



“Welcome to JumpCon, the best weekend in the Omniverse. Join us as we celebrate our shared love of all things Jumpchain!” - Official Promotional Statement

The universes are infinite, which means that anything in those universes is also infinite. With an infinite number of Benefactors running an infinite number of Jumpchains, it is only natural that they would want to get together on occasion to discuss the antics of their favorite Jumpers, brag about things they’ve seen accomplished, and just generally show off. Your Benefactor is invited to such a convention, and they’re taking you along with them.

Here, just for showing up, you receive...

0 Convention Points (CP)

If you want to buy anything, I guess you’re going to need to work for it.

Theme and Attendees

The default theme of this Gauntlet is a large ComicCon-type convention. It can be of any size and format you like (there are infinite universes, so there are also infinite JumpCons). The attendees can be any mix of Benefactors, Jumpers, Companions, and fans that you like, but the default assumes that about 90% of the crowd is made up of fans.

You can also reskin the entire thing to a completely different format. For instance, you could set the whole ‘con’ in a hot spring resort with a handful of Benefactors lounging around to be served by their attendant Jumpers while the Dealer Hall can be replaced by a shifty old traveling merchant. You could also have a Council of Benefactors kind of thing if you would prefer.

Universal Drawbacks Supplement Rules

Because of the special nature of this Gauntlet, this Gauntlet offers unique rules for UDS Drawbacks. Chain drawbacks from the following categories provide full points: Chain Drawbacks, Dietary Drawbacks, The Seven Silly Drawbacks, Ethos Drawbacks. All other Drawbacks are put on hiatus for the duration of the Gauntlet and provide no points. In the case of Chain Drawbacks (which describe Benefactors), instead of their listed effect, they become an RP challenge as you have to deal with the whims of your capricious Benefactor. You may not take single-Jump UDS drawbacks for this Gauntlet.

Background

Your Background determines which jobs will be available to you.

Celebrity Guest: You're here because your Benefactor wants to brag about you. Whether that's as a great fighter, a great lover, or a genius, it's up to you to make your Benefactor look good. You might even have fans out there based on your Benefactor's tales of your exploits or any kind of recordings they have been distributing.

Journalist: Your job at the convention is to cover it for a highlight reel, documentary, or written summary, as best suits your talents. Whatever the case, you will be putting your skills as an investigative journalist to the test.

Content Producer: You're good at creating something, whether that something is crafting items, entertaining others, or simply looking good. Your Benefactor wants you to show it off.

Menial Worker: Your Benefactor wanted to come to the convention and was willing to let you tag along, but you're going to have to find your own way to make CP. The convention is always needing people to do various tasks, though, so that's good, right?

Jobs

You may only take Jobs in the Everyone category and the category associated with your Background. Each job may only be taken once unless otherwise noted. Any item marked 'extra' requires the item(s) above it.

You receive the points for a job on the last day of the con, leaving you just enough time to hit the Dealer Hall before the convention ends. If you fail to perform a job adequately, intentionally physically injure anyone (outside of combat contests where it is allowed), or simply don't show up to an event, you do not get the CP for a job.

Everyone

Contest (+100 CP): No matter why your Benefactor brought you to JumpCon, you find yourself signed up for a contest of some sort. This could be a talent show, a costume contest, a debate, or any other low-impact type of challenge. Whatever it is, it's been chosen such that you have about a one-in-three chance at winning. Simply doing your best in the task is enough to earn the points for this job, though winning brings with it bragging rights.

- **Cheating Cheaters (extra +100 CP):** Forget that one-in-three chance at winning. Someone made sure that the contest you are up for is outside of your abilities or your competition is far beyond you. You have, at best, a one-in-ten chance at winning, so expect to learn some humility. You still get the CP for trying your best.

- **High-Impact Contests (extra +100 CP):** Instead of a fairly simple, benign contest, expect a combat sport, duel, or other activity where injuries are likely and death is possible. Getting killed in such an event is almost always a loss, but resurrection is performed at no charge and doesn't result in the loss of points or any kind of Jump failure. Being killed may leave mental scars for you to deal with, however.
- **Skin in the Game (extra +100 CP):** Either because of a bet or the rules of the Contest you were signed up for, a loss will carry an additional penalty. By default, this means that you will be stuck with the Drawback you least want to have in your next Jump, though you still get full points for it. If there isn't a suitably horrible disadvantage in your next Jump, the penalty will roll forward to the next Jump where there is one. Any roughly equivalent penalty can be substituted, but you still get the CP for this job for trying your best.
 - **Go Big or Go Home (extra +100 CP):** Are you sure about that? Really, really sure? If you win the contest, double the CP you gained from the Contest and all of its add-ons (including this one). However, the penalty for losing the Contest is now chain failure. Despite the name of this item, you can choose to return to any Jump you have been to or your home world. This chain failure can't be avoided in any way. Requires Skin in the Game.

Personal Assistant (+100 CP): In addition to any other duties you may have, you're responsible for making sure a specific being has a good time at the convention. This generally means making sure they have a well-planned schedule, all of the tickets and reservations that they need, and doing frequent check ins to make sure everything is fine.

- **Brat (extra +100 CP):** Your charge is too young to be trusted on their own. This means you're much less able to leave them alone, but it also means that you have an additional set of restrictions you have to make sure they abide by so that they don't engage in activities that aren't appropriate for their age - restrictions that they very much do not wish to abide by.
- **Diva (extra +100 CP):** Your charge is very demanding and very annoying. Expect to be called on for all sorts of menial, petty tasks like fetching food and drinks or holding spots in line for them.
- **Full Time Caretaker (extra +100 CP):** You are the only caretaker for your charge for the duration of the convention and they need round-the-clock supervision. You may take them to other events and tasks that you are working, but expect them to complain (loudly in the case of a Diva) or sneak away to get into trouble (in the case of a Brat).

Celebrity Guest

Autograph Signing (+100 CP): You'll spend a few sessions signing autographs and taking pictures with fans during the convention. Expect to meet a lot of very, very strange people.

- **Fans Without Boundaries (extra +100 CP):** Fans are usually pretty respectful, but your fans, in particular, don't know the meaning of 'personal space', 'inappropriate questions', or 'touching requires consent'.

- **Worst Picture Ever (extra +100 CP):** Choose the most embarrassing moment of your entire life, pre or post Jumpchain. Somehow, someone has a photograph of that exact moment, and you keep having fans come up and ask you to sign it. They think it's hilarious, even if you don't.

Celebrity Panels (+100 CP): You'll be serving on a handful of celebrity panels about which you have some knowledge. These might be easy topics like 'what is it like to be a Jumper' or the kinds of magic or technology you have encountered. Whatever it is, expect a friendly, welcoming experience broken into a handful of one-hour blocks.

- **Completely Unprepared (extra +100 CP):** While the crowd is still friendly, you have no idea what topic is being covered. Maybe you're expected to contribute to a discussion on a style of painting that you've never seen or engage on a highly technical topic you've never heard of. Fake it till you make it?
- **Devil's Advocate (extra +100 CP):** Forget the friendly crowd part. Whatever topic the panel is on, you have the exact opposite viewpoint of all of the other panelists and very nearly the entire crowd. Expect a 'debate' that ends up more of a fruitless argument.

Master of Ceremonies (+100 CP): You've been asked to host a series of events around the convention. This includes warming up the crowd, providing ongoing commentary, and generally keeping the show moving for low-impact contests, panels, or other events.

- **Hecklers (extra +100 CP):** The crowd for your events is going to be rowdy, rude, and generally difficult to deal with. This might be because it's a late event after the booze has started to flow or it might be because the fans you're dealing with are especially toxic. If it gets *too* bad, security can step in, but mostly you just have to endure it.
- **Out of Your Depth (extra +100 CP):** You have no idea what is going on in the events you've been asked to announce for. You'll be stumbling along with cue cards, a teleprompter, or the telepathic directions of someone that's only halfway paying attention. Good luck.

Journalist

Announcer Duties (+100 CP): You are tasked with providing color commentary for a series of contests or sporting events. Unlike the Master of Ceremonies job, above, this is a more technical task where you cover the blow-by-blow and offer critique of what is going on.

- **Sports Entertainment (extra +100 CP):** The competitions and events that you are announcing for are horribly rigged or completely staged, and you're expected to help cover up that fact while playing up the drama happening in front of you.
- **Variant Rules (extra +100 CP):** The actual rules for the competition are different from what you expect. You get access to a rulebook right before the first event starts, so you'd better be good at speed reading or putting specifics off onto your fellow announcers without making it obvious.

Behind the Scenes (+100 CP): Your journalistic tasks include getting information on and documenting the things that go on away from the public eyes to make JumpCon run smoothly. This means you'll miss some of the fun, but it also offers you a chance to get away from the crowds for a bit.

- **Convention Undercover (extra +100 CP):** There's something rotten behind the scenes, and you're the one that's there to figure out what. Maybe some corners are getting cut that puts public safety at risk? Maybe there was a murder that's being covered up? Whatever it is, pursuing the story is at least a little dangerous.
- **Marketing Material (extra +100 CP):** Your job expands to include cutting together a highlights reel for the entire convention using both your backstage footage and footage from the many cameras rolling on panels, contests, and events. Expect to burn some midnight oil in an editing room.

Vanity Piece (+100 CP): Your convention coverage is focused on a specific individual (usually a Celebrity Guest) that you will need to follow around extensively. You're expected to make them look good in whatever content you produce.

- **Press Coordinator (extra +100 CP):** Similar to the Personal Assistant job, above, you are expected to coordinate the press calendar of the person you are managing. This mostly involves making sure they arrive at events on time, sober, and wearing appropriate clothing, but it can also involve acting as a buffer between them and audience questions.
- **Whitewash Job (extra +100 CP):** Your vanity piece is about an individual with morals directly opposed to yours. You are expected to make them sound like a great person, without lying. Prepare to stage some positive press events, stretch the truth, and turn the blind eye to a lot of behavior you disagree with.

Content Producer

Artist Booth (+100 CP): You will be spending a great deal of time sitting behind a booth in the Dealer Hall, selling things to attendees. While watching the crowds can be fun, the overall job is rather tedious.

- **Booth 'Babe' (extra +100 CP):** To bring more guests to your booth, you're required to wear an uncomfortably revealing or otherwise uncomfortable costume. Expect a few people trying to help you 'adjust your costume' without asking beforehand, too.
- **Hagglers (extra +100 CP):** No one appears to want to pay the prices your booth is asking and will haggle incessantly with you. You can't change the prices and you still have to make sales, so try to strike the best deal possible without getting kicked out for punching someone in the face.

Cosplayer (+100 CP): You're going to be roaming the convention floor wearing a costume. You'll be taking a lot of pictures with guests.

- **Cosplay is Not Consent (extra +100 CP):** The guests you'll be roaming among don't quite grasp that just because you are wearing an interesting costume, they have to ask

permission to touch it or you. If the costume is revealing, expect a lot of roaming hands. If the costume is concealing, expect people to break parts of it that you'll need to repair frequently.

- **Horrible Costume Design (+100 CP):** Your costume is just not comfortable. It's hot, or it's cold, or it has straps that dig into you in the worst possible ways, or the shoes are absolutely horrible to walk in. No matter what perks you have, this costume will find some way to make you miserable.

Live Demonstrations (+100 CP): Whatever kind of art you produce, whether it is bespoke laser rifles, tabletop roleplaying sessions, or costume construction, you've been asked to provide a live demonstration of it.

- **Logistics Mixup (extra +100 CP):** Whatever materials you needed for your demonstration never showed up and, even worse, Con security has shut down access to all extra-dimensional storage spaces (such as your Warehouse or personal Inventory) for some reason. You still have to perform the demonstration, but now you're going to have to rely on a hastily made paper spinner for dice, the guts from a hastily scavenged laptop for laser components, or the upholstery torn from a few seats for costume materials. Making the demonstration work with terrible materials is half the fun - covering up the damage you did to Con property is the rest!
- **Unruly Crowd (extra +100 CP):** Another hall was overbooked; the bar just cut everyone off for the night and the drunks are looking for a place to sober up; or the title for your event made it sound like something completely different. Whatever the reason, the crowd for your demonstration has less than zero interest in it and you, somehow, still have to make it work. If only you hadn't planned on crowd participation...

Menial Worker

Food Service (+100 CP): You are tasked with working one of the many food service booths, carts, or lines that JumpCon boasts. If you're a good cook, you'll likely be in the kitchen, but if not, there are plenty of places for servers.

- **Complicated Orders (extra +100 CP):** Expect to have to deal with an unending litany of complicated food orders. Hold this, add that, shake that instead of stir it. It never ends and customers will always be able to tell when you mess up.
- **Delivery Person (extra +100 CP):** Instead of working behind a counter or cart, you're going to be delivering food to people based on vague directions like 'the guy with the blue hair beside the big pillar in Hall C'. Expect to get lost a lot.

Security (+100 CP): You have been assigned to work security for the convention. This mostly involves putting up signs, directing foot traffic, and escorting drunk guests to their rooms.

- **Belligerent Guests (extra +100 CP):** Guests seem eager to pick a fight with you for some reason. You can't hurt them, but you can subdue them and call for backup as needed.
- **Long Lines (extra +100 CP):** Guests don't want to take a swing at you, necessarily, but they aren't happy. The security layout is completely different for this JumpCon and it was

poorly thought out. The result is incredibly long lines and very cranky guests. Anyone in a security uniform is a target for their ire.

Sanitation (+100 CP): You're responsible for keeping things clean at the convention. This is mostly picking up trash and wiping down public areas after they've been used.

- **Bathroom Duty (extra +100 CP):** The convention facility doesn't provide restroom cleaners, so it falls on you, specifically. The amount of mess people can make in restrooms should not be understated, so you'd best not be squeamish.
- **Outbreak (extra +100 CP):** Someone brought a particularly impressive cold bug into the convention. It's so impressive that it ignores health perks and can even infect Benefactors with a version of the dreaded Con Crud that causes a moderate cold, complete with sniffles, sneezing, and a headache. There are cleaners that can combat it, however, and your job is to help keep the convention clean by scrubbing surfaces, enforcing the wearing of masks, and spraying sanitizer on hands (and hand equivalents) near the food service areas. Expect some people to dislike this intensely. While this is a nasty bug that will stand to infect at least a quarter of the convention population, it won't be compatible with your biology unless you also take the Con Crud drawback in the Drawbacks section.

Drawbacks

In addition to Jobs, you may also make your JumpCon stay more interesting by selecting any number of drawbacks from the following list.

Booking Mixup (+50 CP / +100 CP): Your accommodations for JumpCon should have been nice and close to the convention center. Unfortunately, your reservation was lost or double-booked, which means you can either end up sharing a room with another convention attendee (who is guaranteed to be an unpleasant roommate) or having a considerable commute ahead of you each morning (and due to security measures, don't expect that Perks will help much to reduce that). If you take this perk twice (for +100 CP), it's both!

Con Crud (+100 CP): As mentioned in the Sanitation: Outbreak job, the Con Crud is no joke, and the version going around this year nailed you early and nailed you hard. You spend the entire convention with a stuffy head, body aches, and occasional sneezing fits. You will also spend the next month or so feeling generally crappy and no amount of magic or fiat-backed Medbay magic can fix it. Fortunately for everyone else, only you are susceptible to this particular strain of the Crud, unless you also took the Sanitation: Outbreak job.

Convention Countdown (+100 CP): There is a bomb somewhere in the convention center that is set to explode early on the last day of the convention. No one will permanently die, but if the convention explodes at that point, you won't be paid for all of your hard work. Worse yet, for whatever reason, no one else seems to be taking the threat seriously so it's up to you to find the bomb and disable it before it goes off.

Dimensional Barrier (+50 CP): For security reasons, access to all extradimensional spaces (such as your Warehouse or other extra-dimensional storage) is sealed off for the duration of JumpCon. Basics like food, clothing, and items needed for Jobs will be provided by your Benefactor. You don't actually have to have such a space in order to claim the points for this drawback.

I Thought You Would Be Taller (+50 CP): The version of 'you' that the convention public is expecting doesn't quite match up with reality. Maybe the stories your Benefactor told made you out as a more imposing figure or maybe the anime adaptation your Benefactor put together used a voice actor that sounds nothing like you. Whatever it is, you find that people are constantly surprised by at least one way in which you are different from their expectations and a small percentage of them even get annoyed at that fact.

Party Time (+50 CP): Maybe it's the kind of alcohol that's needed to get Benefactors drunk, but you end up spending at least one night of the convention in a drunken blackout. No Perks can keep you sober or recover this blackout period, but there is plenty of video of it, which you'll get plenty of chances to watch the next day, the next week, and at random moments for the rest of your life. Somehow, the video keeps popping up in future Jumps when it would be the most annoying for you.

They Filmed That? (+50 CP): Against your better judgement, you engage in an embarrassing activity that you aren't particularly good at, such as line dancing or karaoke. Worse, someone took a video of it from a decidedly unflattering angle and it ends up all over the Con by the next morning. If you combine this Drawback with Party Time, you will at least have an excuse! Also, like Party Time, expect this video to haunt you for many Jumps to come.

Unattended Jumper(s) (+50 CP): This drawback comes in two versions, both worth 50 CP and mutually exclusive with each other. The first version changes the nature of JumpCon slightly so that there are no Benefactors in attendance but a few equivalent beings are on staff to facilitate the event. This means fewer problems created by Benefactors, but it also means fewer protections against powerful Jumpers. The second version means that yours is the only Benefactor not in attendance, which gives you less personal protection but otherwise leaves the Con unchanged. This option can also be used if you don't know who your Benefactor is or don't even have one due to the rules of your Jumpchain.

Companions

You want to bring along some other people for the convention? Well, you'll be sharing rooms with them, if you do, but I suppose they can get in...

Companion Import (free): Bring along as many companions as you would like. There isn't a limit to the number that can appear, but they do have some restrictions. First of all, they can't

take on Jobs or Drawbacks or gain CP from any source. They can participate in Contests, but they get no CP for doing so. Essentially, the only thing they get is a free Swag Bag, minus the Promotional Coupon, and a weekend of attendance at the convention. Honestly, they will probably have more fun than you will since they don't have to work.

The Dealer Hall

Well, you have Convention Points to spend, so where do you spend them? The Dealer Hall, of course. There are no discounts, unless otherwise noted (specifically, the Promotional Coupon in the Swag Bag).

The Swag Bag (free): Every convention attendee gets a bag containing a variety of promotional materials and goodies. Most of the included materials are knick-knacks, at best, but a few stand out.

- **The Bag (free):** All of the swag comes in a neat canvas shoulder bag with the JumpCon logo emblazoned on the side. The bag is virtually indestructible and slightly larger on the inside, allowing the bag to hold up to a cubic meter of matter.
- **JumpCon Badge (free):** This badge lets you into JumpCon and all of the events. It is always on your person, somewhere, and is impossible to lose. Should it be destroyed in some way, you will find a new one in your pocket or on your lanyard within half an hour.
- **JumpCon Jumpsuit (free):** You get a grey jumpsuit with the JumpCon logo emblazoned on the breast. This jumpsuit is extremely stain and soil resistant, repairs any damage to itself overnight (or respawns in your Warehouse if completely destroyed), and has plenty of roomy pockets. Best of all, the jumpsuit follows you into any Jump, even Gauntlets, so you'll always have basic clothing.
- **Sanitizing Wipes (free):** These wipes are capable of eliminating anything harmful they come into contact with, up to and including magical diseases and harmful nanomachines. The small canister holds an infinite amount of wipes, though they lose their potency within a minute of being pulled from the canister.
- **Promotional Coupon (free, Jumper only):** Among the many fliers and promotions, one coupon is actually a bargain. It entitles you one free choice from the Promotional Samples section, below.

Promotional Samples (-50 CP): These are inexpensive, single-use promotional items. They may be used one time, but are then gone. Your Promotional Coupon (above) lets you choose one of these for free and you may purchase multiples of the same item if you wish (and see Promotional Supply, below). These items do not function in Gauntlets.

- **Companion Importer (-50 CP):** This business-card shaped item can be used to allow a companion to import into a Jump without an import option. When they do so, they gain a background and 600 CP, which they may spend normally. You may not use this item in a Jump that has a normal import option.
- **Danger Dial (-50 CP):** Looking for a challenge? Use this dial-shaped device to make a setting more dangerous. How, exactly, that manifests is up to you, but the dial starts at

one and goes to eleven, with each number being a 10x magnification in the power level of any opposition you may face.

- **Drawback Pin (-50 CP):** This pin, which looks like an oversized thumb tack, allows you to choose a drawback that you are currently experiencing and use it in a later Jump. Each pin can only hold one drawback, and once the drawback has been activated in a later Jump, the pin vanishes. If you have an additional pin, you can use it to capture the same drawback a second time, as long as you are experiencing it at the time.
- **Fanfiction Toggle (-50 CP):** Use this small remote control device to tweak a Jump into a fanfiction version of that setting. You typically need to know what, exactly, you're changing before using this device as using it in a setting where you are not familiar with the fanfiction can make things behave oddly.
- **Gender Flipper (-50 CP):** Similar to the Fanfiction Toggle, but slightly more specific in scope, this device which superficially resembles a rubix cube can be used to adjust the genders of as many or as few people in a Jump as you wish. The changes will be complete and seamlessly applied to their histories.
- **Transfer Pen (-50 CP):** This item, which looks like a mundane ink pen, can be used when a companion is spending their CP (or having it spent for them). Doing so allows the companion to use their current CP to purchase any single perk in the possession of the Jumper, paying the same CP cost that the Jumper paid (after any discounts). If the Jumper paid 0 CP for the perk, the companion can take it for free.

Jumpchain's Greatest Hits (-50 CP): This collection of media relates some of the greatest adventures in Jumpchain history. Depending on the prevailing technology level of the JumpCon you attended, this could be videos, multi-sensory VR, or simply books, but in all cases, it serves as a source of inspiration for the feats that you may one day be capable of.

Jumpchain: The Jumpening (-50 CP): An enterprising Benefactor has designed a card game based around Jumpers and their powers. Your Benefactor has decided to publish an expansion featuring your abilities and exploits and this purchase grants you a copy of your new cards and any additional cards published based on you as well as a full set of the 'common' cards for the game and a copy of the extensive rulebook. Through the magic of Jumpchain, the cards are completely compatible with any other card game out there, becoming some of the best cards for those systems. Powers and abilities which target trading cards or playing cards can draw on these cards, as well. Future JumpCons will also feature a Jumpchain: The Jumpening tournament.

ClutterBuster™ Combination Chest (-100 CP): Tired of having nine suits of armor just hanging around in your Warehouse that you never get to use? How much of a hassle is it to carry sixteen different swords, just in case you need a particular property to defeat the demon of the week? With the ClutterBuster™ Combination Chest, those issues are worries of the past! Just place two fiat-backed items with a similar function into the chest, select options from the handy menu, and when the process is complete, you will have a single merged item. Options allow for you define the specifics of how the items merge, though it is common to have

switchable modes. The combined item tends to have all of the properties of all of the source items, though depending on the physical form it is currently in, some functions may be limited. For instance, if a space suit were merged with an armored trench coat, the combined item would be armored in any form but might not provide much environmental protection while looking like the coat. Placing a merged item into the box again can allow you to adjust the item's parameters, but the items cannot be un-combined. The chest typically appears as a footlocker-sized box, but the control panel allows it to grow to the size of a large closet on demand (approximately 3m x 3m x 3m). While the Combination Chest can merge non-sapient living specimens (provided they have fiat backing), the results can be unpredictable due to the limited controls. Merging six different horses is probably fine, but combining a Deathclaw and a pet dragon can result in a lot of excitement for everyone. If you need even more combination, see the Deluxe Combiner, below.

JumpCon Badge Security Sleeve (-100 CP): The security features of the badges used for JumpCon are amazing. By placing your badge into this sleeve, it gains the ability to appear as any type of credential that a viewer or card reader would expect to find acceptable. This item will get you past any type of security where an ID is checked or a card is read. Just don't expect to circumvent biometric security, background checks, or other security measures with it. The sleeve is just as hard to lose and destroy as the badge it is attached to.

JumperExpress™ Card (-100 CP): This flat black credit card is accepted everywhere. Everywhere, even in places which use completely different forms of currency or methods of payment. It even works with barter systems, somehow. It draws on a fund that holds the local equivalent of \$200,000 in local currency, refreshed every year. You may purchase this item multiple times, and each time you do so, increase the fund by a factor of 10 (\$2M, \$20M, etc.).

Optim-Wise™ Training Equipment (-100 CP): Optim-Wise™ produces a variety of training equipment, supplements and programs that they boast can 'turn any zero into a hero'. For physical attributes, they offer a Warehouse attached gym that provides a safe, effective workout for any level of strength. For mental attributes, they offer a series of programs and books that offer brain-training puzzles and games for any level of mental ability. Purchasing this item gets you either the physical or mental training aids, but you may purchase it twice (for a total of -200 CP) to get both.

Clone Tool (-200 CP): Use this item, which looks like a forked rod, to duplicate an existing item which has fiat backing. The second item is identical in all ways. Because this targets a physical item, if a single physical item has several CP purchases merged into it, all of them are duplicated. This item works one time and then disappears, though you may purchase more than one.

JumperConnect™ Network (-200 CP / -600 CP): JumperConnect™ provides a wide range of communication products, including respawning smartphones and links to various Jump-fiat powered HUDs and Interfaces. With a basic JumperConnect™ membership for 200 CP, you can

exchange contact information with anyone, anywhere, and be able to reach them over the JumperConnect™ network. On their end, this may take the form of a telephone call, vivid dream, telepathic conversation, or other method of communication as appropriate to their world. While this is a nice way to keep in contact with people in past Jumps, the JumperConnect™ premium service for a total of 600 CP is even more popular. Using the premium service, you may call upon up to six contacts and, if they agree, open a portal to bring them to your current location to assist you for up to two days, at which point they will be sent back home (and resurrected, if necessary). Once used to call for help, you cannot use the ability again during the same Jump. Expect to receive similar calls for help from your contacts at about the same rate as you make them (ie, every time you make a call for help, expect to be called on within either the same or the next Jump). If you purchase the basic network, you may later upgrade this to the premium option at any time by spending CP from your current jump.

MasterPower™ Cosplay Tutorials (-200 CP): This series of tutorials on costume manufacture teaches you how to go beyond the mere looks of a being into their actual powers. As long as you have personally interacted with a being, you can craft a costume that grants the wearer their powers while the costume is worn, up to approximately the level of Superman. Costumes typically burn out after a week of usage, though this usage need not be continuous. Since you obviously interact with yourself, this can be used with your own powers in which case the normal Superman-limit is replaced with a limit of 1000 CP (as measured by the price you paid for them) of your own perks and powers. As described under the Costumes, below, you may increase this limit with research and practice. You may choose which subset of a being's powers to imbue, if a being has more than one power.

MasterPower™ Costume (-200 CP / -400 CP): MasterPower™ provides pre-created costumes of various popular superheroes. The standard costumes can mimic any one being up to approximately the level of Superman, cost 200 CP, and last for a week of usage. More powerful premium costumes are available that can mimic the power level of anyone short of a 'capital G god', cost 400 CP, and last for 24 hours of usage before becoming useless. MasterPower™ jealously guards the secrets of these premium costumes, though you may one day learn to replicate their prowess (if you have the basic tutorials, a supply of sufficiently powerful beings to study, and a few thousand years to practice). Premium costumes cannot be replicated by any known method and attempting to do so typically triggers protections that render them useless.

Possession Stamp (-200 CP): This item, which looks like a rubber stamp with your name on the face of it, causes a single physical item to become fiat backed. When fiat-backed, an item will function in any Jump where it is not blocked by Jump/Gauntlet rules or a Drawback, respawn in the Warehouse if destroyed, and will be provided with a modest, respawning supply of ammunition or other consumables. The stamp works one time and then disappears, though you may purchase more than one.

Promotional Supply (-200 CP): Choose one of the items detailed under Promotional Samples. You gain one copy of that item and, once it has been fully used, you will find another in your

possession at the start of the next Jump (or immediately after the second use in the case of the Drawback Pin, which allows for the same Drawback to be stored in the new pin, if so desired). You can purchase this option multiple times, getting more of the same item or choosing different items, each time.

ClutterBuster™ Deluxe Combiner (-300 CP): The maximum size of the Combination Chest isn't enough for you? The more expensive Deluxe Combiner system can handle items of any size. Simply use the control panel of this footlocker sized device to target two fiat-backed items or creatures and set your desired options to have them merged through the magic of selectively-permeable portals. The control systems are more sophisticated and allow for more control when merging living creatures, though sapient creatures cannot be targeted and items can still not be unmerged. Merge spaceships, planets, and more!

FailSafe™ Chain Protection (-300 CP): This small badge with the FailSafe™ logo emblazoned on it must be kept on your person to be effective. If you are placed into a chain failure condition (death being the most common), the badge disappears and you find yourself reversed in time by 24-hours. This protection only works one time, after which it is gone forever, though you may purchase more than one.

PerkCycle™ Reclamation Station (-400 CP): Have an old perk or item you don't need anymore? With the PerkCycle™ Warehouse-based terminal, you can trade that perk away and redeem a portion of the CP you spent on it for your next Jump. Perks and items that you paid at least 100 CP for provide one half of the CP that you spent for the next Jump. For example, a 600 CP perk that was purchased with a 50% discount (for 300 CP) would return to you 150 CP for your next Jump. A perk that you spent 100 CP on (after discounts) would return 50 CP. Perks that cost you less than 100 CP can be fed into the Reclamation Station, but you gain no benefit from doing so, aside from the perk being removed.

AnyPerk™ Catalogue (-400 CP / -800 CP): This item is a Warehouse-based terminal that allows you to add a single perk to your options in each future Jump. The perks must be purchased, without discounts, using CP from the future Jump. The AnyPerk™ Mark 1 costs 400 CP and allows you to select any perk from a Jump you have already visited (including JumpCon exclusive items). The AnyPerk™ Mark 2 costs 800 CP functions as the Mark 1, but also allows for the purchasing of perks outside of past Jumps. Perks that were not part of a past Jump have their CP cost doubled. If you purchase the Mark 1 version of this item, you may upgrade it to the Mark 2 version by spending 400 CP from any future Jump.

Future JumpCons

Unlike many Jumps, you can actually visit JumpCon more than once, though no more than once every ten Jumps. You may select the same or different backgrounds and jobs which earn you Convention Points for use in the Dealer Hall.

Conclusion

A JumpCon typically takes three to four days. Provided you don't get escorted out early by security, at that time, you may choose from the following options:

Go Home: Give it up. This whole Jumpchain thing is insane and now you know it's even crazier than you expected. Just... go home.

Go Forward: You have some neat toys, so it's time to move on to the next Jump and put them to use.

Rave Reviews

Read what the Jumpers are saying!

"Why are you like this, Reddit?" - Anon

Notes

Thanks to /u/guyinthecap for the perk in Into the Spiderverse called **You Got a Minute?**, which closely resembles my JumperConnect™ item. You really shouldn't buy both of them as they do almost the same thing.

Thanks to Ursine the Mad Bear, as well. In addition to being generally cool, his Generic First Jump includes the original versions of two or three items I've swiped for use here, though I tried to tweak them a little.

Changelog

V0.3

- Minor tweaks and additions throughout.
- 'Theming' section changed to "Theme and Attendees" with revisions to add info on who is expected to be at JumpCon.
- Drawbacks:
 - Dimensional Barrier can be explicitly claimed even if you don't have a Warehouse/etc.
 - Party Time now haunts you forever. Foreeeeeever.
 - They Filmed That? Is the same way.
 - Unattended Jumpers is less of a lawless wasteland as a few Benefactor-equivalents are on staff to keep things organized.
- Companions section added. Bring 'em all!
- Dealer Hall:

- Jumpchain: The Jumpening now has a few minor (very minor) benefits that could turn into big benefits if you import them into the right TCG jump. Maybe.
- ClutterBuster™ Combination Chest added so you can merge your items!
- JumperExpress™ Card now works with the barter system. It is probably best not to ask how.
- JumperConnect™ Network is now explicitly once per jump and the frequency with which you should expect to have to reciprocate is now clearer (essentially, every time you use it, you should have to return the favor). You can also upgrade your service plan at any time without needing the Catalogue item.
- MasterPower™ Cosplay Tutorials now let you copy your own powers into a costume. These costumes end up slightly stronger than others (since it has a CP limit instead of the 'Superman limit'), but obviously they won't do much for Jumper directly.
- ClutterBuster™ Deluxe Combiner added so that you can merge anything that isn't a sapient creature. Make a superior spaceship or a mega planet or something.
- Rave Reviews
 - Why am I like this? I don't even know.

V0.2

- General cleanup and grammar/typo fixes. Also made capitalization in words like JumpCon more consistent.
- Added more fluff where it made sense.
- Jobs:
 - Contest was clarified a bit. You don't win or lose anything for the basic Contest, it's mostly a fight for bragging rights. As long as you do your best, you get the CP.
 - Contest: Go Big or Go Home doubles the points if you win... it's still a terrible idea.
 - Personal Assistant had a lot of rewording under the add-ons.
 - Celebrity Panels had 'Lesson to Others' changed to 'Devil's Advocate'
 - Whitewash Job got tweaked a little. If you're evil and the person you're writing about is good, it is easy points, but evil does have benefits sometimes.
 - Live Demonstrations is a new job under Content Producer. The addons
- Drawbacks section added.
 - This covers a number of events outside of jobs that can make your JumpCon more interesting.
 - The points value for them is generally low, except for Con Crud, which sticks with you long after the con ends and Convention Countdown which has you risk not getting any CP if you fail to disarm the bomb.
 - Unattended Jumpers lets you tweak the Gauntlet to work for Jumpers that don't have Benefactors.
- Dealer Hall:
 - Added the JumpCon Badge to the Swag Bag. It works as a valid basic ID anywhere.

- Added Jumpchain's Greatest Hits, which can give you inspiration for feats to replicate.
- Added Jumpchain: The Jumpening collectible card game.
- Added JumpCon Badge Security Sleeve to upgrade your free badge to work with security systems.
- Added JumperExpress™ Card which provides a credit line in any world you visit.
- Added Optim-Wise Training™ Equipment for boosting your physical or mental abilities.
- Added JumperConnect™ Network which gives you multidimensional communications and the upgraded version lets you call for help on occasion at the cost of having to go help yourself on occasion.
- Added MasterPower™ cosplay items. One is a tutorial that makes you able to make power-copying costumes, the other is a premade costume. Up to Superman level is relatively easy, but more powerful costumes are much harder to make and more expensive.
- Fixed a hole in Promotional Supply that meant the Drawback Pin couldn't continually float the same drawback.
- FailSafe™ Chain Protection (the 1-up) lost the replenishing option. They're better than most 1ups, so having them be one-shot items is fine. Also, honestly how often do Jumpers use 1ups?
- Added PerkCycle™ Reclamation Station which lets you feed perks and items into it to regain half the CP you spent on them for use in your current Jump (though they had to cost you at least 100 CP to get anything).
- Future JumpCons section added - you can come back, but only every 10 Jumps.
- Notes section got some thank-yous for the folks I borrowed (or was inspired by) items from.

V0.1

- Initial release