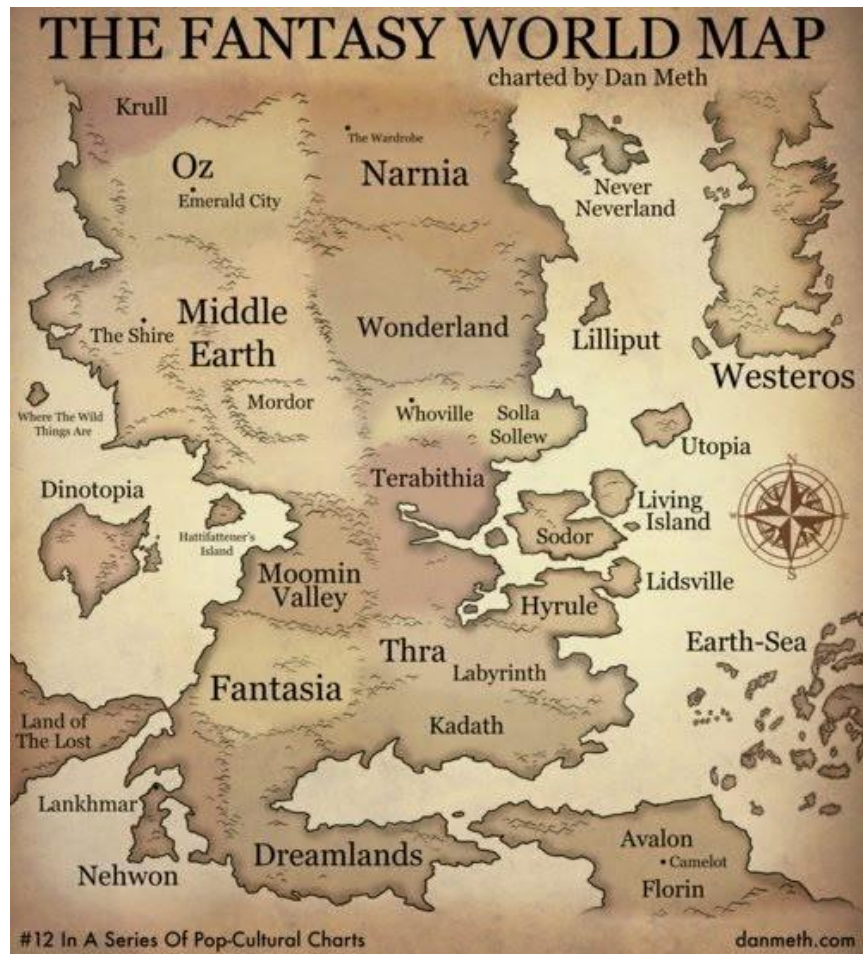


# Generic Jumpchain



A game. A story prompt. A community. A gift from a higher being. Ultimately, Jumpchain is the idea that immensely powerful beings would choose random schmucks to send on trips across many fictional worlds while granting them power associated with those worlds in various forms as a method of entertainment. Whether real or make-believe, it's basically an evolution of choose-your-own-adventure prompts, except multiple ones chained together. Fortunately or unfortunately, you're about to be involved in such events. This is the Generic Jumpchain Jump, what did you expect?

No, a Jumpchain Jump is not needlessly recursive. If every fictional world can have a Jump, then the fictional world where there exist Jumpers and Benefactors shouldn't be an exception! You're in for an adventure. Make a story worth the candle. Now, as always, this is for you.

+1000 choice points (use these to buy from the options below)

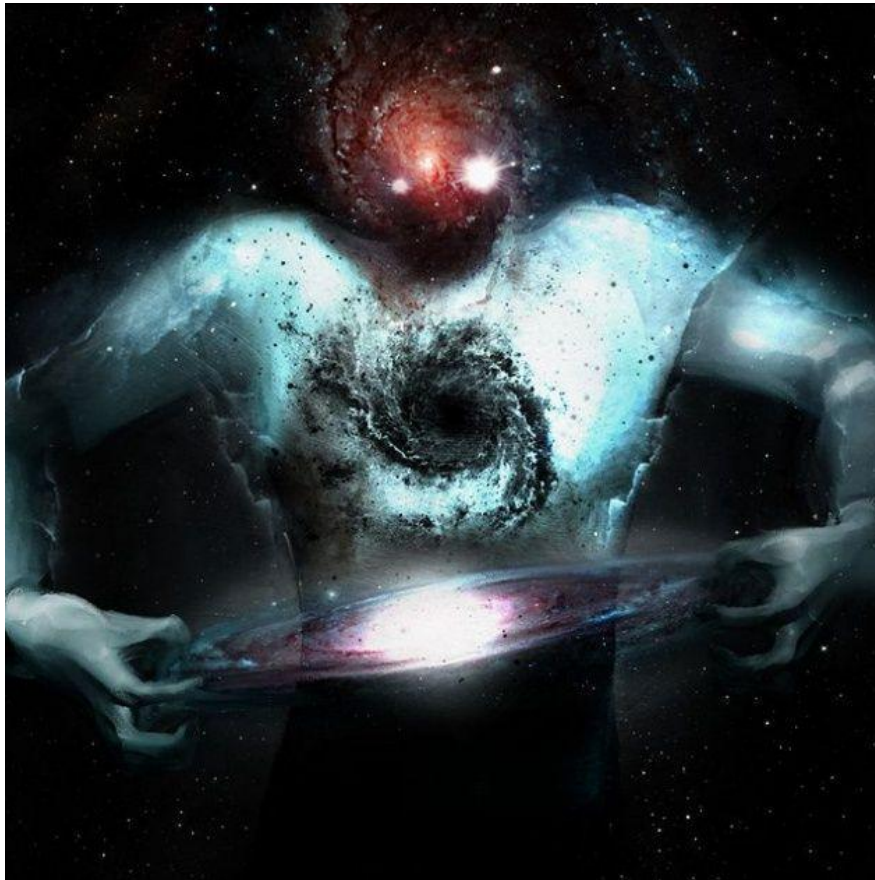
## Origins:

Everybody's got a story, and you aren't an exception. Who are you, and how do you fit into Jumpchain? Are you a random schmuck granted power from a higher being? Are you someone who already completed their adventure? Are you a higher being instead? What has your life been like that before this moment? You have a *choice* in these matters. Choose wisely.

**Jumper (free):** Looks like you're the random schmuck sent on an adventure. Welcome to Jumpchain. And since you're new, your story might be entertaining. Plus, there's a good chance you've already got plenty of experience out there in the world, and some fantastic powers to boot.

**Benefactor (free):** You could be doing this for entertainment, for the experience, because you like making new heroes or villains, or for some unfathomable ultimate goal. What matters is that you've got the power to send others into Jumpchains, and the willingness to use it. You're well-versed in picking the right people and giving them the right tools even when cosmic powers block any sort of foresight, and that's something that's always in demand.

**Random Omnipotent Bastard (free):** A member of the higher tiers of Creation you might be, but not one sending mortals into trips through what might or might not be fictional worlds. That doesn't mean you can't be involved in Jumpchain. In fact, you excel at getting involved even when others of your kind don't want you there.



# Meta-Perks:

Like normal perks, but better! The purchases here are effectively a fundamental part of your Jumpchain existence and not subject to any rules or effects that work on perks and abilities, nor are they trumped by Drawbacks. Meta-Drawbacks could still work on them though.

## **[free] Jumpchain is Real?!**

No matter whether Jumpchain is real or a writing prompt, a game of ineffable beings or make-believe of some guys and gals on the Internet, the you that is part of Jumpchain will be no more or less an illusion and thus the illusion will be real to you.

## **Jumper:**

### **[100] Absurd Fortune**

What are the chances that a random schmuck like you will be visited by a nigh-omnipotent being offering you a gift beyond your wildest dreams? Since you are a Jumper and this already happened, you must be absurdly fortunate to the point that opportunities involving even the highest levels of Creation would arise. Take care though, for fortune is neither skill nor happiness.

### **[100] This is Entertainment!**

No, really. Your antics somehow remain entertaining even to entities that have seen literally everything. This persists as long as you're not being deliberately offensive to observers - or such an absolutely execrable bastard of cosmic proportions that even gods of evil would not find them funny.

### **[100] Enough Rope To Hang With**

You have been sent on a vanilla Jumpchain with what passes for standard rules for such things. Yer a Jumper, scrub, sent to subsequent realities based on existing Jumps with the imperative to entertain your Benefactor and don't die too soon because training a new Jumper can be such a chore. Time to git gud before the Endjump cometh.

### **[200] A Sacrifice For Power**

Ever heard of Drawbacks? Those bad things you can deliberately accept happening to your chain in order to gain moar choice points? As a Jumper you can take them now. "Duh", I hear you saying. Except with this you also get access to the Universal Drawback Supplement for your chain and thus the potential for unlimited power!!! Praise SJ-Chan!

### **[200] The Power Of Choice**

How are Jumps chosen and in what order? Nobody knows, there's no consensus. Other things there is no consensus for or might be random in many Jumps are starting locations, time, age and gender, sometimes even races or origins! Well, no more. For everything in Jumpchain that was random or ambiguous you can choose one of the options available instead. If no options are presented, you can choose whatever you want out of what is possible. This applies to this Jump as well - don't tell me you missed the lack of location/time/bio options?

### **[200] Rules Of The House**

Vanilla Jumpchain is soo restrictive. Wouldn't it be so much better if you changed a few things? This perk grants you access to supplements for your Jumpchain except for the Universal Drawback Supplement and the Cheater's Manual. In addition, you can have any houserule you could convince your Benefactor would be fair or entertaining.

### **[600] Been There, Done That.**

Chain? With this perk that's old news. You have gone through your chain, made all the choices you would have normally made given the circumstances, and have the memories and rewards to prove it. Whatever ultimate outcome your journey would have had you're already at it. If it would have been successful you now have a Spark, the ability to travel Creation by yourself and jailbreak any Jumpchain-related restrictions to your powers.

### **[600] Greatest Harem Ever!!!**

If that's what you want to use this for. Followers, Companions, Pets, you have them all. Not just those you would have taken in your chain. Not just everyone on offer in all Jumps. All those plus every person you met or wanted to meet in your chain, you can now bring with you in any world you go to. As long as you exist they are restored fully every seven mundane Earth days' worth of unmodified time regardless of condition and you can temporarily or permanently share with them any of your perks from normal jumps. You can refuse to take people you don't like, of course; nobody forces you to take along whole universes' worth of people. Even if it would be funny.

## **Benefactor:**

### **[100] Unbound Spirit**

How could you possibly send Jumpers on chains if you could not travel the Cosmos? You have no Location or Existence as lesser beings can comprehend, thus you can be anywhere you can think of as a place to be regardless of logic. You could jump worlds, sit inside an electron, enter a book as if it were a real world or travel in the dreams of a fictional person from a movie yet to be produced. There are no limits to where or when you can be or not be, except those set by entities greater than you. In addition, you can safely carry along both beings and objects. Through this ability you can send Jumpers and their properties along on chains, at least as far as transportation is concerned.

### **[100] Vision of Greatness**

The problem of spirits without Shape, Communication or Identity as lesser beings understand have with interacting with such lesser beings are rather extensive. Why, you might accidentally erase their mortal shapes or warp their identity through mere proximity and then how would you recruit Jumpers? To that end you can interact with them through a vision, a manifestation that is but a tiny fraction of your true greatness. In short, you can appear to them as anything they can possibly imagine and do so without hurting them. In addition your communication is always unambiguously understood in the manner and to the extent that you desire. This manifestation could conceivably be attacked and destroyed, but this never causes any lasting harm to you unless you identify the vision as your true self for some reason. Yes, even against powers and abilities that could destroy the source of a projection by harming the projection.

### **[100] Rule and Find, Bring and Bind**

Now we get to the whole point of being a Benefactor. By using the previously written choose-your-own-adventure prompts compatible with the chain's format known as Jumpdocss, you can empower your Jumpers according to the options mentioned in said Jumps. This works as long as a mutual agreement is made and Jumpdocs are available, even if you don't have such powers yourself or another way to grant them. However, without some power of your own you and your Jumper are limited to the exact rules of said jumps.

### **[200] Lord of Gifts**

You can grant people power through Drawbacks. This goes beyond your remit within the rules of Jumpchain and is essentially a pact of equal exchange. As long as someone willingly agrees to some form of negative effect you have described to them, they gain a benefit of their choosing of rough parity with the negative. Such negatives last for a minimum of a tenth of the recipient's base life expectancy or ten years (whichever is longer) and trump any of the recipient's abilities, the granted benefit included. The scope of drawbacks you can impose is equivalent to what drawbacks your Jumper(s) have taken in their chains.

### **[200] Chaos Is A Ladder**

Let's face it, Jumpers almost always cause untold havoc in places they visit. None of the local powers would ever accept Jumpers in their worlds... if not for this. Somehow, the more interesting events your Jumper causes in a setting, the more the local top power would benefit in the end and so will you.

### **[200] In Fair Words Woven**

How does your Jumper know that you won't send them to an absolute death world for the lulz? Why do they trust any of the options you give them to work as they say they work? How does the Jumper tell you won't harm them? They don't, because you can always mess them up in ways they'll never see coming; you don't need a perk for that. What you do need is a way to convince them to trust you and play your game by the rules you set. With this you can convince absolutely anyone of absolutely anything as long as they are in some way weaker or subordinate to you. As long as that condition is true, this works as a better social manipulation perk than anything a mortal being could have or Jumpchain perks could provide.

### **[600] The Giving Spirit**

It is a lame Benefactor that has to rely on rules and binding agreements to empower their Jumper and you are not lame. You now have the ability to permanently gift to others anything a Jumper could get from a Jumpdoc. The only limitation is that they need to agree to a service of equivalent scope in duration and risk to a Jumpchain they could have gotten said gifts from. The agreement is binding on both ends.

### **[600] In Might Arisen**

A Jumper being more powerful than their Benefactor would be rather silly, wouldn't it? Well in your case it's true. Your abilities and powers are beyond what is offered in Jumpdocs other than this one to the same extent a pet owner would be greater than a pet. It is conceivable that a Jumper of a sufficiently long chain, with opportunities to grow their own abilities during Jumps and/or breaking their limitation post-Spark would be in your weight class but it would take them a lot of work to get to that point. Also, you're completely immune to effects that would negatively impact your powers or allow someone else access to them in any way unless you allow it. Yes, even when they have immunity piercers or "absolute" effects.

## **R.O.B.:**

### **[100] Protoshinmaic Manifestations**

Also known as doing stuff ex nihilo. You can do that now, with a scope that scales with your power. A mundane human could do anything theoretically doable by a mundane person with time and effort. A god could do any miracle they'd have available on their best day. While this technically doesn't let you do anything you could not have done via other means it saves a hell of a lot of time, effort and resources. This is not reality warping; you're just getting effects you could cause normally without actually causing them.

### **[100] Ineffable**

Also known as working in mysterious ways. When you act, you can make it so nobody weaker than you knows that it was your act, or what exactly you did, or why it was done. Nobody will notice your unseen hand altering the story because you aren't part of the story but beyond it. This also makes you immune to meta-narrative abilities regardless of power because you're neither a story nor part of one.

### **[100] Playing Dice**

Sometimes with the universe, more often with the people within it. You can make deterministic events with a single outcome into probabilistic ones with a scope of varied outcomes. Alternatively, you can reduce the randomness of probabilistic events in part or even entirely, making them fully deterministic.

### **[200] Voyeur!**

You can see all things at all times. This especially includes things others might not want you to see and put effort into blocking; you could look into the affairs of Benefactors and other R.O.B.s if you wanted to, such as individual Jumpchains. Keep in mind that this doesn't prevent people from kicking your ass if they don't like what you're doing, though only beings of cosmic tier would notice your interference.

### **[200] Interloper!!**

You can go or send people and objects anywhere, especially places others don't want you to be. This comes with the ability to meddle in those places to the exact same overall scope others have already meddled. You can't directly undo their actions but you can act to oppose them indirectly. For example, if they sent a Jumper there you could send a Renegade Jumper, Godbeast, or other scaling foe to oppose them. If they made a sweeping change to the world, you could make an equally great sweeping change or many smaller ones. Using this you could provide any sort of "challenges" or "bets" to your targets even vs other Benefactors or ROB.s... as long as such were in some way fair.

### **[200] Cheater!!!**

Sometimes seen as the ultimate transgression by certain sore loser R.O.B.s, you can offer any Jumpers access to the Cheater's Manual. The target Jumpers' Benefactors can't do anything to stop or undo the cheating, though they can still fail their Jumper if they cease being entertaining.

### **[∞] The Uttermost Source**

Mighty are the Jumpers, and mightiest among them are the Post-Sparks; but that they may know, and all the R.OB.s, that you are The One, those things that they have done, you will show them forth, that they may see what they have done. And thou, Jumpers, shalt see that no theme may be played that hath not its uttermost

source in you, nor can any alter Creation in thy despite. For he that attempteth this shall prove but thine instrument in the devising of things more wonderful, which he himself hath not imagined.

TLDR: you're omnipotent in the true meaning of the word, in that all powers of all beings come from you and all events ultimately happen according to your design.

## Items:

You may discount any two items. Discounted free items give back 50 CP instead. Discounted 50-CP items are free. You cannot stack two discounts on a single item. Items bought here are immune to everything short of a Benefactor or other post-Spark being. Even such beings would have to put in effort to destroy them equivalent to a mundane human trying to destroy equivalent items. If you are such a being, you could rebuild any item you purchase here with the same effort as a mundane human creating a mundane equivalent.

### **[free] Jumpdocs**

You get a copy of all versions of all Jumps that have ever been and will ever be made. If you're a Jumper, your Benefactor will accept your selections from this list as the Jumps they're willing to send you to except for those that have been written by you; for those you'll need to negotiate. If you're a Benefactor, your prospective Jumpers will accept your selections from this list as the Jumps they're willing to attempt on their chain except for those you picked to screw them over; for those you'll need to negotiate. In neither case the negotiation is done via mundane skills you've earned honestly.

### **[50] Jumpchain Serum Brewer**

This device that looks suspiciously similar to a complicated coffee-brewing machine can, at the pull of a lever, fill any cup, small bottle or similar container you provide with a dark brown serum that smells like the best chocolate that ever was or will be. Drinking a full cup will provide anyone with the Spacebattles bodymod and all bodymod upgrades and additions obtainable through Jumpdocs. Subsequent doses will provide enjoyment as great and long-lasting as reading your favorite fiction for the first time. This works even if you haven't yet read what will be your favorite fiction and in fact gives you hints as to where and how you can find it.

### **[100] Jumpchain Construction Company**

This purchase provides you with a small construction company of minor R.O.B.s that can design and build any and all warehouse and personal reality supplements available in Jumpchain. They can only build one such property at a time and will take from a minimum of an hour for the most basic version to a maximum of one week for the most extensive options possible. Their projects can be given to both Jumpers and any other people just by handing over the relevant key. The company R.O.B.s will always be loyal to you but have little skills for anything other than construction.

### **[200] Fictional Setting**

Your very own fictional setting, made as well as if you've spent a lifetime working on it with the skills of an Oxford Professor of History and Linguistics, the talent of a one-in-a-generation writer, and the dedication of a loving parent writing stories for his children and grandchildren. Comes in any and all forms you desire, from novels, to movies, to games, to an entire world you can live in and experience.

### **[600] Timeless Halls**

A place to live amid the Void outside Creation, without dimensions in time or space that can feel and appear to be anything you could possibly imagine. No act can be taken upon or within it without your leave, nor can others enter it in your despite. While within you can experience and comprehend all stories that were, are, or will be. This never overwhelms you, never dulls your enjoyment of stories, and can be subjected to any sort of limitation you could imagine.

## Meta-Drawbacks:

Jumpchain has drawbacks, things you can willingly take to make your life moar difficult in exchange for moar power. These are not those little pacts with a Benefactor though, they are worse for they are bad things that affect your entire experience with Jumpchain as a whole. They'll never stop or be rescinded while you're associated with Jumpchain in any way. They trump not just perks but everything. Why? Just read on and see. You may take as many meta-drawbacks as you'd like. Just know that you'll have nobody to blame but yourself for your suffering.

### **[+200] Newbie**

You just started getting involved in Jumpchain. If you're a Jumper, it will be your first Jump. If you're a Benefactor, you'll just have sent your first Jumper into their first Jump. If you're an Interloper, this will be your first time meddling with somebody else's chain. You will be involved in Jumpchain for several Earth years worth of jumping, which would be hundreds of Jumps in Jumpchain time. Yes, this happens even if you previously Sparked or you were a veteran Benefactor; you'll just start a new chain.

### **[+200] From the Beginning**

Instead of being involved in Jumpchain at this time, you will go back more than a decade earlier to experience the phenomenon from its very birth from the mind of Quicksilver, your adventures growing with it. Early jumps were far more restrictive than we have now, various safety features and rules consensus not implemented. Also, many of your favorite Jumps might not have been written yet. It will be a long eleven Earth years for you as you make your way back to this Jump's creation the slow way.

### **[+X] Writer**

Jumpchain is usually a solo endeavor, except for bragging in the various Jumpchain threads. Most Jumpers don't ever write a full build. Not so, for you; you've written many Jump Builds for others to see, done Drawback Analysis, or written actual stories. For every build, drawback analysis, link list, or 2000 words of Jumpchain story you wrote you may claim 10 CP here.

### **[+200] Jumpmaker**

You're no longer a player, you're a genuine contributor. If you've written a complete Jumpdoc, including this one, you get 200 CP. For every additional Jumpdoc beyond the first, you get an additional 50 CP.

### **[+200] Meddled**

At least one R.O.B. will be interested in meddling in your affairs. They will pose official Jumpchain challenges, send Renegades into your chains, bend causality to steer things in "interesting ways". This will continue for as long as you are actively involved in Jumpchain.



## **[+∞] The Problem Of Evil**

It is easy to gain nigh unlimited power with this Jumpdoc, but much harder to wield it well. Now that you are near-omnipotent you must tackle the twin issues of freedom and security. For at least one Jump setting as populated with sapient beings as Earth you must ensure all its people are safe, free to act and think as they will, relatively happy. You must do so without doing direct harm and without social or mental manipulation.

## **Scenarios:**

### A True Jumpchain:

Instead of going through this jump, go through a chain of a thousand individual Jumps and Spark Out with an Endjump. If you succeed, you gain all the purchases in the Jumper origin for free.

### Shared Forth In The Spirit It Has Been Given:

Using what you have either solely from this Jump or from all your prior Jumps, choose an individual that has never traveled to more than one setting and send them on a Jumpchain of a hundred jumps. If you manage to do so successfully under your own power, you gain all the purchases in the Benefactor origin for free.

### **Future:**

You've had your adventures, but Jumpchain is over. It's time to;

**Waking Up:** This was all a dream, a fantasy, a thought exercise. You still had fun though.

**Retirement:** You had all the adventures you ever wanted, met all the characters you ever liked, gained power even so-called gods could scarcely imagine. It is time to sit back in your private corner of Creation and enjoy all you've wrought.

**Endless Hunger:** Over? How can it be over when your work is still undone, your ambition unfulfilled? You've conquered entire multiverses but that is nothing compared to the infinity of a boundless existence in the Timeless Halls of Post-Spark Jumpers and Benefactors. You will continue to strive and slay and consume until you've crushed all who could ever oppose you and destroyed all of Creation to remake it in your image.

## **Notes:**

### **Changelog:**

- Document first made on February 31<sup>st</sup>, 1337

### **Credits:**

- Belial666 - Jumpmaker. Does this feel oddly self-serving to you?
- MadaMada. The guy whose jump format I shamelessly copied.

## **Other Notes:**

This is a joke jump. That does not make it any less jumpable.