

UNIVERSAL DRAWBACKS SUPPLEMENT

(A Jumpchain Supplement)

By SJ-Chan

v.1.9

The idea here is to apply drawbacks to your entire chain, thus changing the difficulty curve and your starting CP in each jump. You could also, in theory, apply one or more of these to a jump if you just didn't like what was on offer in that jump. Yes, this messes with the balance of other jumps. But this is a single player experience and sometimes you just want a few more tools in the toolbox. I've tried to make these as generic as possible and keep the pricing reasonable.

Most of these can be used either as Chain Drawbacks or Single Jump Drawbacks. Chain Drawbacks are always active and affect your entire chain, and can be activated before any jump, but once active cannot be deactivated. Single Jump Drawbacks last only the length of a single jump, but are overridden by Jump Specific Drawbacks. **Chain Drawbacks add to Starting CP. Single Jump Drawbacks are bound by Drawback Caps.** Once again, Jump Specific Drawbacks always trump Universal Drawbacks. A Chain Drawback can be put on Hiatus (i.e. completely ignored) by forfeiting twice its value in CP for that jump, plus the value of the Drawback itself (e.g. A +100 would end up costing a total of 300 CP to put on Hiatus). This can happen no more than once per 4 jumps and after that jump the Drawback resumes right where it left off. Chain Drawbacks with a value that changes every jump or that have a Special value cost 400 CP to put on Hiatus, though not all can be put on Hiatus. If ever you decide to permanently cancel (Revoke) a Chain-Drawback it ends with your next jump and cannot be activated again until at least 16 jumps have passed. Revoking costs the same as Hiatus. A Chain Drawback must have been active to at least 8 jumps to be eligible for cancellation and cannot have granted Warehouse Points or Body-Mod Points at all. Example of Revoking: Jumps 1-8 (with Without Why & Other Chain DBS) Jumper gets +800 CP. Jump 9 (revoking WW) +200 CP (losing 200 from WW and paying 400 for revoking). Jump 10+ (without WW) +600 CP gained.

If the Jumper enters a Gauntlet (or a Jump that grants 0 starting CP), one of two things happens; either the Chain Drawbacks are halved in value and still applied to the Gauntlet, or put on Hiatus for no points, but it must be consistent across all such jumps. If a Chain-Drawback would duplicate a Jump Specific Drawback, you cannot gain points for the Jump Specific Drawback, though if the specific one is more onerous and more expensive, you can gain the difference by upgrading to that Drawback for this jump, though it counts against the Jump's Drawback Limit. If the specific one is more onerous and less expensive, it is my belief you should use the specific one's limits for that jump (though you keep the Chain Drawback's value and it doesn't count against the jump's Drawback Limit)... but that's up to your sense of fair play.

Changelog 1.9: Added EssJay's Law of AEIOU. Added dietary drawbacks. Clarified Long Road, tweaked What Are Drawbacks and Without Why, modified Stranger in a Strange land for racial origins. Minor clarifications about which drawbacks require others (where not blatantly obvious). Modified Limited Access and Really Limited Access. Expanded the description and effect of The Long Road. Added First Rule and SO MANY TEEF!. Added a clarification for No Drawbacks for You and Jumpseed. A bit of reformatting to make space. Expanded descriptions for Dere for All and WHY?! Added Scattered to the Winds. Revised Sadist-Chan, added Variant Sadist-Chan. Made Rezding Companions possible under One and Done. Added I'm a Jumper! & Soundtrack by Jumpchan. Made pricing of Is this Your Story a little clearer. Split 'You Need a Minute' and 'Changing Room'. Added Ethos Drawbacks. Added 'If At First'. Added Hot Water, Hotter Water, Super Hot, and Soup. Clarified Companion DBs.

Note on Single Jump Drawbacks: If you try to use a Single Jump Drawback from the UDS instead of an identical (or extremely similar one) from the jump document itself in order to get more points, Jump-Chan will hit you with a brick. For example, if you try and take a Companion Blocker Drawback from the UDS (worth +200 here) but the Jump you're going to has a Companion Blocker Drawback worth only +100, it's brick time. Jump-Chan's bricks punch right through fiat and leave really nasty bruises.

Note on Other Supplements: You cannot use these points on other stand-alone supplements... though the Warehouse Drawbacks do grant one-time boosts to the Warehouse if you make them Chain Drawbacks since they limit the utility of the Warehouse. If you want, you can take a Chain Drawback to add its value to the Body Mod Supplement... but doing so means you sacrifice half its value in all jumps. Such a Chain Drawback cannot be put on Hiatus. This does not apply to jumps in 'Supplement Mode' or jump specific supplements.

Note on Combined Jumps / Supplement Modes: If you apply any method to combine two or more jump documents into a single jump, Chain Drawbacks are applied to all documents without being divided... but all drawbacks in that combined jump become much much harder to nerf or cheese while in that state. The reason for this is that you could just take the two (or more) jumps separately and get full points, so there isn't really any reason to ban double-dipping... but you do pay a little for the efficiency upgrade or whatever.

Note on Renegade Supplement: If you choose to combine the Renegade Supplement with the UDS, any drawback you force the Renegade to Chain, you must also Chain. Until you face the Renegade, you may not Revoke or Hiatus any UDS Chain-Drawbacks, but the Renegade may. They don't play by the rules, after all.

Declaration: THE UDS CONTAINS NO TRAP OPTIONS. EVERYTHING IS AS FAIR AS IT IS POSSIBLE TO BE AND THERE IS NO HIDDEN TEXT. Word of honor. If something screws you it will be because you signed up for it. If it seems like a trap, assume that's because of limitations in the written format. What you see is what you get.

ESSJAY'S LAW OF AEIOU [Optional / No Points]

Absolute, Eternal, Infinite Ontological Uniqueness is now yours. This is a bedrock rule. It cannot be toggled, cannot be drawbacked away (it is a drawback), cannot be Hiatused, cannot be Revoked, cannot be touched by a Gauntlet. If you toggle this on, it doesn't come off. But what, I hear you ask, does it do? It makes you utterly, completely, and irrevocably unique. There will be no evil twins, no cross-dimensional mirror-selves, no clones (physical or digital) with your memories. Ever. No one can create them. Not a Drawback, not a Perk, not a Scenario, not a Benefactor, not You... no one and nothing. Any attempt will create something that approximates but does not duplicate you. Thus, in the Mirror Universe, there will be someone who could be you if you squint, but isn't played by the same actor. Any clone will be a caricature or character study of you (essentially an actor playing the role of you, even if they don't know that's what they are). This means they can't be used against you... but it also means you can't scoop up your alternate selves as back-ups or Companions. Even self-duplication (as long as it's not some kind of one mind, many bodies) doesn't work the normal way. Exactly how it works depends entirely on how it functions, but Multiple Man / Naruto style will create what are largely drones with just enough 'youness' to function.

CHAIN DRAWBACKS

Random-Chan [+200]: You (as either jumper or author) cannot dictate the order of your jumps. You must randomly generate your jump list (created by you the author using at least 50% of the full list). You the jumper never get to dictate which jumps are or not included. Chain-Only. Cannot Revoke. It is permissible to randomly generate 2 jumps and pick one, but this locks out the other. Her full name is RNG-Chan... but that's not as cute.

Pseudo-Random-Chan [+50]: The Jumper has no control over where they go or when they go there. You, the Author, do. Same restrictions as Random-Chan. This is a Variant of Random-Chan, they cannot be combined.

Sadist-Chan [+150]: Sadist-Chan has replaced the friendly Jump-Chan. She insists you always take whatever jump specific drawback you'd least like to take in each jump. She isn't evil though, so you don't have to take any drawback that would include a scaling enemy, no win scenario, amnesia/powerlessness, or chain ender. You still can if you choose to and it still counts for this if you legitimately dislike the drawback. Sadist-Chan is worth a total of +200 instead if one of these two things are true; If the jump has nothing priced so you'd waste 50 CP, if the Drawback you must take is valued at 300 CP or more. If the Drawback you must take is valued at 600 or more, you gain a total of +300 CP from Sadist-Chan. Chain Only.

Variant Sadist-Chan [+100]: This is a slightly milder version that merely demands you take at least one jump specific drawback that you really would rather not take (and which you cannot cheese) every jump. If you choose to take any of the banned list (scaling, no win, amnesia, powerless, or potential chain-ender), you gain another +100 CP, +50 more for each banned item after the second in a single jump. Chain Only.

Bitch-Chan [+200]: Bitch-Chan has replaced the friendly Jump-Chan. She insists you always take a full slate of native Drawbacks in every jump. If there isn't a limit, this means at least 600 CP worth of drawbacks. Chain Only. Bitch-Chan doesn't like it when you cheese drawbacks, so she'll make them harder (but not impossible) to nerf. Expect some suffering from each drawback you take.

No Drawbacks for You!-San [+200]: The Drawback Man says you cannot gain CP for non-toggle drawbacks in any individual jump and every drawback you take from this supplement must be chain long. Chain-Only. Does not apply to Companions in those rare jumps where they are allowed to take drawbacks. Mandatory drawbacks or drawbacks that are included with individual purchases may be taken, but award no CP if they normally would. Origins or perks that award extra CP for taking them but that are not drawbacks are fine. This does not block taking Scenarios, but you don't get any CP for taking them unless that CP is the prize.

And Only You! [Special]: You can, alternatively, take any number of in jump drawbacks but receive no extra CP for them. Instead, your Companions individually gain one half the value of the Drawbacks you took in any given jump. Requires No Drawbacks for You!-San.

Gauntlet-Kun [Special]: Jump-chan's hardcore brother has decided to get into the game and sponsor you as a Jumper. All your Universal Drawbacks are worth twice as much... but you start every jump with Zero CP and must get all your CP from Drawbacks. **HARDCORE!!!** Also, he thinks it's funny if you die, so he won't send you home. Instead, he'll take all the perks and items you got from any jump you fail and hold onto them until you Spark, but he'll send you into the next jump as normal. This applies to all the perks and items your Companions bought as well. You do get to keep Companions from jumps you failed. Chain-Only. Halves all non-CP stipends from jumps. Cannot be put on Hiatus. Cannot be Revoked. Does not increase Companion CP Stipends / Item Stipends / Supplement Bonus points from Drawbacks. Warning, Gauntlet-Kun thinks Cheesing Drawbacks is Lame. He will guarantee you deal with the full force of every Drawback you take... because you failing is funny to him.

COMPANION DRAWBACKS

Two Player Jumpchain [SPECIAL]: There are now two jumpers. Each gets 700 CP (or 70% of the starting points) in each jump, each gets half the value of Drawbacks, the chain ends if either dies, and they can trade Perks on a 1 for 1 basis with each other, but each perk can only be traded once per jump. Chain Only. No Hiatus. No Revoking.

All By Yourself [+200]: No Companions will accompany you. If taken as a Jump Drawback, all your Companions are locked out of the current jump and cannot be reached by any form of communication device. No new companions (note the lack of capitalization... this includes all forms of long-term companionship) will join you. If you have this Drawback in either form, all Machine Intelligences (be they Virtual, Artificial, Pseudo... or their magical equivalent) you have will act as inhuman and machine-like as possible for the duration. If you don't have any current Companions, this cannot be taken as a Jump Drawback. Incompatible with Two Player Jumpchain.

Alone and Unloved [Another +200]: You will never make friends or acquire lovers. Any relationships you have will be strained, distant, or openly hostile. You can still have allies, but they'll view you as a necessary evil. Any sexual partners will either be prostitutes or one night stands. Requires All By Yourself. Cannot Hiatus.

Single-Shot [+100]: Death is no longer a revolving door for your Companions. Those that die in a Jump stay dead until the end of the Jump, rather than respawning after a day or three. If they have a Perk, Power, or Item that allows them to respawn (a 1-up), that works as normal. If you have Rez abilities, you can use them, though it is actively draining to do so. Incompatible with All By Yourself or Kidnapper-San. All your Companions gain 100 CP automatically every jump this is active for. If taken with Hate Squad, they gain an additional 200 CP every jump, just to annoy you more. If a Companion is not imported, they cannot get freebies or origins. If you don't have any current Companions, this cannot be taken as a Jump Drawback, and it grants no points as a Chain Drawback.

One and Done [Another +100]: Your Companions don't respawn at all without a Perk, Power, or Items of their own that allows them to prevent or recover from being dead. Once they die in a Jump, just like you, they're dead, although you may Rez them if you possess the ability to do so, though this is extremely traumatic to your Companion... better than being dead though. Rezzing a dead Companion also requires you to deactivate 10% of your current cumulative CP total worth of perks until the end of the current jump. Requires and Replaces the effects of Single-Shot. This gives any Companions you have an extra 300 CP automatically every jump (in addition to whatever CP they may or may not receive for being imported). Cannot be taken with Hate Squad. If not imported, they cannot get freebies or origins.

One Life to Lose [Nothing]: If a Companion dies (beyond medically dead) they are returned to their reality of origin and can only be reclaimed via Return or by successfully earning your spark. This increases the Companion reward from One and Done to 600 CP per jump. Powers, Perks, and Items must stop them from dying in the first place to be effective. This grants your Companions a form of low grade plot armor. They will not die randomly to accidents, casual sickness, age related complications, etc. Only deliberate action or plot level complications (a plague for instance) will kill them. Cannot be put on Hiatus if it's a Chain Drawback.

And 8 Shall be the Number of the Chosen [Special]: We weren't kidding about the 8 Companion limit. That's all you can have. Now, sure, you might want to pick up more Canon Companions, and that's fine... but now each Canon Companion fuses permanently with one of your current Companions. Their personalities mix for good. Chain-Only, You must have 8 Companions to activate this. This grants each Companion an extra +200 CP whenever they're imported to spend on perks. Multi-slot Companions either fuse to multiple Companions (if possible) or the most dominant of the multi fuses to a single Companion (say, an army with commander, the commander becomes the Companion). Cannot Hiatus.

Kidnapper-San [+100]: Your Companions all want to go home but know that you won't let them. They don't like you or the things you make them do. They import for free automatically into all settings you jump to, but gain only a new background and history, with no non-required freebies unless you actually pay for them to import. If you took All By Yourself, they still come with you, but now they actively hate you. A required freebie would be like Mistborn's Choked By Ash. You don't gain any CP for this until you have at least 4 unwilling & active Companions. Feel free to tell them you're not forcing them to stay with you... though that's a lie. You can still dismiss them at any time. But if they ever Helsinki enough to actually enjoy your company, or you put them in storage, they no longer count for the total. Chain-Only as are its upgrades. Cannot be put on Hiatus nor can its upgrades.

Hate Squad [Another +300]: You don't have Companions. You have annoyed people you drag through time and space with you. Whatever the individual jump's import rules are, your "Companions" automatically import with it, at no cost to you. All of them. And they'll constantly be trying to screw with your plans... though not actively trying to get you killed. You don't gain any CP for this until you have at least 8 Companions. This Requires and Replaces the effects of Kidnapper-San. And just because they don't like you doesn't mean they don't like each other. These don't count for And 8 Shall be the Number of the Chosen.

Vortex of Enemies [An Additional +200]: Any jump you go to that has a Canon Companion purchase, you automatically gain that individual free of charge as a "Companion". They join the growing Hate Squad. No more than 12 of them will be active at any given time. Can any setting cope with a dozen OCPs running around? This Requires and Modifies the effects of Hate Squad.

Blythe of Clive [+400]: Jump-chan's saddled you with a babysitter, a paladin blessed with immunity to any of your or your Companions' abilities, who can... chastise you if you step out of line. What, exactly, qualifies as stepping out of line? Blythe is Lawful Stupid. She demands you follow the guidelines of Lawful Stupidity and, while she won't actively harm you, she will mess with your plans, thwart your attempts to break the law, and constantly chide you for breaking the rules of civilized society. She will try and kill anything she views as Evil, even if (especially if) doing so would be a bad move. She is hilariously inept at such actions, but it's likely whoever she's attacking won't find it funny. You can't get rid of her and if she's killed she'll respawn in hours. She can't be seduced, corrupted, imprisoned, or banished. She can access your warehouse, but he won't steal anything... she might try to give stuff you stole back... and if she thinks you have too much money she'll try donating it to charities she has not properly vetted. She's also down on premarital sex, cheating, and partying to excess. She prays, loudly, to Jump-Chan and is painfully honest, especially when it will screw up your plans. She is, however, almost as good a fighter as you are. She has one defining flaw, but what it is is up to you. She could be genocidal, a kleptomaniac, a pedophile, a rapist, a chronic masterbator, an arsonist, a womanizer, a pornographer... anything a good paladin shouldn't be. She will either always deny it, be insufferably proud of it, or be constantly apologizing for it. Her Chastisements vary depending on how far out of line she thinks you've gone. They could be demeaning chores, forced donations, or epic fetch quests... with the fate of your chain or at least access to some or all of your favorite perks on the line.

Clyde the Blithe [Alternate]: This is Blythe's Cousin. He's a jerk. Like the biggest jerk ever. He's Chaotic Stupid and can randomly nerf your perks for laughs. He's nowhere near as judgemental as Blythe, but possibly even more frustrating. You can take him instead of his cousin... or, if you're deranged, both of them for a combined +600. You will not be killed because he nerfed your defenses at a critical moment. Jump-chan promises.

Scattered to the Winds [+50]: All Companions are scattered randomly across the jump's setting, not just in space but in time. They'll show up over the first half of the jump at random. You must find them for them to be able to reenter your Warehouse or otherwise join you. If you miss any, they rejoin you at End of Jump, even if you have a drawback that says otherwise. You must have two or more Companions to activate this.

Dere for All [+200]: All your Companions are now deres, male, female, or otherwise. Stereotypical Deres. For each Companion that joins you, roll 2d8. 2 - Himedere (Princess Outside, Possibly Insecure Inside) / Oujidere (Prince Outside, Possibly Insecure Inside), 3 - Bodere (Alternates between Shyness and Violence), 4 - Hinedere (Cynical and Sarcastic Outside, Sweet Inside), 5 - Yangire (Cute Outside, Psycho Inside), 6 - Deredere (Cheerful Outside, Possibly too Clingy Inside), 7 - Yandere (Loving Exterior, Psychotically Possessive and Jealous), 8 - Tsundere Type A (Tsun Dominant), 9 - Kuudere (Cold & Remote Exterior, Loving Interior), 10 - Tsundere Type B (Dere Dominant), 11 - Dandere (Shy Outside, Enthusiastic Inside), 12 - Kanedere (Gold-Digger & Status-Seeker), 13 - Sadodere (Sadistic), 14 - Mayadere (Inverse of Yandere), 15 - Undere (Hyper-Agreeable), 16 - Kamidere (God Complex through and through). Chain-Only. Cannot be put on Hiatus. Revoking this only means they can be given therapy, not that their condition goes away. They probably need therapy even if you don't revoke. Requires 2 Companions or more.

WHY?! [+100]: All of your Companions are permanently lolified or shotafied. Why? Because you're a greedy bastard. Expect their personalities to be less mature versions of what they should be. They don't get extra CP for this, but they are extra cute! For extra fun, if you make this a Chain Drawback, you can decide if it's always active, or triggers randomly at the start of each jump. If random, it will effect roughly 75% of your Companions each jump, but there's no way to tell who will be hit until after you enter the jump (i.e. after you've decided who gets imported and who doesn't). While lolified or shotafied, they can't use ageshifting abilities and all their alt-forms are similarly cutened. Requires having at least 2 Companions.

Courting Disaster [+150 or +50]: At least one BBEG or Dragon (not a literal dragon mind you) from every setting you visit will become Yandere for you. It is always random which one and there isn't any promise they'll be your preferred gender. They will stop at nothing to make you theirs... not even death. If you took Vortex of Enemies, these are the people who follow you. Chain-Only. For +50 instead of +150, it's merely violent Tsundere.

Party Limit [Special]: Thanks to a limited budget, Jump-Chan can only empower 4 of your Companions at a time, rather than 8. This means that whichever Companions are closest to you (either physically or emotionally, your choice) will be at full power. The others will be normal people for the setting, power & perk wise. This gives you a Discount on Companion Import Options and gives them an extra +100 CP when imported for perks. You cannot take this as either a Jump or Chain-Drawback unless you have at least 5 Companions already. Putting this on Hiatus costs only 200 CP.

WAREHOUSE & ITEM DRAWBACKS

Why is it Glowing? [+50] or [+100 CP that must be spent on items]: Every CP protected item you have that is not from the same universe you're currently in will be surrounded by a faint but tell-tale glow and any attempt to analyze its physical or chemical properties will reveal that the item is made of unknown matter. You get the item bonus only if this is a Chain Drawback.

That Can't Be Good [+100]: Any item you bring with you from another universe that doesn't have CP backing (or that isn't installed in a living being) will slowly begin breaking down if removed from your warehouse. This takes the form of a kind of material rot that builds and builds... until the object in question simply explodes in a small ball of eldritch fire. The bigger / more powerful the object, the bigger the explosion, and a failing object will burn other non-native objects as well. The value of this is reduced to +50 if it is not a Chain Drawback.

Limited Storage [+100]: Instead of a Warehouse, you have a storage locker that is 40 square feet (5 foot by 8 foot by 15 feet tall) instead of 40,000. You may still fill out the supplement, but doubling it only makes it 80 square feet (10 foot by 8 foot by 15 feet). Everything scales down. Plumbing becomes an RV style toilet, sink, and shower. Housing becomes a tiny house. The Medbay becomes a Medical Pod. The Workshop becomes a Workbench. If this is a Chain Drawback, you gain a one time +20 Warehouse Points. Anything that wouldn't fit anymore gets dumped out at your starting location, with items that lack CP backing going first. Augmenting this space is proportionally harder than augmenting a full size Warehouse. Any workarounds to minimize this minimization is only of limited effectiveness. There will always be a shortage of storage space.

Warehouse Brand Backpack [Another +100]: You have backpack that can contain 4 cubic feet of space. That's it. Everything in the Warehouse Supplement scales down (Bedroll & Tent instead of Housing, First Aid Kit instead of Medbay, Hand Fan & Heater for AC/Heating, Travel Toolkit for Workshop, a Universal Power Point for Electricity, a Water Spigot for Plumbing)... but none of it takes up room. Doubling the volume makes it 8 cubic feet (roughly the size of a large milkcrate, 2 feet by 2 feet by 2 feet). Requires and Modifies Limited Storage. If this is a Chain Drawback, you gain an additional +30 Warehouse Points (50 total). This cannot be taken with Limited Access and the Backpack must be carried with you, but cannot be opened by anyone besides you or a Companion you allow to open it. As you cannot exactly spend a week between jumps in a backpack, you get a camping spot deep in nameless wilderness to plan your next jump in. It is always a different clearing or hollow and it's barely 100 foot square, so there isn't anything to do besides camp out there. Any storage item you get will be limited to internal storage equal to that of the Backpack and cannot be merged with the Backpack unless it is another backpack but doing so strips it of any extra storage space. Warehouse Add-Ons that can be rationalized the same way I've scaled down the Warehouse features are fine, others attach to the clearing.

Selfish Jumper [+50] or [+200 CP that can only be spent on items.]: Any personal item you buy with CP can only be used by you, the Jumper. Your Companions and friends cannot use them. Your enemies, however, can. Chain-Only. Requires at least one Companion to be active. If a Jump Drawback locks out your Companions or items, you don't get points for this.

Share and Share Alike [+50]: You cannot use any personal item your Companions have bought with CP. Chain-Only. Requires at least one Companion to be active. If a jump or drawback locks out your Companions or items, you don't get points for this. Your Companions can share their items with each other.

Limited Access [+100]: You can only access your Warehouse (or other methods of bringing stuff between jumps) either once a month or from property you own. If this is Chained, you also gain a one time +10 Warehouse Points. Replenishing stocks of things, such as Food Supply and Ammo Supply items you've purchased are exempted from this and you'll receive a daily or weekly allowance wherever you're staying. Destroyed or lost items will respawn in your warehouse as normal. Properties that aren't used to store things between jumps are not affected by this.

Really Limited Access [Another +50]: You can instead either only access your Warehouse once a year or from a specific location that cannot be changed. Requires and Modifies the effects of Limited Access. If this is Chained you gain another +20 Warehouse Points. Replenishing Stock items still function as per Limited Access. Taking both versions gets you a total of +100 CP and +40 Warehouse Points.

No Access [+200]: You have no access to your Warehouse for the entire length of the jump. If this is a Chain Drawback, you may add the base 150 Warehouse points to your Body Mod, as you have no Warehouse. Everything that respawns is delivered to you by parcel post. You can bring anything you like into the jump at the beginning (as long as you have it in your possession already), but nothing past that, including Companions. You cannot take this with other warehouse drawbacks.

PPPPP [+50]: Anything that isn't actually inside your Warehouse at Jump's end is left behind for good. Chain Only. You gain a one time bonus of +10 Warehouse Points. If you have properties that follow you, they count as Warehouse for purposes of this drawback, as does anything you're actually carrying or wearing. Pronounced P5. If you don't know what it means, you are unworthy. This specifically does include CP backed items.

Semper Preparatus [Another +50]: Jump-Chan's watch is broken. Your jumps now can end any time in the last year... or last an extra year. You've no way of knowing. It could be a matter of seconds... or months. Requires PPPPP.

Remember the Little People [Another +50 or +100]: This includes your Companions. They have to be inside one of your properties or in direct contact with you or they get left behind. This is worth +100 if you also have Semper Preparatus. Requires PPPPP.

Ready Access [+100]: Your Warehouse is not protected from thieves. You can't purchase the Force Wall in the Supplement and every door you've ever used to enter your warehouse is a potential entry point. If you use portal, you leave behind a door, hatch, or similar that can be used to access your warehouse. Things stolen from your warehouse will return at the end of the jump. If you took the Backpack... people can and will try to steal your entire Backpack. Bad idea. With Limited Access, thieves will have a window each month (or year) to steal stuff from your warehouse... it will not be linked to your access time and you won't know when it is. Cannot be taken with No Access.

No Insurance [Another +200]: Things stolen from your warehouse no longer return at the end of the Jump and once things are gone, they're gone. If you take this as Single Jump Drawback, permanently gone is still permanently gone. Requires Ready Access. If taken as a Chain Drawback, you gain an additional +100 CP stipend for items every jump.

All In One [+100] or [+300 CP that must be spent on items]: your new gear purchases keep fusing with your old gear purchases, making it inconvenient to loan them out and meaning you'll have strange combinations of items, like hats that turn into guns or houses that turn into spell books. Of course, unless the function is reliant on the form, all the properties of the thing persist no matter the form (You can't take shelter in a book, or shoot someone with a hat, but a flying broom that's also a toaster would be able to fly in either form). Chain-Only. You must pick which bonus you get upfront and cannot change it later. The combos are random, and there is an 80% chance that a new item will merge with a CP item from a previous jump, but no more than 1 new-old combo per jump per item. Warehouse Add-Ons & Properties only fuse with each other. Supply Items (food, ammo, etc) are not fused... unless you want ammo in your scrambled eggs. Cannot be put on Hiatus.

Shipping Ban [+100 for items]: Your transportation options (Cars, Ships, Shoes...) will conform to the local dominant tech level. You might have the Light of Terra, but if you're in an Age of Sail setting, LoT is just a really (really) big boat. This scales everything. Weapons, propulsion, education level of NPC crews, etc.

Limited Warranty [+100]: Items you buy with CP will only respawn if used or broken at the beginning of a new Jump. Expendable items (food stuffs, ammunition, low grade healing items) that are designed to respawn will continue to do so as normal, but may take up to three times as long to respawn as they should. If you've got an item that by description only respawns once per jump, it will respawn 1d3 jumps after you used it.

Voided Warranty [Another +200]: Items you buy with CP can and will break permanently, though this doesn't make them break, just says that it will eventually happen if you keep using them. Requires and Replaces the effects of Limited Warranty. If you take this as Single Jump Drawback, permanently gone is still permanently gone. If you take this as a Chain Drawback, you gain an additional +200 CP stipend for items every jump.

Embargo [Variable or +100]: Jump-Chan has initiated a version of the Prime Directive. You can no longer use any technology more advanced than your current jump's average level of technology. This applies to magi-tech as well. Any such devices can only be used inside the Warehouse, and you cannot build things that are significantly above the curve. Improving local tech is fine. The value of this is dependant on the local tech level. If the local tech level is greater than or equal to modern tech, you get +50. If it's pre-2000s tech, +100. If it's pre-computers +150. If it's pre-industrial +200. If it's bronze age +250. If it's Stone Age +300. If this is a Chain-Drawback, it's always +100. Fiat Backed Items count as whatever they resemble. This always blocks Hypertech or Clarketech.

Old Ways Are Best [Double Value]: The Local Tech Level no longer matters, as you personally cannot use any tech more advanced than the tech level you've selected. If this is a Chain Drawback, it's triple the value of the set level instead of flat +100. Not applicable with Greater than Modern Tech. As a Jump Drawback, this must be set lower than the ambient tech level. Requires Embargo.

SHUFFLE! [+100-300 for items]: You will only ever have exactly half of all your items available in any given jump, randomly selected at the start of the jump. Luck Perks cannot modify this chance. This can be taken a second time to reduce the chance to 25%. A third purchase reduces it to 12%. If the item respawns when used, it will continue doing so as normal... if available. If this is a Jump Drawback, there is a 50% chance that an item locked out this jump will remain locked out next jump, even if you don't take this Drawback for that jump. This Drawback does not affect Items purchased in the current jump, and thus is not available for your first jump (unless you take the upgrade below as well). Requires at least 8 CP item purchases to activate.

The Warehouse Always Wins [Another +100 for items]: If you use an item in one jump, it is more likely to be unavailable in the next jump. Requires SHUFFLE! Chain-Only. 50% becomes 25%, 25% becomes 12%, and 12% becomes 6%. Requires at least 8 CP item purchases, can apply to your first jump. Cannot Hiatus.

Real Shuffle [+50]: You know all those soundtrack perks that clutter up Jump Docs? You now have all of them, on endless shuffle... as background music... 24-7. You can't turn it off. There is no way this is worth the points. This can access the soundtrack for any setting you've been to, even if you didn't buy it. At least you're the only one who can hear it... right? Chain-Only. Brings in Sound Tracks from random jumps until you've been to at least 5 jumps.

Oh God Make it STOP! [Another +50-150]: Remember how we said no one else could hear it? Yeah, that's no longer true. Not only that, but the volume level is not under your control. Most songs will be background level, but the more intense the action, the louder the volume will get... and for double the combined value, (200 total) the context will always be wrong. Love songs in battle, quiet chanting during races, death metal while you're getting your freak on, and marching bands while you're trying to sneak around. Requires Real Shuffle.

STARTING DRAWBACK

Hot Water [+50]: Good news! You no longer have to roll for your starting location! Just look at the list and pick the starting location you'd least like to start at. Not only do you start there, but your moment of insertion is always guaranteed to be jarring and unpleasant, but not too dangerous. This is only worth 50, after all. Powers, technology, and abilities that allow you to exit the area in excess of what a local of that area might have are drastically reduced for the first week of your jump. If there's something time sensitive that you absolutely have to do within the first few minutes of the jump, then you start one week before that time sensitive moment.

Hotter Water [Another +50]: Remember how we said there wouldn't be any danger? Well, now there will be. It won't be enough to kill you unless you completely fuck up, but expect a serious fight or to have to run for it as fast as you can. Powers and abilities that would allow you to rapidly escape this difficulty are all but deactivated for a month instead of a week. The time allowance is increased to a month, but you'll find it much harder to get out of your starting area than you otherwise would. How exactly this works is entirely up to you, but events will conspire to make your starting month a real mess. Requires Hot Water.

Super Hot [Another +100]: Don't even bother to look at the list any more. Whatever location would be the absolute worst place for you to start the jump (that would not be nearly instantly fatal, of course) is where you start each jump. Expect a lot of trouble, many fights, and a great deal of running for your life no matter what your normal power level is. Your full powers will slowly build back up, but expect the first month to be a constant scramble just to stay ahead of the unpleasantness. What exactly is going wrong depends on the setting of course, but it will always be unpleasant and there will be at least a little risk. Requires Hotter Water.

Soup [Special]: Companions who have been imported into a given jump and who have Single Shot or one of its upgrades can take Hot Water or one of its upgrades for CP if the Jumper has as well. There is no guarantee that they will start at the same location as their jumper if they do.

DIETARY DRAWBACKS

Dietary Restrictions [+100]: You now must operate on some kind of restricted dietary plan. It must be at least as complex as Kashrut or Halal or complete Veganism. You are not allowed to violate this restriction under any circumstances. To put this into perspective, in Kashrut, all foods are classified into one of four groupings: Milchig, Fleishig, Parve, and Traif. Milchig are dairy based, Fleishig are flesh based, Parve are things that are neither (or eggs or fish or locusts), and Traif is anything that's not kosher, such as the flesh of any fish that doesn't have scales, the flesh of all bugs (besides locusts), the flesh of all reptiles, all birds of prey, all omnivores, all mammals that do not have cloven hooves and chew their cud... and even then they have to be killed and processed in a specific way. To be Kosher, cheese, wine, and pickles all have to be processed according to guidelines, and Fleishig foods may not be eaten with or within 3 hours of eating Milchig foods. No food supply included. Eating required. Nothing happens if you violate these rules, you just will not willingly do so unless it's a matter of life or death.

Meal Plan [+100]: You have a weekly Meal Plan. It has 20 meals and 6 snacks on it. That's three meals a day (plus a flex meal for eating out or a party or something). Each meal is a specific set of dishes that are prepared the same way every week (Lasagna night will feature largely identical lasagna). Each snack is a specific snack food (tortilla chips and red salsa, three bean salad, a bag of cheez-its). Each week you will have the exact same 20 meals, plus your pick of six different snack foods to sate hunger between meals. This is all you are allowed to eat, barring one meal a week that you can have whatever you like (That meal can last no more than 90 minutes and cannot account for more than 1/14th of your weekly caloric needs). Once a month, you may change one meal on the schedule permanently, and once every 3 months you may swap in a new snack option. This does not limit beverages and you can eat as much as you like at every meal. Food Supply included for pre-industrial / post-apocalyptic worlds. You must have Warehouse Access to use the Food Supply. Eating required.

Food & Drink [Another +50]: Each meal has a specific beverage accompaniment. You can only have 1500 ml of non-water a day outside of your meals. Water is unlimited. Food & Water supplied. Requires Meal Plan.

Counting Calories [Another +50]: Now each meal has a fixed (and somewhat small) calorie count. You'll have to clean your plate and eat each of the two daily snacks allowed to reach exactly your daily caloric needs, and you'll be a little hungry all the time. If combined with Food & Drink, the ration of non-water beverages is reduced to 500ml per day. The rest will be water. All meals supplied. Requires Meal Plan.

Not Quite Bread & Water [+100-300]: You can eat one thing. Only one thing. For 100, that can be something as broad as 'Sandwiches' or 'Pie' with beverages limited to a specific category of beverages (Powdered Drinks, Beers, Juices, Sodas) and Water. For 200, it's a specific meal, prepared a specific way with Water plus a specific variety of non-water beverage to drink. All your meals must be that meal. For 300, it's one thing to eat and water. Like Peanut Butter. Or Beef Ramen. This does not grant you the ability to survive on that single food thing. You may change the meal or food thing from 200 and 300 every decade... once a decade. Not combinable with any other food based drawback. At 200 & 300, meals are supplied, as long as you have warehouse access. Eating required.

Lightweight [+100]: You cannot handle booze or drugs. A single beer will get you absolutely plastered. A single toké will make you too dizzy to function. More than that of either, or harder fare, will make you feel like roadkill. Comes with the desire to socialize and be part of the groups that are drinking and having a good time.

Random Food Allergy [+100]: Every decade you will develop a new and potentially life threatening food allergy. You'll never know what it will be, but it will be something that is part of the local cuisine scene wherever you are. It will never be worse than a typical tree-nut allergy or celiac disease, but expect to have to watch what you eat very carefully... and maybe carry an epipen. Eating required.

All You Can Eat [Nothing]: You now automatically gain all food items from any jump you go to (besides jumps dedicated entirely to food, like Three Star and Cooking Show). Infinite Candy? Absolutely! Infinite Cheese? Yup? You even can eat as much as you want and never, ever, get full... oh... right. This is a drawback. You permanently lose any ability which would allow you to lose weight, or which would grant immunity from growing fat, or from the drawbacks associated with being an enormous chubmonster. Super-strength and Incredible Health might allow you to move while weighing as much as a building, but you'll still have flab on your flab and all the extra weight you're carrying will interfere with all your physical abilities to some degree. Even shapeshifting won't help; your new form will be as overweight as your old form was, even if that should be impossible... have you ever seen a fat Transformer? Even your energy forms will be bloated with excess 'mass'. However, there is hope. You can actually exercise. Yes, getting up and moving around will help. If you eat 300 cheesecakes, you'll have to actually burn the calories associated with them... and it will always take a proportional amount of effort. You can't just rig up a machine to syphon the fat or create a spell that draws from chub instead of mana. No gaming this. Chain-Only. Companions can take this too, but they don't get the free items and do get +200 CP per jump to be spent on perks. They must be active in the jump to get the CP. Hiatus cost is 300 CP.

EVENT DRAWBACKS

Plague of Butterflies [Variable]: Your presence prevents the canon solutions to the plot from working. If you don't intervene, and come up with a new solution, expect the villains to win, the world to be destroyed, and the heroes to die. The value of this is determined by the overall threat-level. If there is a world ending threat that would be difficult for you to stop, it's worth +200. If bad-things will happen if you don't stop it, but the world will go on, it's worth +100. If it's a slice of life setting or there isn't a plotline at all, or one where you'd have to be the hero anyway (e.g. Elder Scrolls, Dark Souls, Civilization, etc), it's not worth anything. If this is a Chain Drawback, its value is pegged at +100 for all non-slice of life / plotless jumps... those are still worth nada. Incompatible with Must Be Their Story.

Law of Unintended Consequences [+100 or +200]: It seems to be a habit, Jumpers and 'Fixing' things. Introduce a panacea to cure all disease, create a utopia, get rid of all corruption... or if you're one of that other breed of Jumper, the 'Evil' kind, crushing all who would oppose you and stealing all their... let's say 'socks'. And by and large, you get away with it. Things go swimmingly to plan... Well, that's in the past. Now, all sweeping social changes you make will have all sorts of weird consequences... introduce a cure for cancer? Now everyone's turning into furrries. Obliterate the Mafia? Why are huge hats coming back into fashion?! Introduce universal conscription in your undead army? Oh good, now there are talking trees! For +100, these consequences will be annoying and unpredictable, but generally thematic related to what you did. They'll be slow to ramp up and you'll generally see warning signs before things get 'bad'. For +200 these consequences are insane, weird, and can come out of left field with very little warning. Either way, the more profound the societal effect what you do has, the more extreme the consequences will be... Oddly, this will not, in and of itself, change plot points or cause butterflies. It might result in Naruto wearing a jester's outfit and playing air guitar, or Superman being a rabbit, but the plot will usually keep right on ticking unless something else derailed it.

No Exit [+50 or +100]: Jump-Chan is sick of Jumpers entering a jump and just bugging off and hiding. That's no fun. While you don't have to participate with the plot, you can't just hide. You must remain in the jump-zone the entire time. No finding an abandoned star system to hide from the Reapers, no flying away from Kyrat on your spaceship, no hiding in your Warehouse. If you take this as a Jump Drawback, it's worth +100, but if it's a Chain Drawback it's only worth +50, as Jump-Chan figures you won't want to hide out all the time. And Jump-Chan knows if you're just taking this to pad your CP total. You can only take it as a Jump Drawback if you'd really want to bugged off and avoid the plot-zone entirely. If there is no plot zone (i.e. a slice of life or some place like DCU where there is Plot everywhere/everywhen) you can't take this as a single-jump Drawback.

Bitch of Destiny [+100 per level]: In every Jump you will have a list of tasks that you must accomplish. They will always be annoying fetch or find or harvest quests, and you must complete them during your time there or fail the jump. This can be taken up to 5 times. The first time it is limited to 11 Easy tasks, 3 Medium tasks, and 1 Hard task. The second time doubles every category and adds 1 Very Hard task. The third time doubles every previous category and adds 1 Super Hard task. A 4th purchase doubles every previous category and adds 1 Nearly Impossible task. The fifth tier task will be Impossible... or practically so. The tasks will always fit the local power level, but will scale to your own abilities, but will always be fair for their difficulty ranking. For +50 CP per level, you have to do the tasks in order and don't know what the next task is until you complete the previous task.

Trouble Magnet [+200]: Bad things will always cluster around you. Things will not go smooth. There is a +10% cumulative chance per week of something personally happening to you, The Jumper, that will personally inconvenience or annoy you. Thus if you have the base, the chance each week is 10%, but if nothing happened to you in week 1, there's a 20% chance in week 2, and a 30% chance in week 3. This resets to the baseline once something bad happens to you.

Trouble Central [Another +100]: You attract trouble, not just to you but to everyone nearby. Bandits will attack your train, rival nations will invade wherever you happen to be, and natural disasters seem more common. The frequency of low level bad things (fires in nearby buildings, robberies in stores you're shopping in, murders in towns you're visiting, attempted muggings) is about 25% per day. Moderate bad things (terrorist attacks, murder attempts, bandit attacks on people you're travelling with) happen in about 25% of weeks. Very bad things (Wars, Hurricanes, Earthquakes) have a 25% chance per month of occurring. This also increases your personal bad luck from +10% to +15%. Requires Trouble Magnet. Extremely bad things don't happen because of this...

Trouble Blackhole [An additional +100]: unless you upgrade to this in which case they happen roughly once every 4 years. And your personal bad luck rises to 20%. Requires Trouble Central.

Central Casting [Nothing]: Why do you keep encountering the same people over and over and over again in each new jump? I mean, it's like... you know that bartender in Dresden Files? Is he running a tavern in Waterdeep now? That engineer from FF7 is a car mechanic in San Andreas? From now on, minor characters that you've interacted with from settings you've visited will keep showing up in new settings in similar roles. They won't remember the other setting, of course, but they'll have a virtually identical history with your new persona as they did to your old persona, and a similar history of interaction. This means you'll probably gather a fairly large crowd of people who are annoyed at you, of course, but former lovers and friendly acquaintances will also be included. Chain Only. No Hiatus. They will, wherever possible, look and sound the same, as if played by the same actor.

Echoed Changes [Nothing]: Anything you do on a large scale in one jump is mirrored to whatever extent possible in future jumps. Level a neighborhood and it never gets fixed in Jump A? Expect to find a ruined area in Jump B that matches. Run for President in Jump X, find your name in history books in Jump Z. None of this will change any plot-points or butterfly anything away, but you'll find these changes building up over time the more splashy you get. UnJump (below) requires Echoed Changes.

UnJump [Double Points!]: For double points (yes, I know this is worth nothing) all your jumps now take place in the same continuity, just building off the last no matter how totally batshit insane that concept might be.

Humiliation Conga [+100]: Your enemies will not willfully kill you. Oh no... they want you to suffer. Some will torture you, others subject you to humiliation and or degradation... Some will prefer physical methods, others mental, still others sexual or emotional techniques... Feel free to customize what, exactly, each enemy will do to you... or just pick a single specific theme (Everyone wants to tickle you for hours would work. As would people keep crucifying you.) For an extra +100 this is guaranteed to happen at least twice every jump. The number of captures can be doubled up to 4 times for +50 each time (4, 8, 16, 32). While you're free to escape after being captured, you will always have to put up with at least an hour of humiliation each time you're captured. They will find a way to abuse you somehow... they did capture you, remember? If a jump lasts longer than 10 years, the count for Humiliation Conga resets every decade. Can be taken by Companions. The guaranteed being caught does not raise your enemies power level, but rather temporarily (up to one day) renders you vulnerable to being captured (but no more likely to be killed). Being captured will put you at your enemy's mercy for at least 6 hours.

Victim Complex [Another +100]: Your powers will initially be rendered inoperable for the first 24 hours of each capture and will slowly come back at the rate of 1% per hour after. Requires Humiliation Conga. Can be taken by Companions.

The Prisoner's Dilemma [An Additional +100]: if you don't escape by Hour 72, you fail the chain. Requires Victim Complex. Yes, being rescued counts as escaping... unless a plumber tries to rescue you. If that happens, you're in another castle. Cannot be taken by Companions.

There Will Be a Quiz on This [+100]: Jump-Chan wants to make certain you're paying attention and growing as a Jumper. To that end, there will be a quiz at the end of every jump, which will cover all the events of the jump, as well as including short answer, multiple choice, true or false, and (worst of all) at least one Essay Question entitled "What I (Jumper, Age 8) Did on my Jump and the Lessons I Learned". As implied, the 8 year old version of your Jump-Self from that Jump must answer the quiz, without benefit of memory perks. If you fail the test, Jump-Chan will send you to whatever setting you'd least like to spend a decade in, with no CP. But you'll respawn if you die there. Think of it as a Remedial Jumper Program, not being kicked out of the Program for good. There will be another quiz at the end of that decade too. Pass the 2nd quiz and you resume normal chaining. Fail again, welcome to the Remedial Zone. Your stay will be as long as you keep failing. Chain-Only. The quizzes are open scrapbook... hope you made notes your 8 year old self can understand. For an additional +50 CP, no notes.

Soundtrack by Jumpchan [+100-400]: At irregular but frequent intervals, you'll find yourself and others breaking into song and dance routines as if your life is now one giant musical. While not every plotpoint will generate a musical number, most key ones will, and you'll usually see at least 4 such numbers even in slow weeks. No one besides you and your Companions will find this to be at all strange... unless you take the +200 version, which means that everyone will find it very odd indeed... and for an additional +100 will understand that somehow this is your fault. The exact music that plays will match the theme of the jump, but will always be theatrical quality. You'll get a soundtrack at the end of each jump.

PERK DRAWBACKS

Out of Context, You Say? [+100]: Welcome to the world of the Outcast, the Outsider, the one who does not belong... well, you might belong, but those powers you've got really don't. So... all your powers, skills, and equipment are only at full power in their home universe/multiverse. Outside of it, their potency is reduced to a mere third of what it should be. Now, if the local venue is similar to the one they come from, that potency increases. How much depends entirely on how close the settings are to each other in thematics. Go from a Clarketech setting like Tenchi Muyo to a Superhero setting like Marvel, it'll be about 66%. Go from one Superhero setting like Marvel to another Superhero setting like DC... it'll be 100%. Return to the setting you gained those powers in... they might even be a little more powerful (+10%). Cannot be a Jump Drawback until you've jumped to three different genres of settings. Jumps that are multi-genre count for a single genre.

You've Gotta Want It! [+200]: It's about time you start actually earning these powers, you lazy Jumper. You no longer automatically receive your purchases at the start of a jump. Instead, they must occur organically. If you buy an education perk, you'll have to actually sit through the lessons and do the homework. If you buy a fighting perk, you'll have to obey your sensei and do the due diligence. If you have genetic augment, cybernetic implant, or exaltation, you'll have to undergo the process. Whatever the perk or item might be, if it's possible to find, learn, acquire, you'll have to do the work. You will actually have to learn, research, find, befriend, steal, perform mad experiments, gamble in the souls of the damned, or whatever other way there is to acquire them. In addition, all these methods will be somewhat resistant to the effects of your other perks - learning modifiers will only be half as effective, luck and treasure senses will not pick up items as easily. Even replenishing food items might require a quest. In the case of innate or genetic abilities, you'll have them from the get go, but they'll be at an average level for the setting/a fifth of their power (whichever is higher) with no skill at using them, and will need to be trained to their 'original' power. As a circumstantial bonus, if an ability requires you to die as a part of the process (i.e. undeath, reincarnation, etc), those - AND ONLY THOSE - will not trigger the end of your chain. Since you're spending top-quality CP, however, I will grant you this: You're guaranteed to come across a way of getting your purchases, be it catching the eye of a rich philanthropist, meeting a drunk scientist searching for test subjects, or hearing a legend about where the Ultimate Weapon might be. This only gives you the opportunity, though; you might end up antagonizing your Companion-to-be, your teacher might feel you're not doing your best and find another apprentice, and the evil overlord might sweep the Macguffin from your hands, so take care. If, and only if, you absolutely squander your chance to acquire what you paid for, for whatever reason, in the next jump you'll get another chance in the next jump... and the next... and the next... and so on. Really, can't you stop pissing people off long enough to learn how to knit? What do you mean you weren't buying a knitting perk? Are you sure? It was 600 years ago. The only things that bypass this requirement are perks required to keep you alive in a specific starting environment that the jump gives you for free. Chain-Only.

One to One [+100]: Every jump you gain a new Alt-Form, even if you go from Human to Human. Every power you have that is not a skill is locked to the form in which you got it. You must actively shift between Altforms to use the powers of that form. This includes all installed items, such as bionics and symbiotic lifeforms. If you take SAO's This is In Fact My Final Form or something similar like Bartimaeus's Honorius the Second, you can only use it to swap the entire power sets of two forms. Chain-Only.

You Need a Minute? [+50]: It takes you five minutes or so to change between your Alt-forms instead of seconds or less (the default). If you do not take this as a Chain Drawback, you can only activate it for a Jump if you've got at least ten inhuman Alt-Forms. (This specifically does nerf all alt-form blenders a bit.) Available for Companions, imported or not, though if used by non-imported Companions they can only buy perks with it.

Sleep Changer [Another +50]: You can only shift between Alt-forms while you sleep, but need not sleep in your warehouse. It takes 4 full hours to change forms. Requires You Need A Minute?

Alt-form Lockdown [Another +50]: You can only shift Alt-Forms once per week. For an additional +50 you can only do it once per year. For a final +100, you can only shift between Alt-forms between Jumps. Requires You Need a Minute? Can be combined with Sleep Changer. Cannot be combined with Maintain the Change.

Changing Room [+50]: You can only shift between Alt-forms by visiting your warehouse. Available for Companions, imported or not, though if used by non-imported Companions they can only buy perks with it.

Maintain the Change [+100]: In each jump, whatever you enter the jump as (or your base form if you're a Drop-In) becomes your default form for that jump. Shifting willingly into any other form drains you, putting a progressively more and more costly endurance strain on you as time goes by. Even if you normally have unlimited endurance, this will see that endurance total slowly decrease over time the longer you stay in any form that's not your default. Expect an average of 15 minutes before it becomes a heavy strain and a two hour hard cap before you're exhausted, though forms you use more often you'll slowly get better at maintaining. This applies to all forms of shape-shifting, including disguise powers, mental identity changes, and alt-forms.

Slot-o-matic [+200]: While you gain the normal amount of CP in each jump, you only gain 250 JP per jump (awarded at the start of the Jump). JP can be used to buy slots of a specific size, and can be banked. If you buy a 200 JP Slot, you can stick a 200 CP perk into it. Only perks you've bought in the current jump or perks in slots can be used in your current jump, all other perks are considered inactive and have no effect. You can swap out the contents of slots no more than once a week and it requires an hour's meditation per slot being swapped. Once a slot has been bought, its size is fixed permanently. The size of the perk is determined by how much you paid for it (including discounts), but Freebies require a Freebie Slot which always costs 50 JP to buy and can hold 1 Freebie with value no higher than 400 CP (before discounts). Big Freebie Slots cost 100 JP and can hold any size freebies. In Jumps like Dishonored, where you gain access to a non-CP ability like the Outsider's Mark, or Harry Potter where you gain magic just for being there, treat those as 200 CP Perks. Alt-forms require Freebie Slots. Perks that grant you a skill and have no other effect are exempt from the need to slot them. Drawbacks can be taken for 50% of their CP value in JP instead (These Drawbacks still count at full value for Drawback Limits). You automatically start with Two Freebie Slots, One 100 CP Slot, and One 200 CP Slot. Chain-Only. No Hiatus.

Unemployment [Another +100]: Did I say you get 250 JP per jump... I'm sorry... you get none. If you want JP you'll have to take Drawbacks to get them. Requires Slot-o-matic. No Hiatus. Chain-Only.

Slot-Locker [Another +250 JP]: You can no longer swap the contents of a slot except at the beginning of a new Jump. Requires Slot-o-matic.

Slot-o-Matic Jr. [100]: All your Companions gain the effect of Slot-O-matic, plus Unemployment and or Slot-Locker if you have them. They gain all the benefits and drawbacks of each. What? No, you don't get any points for this! This is giving your Companions bonus points. They gain JP from any Drawbacks you take for JP that affect them. They gain the CP every jump into which they are imported, and the JP at the end of any jump they were important to the events of that jump, even if they didn't import. No Hiatus. Chain-Only. Does not require you to have Slot-o-Matic.

Powerscaling [+200]: Your overall Power Level is always pegged to the local power level. At most, you'll only ever be as powerful as the most powerful of the canon main characters. Thus, say, in the Young Justice Jump, you could be as powerful as Starfire or Superboy... but not Darkseid. In Narnia you could be as powerful as the White Witch, but not Aslan. In settings where the MC's keep getting more powerful... so will you, at roughly the same rate they do... but only if you make an effort to power up. Otherwise you'll be stuck at about 30% of their final power level. This has no effect on perks bought in the local jump, nor on skills regardless of how you got them. Items, tech, and magic too far outside the local tech/magic level are however either reduced in effect or locked away completely... unless functionally harmless, such as, say, an item that produces endless foodstuffs or the Adaptinator from Princess Bride. Chain-Only. Grants your Companions +100 CP per jump that can only be spent on perks if they aren't imported into that jump. If they are imported, it is added to their CP allowance per the import line item's guidelines. Use your best judgement as to what an appropriate power level is. Be Honest.

Power Cap [+400]: You'll start each jump at the lowest survivable power level possible for that jump, including all newly purchased perks, though you can, of course, build from there. Absolutely nothing is 'fiat' backed to be unbeatable, absolute, or a perfect defense. You might get sick if exposed to something really obscure or virulent, you might find someone whose able to penetrate your mental defenses, some people might be able to tell you're lying, no matter what your perk text might say. Everything is on the scale now and if you want to survive, you're going to have to play this very very smart. Chain-Only, Cannot Hiatus, Cannot be Revoked.

Bigger Fish and The Great Power Down [+100 Alternative]: If you want either the nothing fiat or the start off nerfed without the other, you can take this. Same rules apply. Not compatible with Power Cap.

Genre Lock [+50/+100]: Every Jump you go to has been altered to fit a specific genre type. For +50 it could be anything that's largely harmless, like Westerns, Slice of Life Drama, Slice of Life Comedy, Space Opera, Harem Anime, or Thriller. For +100 it could be anything that's not harmless, be that Eldritch Horror, Battle Shonen, Xianxia, or Slasher Flick. This is Chain-Only and you can take up to three genres to combine as long as they don't conflict, but beware, all your jumps will fit that genre type, so it might get a little... tedious. Taking multiple genres does not mean getting paid for this three times.

Mindlock [+50]: Your mind is totally sealed, a closed loop. This is good and bad. Good, in that mind-readers, telepaths, empaths, magical thought elementals, mind probes... none of them are getting into your head. Bad in that no thought controlled devices will work for you, no psi abilities will work for you... nothing that would project your thoughts beyond the limits of your own thick skull.

Crybaby [+100]: Whenever you get upset, overwrought, or things don't go your way, you find yourself sobbing and wailing like a three year old being told to put their toys away. Emotion control abilities are only partly successful at blocking this effect, but using them makes the eventual tantrum worse. Takable by Companions.

Freakish [+100]: No matter what you do, you will never look like you belong in a setting. It might be that your hair is impossible, it might be that your skin is covered in living tattoos, it might be that you look like a stockbroker... wherever you go, you're always going to stand out and not in a good way. Takable by Companions.

The following drawbacks apply piecemeal. Thus, they can nerf parts of perks if the perk does other things in addition to what is blocked. You can use mundane skills or methods to improve such things, of course. Improving your own confidence to improve your social skills, learning about fashion to improve your appearance, actually working out, cosmetic surgery... all these things are fine.

Luckless [+100]: You can never benefit from a Luck Perk or effect. If this is not taken as a Chain Drawback, you cannot make it a Jump Drawback unless you possess at least 2 Luck Perks. Can be taken by a Companion.

Degenerate [+100]: You can never benefit from Accelerated Healing or Regen-style Perks or effects. You must pay 3x as much for all healing. Can be taken by a Companion. As a Jump Drawback, this can not be taken if you don't have at least one such perk or if the setting is harmless. If you have healing abilities, they do not work on you or a Companion that has taken this, and vice versa. Healing items you bring in with you are 1/3rd as effective.

Adorkable [+100]: You can never benefit from Social Fu or Charisma Boost Perks or effects. However, you're now strangely endearing in your lameness. Can be taken by a Companion. As a Jump Drawback, you cannot take this unless you have 3 such perks already.

Slow Learner [+100 or +50]: You can never benefit from Accelerated Learning Perks or effects. If this is not taken as a Chain Drawback, you cannot make it a Jump Drawback unless you possess at least 1 Accelerated Learning Perk. As a Jump Drawback it's only worth 50 CP however. Can be taken by a Companion.

Copyright Protection [+100]: You can never use Tech Crafting Perks. Ever. Chain-Only. Arts & Crafts are fine. Your Companions are automatically included by this, with the exception of those Canon Companions who are crafters, and then they can only make their own tech. Cannot be put on Hiatus.

Arbitrary Skepticism [+200/+300]: You can never use anything classed as magic unless it's inside an item. Chain-Only. Companions get +100 CP for perks for this only if imported. Applies to things like Force and Chakra. For an additional 100, this also blocks Ki powers, Superpowers, and Psi powers.

No Alibi [+100 or +50]: You can never benefit from Appearance Perks or effects. If this is not taken as a Chain Drawback, you cannot make it a Jump Drawback unless you possess at least 3 Appearance Perks. You can still shapeshift... you just can't make yourself prettier than you are. Attractiveness is included in Appearance... Charisma is not. As a Single Jump Drawback, this is only worth 50 CP. Can be taken by a Companion.

Smart as You Are [+100]: You can never benefit from Intelligence boosting Perks or effects. If this is not taken as a Chain Drawback, you cannot make it a Jump Drawback unless you possess at least 2 Intelligence Perks.

Vow of Poverty [+100]: You can never benefit from Business Savvy Perks, nor take Money Perks or Items. You must earn, steal, beg, or borrow all the money you have in each jump and can bring no money with you between jumps. If you try and sell anything from another jump, it will be viewed as fake, though you can still use it as raw materials, as long as you transform it via your own labor. Chain-Only. Applies to your Companions and gives each of them +100 CP per jump, which can only be spent on perks. If put on Hiatus, money disappears after that jump.

The Kindness of Strangers [Another +100]: You are no longer allowed to steal or borrow money, nor may you gamble for money except to give it to charity. You will have to beg for money or do tasks for people and hope they give you some cash. Under no circumstances can you demand payment. This Expands and Requires Vow of Poverty. This need not be Chain-Only, but as a Single Jump Drawback Upgrade, it's worth only 50 CP.

ORIGIN DRAWBACKS

Without Why [+200]: You never met any Jump-chan, you have no clue what happened, and you'll only learn about the limited duration of Jumps when you move from the first to the second Jump. While the build for the Jump is made as normal, the Jumper doesn't know what the build is (unless it's obvious from background), so if you have a non-obvious or subtle Perk, Power, or Item (such as most luck perks) you won't know about it until it comes into effect, and then you might overcompensate and think you're luckier than you actually are (such as for limited use abilities). You'll have an instinctive gut feeling related to any specific win/loss conditions related to the individual jump you're in or from Drawbacks though it'll be a vague sense of impending doom. For instance you'll know that losing your job in Nine to Five could risk everything, but not exactly why. Chain-Only. This automatically includes the benefits of 'What are Drawbacks'. Since your Companions also have no idea what's going on with their builds, they gain +100 CP per jump they are imported into. By reducing the value of this to +100, you'll gain a concrete sense of what you've gained at the end of each jump.

Setting Amnesia [+200]: You lose all knowledge about a setting and the canonical events therein as soon as you enter into a Jump. The only thing you know is what's been given to you by your background (meaning that as a Drop-In, you wouldn't know anything about a Jump's setting). If you go to another Jump related to the first (X-Men Movies after Marvel, Harry Potter after Fantastic Beasts and Where to Find Them, etc.) you retain your previous setting knowledge, but only know about changes from your background. This includes prejudices (non-mutants in Marvel dislike mutants, pureblood wizards dislike muggle-borns, etc.). If you're using this as a Chain Drawback, it applies to every jump consistently. If you're using it as a Single Jump Drawback, it cannot be applied to Generic Jumps or Slice of Life Jumps that lack specific canon. If you take a Jump Specific Drawback that would scramble the canon events, this is worth only half as much, since you've reduced the effectiveness of foreknowledge. If there is no canonical event chain, but there is a setting to be aware of (Minecraft, Harvest Moon, Alpha Centauri...) this also halves the value. If you buy this and the jump document provides a copy of the canon, you will receive said canon at the end of the jump if you purchase it. If you have any other source of information on the canon (say a copy of the Library of Congress or the Internet), it mysteriously has no record of the Canon until after you've left. This cannot be gamed.

That's not Canon! [+50 Alternative]: When you're jumping to a setting that has multiple canons (Star Trek, Star Wars, Marvel, DC, any Fanfic jump) you will remember only the least applicable canon. For instance, jumping the MCU would result in you remembering the comic-book setting instead. Jumping any fanfic would result in knowing the base canon. Since there will always be a fair amount of utility in what you remember, this isn't worth much, but your reactions to the changes are sure to be funny, so you get 50 out of pity... oh, and this memory will only ever be as strong as your native memory of the setting... no perfect memory perks will help you remember more than you read in your pre-jump lifetime. Incompatible with Setting Amnesia.

Stronger Imprint [Special+100]: The more an Origin costs, the stronger the imprint is, and the more it will repress your previous identity. Drop-in origins will now come with a strong sense of not belonging in the setting you're in, while free origins will be at least as strong as your previous self and there will be personality clashes. Both are worth +100 CP. All other origins are discounted and worth +100. The more the origin is worth, the stronger the imprint and the more it will conflict with your previous personality. Anything over 500 will probably hate who you were and be very hard to convince to move on, knowing it will be replaced with YOU! Two discounts is 25%.

Cannot Into Drop (CID) [Special]: You cannot be a Drop-In... ever. In exchange, you gain a 50% discount on any origin that costs more than 100 and can take any 100 CP or less origin for free. If the jump has 2 origin types (Race and Occupation perhaps), this applies to only whichever one has the drop-in option for that jump. If the Jump has no Drop-in options or only drop-in options, this has no effect. You may treat any two Drop-In perks or items as if they were discounted for you in each jump. If any origin can be made drop-in, you get one discount from an origin you didn't take and may not use the drop-in toggle. Chain-Only. Putting this on Hiatus costs you 300 CP.

Drop-Out [Special]: Your Companions are now included in this, but even more so than you were. They cannot be drop-ins either, but they're initially much deeper in their new personas, treating their old lives as if they were dreams. They gain the same discounts and bonuses you do (see above), plus an additional 200 CP when imported which cannot be spent on origins. Chain-Only. Cannot be put on Hiatus. Does not Require CID.

Start at the Beginning [+100]: You begin every jump (that is not a direct sequel of a previous jump where you're the same individual you were in the previous jump) at the birth of your alter-ego (or as a foundling for drop-ins) for that jump. Your local powers mature as you grow as makes sense for the setting. As for your out of jump powers and skills... they'll begin manifesting in your toddler years (1% per year until you hit puberty for a standard human, though for races that mature slower, it will be proportional... thus a race that takes 100 years to hit puberty instead of 10 years would mature 1/10th as fast). Once you hit puberty it'll increase to 6% per year (or proportional time unit). Expect to be back to full strength around the time the jump would normally start though, so this might be slower or faster in some jumps. Your memories of your other selves start out as dreams as you age and become more and more real until they naturally just merge at the moment of jump-start. You have a form of slowly decreasing plot armor as you get closer to the start of things. The more helpless you are, the stronger it is. This applies to all your Companions who are imported into the jump with you, giving them +100 CP to be spent however the import rules allow, or only on Perks if they would normally not gain CP. Unimported Companions do not gain this, and will join you as soon as your warehouse opens... at the start of the normal jump timeline. It cannot be Revoked or put on Hiatus if it is a Chain-Drawback and applies even to Gauntlets. Yes, this makes Monopoly sooo much worse. You'll never know which Monopoly game is 'The One that Will Set You Free!'

Earlier Beginning [Another +100]: So you decided not to wait for your memories to return? Now you'll begin the jump at age 4 with double the rate of power return above and all your memories fully intact. Your plot armor from SatB wears off far faster however, lasting no more than 2 years. Your Companions will join you by the time the jump normally starts and your warehouse opens. Requires Start at the Beginning.

The Long Road [+100]: You must remain in jump until you die of old age... or reach extreme old age for your race. If you're immortal, unaging, or belong to a race that cannot or does not die of old age, the jump ends 100 years from its official start date, assuming a normal 10 year jump. If you can die of old age, you must last at least 10 additional years from the normal end date before dying of old age or the jump ends with failure. If you possess any ability or technology that could keep you from dying of old age, you must last the full 100 to successfully complete the jump. Age related complications count as old age. If another drawback would extend the duration of the jump, this one automatically tacks on another 10 or 100 years for every decade added. This drawback means that you will show signs of aging over time even if you possess an ability to stop aging, though those signs would be minor and slow to show up.

3d6 Six Times [+100]: Each jump, you must randomly choose your origin. Number all available Origins and roll a dice of the right size (or use some other randomizer). None of the options can be weighted (all must be equally likely) and none of the options can be Free Pick. Not compatible with anything that requires you to be a specific origin or drop-in, nor anything that prohibits specific origins or drop-in. Available for Imported Companions.

Dark & Stormy Past [+50-200]: Wherever you go, you bring with you the memory of some dark, sordid, and horrible deed... though the details change with each new jump. You will always feel a strong connection to this event and it will be pivotal / formative for your in jump identity. For 50 CP, this is a vaguely disturbing memory, something that will be embarrassing to you if it comes out. For 100 CP it was a traumatic event, perhaps strong enough to instill a phobia or make you paranoid about anyone finding out. For 200 it was deeply traumatic, criminal, immoral, or actively evil. You'll have to deal with the psychic, karmic, or legal ramifications of it in the course of the jump, and it won't be a simple one and done. You will feel bad about yourself if you take this drawback to this degree. If this is not a Chain Drawback it cannot be taken if you're a Drop-In. If it is a Chain Drawback and you're a Drop-In, the event will happen within moments of the jump's start and you'll be unable to stop it from happening. Can be purchased by Companions.

Is This Your Story? [Variable]: You have replaced the Protagonist (or one of the Protagonists) of the story. Unfortunately, this means a) you won't be able to recruit them, b) you won't be able to rely on them solving anything, and c) you have all their memories. You must take the origin and perks that most closely match theirs, all of which are discounted for you (discounts don't stack) as well as any drawbacks that are clearly based on them. The value of this is based on how dangerous the setting is. Slice of Life is worth only +100, while Shonen or Xianxia stuff where the power curve is through the roof and people are running around killing entire cities is worth +300. Things inbetween are worth +200. If there is no way to get all of an individual Protagonist's perks from the document, you either cannot be them (preferred answer) or must pick and choose (Jumper answer, because you have other things to fill in the gaps). If you take this with Cannot Into Drop you may take the Drop-In Origin if it's based on the Protagonist's perks, but your persona in every jump is a duplicate of the Protagonist you're replacing. Protagonists must be Main Characters, but not necessarily The Main Character (All the members of Team RWBY are Protags or Deuterags but the other good guy teams are supporting cast). If taken as a Chain Drawback, you can either treat this as a +200 drawback across the board or calculate it for each jump. If you're automatically the Protag (Civilization, Dragon Commander, Elder Scrolls, etc.) this isn't worth anything either way and you get no special discounts. For 0 CP, you can be a Side Character or Minor Antagonist instead. Why? I dunno, but you do you.

Must be Their Story! [Another +200]: Oh, sorry. Did I say you were the Protagonist? I meant Antagonist. You must now last at least as long as the original Antagonist did or you fail. Yes... you heard me. Last as long. You'll eventually lose, you know that, right? You're the Bad Guy. You don't get to win. You have to stay in the setting until someone defeats your evil schemes or 8 years, whichever is longer. Yes, you can throw the fight... but they can't know you did. Otherwise, this is modifies / is identical to Is This Your Story? If the Antagonist is someone like The Vord Queen, whose powers are not on offer, you'll have to be someone else unless you possess the ability to duplicate the effect. This does make you more evil if you're not already evil enough for the jump.

Language Block [+50]: No longer do you automatically gain a basic understanding of the local language in each jump. Instead, all you start with is a 500 word kernel of the most basic terms of the common language and you'll have to learn the languages the hard way. No perk or power can help you learn languages faster aside from perfect memory and high intelligence perks, but they'll only make it a bit easier. No universal translator or the like will work for you. Chain-Only, Cannot Hiatus. For 50 CP you can learn any specific language as it is spoken in that setting's time period. Generally speaking, living languages change between 20% and 30% every century.

Coin Flip [+50]: Every jump you must flip a coin to see if you're male or female. Such sex-changes are free but cannot be bought off with CP for any reason. All alt-forms become the assigned sex if possible. Voluntary Gendershifting doesn't change your actual sex, merely your outward appearance. If a form belongs to a single sexed race (Asari, Hutt... Dwarves?), obviously this doesn't apply. Chain-Only.

Pocket Change [50]: All your Companions now undergo this process as well whenever they import. They'll love that. On the plus side, they gain 100 CP whenever imported to be spent on perks. Yes, this costs CP which must come from this document... or it can be free if your Companions understand that this is entirely your fault. Does Not Require Coin Flip. Chain-Only. Costs 150 to put on Hiatus.

Dissing that Phoria [Another +50]: Your gender identity is also determined by coin flip (or if you want to make a more complex table, that's fine, but it must contain even odds of being masculine or feminine... and they must fill at least half the available slots). Requires Coin Flip. If there are multiple actual species available, you may also have species dysphoria if you like. Can be used to upgrade Pocket Change for the same cost as Pocket Change.

Yin for Yang [Another +50]: Your sexuality is randomly assigned every jump. Roll 1d8. 1-4 Heterosexual, 5-6 Homosexual, 7 Bisexual, 8 Pansexual, Asexual, or something else less common. Requires Coin Flip. Can be used to upgrade Pocket Change for the same cost as Pocket Change.

Invasion of the Body Snatcher [+300]: That, if you couldn't guess, would be you. You no longer merge with the personas of those you jump into. Every, yes every jump, Drop-In or not, you enter a body that already has an occupant. They are not you. Every jump you'll have to wrestle with them for control and, no matter how powerful your willpower gets, they will always be able to put up a fight. The individual you jump into has all the perks you bought in that jump... and when you leave and take their body with you... their personality comes with. Now, clearly, they won't want to die, so they probably won't screw you over... but they'll slowly increase in numbers as you keep stealing their lives. They will be immune to all your social fu perks... if you want to get them to play nice, you'll have to actually make friends with them... the hard way. Talking to them, fighting with them, wrestling for control... all these things take real time, real time you'll be standing around like an idiot yelling at yourself. There is no way to get rid of them without losing all the attached perks that you gained with an individual's life. So if you gain a way to spin off a section of your mind, kicking one of these individuals out of your/their body would result in them taking all associated perks with them. If one of these personalities dies, they take with them their abilities... unless they willingly sacrificed themselves for the collective. Chain-Only. Companions can take this and gain +200 CP each jump they are imported into. This doesn't trigger if they aren't imported. This functions very much more like Abomination from DUNE than Astral Layers from Psychonauts. They're also immune to your mind control powers... they're inside your mind. And being controlled from outside would be not willing. Can be taken with Start at the Beginning, but the combo is only worth +300 total.

DRAWBACK DRAWBACKS

Drawback Keeper [Special]: Is there a drawback in a specific jump you really really like? Do you think it would provide a recurring source of amusement or annoyance? Then you can keep it. The amount of CP you gain is based on how profound the effect is. If the drawback in question is a toggle (+0), you have to pay 50CP from this supplement to maintain it. If it's something easily dealt with or ignored, you can maintain it for -50% of its initial value (+100's become +50's, +200's become +100's, etc.). If it's an ongoing irritant or challenge to overcome you can maintain it for -50 CP off it's original value. If the Drawback is something setting specific, it will always adapt to the new reality. It cannot be a drawback that gives you a bonus for completing the jump it is contained within, nor anything else covered elsewhere in this supplement... even if keeping it would give you less points than buying it here. You do not get these CP until the jump after the one where you picked up the Drawback in Question... and you must have taken it in that jump. At the end of any given jump, you may drop a kept Drawback... but once dropped, it cannot be resumed without finding a new jump to gain a similar drawback in, or using a Return or Sequel jump to return to where you got it originally. Each Drawback preserved takes its own drawback slot. Drawbacks you keep will keep adjusting themselves so they're as strong as intended. You do not gain any positive value of any preserved Drawback, as they are drawbacks. This includes CP, Altforms, Items, etc.

Everything is Worse! [+300]: All your Drawbacks from individual jumps are always as bad as they are intended to be. You can no longer cheese them. Something that is implied to be annoying will be annoying even if you have perks that stop annoyance. This isn't merely enforcing the idea that Drawbacks Trump Perks... This is saying that Drawbacks Trump your efforts to mitigate them. Challenge Drawbacks will be challenging no matter how powerful you are, though not always by ramping up the power level. If this is not taken as a Chain Drawback, its value is only 50% of the drawbacks you took in a given jump. If you don't take at least 300 CP worth of drawbacks in a given jump, Murphy's Law is in full effect all the time... yes, this applies even to jumps that have no Drawbacks on offer.

What are Drawbacks? [Variable]: Jump-chan thinks preparation isn't any fun! Once you commit to a Drawback, you'll forget you did, forgetting all the details of that drawback. The value of this Drawback is based on the quality of the Drawbacks you took. If they're annoying but not dangerous, this is worth +10 CP per 100 CP value. If they're dangerous but not deadly, this is worth +25CP per 100 CP value. If they're deadly dangerous or potentially chain ending, this is worth +50CP per 100 CP value. This cannot be taken with No Drawbacks for You. It cannot be applied piecemeal. Nonspendable amounts are automatically rolled to the next jump, but must be spent if possible or lost. Any attempt you make to transmit the memory of what drawbacks you took or their details to yourself or your Companions will fail. The Maximum Value from this is +800. This is automatically included in Without Why.

Wrath of the Living Drawbacks [+200]: I bet you think cheesing drawbacks is fun, don't you? You monster! They exist solely to give you more points and for that you revile them, seek to deny them their proper due. Well, NO MORE! Now, all those Drawbacks that you managed to... shall we say 'Moderate?'... are out for your blood... or rather your CP in the form of perks. They'll show up, again and again, stealing a perk of their value or greater at the start of each jump, deactivating the perk or item you bought with that CP. Now, you can get your perk back by just beating them up... their power is based on how powerful they were and how powerful the setting they came from was (300 CP drawbacks are 30% of the strongest canonical thing in setting)... but you can make them go away for good if you play their game... with two provisos. First, you must allow them to manifest in your current jump at their full intended awfulness... and the jump you're in must be more dangerous or annoying than their original setting. Must have 20+ Drawbacks total, plus at least 3 Cheesed, under your belt to qualify for the CP.

THE SEVEN SILLY DRAWBACKS

GLUTTONY

And That's Terrible [+50]: You will find yourself compelled to steal all the cakes and pies and other dessert items you come across. Willpower and morals will avail you nothing in resisting the compulsion. Only having eaten an entire cake or pie (full size) will help solve your compulsion... and then, only until you get hungry again. If you haven't eaten an entire cake or pie within the last 24 hours, the compulsion will be stronger and will require eating 1 whole pie or cake for every 12 hours or fraction thereof that you've gone without. Must be obtained in jump, not from your personal supplies.

Candyman [+50]: Replace pies and cakes with Candy and replace 1 whole pie or cake with 2 pounds of candy. If you combine the two, it applies to all sweets. If you make one of these a Chain-Drawback, you can flip back and forth every other jump. Does not apply if both are Chain-Drawbacks.

JEALOUSY / ENVY

That Bitch! [+50]: You will automatically assume that (almost) anyone who so much as glances your Significant Other is thinking about trying to take them from you. This only applies to those you consider to be in your SO's preference range, however.

You Bitch! [+50]: You will automatically make plans to seduce anyone you find attractive... if you know they're in a relationship already. You may not act on it, but you'll always be tempted. This can be combined with That Bitch... but dear lord, how anyone will be able to stand being in a relationship with you...

LUST / LECHERY

Simple Biology [+50]: You need sex. A lot of sex. Every day you go without having sex at least twice (as in two different sexual encounters) will cause you to turn progressively bluer and bluer... oh, and more and more frustrated. It needn't be blue... it could be a facial tick, or pinkening hair, or physical horns... but it will always be a visible indicator to those who know you that you ain't been laid in a while. The longer it goes, the lower your standards will be... if you had any.

Rated X for Xylophone [+50]: Plain vanilla sex no longer satisfies your itch. You'll find that you need to change kinks every so often to sate your desires, though repeating a pattern of kinks will also eventually bore you.

SLOTH / APATHY

Nap-Time for Jumper [+50]: You have to take a 2 hour nap every day or you get cranky. This is in addition to whatever sleep you normally have to get. If you don't need sleep at all, it's two 2-hour naps a day. Naptime must be at least 2 hours after you wake up from a full sleep cycle, whatever that is for you, and at least 4 hours before bedtime.

Long Dark Nap-Time of the Soul [Another +50]: You need at least 10 hours of sleep a day and cannot benefit from any Perk or effect that would allow you to function with reduced or no sleep. Requires Nap-Time for Jumper.

PRIDE & VAINGLORY

None So Fabulous [+50]: You must be the center of attention wherever you go. If you are not, you will find yourself sulking for a while, then doing something outrageous to get everyone's attention focused back on you.

Absolutely Fabulous [Another +50]: The lengths you'll go to to get everyone's attention focused on you will override your morals occasionally. The longer people aren't paying attention to you and the more attention they're paying to someone else, the worse this gets. Requires Non So Fabulous.

WRATH

Peevish Pets [+50]: something out there really gets your goat. It could be people calling the Living Dead "zombies" or people clearing their throats, or children wearing yellow. Any time you come in contact with your peeve you will find yourself losing your temper and, if you don't release it in a blistering tirade, you'll find yourself irritable for hours afterwards. The more common the peve, the less extreme your reaction is. Make it something really uncommon and you might find yourself going full HULK. You don't wanna Go Full HULK. HULK SMAAAASH! Can be bought more than once, but the second purchase comes with 2 more peeves, the third with 3 more, etc.

THAT'S MY WAFFLE! [+50]: Any time anything irritates you even slightly, you will find yourself SHOUTING FOR NO GOOD REASON! This removes 99% of the effectiveness of any perk or power that would allow you to keep yourself from becoming irritated, annoyed, or angry... but they become fully effective to keep your anger from getting worse than just YELLING ABOUT THE GODDAMNED WEATHER!

AVARICE / GREED / COVETOUS

All the Shiny [+50]: Jumper's are pack-rats... there's no denying that. You however, find yourself kleptomaniacally stuffing anything that catches your eye into your pocket or warehouse... regardless of the value.

For the Hoard! [Another +50]: Not only are you a magpie, but you are a hoarder, unwilling to get rid of anything and becoming upset whenever any of your Companions finally snaps and tosses out 20,000 years of National Geographics. Requires All the Shiny.

ETHOS DRAWBACKS

These drawbacks are worth an additional 100 CP if they are chain-drawbacks, but they cannot be hiatused ever, even in gauntlets. Breaking a Chain-Ethos costs the same as placing it on hiatus, and you can never take that ethos again, either as a chain or jump drawback. These are ethical restrictions, not blocks (hence the use of may instead of cannot and must instead have to). You are free to perform the action... you simply may not without sacrificing the points you gained from the drawback for this jump (and anything bought with them is refunded instantly) and Jump-chan (or other benefactor) will require some act of atonement. Exactly what depends on your relationship, but minor quests that take up to a year to complete are about the right ballpark.

Oath of Truth [+100-200]: You may not lie, either by word or deed, in speech or in written text, nor by any means of communication at all. At the higher level, you may not lie by omission, nor may you willingly allow someone to misbelieve something you have communicated to them once you understand that their understanding is false. You are free to state opinions, as long as you clarify that that is what you are communicating. You are not responsible for correcting misbeliefs you did not cause, even if you are asked about the veracity of those beliefs. Eg. "Jumper? Is Astrology valid?" (in a reality without magic) "I cannot say that it is." would be a valid response, as would "I do not believe so." or "Probably not." but so would "That is for you to decide." or "Stop asking stupid questions." or "What do you think?" or even "My god, this parachute is a backpack!" (Yes, you can still tell jokes or make snide asides as long as a reasonable person wouldn't believe what you're saying.)

Oath of Humility [+100-200]: You may not take credit for anything except your misdeeds and crimes. At the higher level, you may not take credit for those either. In both cases, you may also not accept reward nor compensation for performing any task besides one that is requested of you as part of what others believe to be your job, and only to the extent others would be similarly compensated.

Oath of Celibacy [+100-200-300]: You may not engage in any sexual act willingly with another person or entity. At the middle level, this includes masturbation of any kind. You are guaranteed to have a healthy sex-drive if you take this and that cannot be altered by any means as long as this Oath is in effect. You will require willpower to keep this oath and that willpower will be tested. At the highest level, you must forswear emotional closeness as well. This is not Chastity because that only means no sex outside marriage.

Oath of Diligence [+100-200]: Once your word has been given on any subject, you must keep it to the letter if at all possible. At the higher level, you must keep it to the spirit, and this binds you even when another person would reasonably believe that you have given your word, even if you haven't actually said "I promise" or "I give you my word" or something like that. At both levels, you may not willingly leave any task unfinished for an unreasonable amount of time. Exactly what qualifies as unreasonable will be judged by you alone, but you have to be honest about it.

Oath of Compassion [+100-200]: You must aid anyone who you witness suffering to the best of your ability. You must lend food, water, medicine, clothing, funds, and shelter to those you witness being in need if you can spare it (and you must be honest in that assessment). You must not make such aid conditional. At the higher level, you must extend forgiveness to anyone who asks for it, even if you believe the request to be insincere. Even if someone has proven themselves untrustworthy a thousand times.

Oath of Patience [+100-200]: You may not act as judge of others. This means you may not kill another sophont unless there is no other choice. To defend another or because the individual asks it of you are acceptable reasons... if you have no other way to resolve the encounter. At the higher level, you may not decide any form of punishment for anyone other than yourself. This means you can't imprison another, nor order them imprisoned, nor suggest that they be imprisoned... or spanked... or fined, whipped, etc. You may suggest courses of action to others if they personally desire to make amends, but they must be as fair as possible.

Oath of Temperance [+600 or +200]: You may not indulge in any consumptive behaviour. This means no booze, no recreational drugs, no caffeine, no deserts, no overeating, no porn, no binge-watching (except for research), no dancing, no fighting, no... on second thought, don't take this drawback... it's no fun and Jump-Chan would find it boring. Seriously, this is probably a chain-fail waiting to happen. Taking this means you aren't allowed to engage in any kind of activity that would be considered 'just for fun'. For the lower level, you must teatotal. This means no mind altering substances of any kind and no unhealthy behaviour. Caffeine is a mind altering substance. Unhealthy is as defined as for a baseline human.

HIGHLY QUESTIONABLE AND ILL ADVISED DRAWBACKS

Insane and Legendary [+200]: You have Weed. Lots and lots and lots of weed. Like... a special warehouse full of it. It's only half the size of your other Warehouse, but it's got all the processing and growing facilities for really really good weed. Which doesn't sound like a drawback does it? But, you see... you now have a Need. A Need for Weed. You smoke two joints before you smoke two joints, and then you smoke two more kind of thing. You will aaaaalways be toking, or eating, or sleeping it off. No Perk can diminish this need, nor lessen the effects of the Weed... and this is really primo weed. And the Weedhouse does not tend or process the weed for you. You'll have to do all that yourself. What? No it doesn't come with instructions! And if you kill all the Weed with your gross incompetence, you fail forever and have to go back to the sucky real world where the weed isn't free! For the price of 1/10th your total harvest, you get a new batch of seeds to replace what you harvested. If you improve on the quality of the weed somehow, Weed-Chan might give you upgrades to how big your setup is. Chain-Only. Does not come with Munchies or a Couch.

Fair and Balanced [+100]: Jump-Chan News will follow you everywhere, airing all your secrets, prying into your motivations, questioning your motivations, and reminding the viewers of everything you've ever said or done that might be taken the wrong way. They are explicitly as truthful as Vulpine News and heavily biased against you... and broadcast in a format easily received by any tech level. The reporters don't know your actual secrets and can't actually get into your warehouse, but they'll use really cheaty methods to try and discover them, are indestructible, and will get in the way to get a shot... as in, they'll willfully put other people in danger to try and interview you or get a picture of you doing something stupid. Imagine Mr. Myxlyplk trying to interview Superman as he's trying to save a plummeting Lois. This is Yellow Journalism, Paparazzi, and Faux News all rolled into one annoying package. While they don't have access to your specific build, they do have copies of the jump document (possibly out of date or incomplete) and will make assumptions and then broadcast them.

Fission Dance [+200]: You keep accidentally leaving clones of yourself all over the place... clones that have 1d3 of your perks attached (chosen at random) and are smaller than you. They don't want to come back and as long as they have that perk, you don't. Every time you strongly exert yourself, this happens, but never to the perkset you were using at the time. They will actively avoid you 60% of the time, actively seek to annoy you 30% of the time, and just hang out and mope 10% of the time. If they get killed, they'll respawn at the start of the next jump. You cannot force them to join back with you, they have to do so willingly... and if you have social fu, they're highly resistant to it. They're always more childish than you are, and their size is depends on how many of your perks they have (40% with 1 perk, 60% with 2 perks, 80% with 3). They don't count as Companions... and will probably flirt with your Waifu / Husbando. If this is a Single Jump Drawback, the amount of exertion it takes to trigger fission is scaled to the jump. Slice of Life jumps might have it happen during an argument or lovemaking. Fissions generated by the Single Jump version of this persist across jumps until you convince them to come back. At no time can you be reduced to below 10 perks total. If this is a Chain-Drawback, you can sacrifice the payout in a subsequent jump to transform one of your fissions into a permanent Companion, forever losing those perks.

Fragmented Psyche [Another +100]: They take part of your memories with them when they go. Requires Fission Dance (duh).

I'm a Jumper! [+50-100]: You can't help it, you have to tell people all about yourself. For 50 CP, unless you have a really, really good reason not to, you'll tell everyone about Jumpchain the first chance you get. For 100 CP, it's not just about Jumpchain. You'll tell anyone who listens everything about yourself except your deep dark secrets... but you don't have deep dark secrets, right? So this is fine! Totally fine. You won't divulge things that put you or others at obvious risk, like passwords, of course.

Always Expect Ninjas [+100-300]: Did you know that the Omniverse contains more Ninjas per unit space than any other substance? It's true! Ninjas are actually where CP comes from. Now, normally, Jump-Chan sends out Post-Spark Jumpers to hunt down these Ninjas, but in your case she just can't be bothered. So you'll have to do it. In order to get the 1000 CP for your next jump, you'll have to hunt down and kill enough Ninjas to pay Jump-Chan back for your current jump. Now, you can't harvest the CP yourself, that's what Jump-Chan is for, but she'll give you a bounty of 10 whole CP for each you bring in... to be applied to the debt you ran up this jump of course. And of course, these Ninjas are extremely powerful and each is going to be a challenge for you to defeat, though Ninjas are masters of subtlety, so your battles with them are guaranteed not to destroy the local environment. For 100 CP, Ninjas are aware you've been tasked to find them, but don't know that you've been given Nindar with which to locate them. For 200 CP, they know, and will be hunting you in turn, but won't work together. For 300 CP, they know, will team up, and know that Nindar requires concentration and only has a range of 100 meters, so they'll plan their ambushes accordingly. If you farm more than 100 Ninjas per jump, the extra bounty will be applied to the next jump, but once you've killed 100 Ninjas in a given setting, the rest wise up and hide, so it's unlikely you'll be able to find them. If you somehow manage to kill 200 Ninjas in a single jump, a Boss Ninja will appear and try to wreck your shit. Boss Ninjas scale to match you and then some and the bounty is worth 100 CP each. This cannot be put on Hiatus, is incompatible with Gauntlet-Kun, and you will always know about this hunt, even if you have Amnesia or don't know what Drawbacks are. You will view it as a sacred calling, or a mission from god, or whatever fits best. Maybe just a compulsion. Ninjas will never attack you when you're rendered helpless by other Drawbacks, as that would be cheating. If you fail to fully pay Jump-Chan back in a Jump, she'll dock your CP in the next Jump, seeing as how you're not strong enough and clearly need a break. This automatically shuts off during End Jumps, meaning you don't get the bonus CP for it. Unspendable sums are kept by Jump-Chan, and she thanks you for your effort. Zero CP jumps where your powers are locked deactivate this Drawback for 0 CP.

First Rule [+50 or +100]: The first rule of Jumpchain is, you don't talk about Jumpchain. And so you can't. Neither you nor your Companions may willingly speak of the Jumpchain, Jump-Chan, the existence of CP or the perk menu, or your history of visiting other worlds to anyone who does not already know about your Jumper nature. You are allowed to euphemize and claim to be a time-traveller or a dimension-traveller if the concepts exist in the setting you're in (existing only as a fictional concept counts, for example people on 20th-century Earth already know what a time-traveller is even if they'll never actually see one) if need be, but you can never tell the truth. For you, the penalty is jump failure. For your Companions, they run the risk of being sent home. This cannot be accidentally triggered. No single word will doom you. You're just not allowed to talk about or otherwise willingly communicate information about Jumpchain to those not already committed to the chain, such as your Companions once they have agreed to accompany you. Accidental, coerced, unwilling, or unwitting revelation of details doesn't count against you (even if you arranged the 'accident').

Alternatively, for only +50 CP, Jump-Chan has put a seal on your minds that outright prevents communicating the relevant info by any means whatsoever, direct or indirect. If you try to talk about it, write about it, do charades, 'accidentally' invite someone to read your mind, whatever, it still won't work. They'll get nothing, and won't even remember the attempt. If you recruit Companions then you must get their agreement without actually telling them what they're signing up for. If you yoink Companions, then you can start explaining after they've been successfully yoinked. Maybe if you ask nice, Jump-Chan will come explain for you.

For an addition +50 CP, the seal has been removed, but every time you break the rules, Jump-Chan will throw a brick at your head. She never misses and those bricks huuurt. Hope you enjoy lumps and bruises, you loud-mouthed weenie. People will still not be able to parse anything you say about the chain, but will notice the brickage.

Possessed Possessive Possessions [+200 CP for Items]: CP is more than just a guarantee, you know. It's life. Not just for a Jumper or a Companion, but for equipment as well. Now this is actually true. Your CP protected items all become Kami in the Japanese sense... that is, they are imbued with living animistic spirits. Now, on the plus side, this means that all items now can be imported as Companions... all your items, and all your Companions items, are extremely possessive of their owners and will clamour for their owners to use them... and only them. Not all will be the same type of personality, of course. All items will want to be used as they are intended, but they'll have different reactions to not being used or, worst of all, used incorrectly. A training dojo's genius loci might take great pride in hosting a sparring match between its master and an outsider... but might not enjoy being used as a party venue. A sword might sulk if their master uses another weapon, especially something like a bow, or might actively try and stab you if you force her to drink the rancid blood of one more accursed ghoul. The personality of the item will reflect both the culture it was made by and the creator (if it is a canonical item), and come in male, female, and gender neutral. They are all immune to mind-control or emotional manipulation. Chain-Only. Once the item is imported as a Companion, it counts against your active Companion total. Supply Items are transformed into a kind of Vendor Spirit for ammo, potions, and the like, a Chef or Butler Spirit for food. Already self-aware items are not changed by this. The Warehouse and anything from its supplement, being WP, is not affected. Anything that's part of another being, such as cybernetics, or homunculus bodies, have spirits that are like Zanpakuto spirits, i.e. largely subsumed within their owner's larger spiritual makeup and hard to contact... think of them like shoulder angels... part of you, but discrete. Cannot be put on Hiatus.

We Are All Together [Costs CP]: If you combine PossPossPoss with All in One, your old items can choose which new items they fuse into. Thus your Chef/Butler will get more skilled at cooking or drinks mixing, your Vendor will have a larger stock, your laptop gain more functionality, etc. The downside of doing this is that you'll have to actively convince your things to accept change, can only combine things that are similar as there is simply no way a Sword is going to want to be a Broom, and if you can't get any of your items to agree on a merger, and there is at least one old item that hasn't merged in your current jump... you must roll a d10. On a result of a 9 or 10, you just can't buy that new item. If it's 1-8, you can buy the new item and it starts unmerged. The value of this is exactly half the value of the two combined Drawbacks (which it Requires & Modifies), which means you get only +250 item CP instead of 500. Chain-Only. No Hiatus.

You Wanted Worthy Opponents? [+300]: All antagonists gain a boost to their abilities. Mooks no longer attended the Imperial Marksmanship Academy. Bond villains will just shoot you. There will be no glowing weak spots to hit for massive damage. Endbringers stop sandbagging when fighting you. Chain-Only. Every jump will contain challenges worthy of your current power level (yes, even ones dedicated to things like cooking, politics, or children's TV, though there the challenges will relate to cooking, politics, or entertaining children). Always. They won't (quite) scale with you, and you can choose to limit your own power to keep them at something the protagonists can deal with, but they will find ways to challenge you that you won't be able to just ignore. Ever. You can Hiatus this for free once in every ten jumps for a vacation, but free vacations may not be within 5 jumps of each other. Any plot armor you might have is mostly negated against these special opponents.

SO MANY TEEF! [+100]: 100,001 Ferrets. They are immortal, indestructible, and can teleport into people's pants (yours included). Also steal shiny or chewy things. They also never seem to poop or pee anywhere you don't want them to... and there's a massive playroom for them attached to your warehouse which feeds and waters them. They have Evercleansed. There is not a way to keep them out of your warehouse and if you open the door to your warehouse some of them will escape into the worlds you are visiting. They'll always find their way back, possibly with something useful... or weird... who knows. They are very hard to control by any means. They will occasionally chew on you or your things. They will nap everywhere. Chain-Only, No Hiatus. No Revoke.

WARNING: Challenge Modes Approaching

These will fundamentally change your jumping experience.

Note please, none of these are being selected by the Jumper. All of them are being selected by the Author.

Jumpchain with Bernie [+200]: You are not the jumper. That was Bernie. You were Bernie's first Companion. He died. But the chain didn't end. Somehow, the Benefactor assumed Bernie was just really drunk when you rolled his corpse into the Warehouse. Now, as long as you can keep him/her/it from noticing that Bernie is dead, you can keep on jumping... well... Bernie can keep on jumping and you can profit. As a Companion, you benefit from being able to respawn when dead, and not being the direct target of most drawbacks... but you have to keep the Benefactor from finding out that Bernie is dead, so enemies trying to kill Bernie is probably a bad thing. As the (currently one) Companion, you have inherited Bernie's Warehouse, Warehouse Key, and control of the Chain. You automatically import into every jump, getting a minimum of 400 CP for general purposes and 200 CP to spend on any origin / race / background... but in any jump that has a more generous import option you get that for free instead. Other than for you, all Imports are bought using Bernie's CP and if you use Bernie's CP to buy perks, dead Bernie would get those perks... but nothing can bring Bernie back to life. Any Scenario or Drawback 'Bernie' takes must still be dealt with, but personal Drawbacks (Amnesia, missing limbs, powerlessness, psychological problems) only target you or the other Companions if the description says the drawback targets Companions too, though Jump-Chan might check to see how Bernie's dealing with them, so they're free but slightly unsafe points. If you can somehow get Bernie to Spark... you may steal his Spark. You may have Bernie have taken up to three jumps before he met you and you may have travelled with him for up to 2 more jumps before he... took a nap. The Jumper's name doesn't have to be Bernie. If you take this for a single jump, you are dead and one of your Companions has to convince the Benefactor you aren't. You will be a ghost floating around watching your Companions panic, unable to interact with the world or be affected by it in any way. This is mean... also hilarious. You will recover at the start of your next jump assuming the Companions didn't screw everything up and get you sent home. As a single Jump drawback, this is worth +300 CP instead of the +200, and you control how that CP is spent. Your senior Companion is in charge.

Stranger in a Strange Land [See Text]: You must be a Drop-In. You must take the drop-in origin in every jump. If any origin is drop-in or no origin is drop in or any origin can be drop in, you must take the first on the list... and are always not only a drop-in, but there's something about you that feels like you don't quite belong. You don't get any support items for free. No languages, no ID, no lodgings, nothing. You are not in any record base. You don't get any perks that are free just for showing up. If you want them, paying 100 CP in a jump will get you all the show up freebies for that jump. You are guaranteed basic environmental protections wherever you go however. You get no new altforms ever unless you pay for them from a perk. You are you. All your powers and perks combine automatically, like to like. You gain up to 600 CP worth of perks and items from the Drop-In (or the background you got stuck with) for free, with discounts fully in effect. Any institutions, funds, or other items which would import into a new world automatically don't. They can be added as Warehouse add ons. If you choose to import them anyway, they will have no initial connections to you and you'll have to convince those who control them to assist you. It will be easier than normal, but not guaranteed. If you import any companion as anything other than a Drop-In they gain double the normal CP they would get but, for the duration of the jump, they forget ever knowing you or being from another world. Those memories become hazy and dreamlike. If they come in without import or get imported as Drop-Ins, they resonate the same subtle 'otherness' about them. Chain-Only, No Hiatus, No Revoking. You may buy racial origins, but they cost a minimum of 100 CP and always count as drop-in. Buying a racial origin doesn't give you a discount on that race's perks unless that race is something humans can be transformed into (mummies, vampires, etc.)

Sealed Jumper in a Can [Special]: You are stuck in your Warehouse. No. Literally. You can't leave it. What's worse, it's always deployed somewhere theoretically reachable somewhere in the world of each jump you visit... but totally indestructible. It is also totally unnatural and a source of fundamental wrongness in the world you're visiting. Your warehouse subtly and slowly leaks a miasma of reality that contains some of each of the realities you've visited into the world you're now in. Oh, and the Warehouse Keys (yes, Keys) are scattered around the world, waiting to be claimed by those who might have issue with you and your... miasma. All that's the bad news.

- Here's the good news. Each and everyone of your Companions are free to explore this world... and in fact, they don't have to be Companions of yours, since you can bring anyone from any regular old Earth (up to 8 of them) to serve as your Companions. Your Companions always start at your starting location in the world and you select all their purchases. Each of those 8 (henceforth known as 'The Party') gains 600 CP in each jump... and all drawbacks affect all of them as well as you (except Amnesia, that only affects them). The CP for drawbacks is halved, but each Companion gets all of that half (Drawback limits are applied pre-halving).
- Members of "The Party" must deal with the One-Shot and Without Why and What Are Drawbacks Chain-Drawbacks as detailed in the rest of this supplement. They each get the benefits of the Body Mod (as does each Companion they manage to recruit for you), but can only reach the Warehouse via their own power, and cannot communicate with you unless you buy some kind of communication system.
- Teleporting to the Warehouse is impossible, and they do not start any jump in possession of knowledge of the Warehouse's location or a key to it. Keys must be used by anyone trying to enter the Warehouse. Portals are only useful if you want to send your Companions help or care packages or rude notes.
- Party Members can be swapped at the beginning of each Jump and if any of your Companions reach your warehouse alive. Companions who die in jump are automatically teleported to your warehouse but each dead Companion's slot cannot be refilled until the next jump begins.
- You get 300 Warehouse Points and any Warehouse additions are half price for you. Your Warehouse also gains a simply massive scrying Mirror / Pool / TV screen which you can use to view and hear any of your Companions at any time. If you take this for a single jump, you get 400 CP instead. Other Warehouse Drawbacks are not compatible with this Scenario and would automatically hiatus while it's in effect.
- You cannot take the Forcefield option and any attempt to make your warehouse impregnable or unreachable will always fail disastrously and hilariously. Seriously, buy the Tower of Fate and try to use its ability to be utterly unreachable and 5th Dimensional Imps will start teleporting Bizzaros into your Warehouse for Larfs. If this is a single jump drawback, your Force Wall is disabled.
- Your warehouse can and almost certainly will be invaded multiple times each jump. You will have to defend yourself, and the threats will generally get more powerful as you continue jumping, as your Warehouse's Miasma will become more and more noticeable and disruptive.
- If you die, or if all members of "The Party" are slain, you fail the chain and are sent home with all your stuff and Companions.
- Any purchased Companions start at their normal, in jump location, and also have no knowledge of the Chain, even OC Companions. No one starts at the warehouse except people in Pods... who also cannot leave the Warehouse.
- Companions who are not in the Party begin scattered around the world and are not members of the Party unless the jump allows more than 8 Active Companions.

JumpSeed [+200]: When you started jumping, you weren't the first. You were, as far as you can tell... the last. One by one, the voices in the Jumpchain forums began to go silent, until you were the only one left. Weeks past, and you were beginning to wonder if the fad had passed. But you checked the CYOA forums and they seemed as alive as ever. Something was up. You began to do web-searches, trying to find out why all trace of the Chain seemed to have vanished... when the pod arrived. You recognized it from your most fevered dreams. It was the Body Mod Pod. It even said so in stencil on the front. It was where your bed used to be, impossible to have come in through any door, and it steamed gently in the soft glow it was emitting. There was a clock next to it, a pack of stickers, and a note. The clock was counting down to zero, and there were only 45 minutes left on it.

The Note said: Sorry, sorry. You don't know me, but I'm Jump-Chan's assistant / minder / unappreciated scut monkey. We call her ADHD-Chan behind her back. She's recently decided that she couldn't be bothered to pick just one Jumper, so she's blown the entire budget out the window and sent you all. All of you. You're the last. It's been a busy couple of months. Don't worry, the others aren't too far ahead of you, only 3 to 10 jumps max. I know, I know, you thought time stopped while you were jumping. Doesn't really work with so many jumpers. Every jump is a week in your world, no matter how long it might take in that one. So get ready. You've got until the clock stops to tag anything you want to take with you with a sticker and get in the pod. If you're 1 second late... you don't want to be late. The pod will protect you when the others start coming back... and they will be coming back. Everyone will... though I don't know if they know that or not. How much do you trust the others? Will you risk everything to return to this world, or will you find some place to stay? The road will grow harder the more power you gain. Oh, and don't forget to keep the boss entertained, she gets bored so easily. Endless grinding gets so tedious. These worlds exist to be experienced. Oh, I fudged the budget to get you a few goodies.

Rules: Everyone who's ever been active in Jumpchain has been sent a pod and they're all 3 to 10 jumps ahead of you, all of them trying to maximize their own power or find some place to go to ground before the inevitable happens and they're dumped back to your collective starting reality. For every week that passes, they each will integrate another jump. If you Spark, you will be returned to this reality after being given a bonus of 25,000 CP to be spent anywhere you like on anything you like. You may choose to Stay but if you stay you stay for good. The Pods cannot be destroyed or damaged, nor can the Jumper inside. The area around a pod is sacrosanct, meaning that nothing that contains an active pod can be destroyed or significantly damaged.

Restrictions: All Jumpers have whatever rules you're jumping by, so be aware of that. If you die or otherwise chain-fail, your pod will deactivate and you will be returned to this reality immediately with whatever you've gained. While things are Fiat-backed to work, nothing is absolute, especially not against other jumpers. Also, since the pods cannot be destroyed by anything any Jumper has or can get, the Universe (solar system, house) they are in / Planet they are on, cannot be destroyed either. All inter-reality hopping abilities are blocked by taking this... even post Spark. Jumps will continue to get more and more dangerous as you go, as things get harder and luck begins to run out. You still have to be entertaining and sitting around for hundreds or thousands of years isn't.

Bonus: Because you started later, you've been given your choice of two one time bonuses which you can select from the following list:

- A Piggy bank, in which you can store up to 100 CP from each jump, up to a maximum of 500 CP.
- +3000 CP for your first jump or +1000 CP for each of your first five jumps. These are mutually exclusive picks.
- A Do Over Card that allows you to repeat a single jump for any reason once every 10 jumps. You can use this to either reset your current jump or to actually take a jump a second time in a new instance of that jump.
- A Monkey with a Fedora (it knows all the kung-fu ever)

- Jumpchan as a Companion (she gets whatever perks she says she has but doesn't keep perks from jump to jump. She may or may not be useful to you and gets hit double by any drawbacks you take, so doesn't like it when you take drawbacks.)
- The Supplement Supplement (it increases all Supplement Points totals by 50%. All of them besides the UDS itself.)
- 100,001 Ferrets. They are immortal, indestructible, and can teleport into people's pants. Also steal shiny or chewy things. They also never seem to poop or pee anywhere you don't want them to... and there's a massive playroom for them attached to your warehouse which feeds and waters them. They have Evercleansed. There is not a way to keep them out of your warehouse and if you open the door to your warehouse some of them will escape into the worlds you are visiting. They'll always find their way back, possibly with something useful... or weird... who knows. Can be taken twice.
- A one day extension instead of 45 minutes.

Clarifications

- Anything one Jumper does can, in theory, be opposed by other Jumpers. Destruction can be countered by Creation, Offense by Defense, Killing by Resurrection.
- This challenge is about telling a Jump-Chain Story, not about an individual's quest for all the Cheez. It can be that as well, if you like, but that's up to you (the Author) and your sense of narrative flow.
- You the Author are choosing this Challenge for your SI/OC Jumper. You, the SI Jumper, are not.
- You the Author determine just how trustworthy the other Jumpers are... and how competent.
- Increasing danger is not the only way Chain-Fail can be achieved. More and more challenging elements or increasing bad luck... or just ADHD-Chan deciding you're being boring and sending you home are all valid methods of Chain-Fail.
- Yes, it is possible a single jump jumper could return and accidentally wreck all the shit ever. It is also possible that a 20 Jump Jumper would return and retcon everything that happened. It is also reasonable to assume that, since you're the last and the next to last is at least 3 jumps ahead of you, anyone who failed or chose to go home in the first 3 jumps has returned already and hasn't blown up the world.
- The purpose of this is, once again, to tell a compelling story about, at your discretion, a battle royale which engulfs the universe... or a bunch of jumpers with all sorts of powers teaming up to make sunshine and rainbows... or anything in between.
- Since you (the Author) determine the rules by which all jumpers are jumping, you could decide they all have to follow a specific path, or are all random, or that there's a power cap on which jumps can be taken.
- It is important to note that some Jumpers will choose to Stay. Others will fail so badly that they just get erased. While some may be utter monsters, others might be saints. It is possible to buy either path and get just as powerful... And others might be inhuman eldritch things that have no concerns beyond calculating pi to the octillionth decimal, or making as many paperclips as possible. Cosmic power is what you make of it.
- It is up to you to determine if any of the other jumpers have any idea about the rules of the Jumpseed or not. It is possible that only you know about the rule about coming back.

Strangler in a Strange Land [Variable]: You really don't want to take this. Taking this means that you become a serial killer, and that Jumper Interpol is hunting you. There are four levels to this, and they can be mixed and matched as you like.

Mistaken Identity? [+100]: You're not really a Serial Killer but JPol think you are. They will send out agents to attempt to apprehend you and send you home. If they catch you, it ends your chain. JPol power scales but are largely incompetent except in defending themselves. They have limited resources and there are only two of them. One is tenacious, opinionated, a bit naive, and gorgeous. The other is lazy, cranky, experienced, and a clock-puncher. One of them will think they can reform you, the other is convinced overwhelming force (which has not been authorized) is what's needed to bring you down. They have an annoying habit of rezzing people you kill and auto-rezzing themselves if you take them out. They're immune to fiat and mind-control / social judo. Chain-Only. Revoking this requires convincing them they were wrong.

Stalking the Jumper [+200]: You're not really a Serial Killer but there is one who's a jumper like you, one who's following you, stalking and potentially killing those you get close to, using you to cover his or her tracks. Your fiats fail on this other and their fiats fail against you. They will always remain out of contact or break contact with you and escape any confrontation. Chain-Only. Revoking this requires somehow solving this. If combined with Mistaken Identity, you'll find JPol more relentless, less comedic. Revoking this means dealing with both elements, and having JPol catch the Stalker does not necessarily do that, as the Stalker will probably want revenge and JPol is generally incompetent.

The Darkness Inside [+100]: You really are a Psychopath with a need to kill in a specific way. The longer you go without killing, the more anxious you get, to the point where it can cause real physical pain. This cannot be stopped by any means. Cannot Hiatus, Cannot Revoke. If taken by itself, JPol has not yet decided you're a problem. If combined with Mistaken Identity, JPol's competence level increases to be an actual threat, but not a huge one. If taken with Stalking the Jumper, you have a rival Serial Killing Jumper. You're not working together, but JPol think you are. They are deadly serious about stopping the both of you and your rival thinks this is hilarious. This does not remove your sense of guilt about your actions... and if you wouldn't have one before, it gives you one.

Bad Touch [Modifier]: This has a variety of effects depending on what you've taken before. With Mistaken Identity, JPol now thinks that instead of a Serial Killer, you're a Serial Rapist, Serial Torturer, or Serial Molester instead... or some combination of those. Individually, each of those Serials is worth only +50 instead of Serial Killer's +100... but start stacking them and JPol gets more and more aggressive and better funded. They'll be progressively more and more serious about catching you. Combine any two of these and you're at +100. Combine any of them with Killer and you're at +200. Combine all three without Killer, +200. Combine two with Killer, +250. Combine all four Serials, +300. I'd recommend against that. Also recommend against using these modifiers with Stalking the Jumper or The Darkness Inside... but if you must, the math is the same and each is calculated separately to deal with just how screwed up the situation is. To Clarify, applying Bad Touch to Stalking the Jumper or The Darkness Inside means you cannot apply it to Mistaken Identity.

Password Locked [Zero / +200]: In each jump, in order to exit back into the chain, you'll have to figure out how to trigger the end of jump sequence. It will always be thematic to that setting, and will always be challenging, but never impossible. For Zero CP, you can use this to end the jump whenever you figure it out and manage to perform whatever the task is (or, once you've figured it out, stay in the jump until you choose to perform it). For +200, you must discover and enter the 'password' before the regularly scheduled end of jump or you'll be stuck there as if you'd chosen to stay. The password can be almost anything, including a task.

Jumper of Many Worlds [+200 CP for Companion Options or +100 CP for anything]: into each jump, a new version of the original jumper is called, and each previous jump's jumper becomes a Companion, guiding their new self forward into the next jump. The Current Jumper (CJ) gains the full CP for that jump, and starts with the Body Mod (or whatever you're using in place of it). The Previous Jumpers can either be active or passive for a jump. An Active Previous Jumper (APJ) can be imported as per normal jump guidelines for Companions, or can enter the setting as a Walk-in with only the freebie perks for any free origin. A Passive Previous Jumper (PPJ) can give the CJ a copy of one of their perks, but doing so puts the PPJ into a dream-state where they can only view the new Jump, but cannot interact with it in any way. The CJ and PPJ both keep their copy of the perk in question. This comes with Unlimited Return, but whenever it is used the Jumper who was CJ for that Jump initially resumes the mantle of CJ. If two jumps share a setting, the second jump does not generate another CJ if you don't want it to. Instead the first jump's CJ can choose to remain CJ. Chain-Only, No Hiatus, No Revoking.

My Jumper is an Idiot [SPECIAL]: Congratulations! Your 'best friend ever' has revealed himself or herself to be a Jumper and has invited you along as a Companion. There might be others, but you're the Jumper's BESTEST BUDDY! Unfortunately, your jumper is a blithering idiot or raving lunatic. Instead of picking drawbacks that make sense and a suite of perks with some style or goal, he / she does so almost completely at random. In every jump they'll take the maximum CP worth of Drawbacks (800 if there is no limit), and they'll take from the cheapest up (you can veto two that they'll skip because they care about your opinion). They have 600 CP of Chain Drawbacks. They can't take Bitch-Chan, and if they take either form of Sadist-Chan they'll switch to taking drawbacks from the most expensive down instead. When picking perks, they do so totally randomly, but you can suggest one perk or item or origin for them to buy and they'll definitely buy it. They do not give preference to discounted perks or items. If there is a Companion import they will buy it for you. If it doesn't give at least 600 CP it does now. If there isn't an import option, they spend 50 CP (100 if there are no SOCP options) to import you and you get 600 CP and a free background that costs 200 CP or less (you can pay the difference for more expensive origins). If killed, you respawn in three (3) days. You must keep your jumper alive. You also get 1000 CP to spend on other Companions (the Jumper will only import them if you demand he does or it's a group thing) or items. You get this stipend every jump. If you go to any gauntlets, you may choose to do them instead of your jumper.

If At First [costs 400 every jump]: Chain failure? Not an option. I hope you enjoy repeating yourself, because the only way you get out of this ride you're on is by quitting or taking drawback that specifically lists something worse than Chain-Failure. I suppose you could Spark-Out too though. So what happens when you'd normally fail? Why, you start the jump over again from the beginning, losing all skill and power gains, forgetting all breakthroughs and discoveries, but retaining a general memory of what you did and how you lost. You cannot change any of your purchases (Respec) unless you take more drawbacks to cover it, but if you do, you may change up to twice the value of the drawback in previous purchases (in addition to using the new points to make purchases). Respecing only lasts one loop by default, and then your build reverts to what you had on the first jump, but you can respec again if you like. After each failure, you'll be presented with 'Quit, Fail, Retry' Buttons. Retry will initiate a loop. Quit will get you out of the chain. Fail will dump you back into your previous jump as if you'd chosen to stay. 'If At First' is a form of Insurance and its cost must be paid every jump, and paid for with drawbacks from this document. Note that being boring by looping thousands or millions of times might not be very entertaining. Get to the point where your benefactor thinks she'd have more fun watching you power level in Xianxia and you might find yourself moved to your next jump with none of your purchases in the jump you kept failing and a permanent ban on going back.

OMAKE SILLINESS SECTION

SJ's INSANE JUMP-COMPANION IDEA!

Okay, you know how there are some settings you'd never want to go to, but that have a certain appeal all their own? Or sometimes you just want to punch an entire setting in the face? Well, now you can! With SJ's Super Duper Special Setting Import! What's that, you ask? Well... take a Jump doc and fill it out but with all the points... but wait, I hear you ask, how is that an import? Ah, my friends, you see... this is where the insanity is. These things you're buying? They aren't for you! They're for the living Avatar / Personification of that entire setting... and that individual becomes your enemy for a decade in another jump (probably trying to beat you up for not taking them)... but after that decade is up, you get that once enemy as a Companion (if you want) or (if you destroy them) you can declare that setting 'ded' for all purposes of your own.

Rules

- 1) If they buy any items, they control those items.
 - 2) if you take drawbacks to boost the number of points they get... you suffer the drawback... and they bring their own rules and people with them while they're your enemy. They can take up to 1200 CP worth of Drawbacks / 1800 if they represent a gauntlet
 - 3) Warehouse modifications they buy become part of them, usually manifesting as some element of their outfit.
 - 4) They act like their setting... or rather your viewpoint of their setting. So if you view Pokemon as a deathworld, your personification of the Pokemon world would be exactly someone from a deathworld.
 - 5) If you have not already been to the setting, this locks you out of that jump (but if it's a setting with multiple jumps, not that setting) and you can use multiple jumps that lead to the same setting to generate multiple such Companions. But not multiple Companions from the same jump.
 - 6) If you have already been to the setting, they will seek revenge on you for messing up their continuity. This means they will know all about all the abilities you had while there (even if you never used it in their setting)... but they get an extra 500 CP for this, as exposure to you has made them stronger!
 - 7) You can inflict up to three of them per jump, but remember, they can weaponize the drawbacks they have against you.
 - 8) for an extra 300 CP for them, they can be totally Yandere for you! Aren't you lucky?
 - 9) Yes, this is a terrible idea. You're welcome.
- Alternatively, for settings you wouldn't want as friends,
- 10) You can inflict a setting on yourself with all its perks and equipment at their canonical level... and with 900 points of their drawbacks affecting you for the entire duration of the jump you will face them... and if you defeat them utterly, you can absorb 600 CP with of their perks or items. This can not be used on a setting you've been to and once you do so, you cannot go to that setting period... even post spark.

SJ's GUESS WHO'S COMING TO DINNER GAUNTLET

1) You find yourself standing just outside a banquet hall with all your perks* that don't regulate part of your core personality turned off and all external aspects of those perks turned off. You're in your body mod form. You have zero CP.

2) Inside the hall is a massive buffet full of awesomeness and more yum than the mind can safely comprehend. Also a fully stocked and utterly free bar. And a Weed Dispensary, also free.

3) no matter how stoned / drunk anyone inside the hall gets they will never pass out or get sick. ditto overeating. no one is immune to the effects of said intoxicants.

4) Every family you've ever been part of is inside. As are all your arch enemies from your entire jumpchain. If the entity in question is not capable of conventional interaction, they'll be given a form that is (Vaguely) humanoid, and capable of a) conversation, b) eating food, c) getting drunk, d) getting stoned.

5) Dinner will last until you've talked for at least 15 minutes each to everyone inside without either party yelling, throwing a punch, or saying something insulting. No, addressing them as a group doesn't count. Groups are fine as long as they're small enough for a face to face intimate thing, but it's 15 minutes per person, so a group of 4 you'd have to keep calm for an hour.

6) You may take this Gauntlet once a year in any jump.

7) No one ages while you're inside the banquet hall and you don't need to sleep, but you can if you like. There are private rooms for... activities... also a sparring hall with breakable things if you need to work through frustrations. Any messes made any part of the hall will be cleaned up automatically once no one is looking at that part of the hall.

8) you get a notebook listing everyone present and lists any issues you might have with them that need addressing... just in case you forgot. the notebook will also contain personality notes and reminders, but nothing you wouldn't have known on your own. It will indicate if you've talked to them yet and if you've satisfied the requirement. If you focus on a page, it will tell you where they are in the hall. Everyone who attends these functions will remember everything that happens there (if they were involved or witnessed it) but it's up to you if your current jump's family or enemies are invited.

*Memory perks are definitely exempted from this. You had better remember stuff for what's coming.