

Infinite Loops Jump Chain Supplement

V0.1

Jump Doc created by Nuthenry2, the Infinite Loops is created by Innortal.

(Up for adoption, feel free to make a copy and finish it, just make sure to credit me. I found out that i don't have the skills to properly write a jump doc, just cut other people works and modified to fit my need so i'm hoping someone will give the doc the attention it needs)

In a parallel Multiverse something has happened to Yggdrasil, the World Tree computer that contains and runs the multiverse. As a result, the various universes have been put in 'safe mode', time-looping until Yggdrasil can be repaired. Each universe's loop is maintained by the presence of an Anchor, a core person from that loop who is the first to notice their universe is looping. There is always an Anchor in a Loop.

As repairs to Yggdrasil continue, more people in each universe begin Looping as well, but are not necessarily aware participants in every Loop; only the Anchor is so blessed... or cursed. Your mileage may vary. Characters that are aware of the Loops and retain memories of their previous go-arounds are termed "Awake".

In addition, Fused Loops allow Loopers from different universes to interact. As a given, Loopers are tremendously stir-crazy due to the loops. Hilarity usually ensues.

Fortunately your Jump-chan have 'volunteered' your services, because after a jump the metaphysics has sunk into your being making you a pseudo-anchor and dramatically increasing the repair speed (shaving of a couple of eons at least)

Luckily for you the admins will reward your services, they will give you 500 CP to spend and in exchange you will be spending 1000 loops in that setting. You may spend the CP here or in it Jump Doc. the admins will only give you one lot of CP for each Different Jump Doc you have completed.

To complete a loop you must survive until the loop ends, there are no consequences of dying while in the loops. crashing a loop will result in a punishment loop and having to spend 50 more loops here.

Origin - you random appear in the loop at the start of it with a generic background WIP

Free Perks:

Ascension Protection (Free)

Protect you from picking up powers that will end your jump or ascend when you do not want to. while looping you can not ascend unwillingly.

Universe Crash Protection (Free)

protect you from when a reality crash/ collapse happens.

Universe Auto Stabilizing (Free)

A universe will slowly stabilize to the most stable you personally have been exposed to .

Self Auto Stabilizing (Free)

extends to injuries, mind and soul getting worse.

Time Loop mentality (Free)

Keeps a healthy mind from time looping but not from things in the loop

Subspace Pocket (Free)

The single most ubiquitous technique in the Infinite Loops due to its endless usefulness. The subspace pocket is how loopers are able to keep things past the end of a Loop iteration that are not soulbound to them in some way.

Ping (Free)

create ripple in the metaphysics of a universe that any thing metaphysics sensing or looper can pick up.

Companions:

Import (Free)

import 8 companions for free

Clone Canon Character (100 CP)

Pick any canon character and if they agree, a temporal clone of them will be made. between the end of a jump and a beginning of a new one the clone and original mind and soul will resync giving both the memories of the loops and the jump to each being. If the Yggdrasil is ever healed they can merge back together, truly separate or become a hive mind.

Chrysalid Character (100 CP)

Same as Clone Canon Character but an alternative version of them.

Toggles:

Fanfic Branch

The Yggdrasil is truly massive, instead of going to the canon setting you may instead go to a side branch. This may be an Alt history, AU, side story or a fanfic.

Jenny Everywhere

instead of looping in your home loop, you will instead enter a different loop every loop.

MORE Loops

After your loops are up you may continue to stay here as long as you like.

Jumper Loopers

Meet other jumper in the loops

At the beginning

Start 1 loop before the anchor first awakens

Jump = Loop

retroactively makes your jump the last loop, doing so will change your Loop history to match the jump doc. Also anybody who awakens will remember the jump and their original awakening loop.

Drawbacks:

Clueless Start (+100)

you have no idea why time is looping

Sakura Syndrome (+100)

loops reset themselves so why should it matter if they lose a limb or two. This will be your mentality. Fortunately it can get better with therapy and emotional support but should you be lax you could slip back.

Setsuna Syndrome (+100)

You have a constant urge to make all Loops perfect. Fortunately it can get better with therapy and emotional support but should you be lax you could slip back.

Tree Play Thing (+200 CP)

by default Yggdrasil cannot affect your powers nor abilities, with this drawback expect Loops with no powers and abilities or items. Also the tree will mess with you by changing your race, gender, play music when you walk or any other loop shenanigans

Anchor Limit (+200 CP)

You are Limited to what a looper can achieve.

Home Loop Only (+200 CP, requires Anchor Limit)

You are restricted to powers and abilities only found in your home loop.

Scenarios:

Ascension Crisis

Someone is going to ascend and will spend loops finding your weaknesses

Reward - +500 CP as a thank you from the admins

Ascension Gambit

Gather up enough powers to Ascend and do it without anyone stopping you. The admins will detect it happening and bring loopers from other loops to stop you.

Reward - The combined strength of the Universe you just ate, you're also permanently barred from entering the loop Multiverse.

The Yggdrasil Olympics and The Tournament of Power

Participated in the Looper Olympics or Tournament of Power

Reward - A malleable pocket dimension which modifies itself to be perfect for any sort of competition and a flyer when dropped will clone itself and fly off to any possible Participants. The flyer will act as a portkey to and from the pocket dimension and filter out Participants in case you want to set up something specific (like an all female mud wrestling competition). Anyone dying in the pocket dimension will automatically respawn and lock you out for the rest of the jump.

Fix The Yggdrasil

The tree has been damaged for eons, to fix it the quiet feats that's well outside the capability of any perk from your jumpchain.

Reward - Old Planes walker Spark and the ability to draw on the combined might of Yggdrasil and everything that inhabits it.

Notes

Loop Mechanics (General)

- One person in a Loop, often the main character, is an Anchor. They are the person who first starts time looping.
- There is always at least one Anchor present in a given Time Loop snippet, though it may not be the local one.
- The standard pattern for a loop is that the Anchor (and whoever else is Looping there) comes to awareness in a loop at a particular point in the story. From there, events will play out as influenced by the Loopers present, acting with the benefit of their foreknowledge, until either a predetermined end point is reached or the anchor dies.
- To be Awake is to be aware of the time loops (that is, to have gone back in time this time.)
- The Anchor is the only character guaranteed to be Awake. Even after others have started looping, it is mostly random as to whether they will be Awake this particular loop.
- Crossovers, fusions, and alternate pasts can also take place. It is perfectly possible, for example, to have the characters Awaken into a loop which conforms to a fanfic universe rather than reality.
- Loops do not have to be in chronological order, but it is strongly preferred that they not require a mutually contradictory order (where A must be before B and B must be before A.)
- Just about every Looper is very, very stir crazy.

<https://tvtropes.org/pmwiki/pmwiki.php/Fanfic/TheInfiniteLoops>

Infinite loops and jumpchain are two separate things. all cp comes from admins paying your jump-chain for your services. Drawbacks from other jumps do not affect you while in a loop, neither does the Sitting being a gauntlet.

Only purchase from this doc affects the 1000 loops. Drawbacks from a jumpchain build will not affect the loops.

Todo:
perks
Update Origin