Generic Snippet Supplement

By: GritMaven

I want to preface this by saying that this supplement was heavily inspired by ChooChooMcgoobs' Generic Extra Toggle Options supplement, cliffc999's Creative Mode, Long-Haul Mode, and Jumpchain House Rules, and the JumpChain community at large. Credits at the bottom.

With that being said, this supplement is a collection of perks and items that I feel every jumper should possess, or would just make your chain more enjoyable overall. I tried to keep everything relatively balanced, but jumpers gonna munchkin. Regardless, take as much as you like. Everything here is free and may be taken at any point of your chain.

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Perks

Tune-Up

Upon taking this perk, you are cured of any and every health issue you'd consider detrimental in any way, shape, or form, no matter how severe. Whether it be of mundane or supernatural origin, this perk has you covered. And, so as to be clear, will also affect any alt-forms you possess. In the future, this perk will automatically activate at the end of every jump/gauntlet.

Character Creation*

You can now freely change your form to better fit your desires. These changes must be naturally possible and entirely cosmetic. You may also choose to become any race that is in line with your upcoming jump's purchases or is relatively unremarkable in the setting you're about to visit. Whether these changes simply alter an existing form or represent an entirely new alt-form is up to you. This may also be used to freely modify your in-jump history, so long as it remains within the purview of your upcoming jump's purchases. Note that this perk may only be used before starting a jump.

Alt-Form Boons*

This perk grants you a collection of boons concerning your alt-forms. First, once per month, you gain a charge, which can be stashed and will allow you to instantly change alt-forms. Otherwise, you can slowly change forms over the course of an hour. Second, changing or gaining new alt-forms will never see you suffer bodily dysphoria. Third, you can make any of your alt-forms appear as similar as possible to another. Fourth, any alt-forms not being used are held in a sort of stasis, ensuring that they do

deteriorate in any manner. Finally, no matter your current form, you can use any of your powers that aren't reliant on some physical trait.

Inoculation & Containment

When entering a new world, your immune system is bolstered to match the average native's immunity. Furthermore, you will find that any alien pathogens brought with you, directly or indirectly, are rendered inert and will not spread.

Sneaking & Blending In*

This perk renders you impossible to track when traveling in between universes and ensures that your entrance in thereof brings no unwanted attention. Furthermore, any evidence that would outright oust your nature as a dimensional traveler is concealed. Meaning that no being will be able to access your metaknowledge or any information that would expose you. And that you will pass off and feel like any native would, to any entity that would care to check.

Setting Adaptation*

When entering a new world, you and 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. This perk can also be used to retroactively grant a background to any of your possessions before entering a world. And will also ensure that your mere presence won't destabilize or otherwise doom settings you visit.

Time & Location

You may now freely choose when and where you start your jumps. On the condition that said choices do not provide you with an unreasonable advantage, and make sense for your in-jump background.

Continuation

Should you have already visited a setting in a previous jump, you may either continue where you left off or at some point after the fact.

Jump Duration

Either 10 years is entirely too much time, or not enough. Rarely is it ever just enough. Now, though, you may end your jump at your discretion once 10 years have passed or when the jump's main plot has been resolved/fubared. Any use you'd make of this perk cannot be prevented or influenced by any outside force.

Convoluted History

This perk allows you to purchase additional origins/races/affiliations/etc. at a surcharge of 200CP each. Gaining access to the discounts, stipends, mutually exclusive choices, etc. associated with said origins and the like. Note that discounts and stipends of the same category do not stack. You instead receive whichever set(s) you find most worthwhile.

The Drop-In Option

You may now drop-in using any origin or equivalent. No new memories, bonds, commitments… only the discounts, stipends, freebies, and some such that'd come with the affected origin. You also get to choose how exactly you enter your jumps.

Take Over*

This perk allows you to possess the body of an established character, so long as two conditions are met. Them being that you must be of the same race, and your chosen origin must roughly fit their history. Drop-Ins may use this to, ceteris paribus, arbitrarily supplant the place of characters that are ordinary, absent, or otherwise indisposed. Either way, this perk won't net you any advantages you didn't purchase from a document.

Discount & Stipend Redistribution*

This allows you to convert higher tiered floating discounts into lower tiered ones at a 1:1 ratio and lesser discounts into the next higher tiered one at a 2:1 ratio. This perk also allows you to freely spend CP, which would otherwise be allotted for specific sections by first giving up half of it. Bonus: New jumpers and companions receive a one-time extra floating 50% discount, which may be used on any one thing. This bonus may even be used on normally non-discountable things and can stack with other discounts, but may not be saved for future jumps.

Capstone Booster Discount*

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.

Skipping the Rolls & Banes

This perk comes in two parts. First, you may choose to ignore rolls and freely choose from what a jump document offers. If you do this, you forfeit any offered bonus you'd gain by rolling in good faith. Second, you may choose to reject any mandatory perks, boons, conditions, etc. that a jump/world would normally impose upon you. In the case of mandatory drawbacks, you may nullify them by paying CP equal to what they'd normally grant you.

The AU Option

You may use this to enter settings that deviate from the continuity you'd normally end up in. Whether it be a canon iteration, a work of fanfiction, a more generic version based on common fanon tropes, or a customized setting is up to you. The latter option will allow you to freely alter any facet of a setting and its inhabitants before starting a jump. However, your customizations cannot be used to grant or fast-track yourself any overt advantages. This also applies to your companions and followers. And the original setting must be at least vaguely recognizable after all is said and done. This perk also ensures that every world you visit has their own local multiverse.

The Supplement Option*

This perk simply allows you to turn any document into a supplement; CP budgets must be kept separate. You may also use this to seamlessly mix disparate settings together, and/or visit settings entirely unrelated to any document's source material.

A Touch of Realism

The stories we experience are often but a reflection and simplification of some reality, an interpretation. And, while these interpretations may hold some truths, they are prone to inconsistencies and oversimplification. This perk ensures that the metaphysics of any setting you visit are inviolable, as multifaceted as our own, and generally - for a lack of better words - more realistic and logical overall.

World Anchor

If you're real, why wouldn't the settings you visit be as well. You now possess the ability to permanently validate the existence of any setting you visit without undermining another's. That is to say, you can make a setting dependent on an outside source entirely autonomous, even retroactively if need be.

Personal Playground

This perk guarantees that you will never inadvertently encounter or attract the attention of any beings synonymous with R.O.B.s, isekai protagonists, or even other jumpers. The one obvious exception is your sponsor, should you have one in the first place.

Power Acquisition*

Whenever you find yourself in a new world, this perk will grant you the prerequisites needed to access and any power system(s) generally available to whatever race is most analogous to your current form. Any alt-forms you possess are also affected.

Power Conversion*

You now have the ability to instantly convert the energy and/or capacity of any internal energy reserves you possess and then pool it 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 utilize any power system(s) you possess. You cannot forcibly use this on anyone, and prospects would need to be able to obtain said power system(s) through the use of the **Power Acquisition** perk.

Sticking to the Script*

The mere presence of a Jumper is liable to alter the course of history. This perk will help mitigate the effects of your actions on a setting's canon plots. Keyword being help, for if the change you bring is to grand, then this perk may fail to keep things on track.

Breaking the Script*

With this perk, you are now immune to any force that would set you upon a predetermined path. Consequently, and perhaps more importantly, this trait bequeaths the ability to disregard and unravel the fates of others. This will also shield you from any backlash that'd be directly born of your meddling.

Adventure Awaits*

No matter where you find yourself, you will regularly stumble upon opportunities for adventures you'd find worthwhile. And, should you find yourself at the right place and time, you will find yourself roped into canon plots and/or events of importance. This perk will also allow you to suppress memories of a setting in order to genuinely experience what's to come. If done, you'll be granted a sense of intuition fueled by your suppressed memories. This sense will ensure you don't miss events you'd want to experience/avoid or write off characters you'd want to befriend or something.

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 effort and time. These effects also extend to any perks and powers you possess, allowing you to improve their scope, power, and efficacy with time and use. You will also find that your base abilities and skills will no longer suffer any form of passive deterioration.

Boon Boons*

This here is a set of boons affecting any boons you have, including any you successfully acquire down the road. Note that for the purposes of this perk, the word boon is synonymous with perk, ability, skill, trait, etc… First, you're safeguarded from any non-inherent downsides/pitfalls that would come with the possession and/or use of a boon. This explicitly covers any necessary secondary powers needed to properly use your boons. Second, anything purchased with CP comes with the knowledge and skill(s) expected of someone possessing such boons. Third, boons that update every jump in some manner will do the same for every unique setting you visit. Lastly, you may selectively toggle the effects, scope, magnitude, etc. of any boons you possess. This may not be used to negate downsides intrinsic to the utilization and/or possession of a boon without first giving up thereof.

Item Boons

This is a collection of boons affecting any items purchased or obtained from a document unless explicitly stated otherwise. First, you'll always meet any conditions and prerequisites needed to use any of your items. Also, no matter your form, wielding your items will not incur adverse effects that'd normally affect you unless said effects are inherent to its function. Second, your items will automatically tailor themselves to fit whatever form you may assume. These changes will be largely cosmetic and can’t be too drastic. Third, you will be granted just enough knowledge and skill needed to properly use and maintain your purchases. Fourth, you may choose what is affected by any extraordinary features and passive effects your items may exhibit and/or toggle them instead. Fifth, items will automatically restore themselves if damaged, return to your person if rendered inaccessible, and replenish their stock. How fast your items are repaired, returned, and restocked depends on their individual value and size, but it will never take more than a decade. This boon may not be used to amass extra resources, and - if you like - will not undo any modifications you've made. Sixth, items that update every jump in some manner will do the same for every unique setting you visit. Lastly, you may have any of your items deposited into your warehouse when starting a jump or when items are subjected to this perk's fifth boon. After which, you may deploy/summon them in any unoccupied space. Static items will either connect to any existing infrastructure or become self-sufficient.

Warehouse Boons

As the print above suggests, this perk provides boons relating to the warehouse or whatever equivalent you possess. First, the warehouse's interior will always be habitable and can't be influenced by outside environmental conditions. Second, by default, your warehouse's floor, walls, and ceiling are made of meter thick, non-reactive,

self-mending, and nigh indestructible concrete. You may not replicate this material, nor can it leave the warehouse's confines. Third, anything inside is undetectable and unviewable to any entity outside the warehouse. Fourth, the warehouse's borders are absolutely and utterly inviolable; the only way in is through an entrance. Fifth, you may freely, but slowly alter the shape of your warehouse, so long as the storage capacity remains constant and no rooms are split. Sixth, nothing can prevent or instigate the closure of your warehouse, nor can you be made to open it without your witting consent. Seventh, should any living and sentient being find themselves within the warehouse after its closure, they will instantly be ejected into the entrance's former immediate vicinity. Lastly, your warehouse's capacity will expand to properly accommodate your CP items.

Arbitrarily Ambiguous*

Oftentimes, you find that the effects of your purchases just work, with no discernable reason beyond fiat. Whenever you encounter something of this nature, you may now dictate how exactly their effects function. You may also decide how your purchases come into your possession and/or how they come into being.

Flavor Text Editor*

You may now change the appearance of your CP items and visual effects of your abilities/powers, so long as they are purely cosmetic and stay within their purview. And while this can also be used to freely alter the history, alignment, relationships, appearance, etc… of any companions and followers you have, it may under no circumstances be used to grant them any unwarranted advantages, or on existing companions and followers. This perk may only be used before starting a jump.

Synthesis & Separation

Unless stated otherwise, before starting a jump, you have the ability to fuse any items you own with similar CP items. And while you can combine as many of your CP items as you want, only one non-CP item can be added to a combination per jump. You can also split your amalgamations into its base components at will.

Crash Course

Upon entering a new world, you will be granted rudimentary and common knowledge of its history and geography. You'll also be granted fluency in the most commonly used language in your starting location's immediate region, alongside the skills needed to survive in said region.

An Immortal's Disposition*

The disposition this perk grants you will help keep you sane throughout your chain and beyond. No matter how long you live, you'll never become needlessly jaded, desensitized, lose touch with your feelings, or fail to adapt to your cultural surroundings. Furthermore, no matter the severity, you'll never fail to recover from any mental/spiritual trauma you may incur. These effects also affect those in your vicinity and your associates in general.

Self-Conscious & Sacrosanct Ego*

You're now passively aware of how your personality, beliefs, morality, etc. are changing in real time. And may actively nudge the direction of any ongoing change as you see fit. This perk also makes your ego nigh immutable to outside forces. Thus making it far more difficult to subvert or displace anything associated with your ego and it in of itself.

Enduring Bonds

From now on, the bonds you forge with others will no longer deteriorate with the passage of time, so long as you don't actively neglect or disparage them, that is. You'll also find that the stronger a particular bond is, the harder it will be to sabotage/erode.

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/chain solely due to bad luck. Furthermore, you'll now find yourself overcome by a sense of foreboding whenever you're about to encounter or do something that'd abruptly end your jump or chain.

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 time - equal to a tenth of the remainder of a jump's duration - in which you must be resurrected if and only if you have no 1-Ups available. You, your companions, and followers are revived at the end of each jump or your chain's end.

Beneath Notice

This perk obfuscates attempts at gathering information about you and anything you're associated with. Its effectiveness wanes as the closer you are to another's power and/or influence, eventually becoming a nonfactor once you rival or surpass them.

Anti-Hax*

You are now immune to any effects or events that would directly override your existence in any way, manner, or form. This perk also provides you some resistance

against more esoteric effects. This resistance's effectiveness wanes as the closer you are to another's power and/or influence, eventually becoming a nonfactor once you rival or surpass them.

Utterly Unique*

Amongst all that is, you are truly one of a kind. No alternate versions of you exist, or ever will for that matter. Consequently, this trait of yours makes other's efforts to copy any part of you far more difficult and outright impossible to copy in full.

Friends Old & New*

This perk allows you to freely import/create four companions each jump. Should an import/create option not be available, then these companions receive 600CP to spend, alongside any stipends a jump document offers. You can transfer CP to your companions at a 1:4 ratio. Companions may not purchase their own companions and may only take drawbacks that affect themselves. By default, created, and OC companions are or will be amicable towards you, and amenable to joining your adventures. Alternatively, you may use any or all of these slots to designate characters native to the setting you'll be visiting. Doing so will ensure you meet these characters under favorable circumstances during your stay, and should you mesh, will conspire to keep you in close proximity afterwards. You may purchase additional slots at the standard import cost, or at 50CP should one not be available.

Followers

You may freely bring along as many followers as you wish. Unless imported as a companion, which is something you can do, followers will not receive any additional CP, freebies, stipends, or anything of that sort. Companions become followers when not imported into your latest jump, but retain any boons they already possess.

Recruitment

You may make anyone a companion or follower, so long as you can get them to agree. You may not trick or coerce any prospects into agreeing. To help you in this endeavor, prospects will be able to tell if you're being truthful when discussing JumpChain and all that it entails.

Snippet Sharing

You may freely distribute perks and items from this document to any companions or followers you have or recruit. Companions and followers can only be given any particular perk and item once. Post-Chain, you may distribute these perks and items to anyone. However, the following are exclusive to Jumpers: Time & Location, Continuation, Jump Duration, The AU Option, The Supplement Option, A Touch of

Realism, World Anchor, Deathly Contingencies, Utterly Unique, Friends Old & New, Followers, Recruitment, Snippet Sharing, Media Collection, The Lounge, and Jump Portal.

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Items

Starting Equipment

This item provides you with the bare minimum needed to survive and start your journey each jump. What you receive depends on your starting location and is not affected by the **Item Boons** perk.

Munitions & Accessories

A steady supply of items needed to properly use and maintain any items purchased from a jump document. You are also provided with the accessories - albeit ordinary ones - commonly associated with your purchases.

Drop-In's Paper Trail*

A collection of high-quality forged documents meant to provide you with a relatively ordinary and fitting background. This includes any certificates, degrees, and deeds you'd qualify for. These documents will be updated just before starting each jump.

Admissions Letter*

A seemingly ordinary envelope, which will retroactively secure you a spot at any institution you'd qualify for. All you need to do is write the name of the institution. This only works once per jump.

Media Collection*

Whenever you visit a setting, you get any media about said setting that exists in your home dimension. This is all stored in a warehouse attachment that has all the equipment needed to enjoy it properly. The material here is incomprehensible to anyone without your witting permission.

The Lounge

A warehouse attachment that will fully accommodate any benched companions and followers. Residents will not experience any form of deterioration while inside. But, they also won't be able to meaningfully grow while inside or influence anything outside the confines of this room. Should any resident leave, they will be unable to return until the next jump and will automatically become a follower. Only Jumpers may come and

go as they please. All companions and followers are automatically moved here at the end of each jump.

Jump Portal*

This warehouse attachment will remain utterly inaccessible until your chain has come to an end. Within lies, a navigation terminal that records the coordinates of any place you've been to, including your home dimension. Once you've set a destination, a portal will appear, allowing you to seamlessly cross over to said destination. No one can use this room without your witting permission. And if you've successfully managed to obtain your spark, the terminal will project a map of all of reality. This map is easy to navigate and will let you visit any setting, without exception.

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Endings

Your jump has come to an end, and all drawbacks are revoked/nullified. Now you must make a decision…

Stay

Go Home

Continue

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Notes & Credits

Notes

•All perks and items from this document are considered part of your Body Mod
•For the purpose of this document and its content, CP is synonymous with other currencies used in JumpChain
•This is the first time I've ever made something like this, so there will be grammar mistakes aplenty. Commas in particular.
•You cannot use anything here to cheese drawbacks you don't nullify with the **Skipping the Rolls & Banes** perk. They will either adapt or become entirely inaccessible.
•Along the same vein, use of the **The AU Option** and/or **The Supplement Option** perks will see - if you like - your purchases adapt to the resulting setting. This may only happen once, and only for that particular jump and its corresponding purchases. For example, if a perk offers you mastery of a magic system based on thoughts and

prayers, but the counterpart present in the setting you're about to enter is based on calculations, you may have the perk give mastery over the latter.
•If you're visiting a setting totally unrelated to a document's source material through the **The Supplement Option**, you may choose to receive fanon versions of your purchases.

Credits*
•Perk form this document
–Original perk, item, drawback, etc.: Source document name by Author(s)

•Character Creation
–Touchup: Attunement by Miss Direction

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

•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

•Take Over
–Self-Insert Wish Fulfillment: Generic Hentai World by Smuthunter and Merior

•Discount & Stipend Redistribution
–Perks: Naruto by Valeria

•Capstone Booster Discount
–Demi-Servant/Pseudo Servant: Fate/Zero Jump by Valeria

•The Supplement Option
–Supplement Mode: The Elder Scrolls: Dovah by Pokebrat_J

•Power Acquisition

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

•Power Conversion
–One Power: Generic Worldwalker by Edrogrimshell

•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

•Adventure Awaits
–A Pirate's Life for Me: One Piece by MojaveCourier
–Inspiration: Attunement by Miss Direction

•Boon Boons
–The Superhero’s Greatest Power: Generic Humanity Fuck Yeah by Esper

•Arbitrarily Ambiguous
–The Harem King: Generic Highschool DxD Fanfic Jump by DonChief

•Flavor Text Editor
–Transmogrification: Generic Worldwalker by Edrogrimshell

•An Immortal's 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 Ego
–No Matter Where You Go, There You Are: Generic First Jump by Ursine The Mad Bear

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

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

•Utterly Unique

–Singularity: Generic Worldwalker by Edrogrimshell

•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