Generic Extra Toggle Options

This is a supplemental document meant to facilitate the toggling of different aspects of a jump doc, essentially this gives you extra settings for your jumpchain experience.

Anything here is meant to help you customize and personalize a jump for your own liking. Often times this means that you'll be given the ability to drastically alter a setting/doc from the intended experience/design, but the concept of balance is outside the scope of this document in favor of freedom of experience.

If you have any suggestions or recommendations for additions or changes for this document, please don't hesitate to reply to thread(s) found on the Jumpchain Subreddit. I won't think of every option on the first try so feedback will be key to making this document as useful as possible for all.

Drop-In

Not every jump gives you the choice to enter without taking on new memories, bodies, or other possible unwanted additions to your being. This toggle gives you the choice to drop-in to any setting. As an addition, if there is not a dedicated drop-in background/origin for doc with them, then you may take on the discounts of one of the backgrounds/origins offered without taking on anything else.

Length of Stay

Simple as it says, not every jump is going to be interesting to everyone for an entire decade. This toggle lets you either change the length of stay to however long or short you want before you enter a jump, or give yourself the choice after entering as to how long you want to stay. You may also use this to set a condition as to when your stay is over, such as “once I’ve completed all my goals” or “once the main plot is over”.

Personal Customization

Some jumps have options related to the origin section locked behind point costs. This toggle allows you to side-step any cost or requirement for the origin section of a jump and instead fully customize your being as you wish. Age, Gender, Sex, Species, Race, Sexual Orientation, Body, Face, etc etc etc. This toggle lets you live however you want to.

Any use of this toggle may be applied to your body mod, applied to an alt-form, or split off into its own alt-form.

If there’s any points gained from randomized or reverse selections of gender/age, then you may take those points for free, or take any offered and then randomized however many aspects of yourself as you want in return.

Start Time & Location

Jump doc’s may only give you choices relevant to the plot, or they may lock your choices behind a paywall, no more! This toggle unlocks the options for when and where you start a jump, allowing you begin whenever and wherever you want up to the nano-second and atom.

If there's any points available for random choices, you may either take those points for free or choose the degree of randomness you want to work with. This means a range of time and/or distance that you'll randomly start within instead of just the choices offered by the original doc. This is of course entirely up to your discretion as to the specifics here.

Supplement

Supplementing one doc with another can be fun, but it's not completely common place for a normal doc to receive this ability as standard. This toggle allows you to use any doc(s) to supplement another/others. You may express this as either the settings combining in some form into one single setting, the settings co-existing together in some manner, or just having one or a few of your docs a setting while using any others purely for their doc's contents.

Genre Change

Some docs might have contents that interest you, but otherwise you find their settings uninteresting or undesirable for one reason or another. This toggle allows you to keep the setting/story itself mostly intact while changing the exact details by changing the genre. Make a horror story a comedy and have nothing to fear but dying of laughter, turn a children's cartoon into a depressing tragedy, swap a fantasy story for sci-fi and vice-versa. The worlds your oyster, or lobster, or beef.

Character Insert

Being a character could be a fun change of pace, a key way to gain otherwise unobtainable power, or an easy way to break a plot over your knee.

Whatever the reason this toggle allows you to insert into a canon character. This insert can take whatever form you want, from complete erasure of either personality/memories, to both existing in the same body, to a full combination of both. You of course may have this manifest however you want and have the effects be temporary or permanent to any degree you wish.

Butterfly Effect

Your very existence has the possibility to drastically affect the world. This toggle allows you to choose the degree to which your appearance effect things. You may maintain that things won't change no matter your interference or lack thereof, or that the butterfly effect is so strong that almost nothing will happen how you expect. While the exact results are not up to you, you have full ability to lock down or toss in the air whatever you want to whatever degree you want.

Canonization

Crossovers, supplemental material, word of god, easter eggs, etc. Media can tend to be nebulous as to the exact details of its reality when it comes to these types of things. This toggle allows you to choose what iffy or otherwise not 100% in the text details of canon you want to be true or relevant.

This also lets you choose which parts of a franchise are canon, meaning sequels/prequels/side stories/spin-offs/retcons/etc are all open to canonization or de-canonization.

The other thing this toggle allows you to do s make fanon canon. Whatever details of a plot that is collectively ignored/changed/etc or even fully invented by a fandom may be made canon with this toggle.

Alt-History/Alternate Universe/Fanfiction

Similar to the Genre Change Toggle, but more open for your specifications. You may alter the universe into whatever continuity or history you desire. Maybe you want fully automated luxury gay space communism for your complicated sci-fi series, or just a coffee shop au for that series you love the characters of but hate what happens to them, change a forest setting into a desert. Whatever you desire as long as it's not as boring and horrible as "Axis wins WW2", everything besides that is open season.

This toggle may also be used to enter a fanfiction(s) based on a setting instead of the normal canon one the doc is made for.

Cast/population details

Similar to the above, but with a focus on who people are instead of what they do. This lets you change the gender/sex/orientation/age/species/race/personality/etc of any character or population. You may use this to gender-bend a cast, introduce new species to the world's "human" population, radically alter cultures, or whatever else you want.

Requisite Lewd/Kink Option + Reverse

Almost everyone is into something, no shame in that. This toggle allows you to change a setting into either a generically lewder one or a specifically lewder one. Any fetish can be made more or less mainstream or accepted to whatever level you

desire. You can also use this toggle to effect specific people or populations instead of everyone.

This toggle may also be used to do the reverse of all this, making a lewd location more chaste or otherwise removing/lowering the sexiness/horniness levels of a setting/person(s).

Full Randomization

This doc is meant to make things more customizable, but maybe that isn't of interest to you. This toggle allows you to randomize any aspect of a setting/your insert into the setting given any of the parameters in this doc or any other factors not covered here. You may enter a recognizable story only to find that almost nothing is the same, or that familiar things are being implemented in unique new ways.

Mandatory Conditions

Drawbacks, unique chain fails, perks only available to certain origins, companion import limits, etc. These forced requirements can feel intrusive or otherwise annoying to deal with when it's unwanted. This toggle simply allows you to ignore mandatory things such as this.

You may also use this to ignore chain fail as a concept, with death or failure with no work around either starting you over from however much earlier you want, or just ending the jump while letting you keep your purchases.

Capstone Boost Un-Locker

The capstone boost system might not be for everyone, with one perk you don't want possibly locking the full potential of other perks that you do. This toggle removes this system as desired and instead just lets you treat the boost as a part of the base perk.

Trash Bin/Storage Locker

After spending time on the chain, you might accumulate things you don't want or need anymore. This toggle allows you to remove or turn off any perk, power, item, warehouse addition, etc. This may be permanent, temporary, or defined based on a length of time or certain conditions.

Full Fiat

Fiat is an assumed part of the chain that is often left out of the descriptions of various options given in a doc. This toggle allows you to give any purchase and any entrance into a jump the full fiat treatment. This means any item can't break/will be repaired, can't be lost or stolen, have unlimited fuel/power if relevant, have any documentation needed to exist within the bounds of the law taken care of automatically, properties can be moved into and out of the warehouse freely and will have their utilities provided either way, and generally any other modifier you think would belong along with these. Drop-In's can start with Id and other needed paperwork taken care of.

This toggle also lets you apply the Full Fiat effect to anything you or anyone on the chain with you owns not purchased with points from a document.

Drawbacks Unleashed

The drawback system is not equal jump to jump, with different creators having different ideas of what the system is for. This toggle allows you to ignore limits placed on the number or point amount of drawbacks you may take.

This also lets you use drawbacks from any jumps for any other jump as you feel is appropriate and fair.

Companion Clarifier

The companion system can be somewhat awkward or unclear at times as to what exactly your paying for. This toggle lets you decide the exact reasoning of your companion purchase. This could mean a clone of the character, the opportunity to meet them, that they are more likely to agree to go on your chain for one reason or another, or any other interpretation you desire.

This also allows you to use the point cost for one companion option to instead select someone else not listed. This may also be used to select a different version of any character compared to the one in your jump or from the source material.

This toggle also gives you the choice of the exact treatment that docs give companions. You may have companions start with the same amount of points as you, or they may have none and anywhere between the two. If there's any limits placed on companion import you may fully ignore it like with Mandatory Conditions above.

Finally, this toggle allows you to give any pets or other non-importing companions (purchased or not) an infinite lifespan as long as they are on the chain. No aging beyond their desire, no fatal malady in the warehouse, any death from any means is reverse within 24 hours, they cannot die.

Version 1.0 8/25/2022

- First Release

Version 1.1 8/26/2022

- Added 6 New Toggles
- Fixed Spelling/Formatting in Places
- Removed Second Genre Change