

originally would've, yourself. Note that large enough deviations may make some roles inaccessible. Non-drop-ins may only use this perk before starting a jump, while drop-ins may only have a single character selected at a time.

Convoluting History

This perk allows you to purchase additional origins/races/affiliations/etc. at a surcharge of 200CP each. Gaining access to their associated discounts, stipends, mutually exclusive choices, and some such. Note that discounts, stipends, and some such belonging to the same category do not stack. Instead you'll receive whichever sets you find the most worthwhile.

Crash Course

Whenever you end up in a new world, you will be granted a bare-boned rundown of its geography, current cultural norms, and recent history. You'll also be granted fluency in the most commonly used language in your starting location's immediate region.

An Eternal Disposition*

The disposition this perk grants you will help keep you sane throughout your chain and beyond. No matter how long you live or what you experience, you'll never become needlessly jaded, desensitized, and/or fail to adapt to your cultural surroundings. Should any of this already come to pass then this will gradually help you recover. This includes any kind of trauma too. All of these effects will also affect those you genuinely care about too. Finally, once you reach your biological prime you'll cease aging, and age backwards should you somehow pass this threshold.

Self-Conscious & Sacrosanct Self*

With this your identity, morality, desires, and the like will only change in ways you'd want them to. This perk also renders your inner self, mind, ego, soul, and the like far more difficult- than it otherwise would be - for any foreign/unwelcome forces to influence; and outright impossible to ever truly subvert and/or displace in full. These effects apply to anything derived or attached to these things to a far lesser extent.

Uncapped Potential*

While this perk won't accelerate your growth, it will remove any hard limits you possess. Thus allowing you to infinitely improve any aspect about yourself with enough time and effort; this extends to any powers and perks you may possess. Any gains you make won't inhibit your ability to learn or improve other things you may otherwise become barred from; nor will they inhibit any you've already made. You'll also find that your base abilities and skills will no longer suffer any form of passive deterioration.

Post-Chain, any post-spark limitations that don't explicitly rely on a spark to function will also be lifted.

Utterly Unique*

Amongst all that is, you are truly one of a kind. No alternate versions of you exist, or ever truly will for that matter. This uniqueness of yours makes others' efforts to copy any part of your being far more difficult than it otherwise would be and outright impossible to copy in full.

Anti-Hax*

You are now immune to time paradoxes and any other reality warping effects/events that would overwrite/override your existence. This perk also provides you a resistance against more conceptual effects; becoming less effective the more threatening you are to any relevant parties, becoming a nonfactor if you genuinely pose enough of a threat.

Beneath Notice

This perk seamlessly obfuscates unwanted attempts at gathering information about yourself and obscures your presence against any hostile entities in general. Its effectiveness wanes the more of a threat you are to a particular party, eventually becoming a nonfactor once you become threatening enough. It may also temporarily wane if you brazenly act against any such entities.

Dodging Misfortune*

While this perk won't make you any more prone to good or bad fortune, it will prevent any fate that would end your jump/gauntlet/chain, or in death solely due to bad luck. Furthermore, from now on, you'll find yourself overcome by a sense of foreboding whenever you're about to unwittingly encounter or do something that'd abruptly end up resulting in said aforementioned fates.

Deathly Contingencies

Under normal circumstances, dying without any 1-Ups would end your jump or chain on the spot. This perk will grant you a grace period for any such death to be undone; equal to a tenth of the remainder of a jump's duration or one year, whichever's lower. This only comes into play once you've expended any available 1-Ups. Regardless, you, your companions, and followers will be revived at the end of each jump, gauntlet, or your chain's end.

The AU Option

You may use this perk to visit settings that deviate from wherever you'd normally end up in. Be it an alternate canon continuity, a fanon version, and/or a totally different setting altogether the choice is yours. This can even be used to customize a setting to better fit your needs/desires. In short, this perk will allow you to visit any setting you can imagine. Optionally, you may receive AU/local versions of your jump doc choices. Or, if your choices would be totally OOC you may choose any fanon version you like. With all that being said though, this perk cannot be used to set yourself up with - or any of your companions/followers and the like for that matter - any overt advantages; to alter places you've already interacted with. And may only be used before starting a new jump.

(+) **Multiverse Bleed**: The whole local multiverse thing kind of becomes a bit of a moot point with the content above. So with this the greater multiverse becomes open to you, should you have the means that is. In other words, the purview of any relevant powers, items, and some such will no longer be limited to and expand beyond local multiverses. Specific settings you've visited during past jumps and your original home are still barred to you until your chain has come to an end.

The Supplement Option*

This perk simply allows you to turn any doc into a supplement; CP budgets must be kept separate. You cannot circumvent this with the **R.C.T.S.** perk.

Time & Location

This allows you to freely choose when and where you start your jumps, with a single limitation for the latter. It being that you cannot use this perk to access any location that is largely unreachable and/or unknown to the native population at large.

Jump Duration

Once either 10 years have passed or when a jump's main plot has come to a conclusion, you may freely continue and end your jump at will. Any use you'd make of this perk cannot be prevented or influenced by any outside force.

Continuation

Should you find yourself using a jump doc that shares a common source material with a past jump doc, you may return the setting you visited using the latter. Either, continuing where you left off or at some point after the fact.

Adventure Awaits*

No matter where you find yourself, you will regularly stumble upon opportunities for adventures you'd find worthwhile. And if you're so inclined, you'll naturally find yourself getting roped into major events/plots; and meeting important individuals too. This explicitly includes canon plots and characters.

(+) **Déjà Vu**: This here allows you to selectively suppress your metaknowledge in order to more genuinely experience what's to come. If done, whatever's been suppressed will subconsciously steer you towards/away from events, places, or even people you'd normally want to interact with or avoid.

Sticking to the Script*

The mere presence of a jumper is liable to alter the course of history. This perk will help mitigate and/or adjust for any effects your actions have on canon plots/events. Keyword being help, for if the change you bring about is too grand, then this perk may fail to keep things on track.

Breaking the Script*

This perk renders you immune to any force that would set you upon a predetermined path. Consequently, and perhaps more importantly, this trait bequeaths the ability to disregard, change, and/or potentially free others of their fates. This will also protect you from or outright nullify any form of backlash that'd be directly born from any such meddling.

Personal Playground

This perk guarantees that you and those in your orbit will never inadvertently encounter, attract, or even be affected by the actions of other beings synonymous with R.O.B.s, isekai protagonists, planeswalkers, or even other jumpers. It'll also render you - and anyone you transport - impossible to detect/follow/find you when you're traveling to or are in other universes/settings.

World Anchor

You now possess the ability to permanently anchor the existence of any setting you visit. That is to say, you can make a setting whose continued existence is dependent on an outside source, become entirely autonomous; and become immune to being wiped out and/or pruned by any overarching forces/events. This can all be done retroactively if need be and without compromising/undermining other settings.

Sneaking & Blending In*

This perk ensures that whenever you travel to another universe/setting your entrance brings no unwanted attention. That any cues that would oust your nature as an alien entity are concealed; i.e. metaknowledge, memories of other jumps/settings, info on JumpChain, and the like. And, that you'll pass off and feel like any native should. This perk is automatically granted to any being you bring outside their native universe/setting.

Setting Adaptation*

Whenever you travel to another universe/setting, you and all your stuff are seamlessly attuned to the local metaphysics. Thus ensuring that your existence and their functions continue unimpeded, even if the underpinnings that would normally support them are absent. Consequently, this ensures your mere presence, or any change you bring about won't automatically destabilize/doom the settings you visit. This perk can also be used to retroactively grant a background to any of your possessions before starting a new jump; giving context to what would otherwise lack it. This perk is automatically granted to any being you bring outside their native universe/setting.

Inoculation & Containment

Whenever you travel to another world, your immune system is bolstered to match the average immunity of whatever native race that is most analogous to your current form; this affects alt-forms too. Furthermore, any foreign pathogens, corruptive forces, and the like you bring along with you - even if indirectly - will be incapable of propagating within or amongst the inhabitants of any worlds you wind up in. This perk is automatically granted to any being you bring outside their native world.

Boon Boons*

This here is a collection of boons affecting any, well, boons you have now and in the future. For the purposes of this perk, the word boon is synonymous with perk, ability, skill, trait, and the like.

1. Unless they're unambiguously inherent to a boon, you'll be protected against any secondary detriments/pitfalls that'd be brought upon by a boon. This includes covering for any missing secondary powers and the like.
2. Whenever you receive a boon directly from a jump doc, you'll be granted enough knowledge and skill to use them at a novice level of mastery.
3. You may selectively toggle/dial the effects, scope, magnitude, etc... of any boons you possess. This may not be used to circumvent any downsides/pitfalls intrinsic to a boon.
4. Any boons that update every jump in some manner will do the same for every unique setting you visit.
5. Post-chain, any boons that have a limited amount of uses every jump will recharge every 10 years.

Item Boons

This is a collection of boons that - unless explicitly stated otherwise - will affect any items obtained from a jump doc; this also applies to any warehouse facilities and the like.

1. You'll always be compatible with and capable of using your items, even if you normally shouldn't be; avoiding any adverse effects otherwise associated with any such potential incompatibilities. This'll also protect you from any unforeseen detriments/pitfalls that'd be brought upon by an item.
2. Any equippable items will automatically tailor themselves to any of your transformations/alt-forms.
3. Whenever you receive an item, you'll be granted enough knowledge and skill, to use and upkeep them at a novice level of mastery.
4. You may selectively toggle/dial any attributes your items may possess, so long as doing so doesn't increase its inherent value.
5. Items will automatically restore themselves if damaged, return to your person if lost, and restock anything used. How fast your items are repaired, returned, and restocked depends on their individual value and/or size, but will never take more than a decade. This may not be used to farm extra resources, and - if you like - will not undo any modifications you make to your item.
6. Items within your warehouse or attachments may be summoned in any unoccupied space in your vicinity. You may have any static items seamlessly integrate themselves to any existing and compatible infrastructure.
7. You may merge/import your items if they are roughly analogous in form and/or function, once per item per jump; you can also split these amalgamations at will.
8. You may lend/share your items to/with others, along with copies of the first through fourth boons. You may take them back at your leisure.
9. Any items that update every jump in some manner will do the same for every unique setting you visit.
10. Post-chain, any items that have a limited amount of uses and some such, every jump, will recharge every 10 years.

Warehouse Boons

This collection of boons will affect your warehouse and its attachments, and/or whatever equivalent you possess.

1. By default, you'll find that the warehouse will be hospitable to any and all beings within. And that external environmental conditions won't bleed into the warehouse.
2. By default, your warehouse's floor, walls, and ceiling are made of meter thick, non-reactive, self-mending, and indestructible concrete. You may not replicate this material, nor can it leave the warehouse's confines; but, its indestructibility can be toggled and will expand and contract as needed.
3. You may freely, but slowly split and shape your warehouse, so long as its base volume remains constant.

4. Any entrances made may lead directly to any part of your warehouse, including attachments.
5. The warehouse's borders are absolutely inviolable and cannot be circumvented in any manner; the only way in is through an entrance.
6. The warehouse's contents and it in of itself is undetectable and unviewable to any entity outside its confines. Only its entrance can be seen and seen through, but only in person.
7. Nothing can prevent or instigate the closure of a warehouse's entrance, nor can you be made to open them without your witting consent.
8. Should any living and/or sentient being find themselves within the warehouse after its closure, they will appear in the former vicinity of whatever entrance they used.
9. Your warehouse will produce ergonomic and appropriate attachments for any items acquired from a jump doc to be stored. These attachments' space cannot be used to store anything but these items, unless they are stored within the items themselves or their perimeter. Items subjected to the **Item Boons** fifth boon may be automatically deposited in these attachments.
10. You may hook up and/or utilize any of your warehouse utilities and the like, in any attachment. You may also extend this access to any item acquired from a jump doc, that can feasibly be lived inside of, even if it's not within the warehouse.

Alt-Form Boons*

This collection of boons will affect your alt-forms and the like.

1. Once a month, you'll gain a stashable charge that will allow you to instantly swap alt-forms. Otherwise, you can change forms after a peaceful hour of rest or via any shape-shifting abilities you may have.
2. You'll always be at ease in any of your alt-forms, or any transformations you willingly undergo for that matter.
3. Any alt-forms not being used are held in a sort of stasis, ensuring that they do deteriorate in any manner.
4. Unless stated otherwise, you may decide whether or not a new jump build constitutes a new alt-form, or just adds onto another.

Retrofitted Acquisitions*

Before starting a jump, you may change the form, history, character, and/or overarching theme of anything from a jump doc. This includes changing and adapting things to fit in settings they normally wouldn't appear in. Changes made with this cannot increase the inherent value of whatever it is used on, nor can they result in outcomes with totally disparate functions. Note that while this can be used on companions and followers, it cannot be used on any that you've already recruited and/or met.

Arbitrarily Ambiguous*

Whenever the workings of your jump doc choices just work, with no discernable reason beyond fiat or are simply vague, you may dictate how exactly they function. You'll also be able to dictate how your choices come into being and/or your possession; i.e. ex nihilo or via in-jump events, the latter guarantees you'll receive/acquire them in a timely and relatively convenient manner. However, you may not use this perk to increase the inherent value of your jump doc choices. And, under no circumstances may it be used to lessen the severity of drawbacks and some such.

Power Collector*

Whenever you find yourself in a new world, this perk will grant you the prerequisites needed to potentially - if not outright - use any power system(s) available to native races that are roughly analogous to your current form; and any alt-forms too.

Power Conversion*

You now have the ability to instantly and seamlessly convert and/or merge the energy/capacity of any internal energy reserves you possess into another. You may even do this with reservoirs belonging to alt-forms.

Exotic Lessons

You're now able to grant others the prerequisites needed to potentially utilize any power system(s) you possess. You cannot forcibly use this on anyone, and prospects would need to be compatible with said power system(s) as per the **Power Collector** perk.

R.C.T.S.

...stands for Redistribution, Conversion, Transfers, & Stacking. This perk also allows you to freely spend CP, which would otherwise be allotted for specific sections by first giving up half of it. Convert CP and other such in-doc currencies at a given ratio both ways. Lets, jumpers transfer CP to companions at a 1:4 ratio. And, take anything - except drawbacks and zero cost options - offered in a jump doc multiple times; effects stack additively and are to be discounted separately.

Niche Discounts*

This perk allows you to purchase capstone boosters for either 200CP or at a 50% discount. In exchange, you forgo all the effects of the perk, except for the capstone booster's boosting aspect.

(+)**Newbie's Discount:** New jumpers and companions receive an extra floating 50% discount or a flat 200CP discount, either of which may be used on any one thing or

things that make up one thing. These may even be used on normally non-discountable things and can stack with other discounts, but may not be saved for future jumps.

Skipping the Rolls & Banes

This perk comes in two parts. First, you may choose to ignore rolls and freely choose from what a jump doc offers. If you do this, you forfeit any offered bonuses you'd otherwise gain by rolling in good faith. Second, you may choose to freely reject/ignore any perks/boons, drawback limits, and other inane stipulations/detriments/limitations a jump/setting would normally impose upon you. In the case of mandatory drawbacks, you may nullify them by forfeiting any of the CP you'd normally gain from them and by paying CP equal to that same amount.

Recruitment & Deployment

This perk allows you to make anyone a follower, so long as you can get them to agree. You cannot trick or coerce any prospects into becoming a follower. However, you'll find that so long as you're being truthful and sincere, prospects will be able to tell you're being such when discussing JumpChain and all that it entails. You may also import as many followers as you wish and as many companions as you can afford. Followers can become companions via importation, and companions can be imported as followers too.

Friends Old & New*

Every jump this perk will grant you four slots that will allow you to freely import/create a companion each; should an import/create option not be available, then these companions receive 600CP to spend, alongside any other benefits a jump doc would offer a jumper. Companions may not purchase their own companions/followers and may only take drawbacks that affect themselves. By default - barring any monumental blunders or irreconcilable incompatibilities - you'll find yourself easily and quickly growing close to any created companions and vice versa. Additional slots may be acquired by either purchasing them at 50CP a piece; or should a jump doc, perk, reward, or the like offer something akin to the slots here, they may be converted into the latter. These slots can also be converted into 50CP each to purchase OC companions/followers or into 200CP each to directly bolster companion stipends.

(+) **Fated Encounters: Friends Old & New** slots can also be spent on a character up to two times each during a jump. One slot will ensure you'll frequently cross paths under favorable circumstances from there on. Using two slots will ensure you grow close to one another, as you would with a created companion; this effect also freely applies to any companions, followers, and the like obtained through a jump doc.

Enduring Bonds

The Lounge

Notes

- An asterisk* indicates that a perk or item was at least partially influenced by another author's work, and will be credited below.
- All perks and items taken from this doc are become part of your Body Mod
- For the purpose of this doc and its content, CP is synonymous with other currencies used in JumpChain; jump doc with supplement, gauntlet, and some such; aspect with facet; Setting with I.P. (Intellectual Property).
- On **Take Over**, non-drop-ins may decide whether or not they inherit or are even influenced by the original's memories, personality, and/or some such.
- You cannot use anything here to help you invalidate, evade, or otherwise cheese drawbacks you don't nullify with the **Skipping the Rolls & Banes** perk. Meaning they'll adapt, but won't go beyond their established purview.
- You may use Snippet Sharing on companions/followers as you purchase them, and use perks and items they are given for them on their behalf at and only at this time.
- Any references to the passage of time refers to time past in a host reality/setting not what is personally experienced.
- Companions and followers share a warehouse with the jumper.
- Companions and followers with the **Item Boons** and the **Warehouse Boons** perks share/use your warehouse for the purposes of these perks.
- The **R.C.T.S.** perk cannot be used on CP derived from the slots in the **Friends Old & New** perk.
- Slots from **Friends Old & New** may be stashed for later, and can be used to designate characters at any time.
- Fanwank as needed that's basically what **Arbitrarily Ambiguous** is for.

Credits

- Perk from this doc
 - Original perk/item/drawback/etc.: Source doc name by Author(s)
- Character Creation
 - Touchup: Attunement by Miss Direction
- Take Over
 - Self-Insert Wish Fulfillment: Generic Hentai World by Smuthunter and Merior
- An Eternal Disposition
 - The Road Goes Ever On And On: Generic First Jump by Ursine The Mad Bear
 - Wide Eyes: Pokémon Gotta catch 'em all! by Regalus
- Self-Conscious & Sacrosanct Self

–No Matter Where You Go, There You Are: Generic First Jump by Ursine The Mad Bear

•Uncapped Potential

–Unlimiter: Generic Naruto Fanfiction by blackshadow111 and cliffc999

•Utterly Unique

–Singularity: Generic Worldwalker by Edrogrimshell

•Anti-Hax

–Breaking Destiny: Final Fantasy 7: Remake Jumpchain by u/guyinthecap and u/Timber-Faolan

•Dodging Misfortune

–Good Fortune: Generic First Jump by Ursine The Mad Bear

•The Supplement Option

–Supplement Mode: The Elder Scrolls: Dovah by Pokebrat_J

•Adventure Awaits: Déjà Vu

–A Pirate's Life for Me: One Piece by MojaveCourier

–Inspiration: Attunement by Miss Direction

•Sticking to the Script

–Ride The Rails To See The Sights: Generic First Jump by Ursine The Mad Bear

•Breaking the Script

–Changing Destiny: Flow by MultiverseCrossover

•Sneaking & Blending In

–Further Information Is Not Available Here: Creative Mode, Long-Haul Mode, and Jumpchain House Rules by cliffc999

–Jumper Not Faller: Pokémon Gotta catch 'em all! by Regalus

•Setting Adaptation

–Import License: Generic ASOIAF Fanfiction by theajl (SB) / the_ajl (reddit), blackshadow111, and RichardWhereat

–Once Upon A Time: Generic Highschool DxD Fanfic Jump by DonChief

•Boon Boons

–The Superhero's Greatest Power: Generic Humanity Fuck Yeah by Esper

- Alt-Form Boons

- Alt-Form Shift, etc...: Body Mod Supplement by Insertrandomnickname and TangledLion

- Retrofitted Acquisitions

- Popularity Redesign: The Land of the Rising Sun by Valeria
 - Transmogrification: Generic Worldwalker by Edrogrimshell

- Arbitrarily Ambiguous

- The Harem King: Generic Highschool DxD Fanfic Jump by DonChief

- Power Collector

- Mage: Generic ASOIAF Fanfiction by theajl (SB) / the_ajl (reddit), blackshadow111, and RichardWhereat

- Power Conversion

- One Power: Generic Worldwalker by Edrogrimshell

- Niche Discounts

- Demi-Servant/Pseudo Servant: Fate/Zero Jump by Valeria

- Friends Old & New

- Chick Magnet: Generic Hentai World by Smuthunter and Merior

- Drop-In's Paper Trail

- Teacher's License: The Testament of Sister New Devil by Smuthunter

- Admissions Letter

- Acceptance Letter: RWBY Jumpchain by Azrael Elderblood

- Media Collection

- Canon: Generic Generic Jump Jump by Ursine The Mad Bear

- Jump Portal

- Returner: Attunement by Miss Direction
 - A Small Watch: Generic Traveler by Clay-Dozer

Latest version

https://docs.google.com/document/d/11dkv_skbtZO_NJzyW1SV7VaT4CvTjPWo2_-Q3-dnXg/edit?usp=drivesdk