

Creative Mode Tokens:

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“For when your jumper needs a little boost, but (probably) not a game-changing one.”

Creative mode tokens are a way to reward a jumper’s exemplary performance. Let’s say, for example, that a jumper goes to a jump and takes on every drawback, or the maximum number of drawbacks possible, thanks to drawback limits, and uses only in-jump purchases despite the jump not being a gauntlet. How would you reward that? Would you WANT to reward that? What if you have a jumper who focuses on the fact that for them, this is real life. In so doing they opt not to take on drawbacks and to be cautious in every jump, potentially even being a bit boring? Here’s a potential idea for deal with either of these problems: give them a creative mode token.

A creative mode token is a one-time show of appreciation for a jumper that allows them to use “[Creative mode](#)” in a single jump or supplement. This means that they can gain the powers outlined in any single jump or supplement despite, perhaps, not having the points needed to do so. This also allows for a jumper to make a creative investment in a jump or supplement that may aid them further down the road, such as the [Bank Supplement](#). Truthfully, a clever jumper would probably get more mileage long-term out of investing this token in something like the Bank Supplement or their body mod than they would if they invested it in a regular jump. Still. This is to reward bold jumpers, or to give clever but cautious jumpers a careful push in the right direction and to encourage more engaging experiences such as by incentivizing taking on drawbacks or forgoing costly perks, or both.

A bold jumper would take this and visit... a big setting like one of the Generic Elemental Manipulation Jumps, but a smart jumper would look at the long term and would recognize the potential of a fully realized body mod or a decked out bank. Regardless, the usage of these tokens is likely to result in jumpers who are smarter, stronger, and braver, and thus for many benefactors more entertaining to watch.

Benefactors have an array of options at their finger and tentacle tips with regards to controlling these tokens. They could, for example, provide a list of jumps or supplements the token can be used in, or they could give their jumpers a PARTIAL creative mode token that has limits of their own design on it. We are simply giving you a mold from which you can devise a token that fits your specifications and the needs of your jumper.

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