
EVERYTHING
EVERYWHERE
ALL AT ONCE
JUMP
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Welcome to the infinite Multiverse of EEAAO Jumper. The relevant Universes for this story being the Alpha Universe where Evelyn Quan Wang and her husband Waymond Wang were the first in the Multiverse to successfully discover that there were Universes outside of their own as well as how to access them. Using this technology they could project their consciousness across worlds in a process called “Verse Jumping”. Unfortunately, this version of Evelyn also pushed the limits of this technology onto her daughter, Joy, and soon enough, she had broken her daughter’s mind. This version of Joy renamed herself Jobu Tupaki… er I mean Jobu Tupaki. She had unlocked a sort of transcendent state of being, becoming a reality warping being who exists as every version of herself at once, and seemingly threatened the existence of the multiverse.

Meanwhile, the other most important Universe in this story is a much simpler one (which we’ll call the Prime Universe). It is exactly like your old Earth, with the inclusion of a small immigrant family struggling with their taxes. This version of Evelyn, Waymond, and Joy live much more mundane lives where their biggest problems are that Joy wants to tell her grandfather that she’s been dating a girl for some time now, Waymond wants to get a divorce, and Evelyn doesn’t know how to do their taxes correctly. That’s all about to change as Alpha Waymond is going to arrive here to recruit Prime Evelyn to save the multiverse from Jobu Tupaki’s mysterious creation. You will be starting in this Universe.

Before we get truly started, we should probably get on the same page of how the Multiverse works, especially in relation to you as a Jumper.

<u>And here’s 1000 CP of course.</u>

Multiversal Layers

The EEAAO Multiverse is made up of many (some say infinite) worlds, existing simultaneously and branching outwards with every possible decision and variation of events. Verse Jumping allows you to reach out to another version of you in another Universe. A "version of you" can be hard to distinguish though, considering how different these worlds can be. For each Universe, a "version of you" is whatever is closest to being you in that world. Sentient beings have to have at least two of the following criteria to count as you: your name (although alternate spellings/pronunciations would still count as the same), your body (must have the same original DNA, so an identical twin or clone would count), your general lifepath (so if there is an elf version of you on elf Earth with the same generally the same life as you but they are an elf then they would count), or your parents (alternate versions of your parents requiring two of the previous three criteria matching to count as themselves). If a Universe has multiple sentient beings who count as you, you access the one closest to being like you. If a Universe has no sentient beings who count as you, either because all versions of you died in that world or because there simply haven't been any, then you cannot access it (without a Perk later at least).

Remember that all Universes are synced up so no ability to Verse Jump to past or future versions of you. Time travel has special rules which you can read about in the Notes section. Absolutely *nothing* can travel from Universe to Universe except for your consciousness (via Verse Jumping *only*, not other abilities that could do that from other Jumps) and one Item specified as such in the Items section of this Jump. I want to stress that there is *no* ability, item, or technology which allows you to access EEAAO alternate Universes in *any way* except for the ones purchasable here. There is a toggle for this in the

Drawbacks section. Also, if you are in a Jump with its own Multiverse (like most comic book Jumps), the entire Multiverse counts as one EEAAO Universe from which normal branching rules apply. Let me be clear that this *does not affect* other multiversal abilities you have. If you have powers which let you travel or connect across universes, you can still use that to travel universes in, for example, the Marvel multiverse. You just can't use it across the new 'Universes' created by this Jump's metaphysics. This is once again on a toggle in the Drawbacks section. See Notes if any of this confuses you.

As Jumper it would be unfair if you could access Universes where you picked different Jumpchain options, so your access to alternate Universes will be a little limited. You will have access to alternate versions of your present self as long as those selves chose the same options in Jumps prior. This means the same Perks, Items, Companions (and what the Companions picked), Scenarios etc. During each Jump, things can be varied as long as it wouldn't change you far enough that you'd make different choices for each Jump's purchases. This means you'll get more and more variation as you near the end of a Jump, at which point you'll make your purchases and choices for the next Jump and lose access to versions of you who did differently.

Finally, for balance purposes, we'll be splitting the Multiverse into Layers based on how different they are from the baseline (your) Universe and how they can branch away. You must choose one now and this will be the limit to how much of the Multiverse you can access in this Jump, and how much of the Multiverse exists in future Jumps.

Layer 1 [Free]

This layer is filled with Universes closest to your own. They are separated by your own life choices. This Layer contains all your alternate lifepaths, including different careers, relationships, and homes. These Universes only diverge at *your* choices though, not the choices of others. "Choices" for any Layer aren't just anything you could do at any moment. They are a branch between several things that you are *most likely* to do at any given moment. No one will ever do anything 'out of character' due to a branching choice. With only this Layer, you will not have access to versions of you who aren't Jumpers (i.e. versions of you who are born in alternate Universe versions of the Setting rather than who arrived in the Jump via Jumpchain). Universes which have you as a Jumper in them are grouped into what is called the Local Divergent Multiverse. The LDM versions of you are the only ones who have their Perks and suffer from Drawbacks.

Layer 2 [300]

This Layer's Universes diverge in *other* people's choices. This means that these Universes will include not only alternate lifepaths of yours but also alternate lifepaths of others, or even entirely alternate histories. You can hopefully see how exponentially larger each Multiversal Layer is from the last at this point. Note that Jumper versions of you (in the LDM) will only arrive in the default Universe that has not had any changes/branches before the starting date (barring any time travel shenanigans). That means none of your Jumper selves will arrive in Nazi Universe or anything like that. This rule applies to the LDM in future Layers as well.

Layer 3 [500]

This now allows you to Verse Jump to what is officially off the map of other Verse Jumpers like those of the Alpha Universe. The Universes in this Layer diverge due to non-sentient beings' choices. That means the choices of animals will branch out into different Universes. This gives you access to

worlds that have different evolutionary paths as a result of these differences. This can lead to Universes where humans have different traits such as hotdog fingers or being able to receive body controlling signals from their hair… and probably some more useful traits too, like being able to kung fu so hard with their pinky that they can fling men several meters into the air. This also grants access to worlds where animals might have gotten different traits and could have even grown sentient themselves.

Layer 4 [700]

We've now gotten past the Layers which rely on the choices of living beings to branch. Perhaps it's due to quantum mechanics or perhaps this is simply the nature of worlds, but now you can access Universes who differ in their Big Bangs. This means the amount and arrangement of energy and matter in each Universe can differ. This is the first Layer with a literally infinite amount of Universes in it. Any physically possible Universe is contained within this Layer, although most of these are lifeless so Verse Jumping there would be impossible and useless.

Layer 5 [750]

The furthest layer demonstrated in the movie (and only ever briefly) were Universes which exist with different "art styles". This includes the Universe which is a children's drawing and the briefly shown animated Universe. This only mildly changes the metaphysics of each reality, enough to suit the style (such as Jobu and Evelyn being able to survive as stick figures). Not necessarily a useful Layer, but certainly a fun one. And it's about the limits of the EEAAO multiverse… unless…

Layer 6 [1000, Requires you to have taken at least five Jumps before this one which don't take place on a completely mundane Earth]

Your nature as a Jumper seems to have brought a bit of Jumpchain's cosmology down into this Jump. I wouldn't suggest going down this route, you may unleash possibilities you can't realistically deal with. Anyways, this Layer consists of worlds with different physical and metaphysical laws. These laws can only differ within the constraints of the metaphysics of your previous Jumps. This means if you've been to a Star Wars Jump and an X-Men Jump in the past, there will be mundane Universes (which are contained in the previous Layers), Universes with the Force, Universes where X-Men powers are physically possible, Universes with both, and every possibility in between. This will, as a consequence, include copies of every Jump you've been to, albeit without your own Out of Context appearances and actions as Jumper with all your fiat-backed powers. This will also update with future Jumps of course. And remember to keep in mind that the Local Divergent versions of you will not start out in any of these Universes.

Items

You get a pool of five discounts to apply to any Items and Perks you purchase. Discounts are shared between Items and Perks so if you discount three Items you can only discount two Perks. 50 and 100 CP Items/Perks are discounted to Free.

Googly Eyes [50]

This is a bag of endless googly eyes. Pulling them out of the bag (you have to pull it out, you can't pour it) will reveal googly eyes of the exact design and size you need. They are high quality, stick to anything harmlessly without adhesive, and are generally quite silly. Lighthearted folk will find them endearing while your enemies will find them so stupid that it may catch them off guard.

Verse Jumping Accessory [50]

You have a pair of earbuds which has the technology which allows you to Verse Jump to another version of yourself in the Multiverse. This can be any mundane head-mounted accessory of your choice as long as it has a button. Alternatively you can import any suitable head-mounted accessory to gain these capabilities:

While wearing the accessory, if you perform a very statistically improbable action (or in simpler terms, 'something weird') and then hold the thought of a target Universe in your mind, you can press the button to Verse Jump. This weird action is known as your "Jumping Pad" and depending on the Jumping Pad used, your consciousness should link up with the version of you in your target Universe. Now, without the proper technology (which can be bought below) you'll be Jumping Blind which means you won't know which Jumping Pad you should be using to guarantee you get the right Universe.

This usually means you'll end up with something close to what you wanted but there's also a pretty significant chance (especially if you forget to actually think about the kind of Universe you want before pressing the button) that you'll slingshot into some random world, like a recently diverged nearby Universe or a weird fringe Universe (like one with hot dog fingers). Usually you'd be able to stop a Verse Jump at will but failed Verse Jumps (Jumps where you don't arrive in the Universe you wanted) will keep you in them for at least a minute. Anyways, on to what successfully Verse Jumping actually does.

Verse Jumping links the consciousness of an alternate version of you with yours. The first thing that'll happen when you establish a connection is that you'll get an instantaneous synopsis of how their lifepath differed from yours. It won't go too in depth of course but you'll get the gist. Secondly, you'll probably notice how odd it is controlling two bodies at once. While the technology inherent to Verse Jumping will help your mind adapt to this for the most part, you won't be at quite two times mental capacity. More like one and a half times. This means you'll have an easier time if you focus on one body at a time. You can allow one of your bodies to go into autopilot if you want. For your original body, this mostly just means zoning out (meaning you can still complete tasks that you could while zoning out) but for the target you are Verse Jumping into this basically means you won't affect them and they'll be able to continue without your influence. They wouldn't even notice you're there. Of course, sometimes strong emotions can slip through to either side, including pain or shock. Basically, try not to make your alt get gut punched on your behalf (literally or otherwise).

Now on to the practical uses. While connected to another you this way, you can pull harmlessly and instantly from their skills, memories, and personality traits. This is the Alphaverse's main use for Verse Jumping and you can't deny that it's effective, becoming an instant expert in any field or perhaps just an action movie hero. The expanded mental capacity, assuming you are only

focusing on one body at a time, also helps make you better at whatever you end up doing. This isn't the only use of Verse Jumping of course. It's also the only way one can affect other Universes. Verse Jumping into alternate versions of yourself gives you access to their Universe through them. While connected with them, you can control their body. While you are properly controlling them, their mind is harmlessly suppressed and they have no memory of the events once you're done. Final note, while you're in control of an alternate version of yourself, if you equip them with Verse Jumping tech themselves, you *can* Verse Jump a second time from their body, controlling three versions of you (including yourself) at the same time. After three though, your mind will start to suffer negative effects (plus it will be difficult to utilize in any helpful way).

In general, using this ability more than ten times in an hour will start to leave behind negative side effects. Your mind will sometimes briefly slip from your body, leaving your attention in one of the other Universes you recently inhabited. It'll also give you nausea and migraines (even if your biology shouldn't normally allow those sorts of things). These effects are hastened by nesting Verse Jumps and by Blind Jumping. Pushing yourself in this way will not grant you the powers of Jobu Tupaki or Prime Evelyn (see the **Everything** Scenario if you want that), it will instead just slowly break your mind until you die (triggering appropriate 1-Ups if it gets that far of course).

Lifepath Scanner [50]

This device defaults to being placed inside the **Verse Jumping Accessory** if you have that, if not it takes the shape of two nondescript earbuds. Placing this device on someone's head will have it (within about ~10 seconds, give or take a few depending on lifespan) scan the entire ups and downs of their life, giving what could generally be described as a brief summary to a device with the paired application installed. It will also display pivotal moments as nodes. This can be helpful for a lot of reasons like interrogation or in combination with other technology in this section.

Map of the Multiverse [50/100]

This is an important tool in responsibly Verse Jumping. A map of the Multiverse, albeit simplified significantly so that it's actually usable. This comes as a small tablet with only this function, but you can plug in the tablet to download it as an app to almost any device. The map can filter down by a number of criteria including by Layer (up to the amount that you have access to of course). The filters can be way more specific if given more information through **Lifepath Scanner** if you have that. You can tag certain Universes with names and to keep track of them and their variations as it branches out in the future. You can't really access much info on them from the map alone (at least without the **Lifepath Scanner** which would show in very simple terms what choice caused each branch) but it will show a history of what Universes you've Verse Jumped to. If you pay 100 CP for this instead of 50 CP, then it will be upgraded with the routing ability. The map can now calculate what Jumping Pads would take you to (generally) what Universe based on simple criteria like "a Universe where I am good at Kung Fu", "a Universe where I didn't do X", or "a Universe where I'm friends with a celebrity". There will be roughly ten possibilities with greater than 99% chance of success, with other Jumping Pads after that being less and less likely to work. While no Jumping Pad will ever be impossible, some may be practically impossible (like falling asleep in the middle of a task) or something you really wouldn't want to do. Because you are buying this with CP, there will always be at least a few that are reasonable.

Alpha Tech License [300]

There are a number of incredible technologies available to purchase in this Jump. Unfortunately for you, you aren't actually allowed to reproduce or modify this technology even if you normally have the Perks or skills to do so. That privilege is granted only upon purchase of this Item. Along with permission to replicate and modify any of Alphaverse technology you've purchased with CP in this Jump, you get a manual with detailed blueprints of those Items. The blueprints are very intuitive so even someone without a

scientific background could get the gist, although you'd need technical skill to do anything more than very basic repairs with that knowledge.

Mecha Wheelchair [400]

There are mobility aids and then there are mobility weapons of mass destruction. This is closer to the latter; a wheelchair with insane technological capabilities. Not only could it survive anything short of being crushed by a tank, but it can also move at almost 120 mph. It'll protect you while moving at such speeds with an invisible force shield. This allows you to ram people this way too. It can also transform into a suit of power armor which gives you enhanced strength and durability. On top of all that, it is highly modular and receptive to upgrades. Does not require **Alpha Tech License** to be reverse engineered or modified.

The Everything Bagel [600, Discounted if taken with the Everything Scenario Part 2 or 3]

You wanna know what happens when you *really* put *everything* on a bagel? Well for one it tastes bad. But more importantly it becomes this: a large, black, rapidly-rotating, 2m tall, floating bagel of doom with several odd properties.

One, looking directly at it will flood your mind and soul with the normally unfathomable full understanding of the futility of any individual life, moment, choice, or event in the grand scheme of the infinitely large, exponentially expanding Multiverse. Even godlike beings are likely to become psychopaths or, more likely, suicidal nihilists from more than a moment of exposure. You can choose to be immune to this effect (if you aren't already).

Two, the Bagel is able to completely destroy anything which passes its event horizon (mostly the hole in the center, although touching any other part of it is not recommended either). The Bagel is capable of destroying literally any

material/energy which enters it and is even able to properly kill entities like - Jobu Tupaki. As a result of its automatic destruction, it will destroy the air around it continuously, sucking things in like a vacuum as a result.

And finally, its fourth effect is an odd one. If you use both of your hands and the hands of another person to make a gap between both of your fingers, you'll be able to view the Bagel in another Universe. This can be useful if you want to break someone's mind with the Bagel's first effect. From that point though, you could also summon the Bagel from the other Universe into the one you're in at the spot that corresponds with the perspective created by your fun finger trick. This is the *only* thing that can *ever* physically travel between the Universes.

Those with some level of cosmic awareness will be able to sense the Bagel even if it's not in their Universe as some sort of odd nihilistic emptiness (they can choose to ignore this if they want so no need to worry about it ethically). You cannot copy the Bagel's properties, attach anything to the Bagel to follow it to another Universe, import the Bagel into other Items (or vice versa), or otherwise fuse the Bagel with anything. This is because the Bagel is already Everything (or something). There can also only exist one Bagel in any given Universe at any given time. You get this one in a vacuum sealed box in your Warehouse (so that your Companions don't accidentally look at it).

Perks

As previously stated, discounts are shared between this section and the previous section.

For Simplicity's Sake [Free/50]

You ever think about how these settings with branching timeline multiverses make any sense when they cross over a lot. For example, Alpha Waymond Verse Jumps into Prime Waymond to help out Evelyn in her universe in the quest to defeat Jobu. But like, what happens if Alpha Waymond makes a decision while helping Evelyn? Would that branch into two new universes and therefore two versions of Evelyn who go through their journey to become like Jobu? Would that also branch the Alphaverse in two? And thinking of it, wouldn't there be branches every second anyways from all the billions of people on the planet making millions and millions of decisions all the time? Truly an annoying eventuality when dealing with this type of multiverse. That's why I'm giving this to you for Free. Whenever you or someone in your Universe is using Verse Jumping technology, that Universe is temporarily unable to branch. This includes both the Verse Jumper's Universe and the one being Verse Jumped to. So if Alpha Waymond Verse Jumps into your Universe, both yours and the Alphaverse will be stable while the connection holds and for a few seconds afterwards. This massively reduces headache and is basically the way this all pretends to work anyways. The only time a Universe currently being stabilized by this Perk can branch is if one of the people who are Verse Jumping decides to make a branch on purpose. You get this for Free but for 50 CP it'll even optionally work on any other settings with multiverses like this one (i.e. stabilizing timelines so they don't branch while there is crossover between them).

Improved Autopilot [100]

When you unfocus on the body you are Verse Jumping to, the version of you in that world will simply resume control of their body. However when you unfocus on your own body, it'll just kinda zone out on autopilot like when you daydream really hard while doing a task. With this Perk, your autopilot will be improved, able to do simple tasks (like driving to a location you've been before, cooking, getting dressed, cleaning, etc) but nothing that requires you to properly process information like taking a test or communicating in anything more than small talk. You also still won't be paying attention so don't expect to retain any info of what you were doing at the time.

Laundry and Taxes [100]

There are two things that are certain in life: laundry and taxes. Something like that anyways. There will always be mundane brain-numbing tasks that must be repeated again and again in a loop. Or perhaps in a bagel. No, that's stupid. But even still, there is also a peace in these tasks which this Perk will help you appreciate. Not only will you find these tasks less annoying, but also you'll be better at doing them faster, leaving more time for important stuff like family and eating bagels with cream cheese or something. Finally, it will also double in effectiveness when you are with loved ones.

Just Be A Rock [100]

Normally one criteria that a "version of you" has to have no matter what is that they must be a living sentient being. This is no longer a strict requirement. Universes which do not have a sentient version of you (and never has before) will now allow you to Verse Jump to them as a non-sentient object that is closest to you. Whether it be someone's pet pebble named after you, a piñata that resembles you, or perhaps just some featureless indistinct rock in a barren lifeless Universe. Your senses will be connected loosely to the object (you'll be able to see, hear, feel, and smell) but you won't feel pain and you won't be able to interact with others either. Although people around you may be able to detect your consciousness in the object if they have the

ability to sense consciousness in things and bother to check. Not much point to this in my opinion, but perhaps you can think of something that I can't? Or perhaps you'd just find it meditative? It is nice to just be a rock sometimes.

At the Tip of Your Fingers [100, Requires Alpha Tech License]

You can now turn head-mounted accessories into **Verse Jumping Accessory**, and install the **Lifepath Scanner** and **Map of the Multiverse** as applications to any tablet, smartphone, or other suitable device with touch. You can only do each of those three features if you have purchased its respective Item. This works while you are Verse Jumping which is very helpful if you want to Verse Jump from wherever you Verse Jumped to (like how all of the Alpha agents and the servants of Jobu did when Verse Jumping into the Prime Universe and then Verse Jumping again from there). You can make this transformation/installation temporary or permanent.

Do Something Weird [100/200]

Verse Jumping tech can create some uncomfortable situations considering how it has to be activated with the Jumping Pads and stuff. While this is funny to laugh at in the movie, it'd be less than great to perform yourself. You can now steel your will and push through the pain, discomfort, and/or pure *cringe* required to perform your Jumping Pads if you want to. For 200 CP instead, you get that and the following effect: all the physical problems from doing the weird things you have to do are undone a few seconds after you use them as Jumping Pads. The decorative frog you swallowed returns to where you found it, the papercuts between your fingers heal up, and your recently pissed pants are cleaned up as if nothing happened.

Layer 0 [200]

This Perk gives you access to a further Multiversal Layer, although this one is not really like the others. You will now have access to alternate Universes of your original, pre-Jumpchain life. In these alternate Universes, you were not chosen to go on a Jumpchain (among other changes from other Multiversal

Layers in combination with this). These Universes will be synced as though the start of this Jump coincided with the moment you would have started your Jumpchain for the purpose of Verse Jumping and such. Considering you are likely to outlive even the most long-lasting versions of your original selves, once they all die, you can Fake Verse Jump to any of them. This will not function like normal Verse Jumping, as you won't connect to them directly, since they died, only gaining access to their memories and skills. Keep in mind that none of these Universes are *actually* your original. They are just copies.

Intra-Verse Jumping [200]

Sure, you can Verse Jump to a version of yourself from another EEAAO Universe, but what about any multiverses in the settings you visit? I mean, if for some reason there is a universe in the Marvel multiverse with you in it, you may want to Verse Jump to them. This isn't really possible by default except by Verse Jumping to an EEAAO Universe where they are the only version of you alive, but that doesn't really affect the one you actually know. This Perk enables this for you. You can use Verse Jumping across other types of multiverses, following the same rules as normal including the rules for what counts as a version of you.

Responsible Body Borrowing [200/300]

You know the golden rule right? Treat yourself how you'd want to be treated? Something like that anyways. Usually, you leave your alternate selves bewildered and confused after you stop taking direct control of them since they lack the memories of what happened during this time. However now, you can leave your other selves with their memories of the experience along with the mental equivalent of a note explaining what just happened and why. You can of course toggle this off too in case you *want* to confuse your other selves. For 300 CP instead, you have more control over the whole thing. You can communicate mentally with your other self, leave them with only certain memories, and even leave them conscious as you control their body.

Slapstick [300]

You know I don't think you can normally fight someone by using a dog on a leash as a flail or while having a buttplug trophy up your ass (lubeless). But now you can. You are now capable of doing the normally impossible things in this movie as long as someone besides you finds it funny. If you have 4th wall-related abilities then the "audience" can count for fulfilling this. The slapstick powers granted by this Perk cannot make you too much stronger overall and you can't use it like toon force to summon objects or do The Mask-like shapeshifting. Basically you can't do anything that looks straight up unnatural.

Easy Jumping Pads [300, Incompatible with Do Something Weird]

Okay, you *could* make it easier to perform these wacky Jumping Pads but… let's be honest, these things are just too stupid and bothersome to do constantly, especially if you are in a more serious situation. Really cuts the tension when you have to shovel snow into your pants during a final mountain battle, no matter how easy it would be for you to ignore the discomfort via Perks. This makes all Jumping Pads much easier. Things like blinking a lot, saying the first couple letters of the alphabet, burping, or doing a spin and pose. Much less of a mood destroyer to blow a raspberry against the final boss rather than having to put your pants on inside out.

Body-Builder [200/400]

Sure, it's all well and good to gain the skills of a pro-wrestler version of yourself from another lifepath, but that's not gonna do you any good if this Universe's version of you is as weak as a child. Now, your body will be able to very slightly morph to match the body of another version of you who you are currently Verse Jumping in to. This doesn't stack by Verse Jumping multiple times. For 200 CP, this can only change you within relatively minor bounds, such enhanced lung capacity, eyesight, slightly altered proportions, etc. Your physical capabilities can only be up to 20% better than normal. For 400 CP, your physical capabilities are instead the average between yours and

theirs, changing the cap from 20% better than normal to 10x normal. You can also use (significantly) reduced versions of supernatural abilities that your alternate selves have (such as an alternate version of yourself being able to fly which would allow you to jump high or glide). You can't gain new body parts this way but your proportions can change almost completely.

A Better World [400/200 Each]

Accessing other worlds for skills and memories is great and all but sometimes your circumstances are the real problem. All those lucky and/or way more skilled versions of yourself with better circumstances are like… right over there. Don't you wish you could just kinda, abandon ship into the next Universe over? Well for 400 CP, now you can! Once per Jump/10 years, upon death, your consciousness will automatically jump to the nearest Universe where you aren't about to die. "Nearest" in this context meaning that it branched from yours the latest and had the least changes from yours of the available options. You cannot enter a Universe which is outside of your Local Divergent Multiverse this way (i.e. it can't have branched from yours before the start of the Jump you're in). You, as the primary Universe's Jumper, are the only version of you that can benefit from this, so you won't have to worry about any dead alternate versions of you jumping into *your* brain. Unless of course, you end up being the alternate and don't notice until the primary Jumper fuses with you, but in that case, congratulations! You are now the primary Jumper anyways. Can be purchased additional times for 200 CP each, granting multiple uses per Jump/10 years, discounts can be spent on each subsequent purchase.

Jumping Blind [500]

Routing this, Jumping Pad that, what a nuisance! Who needs all that when you can just do something wacky, think of something useful, and send it! Blind Jumping like this is usually a stupid or even suicidal idea when it comes to Verse Jumping, as not only are you more prone to breaking your mind this way, but you are also less likely to get a Universe that's even close

to what you were aiming for. These problems are both mitigated for you though. Blind Jumping is no longer any more taxing on your mind than Verse Jumping (although remember that even normal Verse Jumping can damage you if used irresponsibly). Additionally, you are much more likely to hit a Universe that has the qualities you are looking for than you reasonably should. It's much more likely to have unexpected elements and differences compared to Verse Jumping with a calculated route. Of course, you can still fail entirely to get to a useful Universe even *with* this Perk, but the wackier and more unexpected the Jumping Pad you use, the better the chances of success. **Easy Jumping Pads** will make less wacky Jumping Pads more successful.

Even This Can Be Kung Fu [500]

The Kung Fu in this movie is just slightly into the silly supernatural levels. If you don't want to have to Verse Jump to gain access to it (or you just want to access this Kung Fu in future Jumps), you can take this Perk, granting you a bit of superhuman strength and speed, along with impressive Kung Fu techniques. As a final benefit, choose a random body part or type of item. If it's a body part, then Kung Fu with that body part will have up to double effectiveness. However, the easier the body part to use, the less extra effectiveness it gets (fist or foot would provide almost no boost, pinky or shoulder would provide about half boost, and butt or wrist would provide the full boost). Similarly, if you choose an item instead then you will gain up to a 10x boost depending on how suitable that item would be as a weapon (a cookie would be near full 10x boost, a table would be about 5x boost, while a sword would be less than a 1.5x boost).

This Is How I Fight [600]

Some may think it naive to go into the world with trust. To lead yourself with positivity and face confrontation with the goal of reconciliation. Fantasies like that are to be kept to children's shows. But it's not naive. It's just more difficult. This Perk will help you on this path. You can target anyone you

know with this Perk, although it works much better with physical contact. Using this Perk on someone allows you to glimpse through the Multiverse in a minor way. Specifically, it allows you to gain an empathy and understanding of them in this Universe by seeing how they are similar in several other Universes (you'll know by instinct which parts of your glimpses actually apply to your target). Again, these are only glimpses and feelings, but they are enough to understand the inner beauty and struggles of others. Using that gateway into their hearts, you'll be able to appeal to their humanity to stop them from fighting you (if not make them flip sides all together). This isn't super viable on many people in a short time period unless you are powerful enough to hold some off while you pacify others (such as Prime Evelyn was) but you can use this quite effectively on single targets assuming they have any humanity to appeal to. This Perk also only shows you the heart of the target, it's up to you to actually appeal to them.

Companions

Companions do not purchase Multiversal Layer access and are instead automatically set to whatever Multiversal Layer you purchased, albeit centered on themselves (so their Layer 1 wouldn't overlap with yours since it's based on their choices rather than yours).

Import [50 each/200]

For 50 CP each, import a Companion with 600 CP to spend on Perks and Items. You can instead pay 200 CP to import all of your Companions.

Create [100 each]

For 100 CP each, create a Companion with 600 CP to spend on Perks and Items. You can decide whatever backstory you'd like (within reason) for them and which Universes they exist in (although they'd obviously live different lives depending on the Universe). They are guaranteed to run into you at some point but you'll still have to convince them to come with you.

Export [Free]

It is Free to take up to eight people from this world with you as long as you are able to convince them. You cannot take people who are omniversal (like Jobu or Prime Evelyn) with you.

Drawbacks

Unlike most Jumps, some Drawbacks in this Jump do not get revoked when the Jump ends (these Drawbacks will be specified). They are permanent limits to your abilities, but from them you shall gain strength. No Drawback limit.

Skip The Boring Stuff [+0]

You are allowed to leave before your 10 years are up if the plot has concluded and at least a month has passed from that point. Really…? Isn't part of the point of the movie that you should enjoy the little things in life? Take things slow? Ah well, I suppose you *do* have better things to do, so there's no real shame in it.

Unlimited [+0]

I would not recommend this… but if you'd really like: the Multiverse is no longer so strictly separated. Your Perks which would connect your other selves (or even get rid of them) will function and people who can travel across dimensions/timelines/universes can travel throughout this new Multiverse. This has some downsides. One, you aren't the only version of you who is a Jumper (by a lot if you choose Multiverse Layer 2 or more) even with **For Simplicity's Sake**, so most plans you think of (whether it be some exploit or just to try and help out alternate versions of you) will be replicated thousands of millions of times over by mildly-different or even not-at-all-different alternate Universe copies of you. Arguably of similar importance is other people who can access the Multiverse and their even larger amount of alternates. If you are in a Jump with a Multiversal threat, I hope that you are prepared for billions of variants of them as well.

Despite all that, there are obvious benefits. You can replicate the effects of the **Everywhere** Scenario Reward using Perks that let you be all of yourselves (albeit without the reality warping that you'd get by doing it through the Scenario) which will by consequence be togglable (assuming that you can toggle the outside Perk you are using). Although since there are alternate versions of you, there will likely be at least one who has the Perk toggled on while you have it off so that nothing ends up really changing but still, it'd work for certain types of 'you are every version of you' Perks. You still cannot access **Layer 0** with this. **Alphaverse Start** and **Thetaverse Start** give no CP if you have a way of moving across Universes. **Hard Jumping Pads** gives no CP if you have a way of connecting to your alternate selves besides stuff obtained from this Jump (such as Perks which would replicate **Everywhere**). And finally, **Raccoon Jumper** gives no CP if you have a Perk which replicates **You're Not Most People** and/or **Everywhere**. This Drawback does not get revoked of course.

The Infinite Does Not Revolve Around You [+0/+100]

By default, the Multiverse in future Jumps only contains Universes that you have (or have had) access to. They also contain Universes which your Companions (and anyone else you give Verse Jumping tech to) have access to. Using this toggle means that every possible Universe (i.e. up to Layer 5) in the Multiverse fully exists. This won't really affect you aside from knowing that you are even less of a drop of infinity in this world. Unless you have **Alpha Tech License** and choose to take this Drawback for +100 CP instead, in which case, other people in future Jumps can figure out Verse Jumping independently of you. In some Jumps this may not present too much of a problem. After all, you only bring the necessary metaphysics in at the start of each Jump and only one Universe in the EEAAO Multiverse figured out Verse Jumping out of all the trillions and trillions so clearly it's very difficult tech to invent. But in sci-fi heavy Jumps, you should expect some rogue Verse Jumpers after a couple years, if that. Any chaos you can imagine

will be on the way so stay on your toes. This Drawback is not revoked at the end of the Jump (obviously).

Barely Counts At That Point Really [+200]

Picky about what counts as you eh? Well now, sentient beings in alternate Universes no longer count as you unless they fulfill *three* of the criteria required to count as a version of you. As a reminder that's three of: your name, your body, your general lifepath, or your parents. This will generally limit a lot of your options when it comes to Verse Jumping. This Drawback is not revoked at the end of the Jump. Can be taken by Companions.

Hard Jumping Pads [+300, Incompatible with Easy Jumping Pads]

These Jumping Pads are supposed to be statistically improbable actions, and this Drawback makes sure they are *reeeally* improbable. Even when routing the best Jumping Pads with the **Map of the Multiverse**, you'll find that most of them are truly painful, repulsive, or just straight up difficult to do. Whether it's to take a punch to the balls, lick the toilet bowl, or name the first eight prime numbered elements on the periodic table, it will be a struggle to do more than a few Verse Jumps at a time. They will also be tailored to you so you won't get a chemistry related Jumping Pad if you are a chemist but you could get a spider-related Jumping Pad if you are an arachnophobe. This Drawback still won't make Jumping Pads impossible, but it will be several times more difficult. This Drawback is not revoked at the end of the Jump. Can be taken by Companions.

Alphaverse Start [+300]

Instead of beginning in the Prime Universe, you will start out in the Alpha Universe. This world has long since been ravaged by the war against Tupaki. Cities have fallen, billions dead, and the survivors don't even have any dairy products left because Jobu killed all the cows. If you couldn't tell, this is bad. If you are smart, you can probably find some of the resistance (or what's left of it). Alpha Waymond and his group are operating out of a small van nearby

to where you start (although you won't know where that is and they are hiding). Alpha Evelyn's father, with his **Mecha Wheelchair**, is with the main sect of the resistance in a hidden place a couple miles from where you start, with a lot of them having alternates in the Prime Universe near the IRS building. The original Jobu Tupaki is also somewhere nearby, on their way to kill Waymond's crew within a couple hours assuming all goes as it normally does. She is likely to run into you on the way so be careful. Gives +100 CP to Companions if you take it.

I Would Not Fucking Do That [+300]

Do you dislike that all these branch realities have you deciding things that you wouldn't normally? I mean it's controlled to be within the bounds of what you could do, but even then, maybe you want to make sure you only do what you most want to do. Or maybe you just want CP. Either way, taking this Drawback means that Universes will never branch by having you make a different decision. Among the obvious consequences of somewhat limiting your Verse Jumping options, it also means Multiverse Layer 1 is completely useless as it only contains the Universe you (the primary Jumper) are in. This Drawback is not revoked at the end of the Jump. Can be taken by Companions.

Be Kind [+300/+400]

Even- no, *especially* when things are confusing and you are scared, please be kind. In fact, how about this: during this Jump, you cannot defeat any enemies by killing them, knocking them out, or otherwise incapacitating them. You can only ever defeat enemies with kindness. I know Prime Evelyn made it look easy but she *was* a god at the time so maybe don't assume you'll have a similarly easy time. Then again you *are* a Jumper. I'm sure you'll find a way. This is worth an extra +100 CP with **Powerless**.

Raccoon Jumper [+400/+200]

No this does not turn you into a Raccoon. Instead, there is now a version of you somewhere in the Multiverse which is more competent than you (or, if you are so superhumanly competent that this doesn't make sense, a version of you who is competent and *thinks* they are more competent than you) which will occasionally Verse Jump into you. They will do this either to access some of your skills or just as a means of interacting with your Universe, much like Alpha Waymond did. This version of you is generally on the same side as you but doesn't really care too much about you specifically, For example, remember how Alpha Waymond sacrificed Thetaverse Waymond in the janitor's closet because he was just using him as a "burner Universe for communication"? It's like that. You obviously will not be able to stop them from Verse Jumping into you even if you would normally have some form of immunity to such things but you also can't Verse Jump into them as revenge. Trying will always leave you in a nearby divergent universe from them. Don't worry, they (probably) won't screw you over as bad as Thetaverse Waymond, and they do generally help (especially if you aren't as powerful a Jumper), but they may end up with a tendency towards letting you deal with the consequences of their actions if things go south. Can be taken by Companions. This Drawback is worth half as much with the **Everything** Scenario as it will no longer apply after you succeed at least Part 1.

Threat Level Alpha [+400, Incompatible with Alphaverse Start]

Your entering into this Multiverse has caused a detectable pulse throughout the cosmos which has been detected. Not by her mind you, but by the Alpha Universe's agents. They will see you as a major threat to the fabric of the Multiverse on the same threat level as Jobu Tupaki. They will attempt to kill you as quickly as possible, and they have surprising amounts of numbers. Anyone could be one of them. Grants +100 CP to Companions if you take this Drawback. You cannot **Skip The Boring Stuff** if they are still a threat to you.

Powerless [+500]

For +500 CP, you've lost all your out of Jump Powers, Perks, and Items, being reduced to your BodyMod plus whatever you purchased in this Jump. Automatically applies to Companions and grants them +300 CP.

Living Your Worst You [+200/+400, Requires Powerless]

For +200 CP, you are also back in your original life (albeit in the Prime Universe). This is an incredibly rare exception to the standard Jumpchain rule against Settings taking place on Earth containing any version of you or people you personally knew. You are back in your life the day that you would have left for Jumpchain, with versions of everyone you once knew. Your age is reset to that time as well, with any other changes between what you used to look like and your current BodyMod being seen as unremarkable unless you point it out (or do something supernatural). Your Companions will start in the same Universe as you but far enough away that they will have to travel to find you.

For +400 CP instead, you are not quiiiite in your original life. You are on an alternate lifepath where you didn't take advantage of any opportunities available to you. Every risk you ever took was a failure even if it was originally meant to be a success. You have been shunted into a life where the only thing you haven't truly failed at is surviving from day to day, although you are still guaranteed to have a place to stay (you won't be living off the streets). For at least the first bit of this Jump, the lack of skills present in this version of you will weigh on you, making you less skilled at even the mundane things you would normally be good at. This doesn't make you dumber or anything but don't expect to show off any impressive hobbies or anything. You'll be living your worst you. But maybe that's exactly what the Multiverse needs right now… maybe.

I CAN Walk Through You [+600]

Seems you are no longer able to ignore the threat of Jobu Tupaki, as she is made aware upon your arrival that you must be killed permanently before she can end herself. She doesn't know which Universe you start in but it's only a matter of time before she figures it out, and she can identify if you are the primary Jumper or not on sight. While she is after you, her reality warping powers are limited to that of the **All At Once** Perk (see below) meaning she can't turn you to confetti with a touch unless you are so weak that she could kill you that easily anyways (such as if you couldn't survive a knife fight or mega-kung fu rib-breaker) and that she can't use her powers directly on herself (such as for healing or mutating). She will attempt to kill you before involving Prime Evelyn (Alpha Waymond will also delay his attempt to recruit Prime Evelyn while Jobu is after you) but if you involve Prime Evelyn yourself (probably a good idea) then the general events of the movie can begin to take place. Jobu doesn't start out knowing a lot about you but every alternate version of you is a way for her to poke and prod and understand exactly how you work and what makes you tick. At least you can rest easy knowing she cannot access Layer 6 or **Layer 0** even if you have them purchased (although she can access all other Layers even if they weren't purchased). You cannot **Skip The Boring Stuff** if you have not defeated Tupaki. Companions gain +200 CP if you take this Drawback.

Thetaverse Start [+200, Incompatible with Alphaverse Start, Requires I CAN Walk Through You]

Welcome to the 4,655th Thetaverse, AKA the burner Universe used for communication by Alpha Waymond where Evelyn went into the Janitor's closet as instructed instead of her tax audit. Jobu, along with her Verse Jumping followers from the Bagel Universe have taken over the office building and with frightening speed (within the week) will likely take over the planet. Since this Universe no longer has an Evelyn, Jobu has no reason to hold back in trying to kill you in this throwaway Universe. Jobu will also be able to successfully delay the events of the Prime Universe for as long as

she needs in order to focus entirely on you. This means you'll be unable to rely on the events of the film bailing you out (unless you get really creative with your Verse Jumping) *and* Jobu will have an army of Verse Jump-capable warriors to help track you down.

EEAAO? You Mean AEIOU? [+400, I CAN Walk Through You]

This Drawback removes your memory of the events of the movie (although you'll still know how any Perks/Items you purchased work). Normally, this Drawback wouldn't be a big deal. If you don't know the events of the film, you'll likely just mosey on along on normal Earth, messing around with this cool Verse Jumping stuff and wondering if there was some story you were supposed to be interacting with. That's why it's required that you take the Drawback which sends Jobu after you. You'll soon be under attack by a very dangerous teenager. Let's hope you catch on fast. Automatically applies to Companions and grants them +200 CP.

Scenario

Everything

This Scenario comes in multiple parts. Each Part requires a payment of CP to enable. You must, of course, buy the previous Part to buy the next one.

Part 1 [1000, Requires I CAN Walk Through You]:

Taking this Scenario unblocks an option that should be available to you. The ability to become like Jobu Tupaki. Instead of just killing you, overuse of the Verse Jumping technology will slowly expand your mind (although all of the side effects of overuse like nausea and migraines will still take effect). You aren't able to truly get to the level of Jobu Tupaki with this alone, but you *can* attain the level of the Perk described below. You can complete the Scenario and keep the Reward by successfully killing the Jobu Tupaki in the Primary Jumper Universe. Note that this version of Jobu Tupaki isn't trying to kill you so that she can die, she is trying to kill you because she knows that you're the only real threat to her eventual destruction of the Multiverse. She's much more like what the Alphaverse thinks she is: a psychopathic monster. She still has **The Everything Bagel** though. If you manage to kill her (the Primary version) then Primary Joy will be revived, and all other Joy's throughout reality will be freed from Jobu's influence, becoming normal teens again. Their Universes will even be slightly reality warped to undo some of the damage done by Jobu in those worlds, and all will be forgiven. Even Evelyn will learn a similar life lesson from the whole experience as she did from her experience in the movie (assuming she survived).

Rewards

You gain the Perk, **You're Not Most People**: Verse Jumps like these would have fried most people. Thankfully you are anything but ordinary.You have gained a fragment of the abilities granted to those who headbutt the Multiverse until their minds break. You can now exist in multiple Universes at once, gaining the power to Verse Jump freely to any worlds you can imagine (as long as they exist somewhere in your available Multiversal Layers of course). You can exist in up to three Universes at once at first, although with practice, focus, and effort, you can push it up to a max of ten (or a bit further if you make your alternate selves use Verse Jumping tech of their own to chain selves). While you can freely dismiss from your mind any Universes you no longer wish to be connected to, you will always be in control of the version of you which counts as the primary Jumper. Additionally, if you focus on a decision, you can make both decisions at once, instantly splitting yourself between both universes. If this is done to your primary self then both count as the primary Jumper until you let go of focus on one of them. Maintaining this specific kind of split attention is four times as difficult as maintaining a normal Verse Jump with this power.

Part 2 [400]:

Having to take out Jobu Tupaki may be pretty tough, but it's just a fight. A pure test of power. This Part of the Scenario makes things a bit more personal. Think about the people you care about Jumper. Anyone you've met on this Chain, or even someone from before that. Jobu Tupaki is no longer a version of Joy Wang. Jobu Tupaki is a version of someone you've cared deeply about throughout your life. Whichever person would hurt you the most to see in such a terrible state. This can be a Companion as well, if that would upset you the most. If there is no one who you would be saddened to see as Jobu because you are super evil and lonely or what have you, then it is instead someone you hate. They will be happy in their current state, so whoever it would upset you the most to see happy and powerful will be Jobu instead. They retain all of the abilities they originally had. This Jobu Tupaki wants to raise you up to being like them and then show you the darkness of **The Everything Bagel** (which they will have access to) so that they can have someone come with them in death in the end. You could attempt to save them from ending themselves which would succeed the Scenario but this will be difficult and any Perks which would directly help with this (such as charisma, hope, or friendship boosting Perks) won't work so you'll need to do it yourself. Alternatively, killing them still succeeds the Scenario, although they won't go down without a fight. You'll need to either kill every version of them across the Multiverse (basically impossible) or force a version of them into **The Everything Bagel**, killing them in every reality. They will attempt to kill you first though so that their murder-suicide can be complete, and if they manage to force a version of *you* into **The Everything Bagel** instead, you will be erased in the same way (triggering 1-Ups if reasonable). Neither of you can teleport **The Everything Bagel** on top of the other directly so you'll have to actually best each other in combat to win in this way. If your Jobu is a Companion, killing them will allow them to respawn with no memory or effects from being Jobu, so don't worry about that. If they are not a Companion, then they will be restored to wherever/whenever they came from

as though this never happened. Saving them will allow them to keep their expanded consciousness and memories of these events when returning instead, albeit without the reality warping and limited to your Multiversal Layer. This includes your Companion if they are Jobu, as they will get the Part 1 and 2 Scenario rewards explicitly. Finally, to clarify, enabling this Part of the Scenario allows you to break your mind further than previous, giving you access to the following Perk, and allowing you to keep it if you succeed in the Scenario.

Rewards

You gain the Perk, **Everywhere**: To defeat them, you had to become like them. And, to say the least, it does come with some benefits. You now exist across every version of you throughout the Multiverse. Most of these Universes you only have in your metaphorical peripheral vision, meaning you won't be absorbing any meaningful information from them unless you go looking for it or it tries to grab your attention specifically. You can access the skills, memories, personality traits, and/or technical knowledge of your other selves at any time as if by Verse Jumping. This is all on top of the **You're Not Most People** Perk which works the same, describing how many selves you can directly control at once, albeit with the hypothetical cap increased to 50. This will usually make you the most skilled and knowledgeable being to ever exist in any Multiverse you are in (not counting the true omnipotents of course). There's also your other selves. When you aren't in direct control of them, they act as they would normally. Instead of taking direct control of them (like with Verse Jumping) you can lessen the load of focus you'd need by only controlling some of their body at a time (this will confuse them) or instead temporarily lending them some of your collective skills/personality/memories/knowledge (which will leave them with their memories of the odd experience intact unlike Verse Jumping normally would). It's recommended that you get **Responsible Body Borrowing** to go along with this. Also **For Simplicity's Sake** will only lock any Universes where you are in direct control from branching. You will not be able to

prevent the entire Multiverse from branching despite existing across the whole thing.

This is great and all but… do you even understand what it is you've done? You can't go back to how you were before. Seriously, Perk Toggles don't work on this ability. Only Drawbacks and Gauntlets can remove it. And Jobu wasn't kidding when they told Evelyn how overwhelming the experience was. While your mind will of course be altered to take in all of this information without simply imploding, you'll still be on a very mild sensory overload most of the time. And that's not even mentioning all the versions of you that you wish you didn't have to experience. Universes where you're into incest, Universes where you're being tortured, Universes where you're suicidal, Universes where you're ejaculating into an old woman's mouth with your hot dog fingers, etc etc etc ad infinitum and beyond. Every uncomfortable, disgusting, painful, cringe-inducing, depressing Universe pumped directly into your brainstem with only a couple of Universes where anything makes any fucking sense. At least as a side effect you are made all but immune to mind reading, possession, and stuff like it. Almost no being would be able or willing to sift through your head. Hope you or some Companions have got some Perks to help you out.

Part 3 [300]:

The setup for this Part of the Scenario is identical to Part 2, with some key differences. You forget about this Part of the Scenario once you enter the Jump. Taking this Part of the Scenario removes your immunities to misery, depression, existential crises, etc. You must somehow overcome the insane suffering involved with being in this state, and if Jobu successfully shows you **The Everything Bagel** (very likely), you'll need to overcome the subsequent Multiversal level of nihilistic depression as well. If you manage to not Chain Fail (either from your Jobu or from yourself), you will keep the previous two Scenario Rewards and continue as normal. However, if you manage to gain enough will and resolve to not only resist your suicidal thoughts but even attempt to save Jobu Tupaki from ending themselves, you will begin to unlock the Scenario Reward for this Part. You only get to keep it if you succeed in saving Jobu rather than killing them.

Rewards

You gain the Perk, **All At Once**: Your existence throughout, and transcendence above, the Multiverse's painful reality has granted you reality warping abilities, able to smear the fabric of each Universe in technicolor style. Specifically, by touching an object (not a gas) smaller than you, you can transmute it into any other object of similar size that you are also touching in another Universe at that moment. Considering your unique existence across so many worlds, this is likely to be just about anything. You can instantly transmute an object back to what it originally was with a touch as well, so you don't have to worry about not being able to get things back. Besides the obvious uses, this was also used by Jobu on a number of occasions to change outfits. When using this power on living targets directly, there is no size restriction but you cannot use this power on them unless they are significantly weaker than you (specifically, you have to be able to defeat them as easily with this ability as without it). You can't use this on yourself for anything but aesthetic purposes. Finally, you can also put non-living

targets you are in contact with into a sort of stasis, such as what Prime Evelyn did to the bullets near the end of the story. Releasing this stasis can leave them stationary as normal or unleash their pent up momentum at your discretion. You cannot use this power to create **The Everything Bagel**.

Ending

All things, no matter how vast, eventually come to an end.

Stay Here

Certainly a fair enough Multiverse to inhabit. For staying here, you are granted the ability to physically travel the Multiverse if you'd like and have the technology.

Go Home

Going back to your world of laundry and taxes eh? Well that works just fine. Enjoy your life back home.

Move On

Naturally, you'll continue. Good luck in the next Jump.

Notes

-I hope the rainbow text doesn't get too annoying, I tried to not overuse it. Just seemed appropriate considering the visual FX of the movie.
-By default, you're pretty safe to just wander off and let Evelyn and Jobu do their thing and they'll resolve everything within the first day or so. A little boring of you but fair.
-I use Universe and Multiverse with capital letters to refer to the EEAAO style ones that all these rules apply to in this Jump and in future Jumps. When I say universe or multiverse uncapitalized, I just mean normal universes or multiverses in other Jumps. Sometimes I say worlds to mean Universes as well.
-I'm sorry I made a shit ton of rules that didn't exist in the movie but there is a very limited amount of terminology in the movie and I need to be able to talk about what you can actually do. Plus I needed to account for how Jumpchain works which makes the whole "alternate lifepath" thing harder. And so for balance and clarity, I hope you can bear with me.
-Multiversal Layers is the biggest thing I made up to make this understandable. I could have forced it to work a specific way but all of the possible ways have completely different power levels and possible uses.
-The name criteria to count as a version of you can be *either* a different pronunciation *or* a different spelling. Not both.
-The rules established here assume that it's not particularly improbable (on a Multiversal scale) for someone with your DNA to be born to different parents (such that the body criteria to be a version of you can be fulfilled but not the parent criteria). If your suspension of disbelief has trouble accepting that kind of thing, assume that there is a very small margin of error on the DNA matching (although there should not be any noticeable difference to you as a result of these differences).
-An alternate version of you would still count as you if their body changed after they were born, like by cybernetics or mutation.
-Oh boy, time travel with this. Generally assume that all versions of you are synced up, and so if you go back in time and stay there for two hours, you can still access versions of you from two hours after you left no matter how far back in time you travel. Save-load style time travel works the same way meaning a lot of you are going to be out of sync if you plan to make a lot of use out of that power. In worlds like Homestuck where time is unbelievably relative and often completely incomparable by any known metrics, just do whatever seems

most appropriate at the time. Fanwank responsibly and good luck with the headache.
-When I mean nothing can travel from Universe to Universe, I mean nothing. Even if you have something like a "I am every version of myself" Perk it won't be able to reach across worlds.
-To be clear about entire multiverses in future Jumps counting as one Universe for the rules of this Jump, imagine you are in DC which has an entire 52 universe multiverse with places outside of that and even places outside of space and time. The *entire* Jump counts as *one* Universe from which the rules of the Multiversal Layers apply to branch it out. There is a difference between abilities which would allow you to teleport or portal across universes (which would not work across the Universes which count for rules in this Jump) and Verse Jumping across Universes (which would not work to connect to people across things like the DC Multiverse).
-When it comes to choices which would branch a Universe, there are two real ways for it to happen:
    -Minor variations of movements (such as tapping your foot to a different rhythm, moving your fingers slightly differently, your running pattern, etc) if and only if it actually produces a major enough variation afterwards (for example when rolling a die, every result will probably be a Universe).
    -If you imagine your decisions as a pie chart, where every thing you would want to do is represented as a slice. The size of the slice is proportional to how much you want to do that option compared to the others. The thing you want to do the most is the thing which happens when no branching is involved. When the Universe is allowed to branch, all options which are at least a fourth the size of your most wanted option will create Universes. This means if there are two options before you and you want to do one option 20% as much as the main option, you won't do it. If you're asked to choose a number between one and a hundred, assuming you don't have a least favorite number or a particularly favorite one, it will make 99 alternate universes.
-The Primary Jumper will always be in the world where everyone does what they are most likely to do.
-The "Local Divergent Multiverse" starts at the start of the Jump with no branching having occurred, just the normal Universe of whatever Jump you are in. It begins with you as Jumper (and all variants of yourself from the last Jump who were close enough to you to make the same purchase/choices on Perks and Items and stuff for this Jump) and then contains any Universes that branch from that point. Perks and Drawbacks only apply to yous who are Jumper.

-While Layer 3 is “off the map” of the tech that the Alpha Universe uses, they can still track that Universe and get more info on it. They just won’t have it on their little map graphic by default.
-In Jumps where the universe (or even the multiverse) has a nonstandard beginning, assume the changes between Layer 4 worlds are reasonable changes in this origin (such as worlds created by gods having different gods, or worlds created by future events interfering with the past could be created instead by a different time loop, etc).
-Layer 5 is mostly just for fun which is why it only costs 50 CP more than Layer 4.
-Do remember that you as Jumper still cannot appear in anything but the default Universe (as per Local Divergent Multiverse rules) even when Layer 6 is enabled. So while there are effectively copies of your previous Jumps elsewhere, you won’t be there (except maybe a different version of you that was simply born in that world).
-While the Lifepath Scanner would take ~10-15 seconds to scan the life of most adults, it may take a minute or two to scan someone who has lived centuries. More to scan someone who has lived even longer than that but it caps out at about 10 minutes no matter the age.
-The Lifepath Scanner scans everything that has happened to the target whether or not they remember it. It’s a summary rather than a perfect retelling though remember so unless you use Alpha Tech License to augment it with other more detailed memory-scanning tech, you aren’t going to be able to properly regain lost memories with this.
-Just Be A Rock cannot make you a non-sentient living being like a plant or an animal. Of course, if you have Layer 3 or more, you could become a sentient animal in another world, but you wouldn’t need Just Be A Rock for that.
-Technically you can already sorta access Layer 0 without the Perk in that there will be Universes in the Multiverse that are basically your pre-Jumpchain life already. Mostly, buying it as a Perk gives you access to those worlds without anyone else being able to access them. Also helps with the whole Fake Verse Jumping thing. Plus you can see what your future would have been like.
-You cannot use A Better World to get to Layer 0 obviously.
-You cannot gain half-omnipotence from Body-Builder by Verse Jumping into an omnipotent version of you (assuming there somehow was one). Probably wouldn’t be a good idea anyway, seems like something that would backfire.
-If you use This Is How I Fight on a true evil being or one who otherwise has no humanity to appeal to, it won’t help much, although maybe it will reveal some sort of weaknesses?

-If you take I Would Not Fucking Do That, choose Multiverse Layer 1, and don't give Verse Jumping tech to anyone who doesn't also have I Would Not Fucking Do That, you will not have a Multiverse in future Jumps. It means you can't take The Infinite Does Not Revolve Around You for +100 CP. You can still take Hard Jumping Pads though. Definitely good if you don't want to mess with all that Multiverse stuff (although why are you even here at that point?).
-Even if you are evil or have Perks for it, you cannot convince Everything Part 1 Jobu that you won't be a threat to her destroying the Multiverse.
-You do not have to kill Part 1 Jobu with the Bagel, you just have to kill her in the Primary Universe.
-You're Not Most People can maintain two Primary Universes at once, but you can't have two Primary Jumpers at the moment when the Jump actually ends so you'll be forced to pick one in the final few seconds of a Jump.
-Although you can use You're Not Most People to see the results of two choices at the same time, please do remember that all Universes are real, even if you take your Primary Jumper status to only one of them. The version of you who made the other decision will have to continue living with the consequences.
-While charisma, hope, or friendship boosting Perks won't help against Part 2 Jobu, This Is How I Fight and Perks like it which grant insight or normal non-supernatural skill in helping friends and stuff will still work.
-Part 2 Jobu will have All At Once during the Jump but will not get to keep it afterwards. This applies in Part 3 as well.
-It is assumed that you will have some form of mental protection from depression and misery if you are taking Part 2 of the Everything Scenario. If you do, the whole downside of the Everywhere Perk is basically gotten rid of. This is also why Part 3 of the Scenario basically just turns off any of those that you have and then doesn't increase the difficulty in any other way. That being said, these Perks to counteract the downsides (as proven in the film) are overcomeable anyways. Still very difficult and kind of a terrible curse along with the upsides, but with enough of a source of hope in your world, the will to survive, and a sense of humor, you can make it. Maybe.
-If you are evil and have a Jobu you hate instead of one you care about, you probably cannot succeed Part 3 since you are required to save Jobu without the knowledge that it will grant you power.
-Thanks for reading and have a nice day. <3

Changelog

1.1

- Made it more clear that this Jump does not affect outside Perks or Powers that let you interact with the Multiverse
- Added the Unlimited Drawback toggle which allows for the EEAAO Multiverse to be interacted with in other ways.