lots of people to offer this to.

See, you aren't the only Jumper. Not by a long shot. But you want to know how many of those Jumpers last long enough to get their Spark? Not many. Now, I don't know what sort of Jump-chan you've been saddled with; there are kind ones and cruel ones, and plenty of Benefactors that aren't any sort of Jump-chan at all.

But as a representative of the Jumper's Rights Association, I can't make the assumption that you have a kindly Benefactor that's taken care of all the little issues that might keep you from going insane or spreading a plague between jumps—plenty of Jumpers have died that way, and it's not a pretty way to go. But some Benefactors think it's high entertainment.

As such, we're presenting Jumpers with this supplement. You can attach it to any jump, keeping the points separate… well, mostly separate. Points? Yeah, sorry about that. We've got rules we have to follow; sure, we'd love to give you the whole thing for free, but we just can't. And by "can't", I mean that quite literally. It's fundamentally impossible for us to do so. Maybe you'll find someone somewhere else who'll just give you all this stuff, but we can't go against our nature.

So here's **1000 Support Points (SP)** to spend on this document. If that's not enough, y**ou can convert CP from the jump you've attached the supplement to into SP at a 1:1 ratio**. You can't do the reverse, though; this ain't a method to let you cheese more points out of a jump!

But there's quite a lot of options here, and not really enough points to spend on it all. That's why you can **use this supplement multiple times, but on different jumps**. However, we only have so many points we can give out to any given Jumper. That's why you only get the 1000 SP stipend the first time you use this supplement; if you want to purchase more options, you'll need to use the option to transfer SP.

Hopefully that's a good enough explanation, as I'm running out of room in this preface.

Perks

You get two 50 SP perks for free, and for each price tier above that you get two discounts you can assign to whichever perks you want. You only benefit from these discounts the first time you use them; if you use this supplement four times, you'd still only have the same number of discounts, spread out as you desire among different uses.

Of Course I Always Had This Perk! (Free):
Remember when I said we couldn't do this for free? Well, there is one thing we can do. See, if you purchase a perk with benefits you already assumed you had, it will retroactively apply backwards through your chain. For instance, if you did a jump in in another world and didn't have a perk letting you speak the local language, and you purchase Fundamentals of Multiversal Travel, then this will retroactively have allowed you to speak it during that jump. If you already assumed you could speak the local language, then taking the perk will, in fact, validate your memory of speaking it, even if you were a drop-in with no perks that would have let you automatically know the local language.

Ad Infinitum (-50 SP):
Over the course of your chain, you may find a great number of perks with similar or even identical benefits. Do these perks cease to be beneficial simply because you already have one like it? Not with this perk. Any perk that produces an identical or extremely similar effect to another perk will improve the benefits of the most powerful perk of that kind. For instance, if you have two perks that double your learning speed and a perk that increases your learning speed to five times your basic speed, the doubling effects aren't

overridden by the more powerful perk, but instead bolster it to allow you to learn at x7 the normal rate (base 100% learning speed, plus a 100% increase, plus a 100% increase, plus a 400% increase).

On the other hand, if you have a perk that reduces something—such as the reducing the number of materials required to construct an item—then those reductions would stack multiplicatively; two 50% reductions would result in a 75% reduction. All sorts of perks can empower one another in this fashion. Now, every perk you take will provide some sort of benefit to you, even if you already have another perk that provides a similar effect.

Some perks may clarify that they provide a multiplicative increase; such increases are not reduced by this perk, but instead function normally.

Backdating (-50 SP):
There are a number of jumps that provide options that will give you new features in future jumps—perhaps every future jump unlocks a new song, or a new ability, a new transformation, a new item, or a new property. Unfortunately, these can be less beneficial for a late-chain jumper, as not all of them apply to previous jumps you've been on. Well, no longer—if you encounter any item, perk, or power that provides you something new or special for each jump you go to, you will also obtain this thing for every jump you've been to in the past.

Because You Care (-50 SP):
You've either been to, or will go to, a whole bunch of realities across the multiverse. Unless you're allergic to socializing, you've probably made a lot of friends. But wouldn't it suck to try to make a new friend, only to realize that you just can't bring yourself to care about them? Or to fall in love with someone, only to realize that you stopped caring about someone else in your life?

See, humans have this limit to how many people they can emotionally invest themselves in at once. It's why you get upset over misfortune happening to a close friend, but don't really care all that much about people being slaughtered in a civil war in some country you'll never go to other than a vague dismay. And the thing is, once you hit this limit, you either can't personally

care about more people, or you "eject" previous people you cared about… or perhaps just as bad, you only invest yourself mildly into a great number of people, but aren't capable of having any deep, meaningful relationships. It's an unfortunate consequence of evolving from a tribal species; before civilization, you apes would never even encounter enough people to hit this limit.

But that's a problem for other people, not you, Jumper. By taking this perk, you are able to personally care about and fully invest yourself into as many different people as you are willing to. Have ten thousand friends spread across a hundred jumps, and you would still be able to care about all of them to the same extent. Have as many lovers as you like; you can still hold affection for each one of them personally and as an individual. Have a million pets, and you can adore them all equally as discrete entities. Although you might need a memory perk to help you keep track of their names…

You can share the effects of this perk with your companions and followers, if you so desire.

Additionally, this perk prevents your affection, love, or friendships for others from fading due to the passage of time, unless you allow it to, at least.

This perk becomes a part of your Body Mod. That said, even if you are subject to a drawback or gauntlet effect that specifically prevents you from accessing your Body Mod, the effects of this perk will remain. You will always be able to care for as long as you're willing to invest yourself in a relationship.

Fundamentals of Multiversal Travel (-50 SP):
It's unreasonable to expect every reality you visit to speak the same language, isn't it? To allow you to interact with the natives, you'll be given fluency in the most widely-spoken language in the region you arrive at in each jump.

With this knowledge of language comes a necessary degree of understanding of society, so you'll know what people mean by any given turn of phrase. You'll know the basic culture and laws people are expected to follow, so you can fit into their society… or at least know what you're doing when you break those rules.

If you so desire, you can share the effects of this perk with your companions and followers.

This becomes a part of your Body Mod. The part about knowing the local language is deeper than that, though, and even if a drawback takes away your Body Mod, or a gauntlet does the same, you'll retain your ability to understand the local language… unless the knowledge of that language is specifically taken away, of course.

Hale and Healthy (-50 SP):
Wouldn't you hate it if you went through your jumpchain, only to be limited by that crippling heart disease you had back on Earth? Or to enter an amazing world of magic, only for your chronic depression to keep you from finding joy in even something so amazing? That won't be a problem anymore—your body and mind are cleansed of any genetic or acquired diseases, as well as any crippling injuries you may have possessed. If your general health and sensory abilities are not at or above the average human level, they are all raised to that point. If you are subject to any mental disorders you'd rather not have, they are also removed.

This becomes a part of your Body Mod, but also goes deeper into that; unless a drawback specifically affects your mind or body, just losing your Body Mod won't take away this basic level of wellness.

Halt the Contagion (-50 SP):
Foreigners bringing disease has been the ruin of many natives in your own world, and the rest of the multiverse isn't too different in that regard. To prevent you from accidentally spreading a pandemic from one reality to another, your virome and microbiome will be "neutralized"; they'll still affect you like normal, but it's impossible for you or your possessions to serve as a vector for spreading diseases, viruses, prions, or anything along those lines. You can extend this to effect your companions and followers as well.

Unless you want to spread them, for whatever horrifying reason. Then you can turn this off if you want.

This is a part of your Body Mod, but will remain even if a drawback or gauntlet rules take your Body Mod away from you.

Let Bygones be Bygones (-50 SP):
Wouldn't it be awful to meet Cthulhu under the protection of a perk that shields you from going insane, only for you to lose that perk later and go mad from just the memory of it? Or to see an infohazard in an SCP jump while under fiat protection, only to succumb to it millennia later when that protection is stripped away from you? This protects you from that sort of nonsense. The memories of past jumps cannot be harmful to you in your current jump. This does nothing to protect you in whatever jump you're presently in, but you can't be driven mad, harmed, or otherwise damaged by the knowledge or memories you have from previous jumps. You can extend this to affect the minds of your companions and followers as well.

More than a Body Mod, this becomes a fundamental part of who you are, and cannot be stripped away by gauntlets or drawbacks that inhibit your Body Mod.

Metaphysical Memory (-50 SP):
Living through a hundred lifetimes is great. Know what isn't so great? Forgetting all of it because your brain meat has a limited storage capacity. That will no longer be a problem for you, because rather than being stored in your brain, your memories are now stored in very concept of your being. This provides you an infinite amount of storage space for memories, and while the details of memories may fade with age they will never disappear or change to the point that they become unreliable, even if you live long enough that your age needs to be written in scientific notation. Note that your brain and mind can still be used to access and change your memory, so you aren't safe from memory manipulations.

For an additional, undiscounted **100 SP**, your memory isn't merely relocated but improved beyond recognition. You gain the ability of perfect memory, ensuring that all memories you have made or will ever make are recorded in exact, unchanging detail. You gain the ability to instantly and freely recall any and all memories you possess at will, and a perfect mental sorting system to let you immediately retrieve any desired memory simply by desiring it.

You can relive memories as though you were there again, and can freely edit or delete your own memories; you are aware of any such edits or deletions, and may leave mental "notes" for yourself so you know why you did such a thing and why the memory should be avoided. And you might need such notes, because you can freely restore deleted or edited memories. You can also emotionally distance yourself from your own memories, so being able to easily recall a tragedy doesn't leave you in a constant state of sadness. Finally, you gain a complete immunity to any sort of attempt to view, extract, change, tamper with, or destroy your memories against your will (although this provides no protection against other forms of mental manipulation. You can allow access to your memories if you so desire).

This perk becomes a part of your Body Mod. However, the original effect of this perk (allowing for infinite storage and preventing memories from harming you) is something deeper than that, and is now a fundamental part of what makes you, you. Even a drawback or gauntlet effect that removes your Body Mod cannot take away your memories (although a drawback that removes your memories will still have its normal effect). You no longer have to fear instantly forgetting everything important in your life because you went to a gauntlet took away the very Body Mod that allowed you to retain your sanity despite your long life.

You may, at your own discretion, extend whichever version of this perk you purchased to apply to your companions and followers as well.

Natural Insertion (-50 SP):
This is a guarantee that whenever you insert into a world as an existing person—that is, when you aren't a drop-in—you will always insert as yourself. You don't replace anyone; you insert into a pre-prepared vessel of yourself, who lived out the life you would have lived in that world and made all the decisions you would have made. When you insert, you replace no one; instead, you simply "wake up" to your full identity. You neither cause nor experience any form of identity death. If there's no way that you would have made the decisions that lead up to your background of your own free will, then circumstances will have occurred in your backstory to force you into the background you picked, up until the point of your insertion into the jump. This

has no benefit if you choose to be a Drop In, however. If your companions insert into a jump, this will also apply to them.

This perk becomes a part of your Body Mod, but also becomes something deeper; even gauntlet rules or drawbacks that forbid your Body Mod cannot stop you from being affected by this perk, unless you take a drawback that explicitly changes how you insert into the jump.

Never My Fault (-50 SP):
Ever seen a drawback that you're sure you could deal with, but it somehow screwed over the entire world horribly instead of just yourself? How would you like for that not to be on your conscience?

When you apply world- or setting-altering perks to a jump before entering it, as well as other abilities or even drawbacks, if you so wish then your Benefactor can resolve it by picking from an alternative timeline of that world where those events were already going to happen or those changes already exist. In the case of Drawbacks, Jump-chan will reaffirm that destiny with a bit of jumpchain fiat to prevent you from stopping it. After all, all things are possibly in an infinite omniverse.

So feel free to take that one drawback on that one jump that condemns everyone on the planet to die; they were going to anyways, so it isn't your fault anymore. In an exception to the normal rule of drawbacks overruling perks, this perk take priority if the drawback explicitly calls out the consequences of taking it as being your fault. It is no longer happening as a result of your choices; instead, you're going to a version of the world where it was going to happen anyways regardless of your decision.

This perk becomes a part of your Body Mod, but also goes deeper than that, applying even to jumps that take away your Body Mod.

New Jump, New Faces (-50 SP):
Part of the joy of the jumpchain is in going to new worlds with old friends, and making new friends there. Sadly, not every jump includes rules for bringing along companions. So, here's a perk to serve as a universal option for adding a

companion to a jump. If the jump has its own rules for importing companions, you may at your own discretion make use of those rules instead of this perk.

You may spend **50 CP** in any jump to import a companion. Such imported companions gain one background or origin of your choice, and gain **600 CP** to spend on perks, powers, or items. If the jump document provides any freebies or point stipends, they gain those as well. If you pay **300 CP**, you may instead import a full set of 8 companions, using the same rules.

Finally, you may, at your own discretion, create a new companion from scratch instead of importing a companion, using the same ruleset. If the jump has separate options for importing and creating companions, and one of them is different from the other, then at your own discretion you may use either option for either importing or creating new companions.

This perk becomes a part of your Body Mod.

NPC Normality (-50 SP):
It is entirely possible that over the course of your journey, you will acquire "followers". Some followers are decidedly proper people, but others are simple NPCs that lack proper individuality and self unless you import them as a companion. But nothing prevents natives to the jumps you go to from trying to interact with them, which may result in some disturbance in your relationship with the locals. Fortunately, you have this; nobody will ever find the actions and reactions (or lack thereof) of your "NPCs" to be strange, as long as they're within the general bounds of what they're supposed to do. For instance, no one will find it odd that the crew of your ship never seem to leave and don't have proper conversations with people, but if you tried to march your army through the middle of town, people would object to it... but not to the lack of personhood and individuality of your minions.

Of Matters of Faith (-50 SP):
There are a number of abilities in various worlds that are dependent upon your faith, your belief in a higher power. The problem is, these are often dependent on your faith in a *specific* higher power, which you may not have faith in even if you know them to be real. This perk allows you to substitute any other feature you possess for religious faith in a specific entity for purposes of perks,

powers, and abilities. You could use faith in yourself instead of faith in a higher power, faith in a *different* higher power, or even just use the strength of your reason and rationality in place of faith, in order to gain benefits as though you had been faithful.

Furthermore, as the powers you obtain from divine beings and similar entities would often be unable to follow you between worlds unless purchased with CP, this perk allows you to carry any blessings, spells, powers, or similar features that you may have been gifted by a higher power with you between worlds, making them into aspects of yourself rather than gifts from a higher being so that you are no longer reliant on an entity that is just isn't there.

Reader's Knowledge (-50 SP):
Understandably, most Jumpers go to worlds that they already know well—they can plan things out better, know the inhabitants of the setting, and know enough not to accidentally destroy reality… but not all Jumpers restrict themselves to places they already know about, and others are denied the option to choose where they go for each jump. In that case, knowing the local situation can be a lifesaver—both for you, and for the entire setting, if it's one of those places where killing the wrong person could start the apocalypse.

Whenever you go to a jump, you will receive knowledge of the "story" of the setting equivalent to having read/watched/played the book/show/movie/game/series that the jump is based on, as well as any supplementary-but-canonical material. Note that this takes effect before filling out the jump document, so drawbacks that restrict your knowledge of the setting or give amnesia will still be a hindrance.

Subtle Arrival (-50 SP):
There are some settings with entities of deific power, entities that may very well notice an interdimensional traveler such as yourself. And unless you're already very powerful, they might very well swat you like a bug.

This ensures that the arrival of you and your companions in any given jump will go completely unnoticed. What you do later might draw some attention, but just arriving or existing in a jump at all won't raise any eyebrows.

This perk becomes a part of your Body Mod, unless the earning the attention of such a being is specifically called out in the rules of the gauntlet or jump.

Blessings of Eternity (-100 SP):
The adventure of a jumper can go on for a long, long time, particularly with certain drawbacks. It would be nice if you didn't go crazy from the passing of eons, wouldn't it? With this perk, it is impossible for you to get bored. Boredom simply no longer has any influence on you, and you are able to find entertainment or satisfaction in anything, and without losing your sense of motivation. The passing of time will have no negative effect on your mental health, and you will never experience ennui from experiencing the same things over and over again; if you so wish it, you can feel every experience as though it were your first time to go through it, ensuring that even if boredom were still an issue, the world would never hold less wonder for you. You can also dial this effect down, allowing you to get partially used to experiences without becoming fully inured to them, so you can appreciate a beautiful sight without being overwhelmed by it each time you see it.

This also allows you to retain an appreciation for the little things in life; you'll never become so used to such things that they cease to please you. Finally, solitude will no longer cause you to become lonely, and you will no longer require interaction with other people to sustain your mental health.

This perk becomes a part of your Body Mod. You may extend the effects of it to also benefit your companions and followers if you so desire.

Come With Me (-100 SP):
Making friends in new worlds is great. Leaving them behind when you move on to a new one is less so. Fortunately, that might not be a problem for you, as you gain the ability to invite other people along to your jumpchain, turning them into a companion at the end of the current jump. So long as they agree, then even if they die before the jump's end, they will be revived to join you on your chain.

That said, they do have to agree, and you can't compel them into agreeing. They have to do it of their own free will, although feel free to argue your case all you like.

Of course, some people you may wish to companion could be… less than real. Or at least less than physical. Perhaps they're a bodiless AI in a virtual world, perhaps they're a sentient illusion, perhaps they're a two-dimensional shape, perhaps they technically don't exist due to being from a pruned timeline, or perhaps the entire world you jumped into is actually someone else's dream. Such phantasmal or transient entities still count as people for purposes of turning them into companions, and once they become your companion at the end of the jump, they will gain a real, solid, three-dimensional body suited to accompanying you on your travels.

Masses of people can, if they agree, also be brought along as followers, even if you aren't personally involved in them enough for them to be companions. This perk becomes a part of your Body Mod.

Continuity (-100 SP):
There are some entities that accomplish "reality warping" by destroying the entire universe, then recreating it the way they want it to be. There are some teleportation effects that work by disintegrating you, then building an "identical" body at the target location. There are a multitude of ways you could be unknowing or unwillingly destroyed, only for a "new you" to take your place—but the true you would still be dead, and still fail your chain. Now, that won't happen. Even if you are destroyed, as long as you are recreated with at least 95% accuracy, those remaining percentages will be accurately filled in, and the true "essence" of who you are will directly fill that new body, rather than leaving the original you to die. This allows you to use such means of teleportation with the assurance that you will genuinely be you when you arrive at the end location.

Additionally, if the world happens to be erased for a new one to take its place by an omnipotent or nigh-omnipotent entity you have no way to defeat (or perhaps that you could defeat, but genuinely don't know about or otherwise have a way of preventing it from happening), you have the assurance that you will be recreated in the new existence.

Differing Standards (-100 SP):

It can be hard for the locals, to be compared to you. When they struggle to grow stronger, you can become mighty effortlessly; when they search for love, you might be swimming it in; when they have earned a mighty magical sword, you have a veritable trove of them; when they have trained all their life to obtain skill, you have had multiple lifetimes to grow beyond what they could hope to reach, even ignoring you purchases in jump documents. Jealousy is understandable, and perhaps inevitable.

But the sheer superiority you can achieve, while excellent for performing many tasks, can make socializing with others difficult. Fortunately, people now view you in a separate category from those they might compare themselves to, at least in regards to jealousy. The same way a strongman doesn't feel particularly envious of a blue whale, people just aren't jealous of what you've obtained in jump documents or earned of your own accord.

Jumper's Best Friend (-100 SP):
Animals are a blessing, one that traveling across the multiverse shouldn't deprive you of. If you have a creature of less than sophont intellect that could be considered your pet or that belongs to you, you may claim it as your own and back it up with Jumpchain fiat. "Creature", in this instance, can also refer to robots, plants, or even undead of animal-level intellect. Zombies of people do not count as pets.

Your pets will come along with you on your chain, and will gain the ability to return to life in your Warehouse after 24 hours if they die, disassociated from the pain and trauma of their passing. Watching a pet grow old and is terrible, so that just doesn't happen anymore; your pets won't age past the prime of their life, and will in fact grow younger until they reach that point if they're already past their prime. Creatures that grow stronger with age do not have a prime, and will simply never age to the point of death or decline.

If your pet is a creature incapable of affection (or incapable of it in a way that humans understand it), it will become capable of both feeling and expressing affection in a "normal" fashion. By default, they will hold great affection for you, at least equal to that you hold for them.

You get a Warehouse an attachment for housing your pets when they aren't with you; each pet has their own area, with space to roam and play, a supply of toys, a regularly-refilling supply of food and water, and any messes they make neatly and odorlessly disappearing. Their every need will be met, and they are guaranteed to have a happy and enjoyable life. Your pets are incapable of taking genuinely violent action against one another, so no worries about keeping your predators with your prey animals.

If you so permit, this perk can reach back even into your life before Jumpchain; any of your pets that you have ever had, including those that passed away, can benefit from this and will appear in your Warehouse.
This perk becomes a part of your Body Mod. If you gain a pet during a period of time when you are deprived of your Body Mod, it will come with you once you regain access to it, even if it died.

Narrative Momentum (-100 SP):
Many jump worlds may have stories that you don't want to ruin; perhaps you already like the outcome that it would lead to, or perhaps there's a specific event you need to happen that requires a highly unlikely series of coincidences to occur. Regardless, there are many reasons why one might like the "plot" of the world to continue uninterrupted. With this perk, you can negate the influence of the Butterfly Effect, allowing the plot to continue even if changes you made in the world should have by all reason diverted it from its course. This effect can be controlled and toggled, in case you would like the plot to continue up to a certain point, then let you freely derail it.

This perk becomes a part of your Body Mod.

Promise of Jumpchain (-100 SP):
You'll encounter a lot of things on your chain that you might wish to bring with you, but which due to one reason or another won't function properly outside of their home universe. This allows you a way around it; once every 10 years or once per jump (whichever comes first), you may apply the benefits of jumpchain fiat to any single thing. Large things composed of smaller things (such as a suit of armor) still count as a single discrete object.

This can be yourself, turning your current appearance into a proper alt-form; this can be an object, providing it with fiat backing and ensuring that, if lost or destroyed, the object will reappear in your Warehouse after a week; or this can be a power you have obtained, guaranteeing that it will function even in worlds that operate by fundamentally different metaphysics that would normally render the power you have useless. You can even, with their permission, use this perk to apply jumpchain fiat to a person, turning them into a proper companion.

This perk becomes a part of your Body Mod.

PTSDenied (-100 SP):
You'll see a lot in your journey as a Jumper. Enough that post-traumatic stress disorder is all but inevitable. But that's why you have perks like this; although in the moment the horror of what you encounter will not be lessened, what you experience will not leave scars on your mind, and what marks it *does* leave can always be healed from in but a short time. You will never have to worry about PTSD.

But what about your companions? Not only do they have to put up with much of the same that you do, but it is much easier for them to die... and then come back to life again later in your Warehouse. That has to leave a mental mark. At least, it would without this perk; the effects of PTSDenied extend to also protect any companions, followers, close friends, lovers, and even pets that you may acquire.

This perk becomes a part of your Body Mod.

Technological Continuity (-100 SP):
Sometimes the devices you obtain can only function due to the specific laws of reality by which a given jump operates, and are useless outside of it. And sure, your CP-purchased powers and items are guaranteed to work. But the lightsaber you built by hand would just be a metal tube with a crystal in it if you go to any universe but Star Wars. This ensures that any piece of technology that you personally build will be guaranteed to function in any jump, even those where it would normally be impossible due to different laws of physics.

Vacation Time (-100 SP):
Some jumps might as well be vacations, but others can be grueling experiences you need to take a break from. When you complete a jump, you select your next jump as normal and get to look at the jump document for that jump. But you don't immediately fill it out. Instead, you get a week of "vacation time", during which you may freely travel to and between any of the worlds you have previously been to on your jumpchain… except the Earth from which you originate, of course. You are not subject to any drawbacks during this time, and may freely vacation and plot in preparation for your next jump. At the end of this week—a week of subjective time, mind you, so no time-travel or time-warping shenanigans can increase this—you will fill out the jump document as normal, and proceed to your jump.

This perk becomes a part of your Body Mod.

Companion Safety Protocol (-200 SP):
No, this isn't about keeping your companions safe, but keeping you safe from your companions. There are a number of perks out there that cause you problems if a companion took them, and who's to say that your companion might not decide to purchase such a perk themselves, not understanding the full consequence of their actions—or worse, understand and do it anyways? Not every Jumper has companions that are actually loyal, you know.

This perk ensures that you have a complete, toggleable immunity to any perks and powers possessed by your companions, and immunity you will subconsciously lower in response to abilities that you would want to be affected by, even if you aren't conscious that the ability would affect you. For instance, if you had all your immunities on—just in case—you might subconsciously lower your immunity to receive healing from a companion, even if you had been knocked out.

Countering Collateral (-200 SP):
It's entirely possible that over the course of your jumpchain, you will become powerful enough that merely focusing your attention on someone would be enough to kill them, requiring precise and utmost control of yourself at all times just to interact with people. That's entirely too much to ask of someone,

so we're offering this instead; from now on, your abilities will only affect those you want them to, and you have complete control over the collateral damage you cause. If you don't want to micromanage, you can just "turn off" collateral damage entirely.

This affects everything you have; perks, powers, raw stats, scenario rewards, items, the powers of pets at your command, and even random stuff you pick up over your travels and that aren't backed up by CP at all. You could set off a fireball in a crowded room to kill only everyone's lice, target only specific people with a fear aura, set off a nuclear bomb that destroys every building in a city but someone doesn't hurt anyone (including from the buildings collapsing on them), or cause a landslide that miraculously damages none of the houses caught up in it.

This perk becomes a part of your Body Mod.

Equality of the Masses (-200 SP):
Sometimes, the whole "jumpchain" deal isn't particularly fair to your companions or followers. For them to have CP to spend to improve themselves, you have to spend your own importing them as companions... and you don't always have the CP to spare for that. Some jumps don't even provide any CP to imported companions! So here's a bit of help.

At the end of every jump, each and every one of your companions and followers receives **300 CP** worth of perks, powers, or items. You decide what this CP is spent on; however, each person receives the same purchases you decided on. For another **50 CP**, you can make different sets of purchases of **300 CP**, and can decide on an individual basis which companion or follower receives which set. Companions that already received CP during the jump don't receive any extra at the end of this; the purpose of this jump is to provide a boost to those of your allies who are missing out, not to further empower the ones that were already lucky.

This isn't a part of your Body Mod, but as it comes into play after a jump is over and before a new jump happens, it doesn't really matter if your Body Mod is taken away from your or not. However, they do not gain any points for gauntlets you go to.

Moderation in All Things (-200 SP):
Remember what we said about self-control? That doesn't just apply to not accidentally destroying the planet with a single fireball, but also to minimizing the impact you leave on the world once you get so strong that your footsteps can break the tectonic plates. You gain the power of self-restraint, having absolute and precise control over how much power or energy you use in your abilities. This can range from turning your perks on and off, to controlling how much energy you use, to even decreasing the function of specific aspects of any given feature of a power. For instance, if you had a spell that killed people and reanimated them as undead, you could make it so that it only killed them and didn't reanimate, or reduce it so it only drains some life force and doesn't cause full-fledged death.

This applies to anything you have; perks, abilities, powers, racial features, scenario rewards, and even your items and equipment. The item will still *exist*, but you can make it cease to function, or reduce its function, or what have you. If doing so would make the item disappear, then when you turn it "back on", it will reappear. If you happen to have a perk that modifies the entire jump setting, then this also lets you control whether or not they activate in any given jump, and to what degree.

This perk becomes a part of your Body Mod.

Nobody Left Behind (-200 SP):
Over the course of your jumpchain, there's no telling how many companions you may take on. And yet, most jumps only permit you to bring a meager eight companions along with you. Certainly, for some Jumpers that won't be a problem, as, if they have companions at all, they stick with a small group—but others may form veritable armies worth of companions. What are such Jumpers to do? Are they supposed to leave their other companions to languish in boredom in their Warehouse for a full ten years?

This creates an alternative. At the start of each jump, you will be duplicated as many times as you want with all your items and powers intact; each of your duplicates will be sent into a different timestream that is isolated from your own so you can't reach it, nor they reach you. Your duplicates can each be

accompanied by between 1 to 8 companions (who do not receive CP for joining them). This allows your companions to experience the jumps alongside you, without actually joining you. Your duplicates, however, can only access a copy of your Warehouse, which cannot interact with your own; as such, any companions with them will be completely inaccessible until you finish the jump. Likewise, your duplicates dying or completing a jump fail condition do not affect you.

When your jump is completed, your duplicates merge back together with you. This only shares their memories (including the memory of their deaths, if any); you gain no benefits from training or physical/metaphysical changes they may have made to themselves, nor any items they may have collected. You also fully regain your companions.

You can even send followers or pets with your duplicates, in case you don't have any need for them in your current jump but don't want to bore them by leaving them to languish without purpose. You aren't limited in how many followers you can send with a duplicate. This also applies to beings that may be sharing your body, such as a bijuu from Naruto if you're a jinchuuriki, a living shadow, a Klyntar symbiote, or anything similar to that which might not technically be a companion or follower.

This perk becomes a part of your Body Mod.

Guilt-Free (-200 SP):
Sometimes you want to go to a world defined by war, for the sake of perks, for the story, or just for the fun of it—but that doesn't mean you want to kill someone. All too often, the enemy is just trying to protect their home, or is unaware of the true evil behind their superior's actions, or is forced to fight against you. Sometimes you're a pacifist, but your jumps are chosen randomly, forcing you into a world of death and combat that you can't escape. And sometimes you have a bunch of perks to prevent combat, and want to experience a good fight but can't ethically allow yourself to kill someone if that could be prevented.

Fortunately, with this perk, you wouldn't need to actually kill anybody. Before going to each jump, you can decide if it's a "proper" jump, or a simulation. If

it's a simulation, you will still fill out the document as normal, still have all your powers and companions, and everything on your end of things is still the same—but the world isn't "real". It's basically something a step up from a computer program, a type of perfectly realistic game. None of the people you meet in the jump will be real people, just "NPC's" piloted by something you might consider to be similar to a game's artificial intelligence, but infinitely more advanced. But don't think this makes things any safer for you—you can still be killed in this world even if everything else is simulated, and any perks you may have that interact with reality, virtual reality, or computer code will treat the world as if it is perfectly real rather than a simulation.

Anything you take from the world at the end of the jump will become real. Any companions, followers, or pets you take in this world will become their own individuals, separated from the AI, and become real. If you interact with someone and want to bring them on your chain through means such as **Come With Me**, they will become real people, no longer a part of the AI.

Should you by some means ever return to that setting, you can either return to the simulation, or you can go to the actual world that the simulation was based upon—either unaffected by your events in the simulation, or you can choose to go to an alternate reality where you DID carry out the same actions you performed in the simulation, so you can see the real consequences of your deeds without the pressure of having actually performed them in the first place.

This perk becomes a part of your Body Mod.

Reboot of [Insert Jump Name Here] (-200 SP):
Sometimes you are forced to pick between incompatible scenarios. Sometimes you have to choose from origins you both really like. Sometimes it comes down to race choice. Sometimes you want to see "what if the story went *this* way instead?". Regardless of why, sometimes one run through a jump just isn't enough for you. Here's an alternative, allowing you to, when the time comes to select a new jump, instead travel to any past jump… but with a catch.

Jump-chan doesn't want to see you repeat the same thing as last time, so you must choose to be a different starting origin, faction, race, or background (a different location also counts, but only in those settings where a difference in location will be a significant change to your jump experience). You cannot bring the same companions, and cannot participate in the same scenarios (or rather, you can't receive the same reward from a scenario. If a scenario has different rewards for different resolutions, you can approach the same scenario from a different angle). Finally, you start with 0 CP, and any freely gifted in-jump stipends (including stipends of different types of points) that may be present are annulled. You must get your points entirely through those options which provide points, such as drawbacks or weak species picks.

There Is No Need to Be Upset (-200 SP):
Forget out-of-jump abilities, sometimes what you can get IN a jump document is impossible by the local standards, and would earn you a great deal of suspicion and trouble if people found out about it. While an exciting event for many types of Jump-chan, we feel like it's pushing too many problems onto you. As such, if you purchased it in a jump document, the locals of that same jump won't have a problem with any impossibilities or extreme improbabilities that you have. For instance, freaking out over having multiple Devil Fruit abilities in One Piece or being upset that you have a duplicate of Excalibur in a Fate jump. People might be prejudiced against you for being a demon, but your fellow demons won't give you crap for also having holy powers as well.

This perk becomes a part of your Body Mod.

Collector's Dilemma (-400 SP):
So, you've just purchased a new sword with CP. Now comes the question; do you import your pre-existing sword into it to give yourself a stronger weapon, or do you not import it so that you can add it to your collection? Now, rationally, in most cases it would be wises to import your weapons into it in order to have the most powerful and versatile weapon you can. But what about your poor hoard of treasures, deprived of another crown jewel of an item in the name of practicality? That won't be a problem anymore.

Every time you obtain an item in a jump document, you gain two of that item; one to import existing items into, and one for your collection. However, one of

these items must remain in your Warehouse at all times. If you do not have a Cosmic Warehouse (or Personal Reality or similar), the "doubles" created by this perk are withheld from you until such time as you obtain one. You may opt not to gain such a double if you would prefer not to have extras of a particular item.

Furthermore, any time you import an item, that item not only gains the abilities of the item it is imported into, but gains the appearance of that item as a new alt-form, if it is not provided already by the jump document in question. Furthermore, unless importing is explicitly disallowed by the jump, you will always be able to import similar items into an item you purchase or otherwise obtain from a jump document.

Ever-Expanding Warehouse (-400 SP):
The Cosmic Warehouse is a useful place and an important tool for a Jumper, don't get us wrong. But considering some of the places you can go and some of the things you can purchase, it can get a little bit… small. If you go to a Star Wars jump and purchase a Star Destroyer, where are you supposed to put it?

This perk resolves that problem by making your Warehouse expand. Firstly, you now gain the ability to use your Warehouse Key to create portals to your Warehouse (or Personal Reality or similar) if you didn't have that ability before.

Secondly, this portal, as well as your Warehouse itself, becomes capable of expanding in size to accommodate whatever you're trying to move through it, so long as it is something that you actually own (be it purchased through CP or obtained in-jump).

Thirdly, while in your Cosmic Warehouse, you gain the ability to move to any item or location in that Warehouse in no more than thirty seconds of travel, no matter how large your Warehouse might have become.

You retain this perk's effects for as long as you possess access to your Warehouse, even if you otherwise lose access to your perks.

If you do not possess a Cosmic Warehouse (or similar structure, such as a Personal Reality), this perk's effects are held in limbo until such time as you obtain one.

Sanctity of Body (-400 SP):
Your body cannot be taken away from you. You are immune to unwilling possession, and in the event that you are willingly possessed, you can kick out the intruder whenever you want to. Control over your body cannot be stolen from you by magical, technological, or biological means, nor by any other method; a parasite trying to take over your body would simply fail to do so. Finally, you are immune to disease, poison, and unwilling transformations.

This perk becomes a part of your Body Mod.

Sanctity of Mind (-400 SP):
Your mind cannot be taken away from you. You are immune to mind control, cannot have your thoughts taken away from your or edited without your permission, cannot be hypnotized against your will, and cannot have your memories rewritten unless you allow it. Your mind cannot be read against your will, and your emotions cannot be influenced by the powers of others, nor by biological or technological means. You will never fall prey to gaslighting, and attempts at brainwashing will fail utterly. You can be convinced to change your mind, but never coerced into it. Finally, you are immune to mental illnesses and insanity; encountering an eldritch horror might be painful to your brain, but you won't go mad over the failure to understand it, nor will you suffer actual damage just from perceiving or speaking to it.

This perk becomes a part of your Body Mod.

Sanctity of Power (-400 SP):
Your powers cannot be taken away from you. You are immune to attempts to steal, copy, destroy, absorb, weaken, suppress, duplicate, or otherwise alter your powers and abilities without your permission, regardless of the means of doing so. Finally, you are immune to the loss of skill from not using your skills or powers regularly; you will be as good after a thousand years of disuse as you were the last time you used them.

This perk becomes a part of your Body Mod.

Sanctity of Self (-400 SP):
Who you are cannot be taken away from you. You are rendered immune to conceptual attacks that would affect who or what you are. You cannot be harmed or altered by having your concept, karma, name, self, mirror image, shadow, history, or existence fundamentally targeted, such as be esoteric effects or similar unusual abilities. You cannot be written out of history, nor eliminated by having your ancestors killed, nor killed by someone ripping a photograph of you, nor be outright destroyed by reality warping or similar effects.

This perk becomes a part of your Body Mod.

Sanctity of Soul (-400 SP):
Your soul cannot be taken away from you. You are immune to soul stealing, and your soul cannot be otherwise absorbed, eaten, or otherwise separated from you without your permission. Finally, you are immune to unwanted spiritual corruption, soul damage, or other insidious effects that would alter the nature of your soul or your very being.

This perk becomes a part of your Body Mod.

Companion(s):

[Insert Jump Name Here]-chan (-400 CP):
Bring a little piece of your jump experience with you on your journey through the multiverse. Although a single purchase, it is a potentially infinite number of companions, because you get one for every jump you've been to, and get another one at the end of every jump you go to. That's right, you get them at the *end* of each jump.

That's because each of these individuals is the personification of your jump; their personality is a combination of being the embodiment of the setting, but influenced by the actions you took during your stay in that jump setting. They can purchase options from their jump document, and have as many points to

spend as you did during that jump (although they cannot take drawbacks, they do gain points from the drawbacks that you took—but not from chain drawbacks, only the drawbacks in their jump document of origin). As they are the embodiment of the jump, the jump setting itself, and your experiences in the jump, they may choose any origin or background to receive discounts from, although they do not, themselves, actually have a background as they have no history in the jump itself. They cannot buy companions unless the jump specifically allows companions to do so.

Having come into existence due to your actions, they hold great affection and loyalty to you. Although all obtained as a single purchase, they are each considered their own individual companion. While this does mean that you may gain a lot of [Insert Jump Name Here]-chans all at once, this doesn't automatically import them all into the jump; you must take the import option as normal for that.

Every jump and gauntlet you've been to creates their own personification. If you go on a jump that is a continuation of a previous jump in the same universe, you may at your discretion either enhance the existing personification of that world, or create a brand-new personification for your experiences in that jump. It is up to your discretion whether or not supplements have their own personifications.

After you receive your Spark and complete your chain, you will also gain access to Chain-chan, who is a similar personification, but of your entire jumpchain.

Drawbacks

We were hesitant to offer you these, as making your chain more difficult is the opposite of the goal of the Jumper's Rights Association. But considering that some jumps have drawbacks that are truly harsh, we have decided to extend these as an alternative—or additional—method of gaining points.

These are special drawbacks, though. They don't increase the SP you get in this supplement; instead, these drawbacks apply to an actual jump, and

provide you points for that jump document. You can take the drawbacks below for any jump; however, you cannot apply them to two jumps in a row. If you want to do that, you need to take them as chain drawbacks.

Chain drawbacks, as the name implies, are drawbacks that are applied to every jump in your chain. The points they provide are added to your starting supply of points, and do not count against jumps that limit the number of drawbacks you get, or the number of points you can get from drawbacks. However, they *are* still drawbacks, and as such are backed up by fiat.

What this basically means is that you can't cheese their effects; if you have a perk that would negate a drawback, it simply doesn't come into effect in regards to that drawback. If the features of the jump itself would somehow negate a drawback, then that chain drawback simply doesn't apply for the duration of that jump (this is not considered a hiatus in regards to whether you can do it twice in a row).

Take note that two drawbacks cannot overlap in their effects; if a jump provides a drawback that does basically the same thing, even if it is for a different price, the local drawback overwrites the chain drawback for the duration of the jump.

If you want to go through a jump without the effects of a chain drawback, you can put that drawback on hiatus by, instead of gaining points from it, *spending* points from that jump equal to the value of the chain drawback. After that jump, the chain drawback reinstates itself. A chain drawback cannot be put in hiatus in two consecutive jumps. You may instead remove a chain drawback from yourself completely by paying twice the point value of the drawback.

When it comes to gauntlets, you have a choice to make now; do chain drawbacks apply to gauntlets, or not? This decision applies to all future gauntlets. If you decide that the chain drawbacks apply, you only gain half the points they would normally provide. If they do not apply to gauntlets, then any chain drawbacks you have are temporarily put on hiatus during a gauntlet, even if they normally don't permit hiatus-ing.

Dance, Jumper, Dance (+50 CP):

Although we do endorse Jumper rights, we do have to admit that sometimes you Jumpers start to think of your chain as an opportunity to do whatever you want, and you forget that the whole reason for the chain in the first place is to entertain Jump-chan… and perhaps some of her friends who care to watch. You're just being reimbursed for that.

With this drawback, you are required to always be involved in the plot of the jump, however much it may change as a result of your actions. You can't disappear to quietly train for years, you can't hole up in your Warehouse to wait out the zombie apocalypse, you can't ignore the plot to go conquer the world, you can't just spend the jump living a normal person's life while all the exciting events happen elsewhere in the world. Sure, the whole "slice of life" thing can be fun, but not if we put you in the world so we could watch the monster fights! This drawback requires you to engage with the world of the jumps you go to on a regular basis; failure to do so will count as failing your chain.

An exception is made for worlds such as cultivation jumps, where spending years in isolated meditation is sort of the expected thing to do, plotless jumps, or jumps which are explicitly slice of life worlds. Also note that if the world somehow ends up destroyed, you will not be required to interact with something that doesn't exist anymore.

1-Up for All (+100 CP):
We at the JRA are proud of the inclusion of 1-ups in so many jumps, but even we have to admit that it reduces the sense of risk when a Jumper has a lot of them. Dangerous scenes where you know someone might die are always much more engaging than ones where you know the plot armor will save the day. Therefore, when your companions die, they stay dead… unless you have a 1-up, in which case it automatically activates to resurrect your companion instead of you, using it up until it refills. If you only have one 1-up remaining, it won't activate for your companions unless you permit it.

You only receive points from this if you have a companion in the jump for which you're benefiting from this drawback. Your dead companions will all return to life at the end of the jump; you aren't permanently losing them. If you have more than eight 1-ups, this reduces your number of 1-ups to eight.

Inviolate Tech Levels (+100 CP):
A lot of jumpers make use of uplifting the natives with advanced technology and solving all of the world's problems that way. Sacrificing this ability is a good way to earn some extra points.

While you can still use advanced technology, you cannot give higher-tech items to natives of the jump, nor teach them how to make them. Uplifting a setting into a higher tech level becomes entirely impossible; the best you can do is introduce new technologies that are already possible with their existing knowledge base and infrastructure. Exceptions are made if the jump itself has options that allow you to do uplifting; in that case it is a "natural" part of the progression of the world, and you're permitted to do it, but only to the extent that the in-jump option permits.

Little Baby Jumper (+100 CP):
You don't insert into the worlds you visit at the start of the jump, but instead at the start of your in-setting self's life in the jump, as a newborn infant. The time you spend growing up does not count as part of the jump time; instead, the clock begins once you reach the age you selected in the jump document. If you are a Drop-In, then you will appear as a baby left in the care of foster parents, who will provide for you.

You know all those nifty perks and powers you've brought from other worlds? You don't have access to those until you start growing up, which will slowly give you access to your powers again, ranging from 0% at the start of the jump to 100% at the moment the jump properly begins (unless it's something that makes sense for a baby to have, such as a species perk). As for items, those are entirely out of reach in your warehouse until you gain access to it when the jump begins... however, you will gain access to the items and companions you purchased in or imported into the jump itself, over the course of growing up.

But of course, infants are helpless (for most sapient species, at least), so you'll be given a form of fiat-backed plot armor to keep you from chain-failing and to keep drawbacks suppressed until the jump begins... although the set-up to those drawbacks happening may occur, as is narratively appropriate and in such a way as to prevent you from chain-failing or being overly

inconvenienced by those drawbacks until the jump starts. If the jump features you starting out as dead (such as being a ghost), it will keep you from dying until the "right time", at which point it will ensure your death.

On the flip side, you'll find that this same plot armor will also serve to keep you out of the plot of the jump, and force you into the rough role of the backstory/origin you selected. If an option makes you a relative/friend/acquaintance of someone important or has you replace a character in the jump, then fiat will enforce that you largely keep to the plot and not make any major changes until the time the jump begins. This isn't a method to allow you to start reshaping the world to your desires, Jumper; this is a drawback.

RNG Supremacy (+100 CP):
Being able to pick what jump you go to is a right all Jumpers deserve, but it would be worth some points if you gave it up. After all, you can normally just go to the best jumps, or worlds you already know and can navigate the best, or the worlds that give you the best stuff. And there are a lot of worlds it would be fun to send you to, but you probably wouldn't pick of your own free will. So, with your permission, we will take your free will out of the picture (but only in regards to selecting the next jump!) For the base value of **+100 CP**, you no longer pick what jump you go to; instead, you randomly generate your next jump, and have to deal with whatever you rolled up.

If that's too harsh, we can reduce the bonus to **+50 CP**, and you only randomly generate every other jump starting after this one, and are able to freely choose which jump you go to in between your randomized jumps. Alternatively, instead of a pattern of chaos and determinism, you could combine the two; pick at least 5 jumps randomly, and then pick which of them you actually go to, picking from a fresh group of 5 with each new jump.

If a jump has a "sequel" jump it connects to, you can at your discretion immediately move on to that jump; it is considered to be a part of the original jump as a supplement. Speaking of which, you can freely apply supplements to your jumps as you will, including adding those jumps which can be converted into supplements to your main jump, if they apply. If you visit a world that is a "part 2" or more of a series of connected jumps, then at your

discretion you may instead go to the first of those connected jumps and start there.

This drawback can only be taken as a chain drawback, sorry about that.

Brought Down to Earth (+200 CP):
For all that we support empowering Jumpers, we do have to admit that after a few good jumps, some Jumpers can get complacent. They have ki from Dragonball Z, why would they need the weak stuff from Dungeons and Dragons? They can incinerate universes with magic from a cultivation world, why bother taking a lesser perk that gives you pyromancy? This drawback should make you more appreciative of the options each jump has to offer you.

At the beginning of each jump, all of your powers from outside the jump world are reduced in power, being only at the lowest level sufficient for you to be a notable character in the jump. The only abilities you have that function at their full power are either perks that were already weaker than that, or perks you purchase in that jump document.

But of course, plenty of you Jumpers have perks with absolute effects that this wouldn't weaken on its own; that's why out-of-jump perks with absolute offensive/defensive effects from out-of-jump are made... less than absolute. They're still powerful, don't get me wrong, but they no longer guarantee your protection. Powerful people in the jump world can still overwhelm them, making the protections offered in-jump much more important, wouldn't you say?

Of course, this only establishes how strong you are at the start of the jump; feel free to train up your powers all you like... but you might miss out on some of the major events in the jump if you do that.

Brought Down to Earth can only be taken as a chain drawback and cannot be put on hiatus, as otherwise you'd just leave it active for weak jumps and deactivate it on jumps when this would really make an impact.

Two Lives Left (+200 CP):

If you've got enough 1-Ups, you can make as many mistakes as you need to and still pass the jump; some options even provide infinite resurrection from death. Giving up all those lives would be worth some extra points.

Taking this drawback in the first place requires that you have at least two 1-ups. From now on, you can only benefit from one 1-up in any given jump; no matter how many ways you have to come back from death, you can only do so once. After that, you chain fail if you die. If taken with 1-Up for All, this provides an additional **+100 CP**.

The exception to this is if you go to a jump where dying a lot is the expectation and which thusly has no penalty for dying or freely offers infinite 1-ups, such as a jump based on a roguelike game. In such jumps, this drawback can be placed on hiatus for free.

Notes

Changelog:

- V1.2
    - Tried a new font
    - Created **Continuity**
    - Created **Sanctity of Self**
    - Created **Differing Standards**
    - Created **Guilt-Free**
    - Created **Ever-Expanding Warehouse**
    - Created **Collector's Dilemma**
    - Created **Of Matters of Faith**
    - Created **Backdating**
    - Created **Reader's Knowledge**
    - Created **Companion Safety Protocol**
    - Created **NPC Normality**
    - Rephrased part of **Because You Care**
    - Clarified that **Ad Infinitum** doesn't take priority over a perk that says it multiplies instead of adds
    - Added a line to **Never My Fault** to make it apply even if your Body Mod is taken away

    - Allowed **Come With Me** to apply to things that might not really exist enough to companion, and gives them bodies
    - Rephrased a bit of **Blessings of Eternity**
    - Minor rephrasing of **Jumper's Best Friend**
    - The **Promise of Jumpchain** perk gets a small section clarifying that objects made of smaller objects still count as a single object
    - The price of **Subtle Arrival** is reduced to 50 CP
    - Gave another example for **Countering Collateral**
    - Allowed **Nobody Left Behind** to let you send things like bijuu or living shadows off with your duplicates in case you wanted some privacy in a jump
    - Made **Sanctity of Body** protect you from unwilling transformations
    - Made **Sanctity of Mind** protect you from the eldritch more.
    - Clarified that **Sanctity of Soul** prevents soul damage
    - Made **Subtle Arrival** become a part of your Body Mod, and now protects your companions
- V1.1
    - Apparently, my font choice was preventing some people from reading the document, so I've changed it
- V1.0
    - Created Supplement