

Jumpchain Quest Mode

You start jumps with 0cp by default. Whenever you complete a quest, you gain the given amount of cp to spend on purchases within the jump document you are currently taking. You may still take drawbacks at the start of the jump for initial cp.

Note: a quest is a quest. A perk, power, origin, or other cp purchase cannot auto-complete a quest for you, such as making you an expert with a setting's technology. The important part is the effort, not the accomplishment.

100cp Quests

- Become an expert with technology, magic, or other powers unique to the verse.
- Ensure the usual storyline gets set up, such as the main character(s) meeting each other and the inciting incident happening.
- Integrate yourself with the main character(s) of the usual storyline as friend, rival, or enemy.

200cp Quests

- Become a master with technology, magic, or other powers unique to the verse.
- Form a local organization.
- Integrate yourself with a well-known organization or government already in the verse.

400cp Quests

- Ensure the usual storyline goes off with all the same story beats.
- Obtain a position of notable authority within a well-known organization or government already in the verse.
- Shift the tone of a local area to be vastly better or worse.

600cp Quests

- Become famous across the scope of the verse.
- Lead a well-known organization or government already in the verse.
- Shift the tone of the setting to be vastly better or worse.

Optional Rules

- Drawback Quests - You can now remove drawbacks from yourselves with significant effort, scaling with how much cp it would normally provide. Only when you work off the drawback do you get its cp.
- Realistic Learning - Instead of normal origin discounts, whenever you get cp from completing a quest, any options that are thematically linked to that quest are discounted.
- Switching Out Quests - You may have any kind of quests you want, with the following guidelines. 100cp quests would take a normal person in the setting a few years to do, 200cp quests would take them several years, 400cp quests would take them a decade or two, and 600cp quests would take them a lifetime.