Version 1

Tutorial Jumpchain

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The Who and the Why

Welcome **Jumper** which is what you now are, normally this would mean you were a human from the planet Earth but not always.

Your Benefactor is a powerful entity that may be referred to as "**Jump-Chan**", they will be sending you out to go on adventures through what you once thought to be fictional universes.

By default you will be in that universe for 10 year stints referred to as a Jump, before continuing onto another Jump in another fictional universe, creating a chain, hence the term "**Jumpchain**".

The Tutorials

This Jump Document is a safety net for new Jumpers who may want to rush off to their favourite settings, not thinking how dangerous those places are to actually live in and prematurely ending their chains.

In order to properly prepare new **Jumpers** for the wide variety of environments and settings they will eventually have to interact with, instead of a single setting, you will spend one year in each of ten different **Levels** that give the **Jumper** the basic necessities and experience for the real deal.

The main feature of this category of Jumpchain is that dying does not end your life or your chain.

Instead, you will have the choice of trying again with no penalty, returning home and ending your chain or skipping the Tutorial and going directly into a Full Jump though this is not advised if you could not survive the Tutorial.

If you prematurely end the Tutorial Jump you will lose all of the purchases and things collected from this document, only retaining your memories and any skills that could have been learned in the real world.

If you do start again after dying, you do not have to repeat any Level that you have already completed.

Additionally, if this Jump is done as your first Jump additional options and rewards will be provided.

Jump Mechanisms

As a **Jumper** you will be expected to take on new identities in each world you visit, gaining access to resources native to that jump through **CP,** a non-transferable non-bankable meta-currency that can be used to purchase from the **Jump-Catalog** also known as the Jump Document.

The **Jump-Catalog** contains various useful perks, items, and companions which are native to that universe, you gain them in exchange for **CP** making them **Fiat Backed**, a state that retains its universal laws allowing it to function even when the laws of physics are completely different.

Local Abilities can be learned and Items could be stored within your Warehouse to be taken into future Jumps however unless they are supported by the local universal laws or something that is **Fiat Backed** they will not function correctly if at all.

Typically **1000 CP** is given to the Jumper by their Benefactor at the beginning of each new Jump though the amount and naming conventions may be different depending on the Jump that is being entered.

+1000 CP (Choice Points)

Unique (Optional)
If this is your first Jump you may select to be the one and only version of yourself to exist across the infinite Omniverse with exception of any intentional imitations, replications or copies of you.

Level Selection

These are the ten different **Levels** you will visit in the course of this **Jump**.

Each **Level** is a simulation of a distinct universe from a popular genre or setting under the same umbrella term used as the theme of the **Jump**.

Unlike normal **Jumps** the people, animals and even gods met during this Jump will not really be alive and will instead be advanced physical simulations who function through distinct movement patterns, in-Jump events dependent on the **Jumpers** input and self generating dialogue trees similar to a character from an interactive **RPG** video game.

You may choose to go to a specific time and location within the Level or go to an auto generated version created using all canon media from that universe.
If you go to a Jump in Future that a Level is based off you will not be able to import the events of the level into that setting.
You may choose to do these Levels in any order or take the **Randomised** option in the Drawback section for extra **CP**.
In each **Level**, you acquire an identity that fits the setting, with all appropriate memories..

1. Mother - EarthBound
This Level chronicles the adventures of Ness, a 13-year-old boy who journeys around the world using his "PK" or "PSI" to save the future from an alien of pure evil, intending to sentence all of reality to the horror of eternal darkness.

2. Pokemon
This level follows the quest to become a Pokémon Master by building a small team of monsters to battle other monsters in a quest to travel around the world of Pokémon to collect Gym Badges with your Pokémon partners.

3. Sonic the HedgeHog
In the world of Mobius a blue hedgehog with supersonic speed must rescue animals from being turned into robots by a mad scientist, Doctor Robotnik who plans to take over the world often by collecting the six chaos emeralds.

4. Fire Emblem
This level begins with a major character dealing with global struggles against major factions and enemies, big and small with the themes of friendship, loyalty, and love.

5. Mario
The normal order of events within this world is that a plumber named Mario and his brother Luigi travel through the Mushroom Kingdom to save the kidnapped princess who has been held captive in the many castles of the notorious King Koopa also known as Bowser.

6. Kingdom Hearts
This level follows a Keyblade wielder, as they travel to many Disney worlds to stop the Heartless invasion by sealing each world's keyhole and restore peace to the realms.

7. Kid Icarus
In the kingdom of Angel Land the evil goddess Medusa has committed acts of evil such as stealing the Three Sacred Treasures and imprisoning the goddess of light, Palutena.
A Hero is needed to find the treasures, destroy Medusa and rescue Palutena from the depths of the Palace in the Sky.

8. Metal Gear Solid
Secret agent by the codename Snake, must neutralise a terrorist threat from a renegade special forces unit by infiltrating a secret facility to end the threat.

9. Legend of Zelda
This story follows a young hero named Link, often saving a princess and a kingdom called Hyrule from an evil figure who is normally Ganon.

10. Metroid
This story follows the bounty hunter Samus Aran, who protects the galaxy from Space Pirates and other malevolent forces and their attempts to harness the power of the parasitic Metroid creatures.

Age and Gender

This category is personal to each jumper often offering the Jumper to choose what their age and gender is, for this jump and most others you can choose to be whatever gender you want to be, though your age may be altered to fit the identity granted by the specific Level you are in.

Origins

Your **Origin**, also known as a Background, provides you with a history and memories from the setting unless you become a **Drop-In**.

Choosing to be a **Drop-In** either through a specific Origin or as a separate choice makes it so that you appear at the start of the jump unknown to the rest of the world.

Your **Origin** provides a discount on particular perks, items, Companions, and other things available for purchase with **CP**.

The provided **Origins** should come with a quick summary containing information that explains the background and mentality of the type of jumper who might pick it.

Protagonist

You're the leading character or at least one of those who normally has to fight against the struggle, and conflict that is central to the story.

Antagonist

You are the opposing force to the protagonist but this does not always make you bad, you simply have opposing goals that cause you to come into conflict.

NPC

A Non-Player Character is often the "supporting cast" or "extras" of the narrative, and can fill any role, sometimes being allies, bystanders or competitors to the PCs.

Minion

To the heroes and villains of the story you are some form of creature that can be fought against, or a friendly creature that can be controlled toward completing their objectives.

Perks

Perk is a blanket term for powers, skills, and abilities that have been unified into a singular section but some Jump Documents will have sections for purchasing powers, skills, or abilities separately from the **Perks** in these situations they are considered distinct from Perks when **Meta-Perks** are applied.

Meta-Perks are perks that alter or affect the functionality of a Jump Document such as increasing the initial CP, gaining an extra Origin or granting Free Perks.

Narrative-Perks are activated before a Jump begins in order and sometimes during in order to give the Jumper control over the continuity of the Jump. This allows them to alter people or events within the Jump such as including AU/Fanfic Options that otherwise exist in that Jump.

In a tutorial Jump the perks should be mainly for support, cost no more than **-400 CP** and should be worded so that they are in line with the umbrella term for the tutorial.

The perks in this document are not mandatory but are a good archetype for the kind of perks you may make.

General Perks:

Basic Requirements (Free to All)
This perk provides an in-universe personal history, as well as a basic adult education and memories which all fit the identity you acquire for that **Jump**.
This perk should also grant Supernatural Skills, Traits and Abilities required for basic participation in the **Level/Jump** which are **NOT Fiat Backed** or retained post **Level/Jump**.
Additionally should you not have a Spirit, Soul, or other essence this perk will grant you one.

A Jumper‘s Body (Free for All)
This Perk improves the **Jumpers** physical fitness so they are above the average physical fitness for their selected Race or Species.

A Jumper‘s Mind (Free for All)
At the start of each **Jump** this perk will repair any psychological issues or brain damage so that the **Jumper** is not hindered by mental problems.

Tutorialise (Free for All)
This **Narrative Perk** allows the **Jumper** to Toggle a **Jump** before it starts so that the world within the **Jump** functions as a Tutorial **Jump**.
By activating this Perk you alter the **Jump** so that the Jump world and those within it are advanced physical simulations instead of real locations or people, in a similar way to a futuristic interactive **RPG** video game. If this perk has been toggled on, dying does not end your life or your chain and instead will restart the Jump requiring you start from the beginning.
This can also be used to Toggle a Tutorial’s Level so its inhabitants are not Simulations.

Skin Deep (Free/50cp)
This makes the **Jumper** beautiful by the standards of anyone who sees it. These are often a graded Perk with multiple options, in this example the **Free** option would make them appear to be a 7/10 by anyone who sees them and the **-50cp** would make them a 10/10.

Alternative Form (Free/50cp)
An Alternative Form (**Alt-Form**) is a preset body that you can switch to and from, for **Free** you gain an **Alt-Form** at the start of each **Jump** that matches your **Jump** purchases. You can switch between Alt-Forms at will though the transformation may take a few seconds. With each purchase of this you will gain 1 new customisable **Alt-Form** that may range between ¼ and 1½ your base form's total body mass. Although by default this would be an organic hominid form you may choose to design it to match the structure and composition of other beings however they will not retain any special features of that type of being without being supported by perks or visiting that setting to gain setting data which will function like a Non-Bodymod Perk.

Lucky Duck (Free/50cp/100cp)
Perks relating to luck will increase the **Jumper's** luck and can be set as another graded Perk, these grade examples are all using two sided coins with 0% chance of landing on the edge.
For **Free** this makes a coin toss 50/50 removing any inert bad luck.
For **-50cp** this makes a coin toss 65/35 in your favour.
For **-100cp** this makes a coin toss 80/20 in your favour.**Comparability Detector (50cp)**
You can tell what non fiat backed items, powers and knowledge are compatible with your current universe.

Maai (50cp)
You are now able to instinctively understand the martial distance between yourself and anyone else around you. This allows you to know exactly when they are in range to hit you and when you are in range to hit them.

Motivated (50cp)
This perk will keep you motivated and will prevent you from procrastinating.

Self Care (50cp)
You gain all the skills required to take care of yourself including cooking and cleaning.

Lore Dump (50cp/100cp)
This graded perk will grant the **Jumper** knowledge relevant to the **Jump** they are going to and update each **Jump**.
For **-50cp** the **Jumper** will gain the same level of knowledge as an average person in the location they arrive at.
For **-100cp** the **Jumper** will gain the combined level of knowledge as a newscaster and historian even if they do not exist in **Jump**.

Isolated Reality (100cp)
Whenever someone scans or alters reality on a grand scale such as searching for the strongest in the universe or erasing half of reality and empowering the other half using magic stones you will not be detected or negatively affected.

Boredom Immunity (100cp)
This perk prevents the **Jumper** from getting bored and allows them to retain their enthusiasm.

Player 1 (100cp)
Using this perk you will be able to override any forced control anything else uses to take over your body, allowing you to manipulate it as though you were using a game controller.

Selective Isolation (100cp)
You are able to disable any of your senses at will allowing you to further increase the focus of your other senses. This also automatically disables any senses that are about to absorb info hazards that are harmful to you.

Comfortable with your Confidence (100cp)
With this perk you have gained a form of charisma that aids you in speaking with others, this does not change you or what you would say but instead helps you to bring the right words to the forefront and make you more comfortable in saying them.

Irrelevant Friends (200cp)
With this perk no one will mind who you're related to or who you are in a relationship with as they will find those details irrelevant to your interactions, allowing you to be in a close relationship with the leaders of both sides of a war and no one considering it an issue.

Perk Protection (200cp)
With this perk active none of your perks, powers or other abilities that you would normally be able to retain between Jumps can not be copied, stolen or separated from you by others, other than by you willingly allowing it to happen such as choosing to take drawbacks or Gauntlets.

1-UP (400cp)
This Perk can be purchased multiple times with each one granting you an extra **1-UP**.
1-UP's are a fiat-backed "extra life" which prevent the **Jumper** from Failing a Chain if they die during the **Jump** by bringing you back to life, the individual mechanics of how you return to life may differ between **1-UP**'s, this **1-UP** when activated will resurrect the **Jumper** at the nearest safe location from where they died.
Each **1-UP**'s recharges once per 10 years or at the start of each **Jump** whichever is first.

Origin Perks

These Perks are discounted by **50%** for their **Origin** with their **100cp** perks being **Free**.
Origin Perks relate thematically or mechanically to their origin, sometimes this requires a creative interpretation of the origins meaning.
In a normal jump each **Origin** will traditionally have four perks priced as **100cp**, **200cp**, **400cp** and **600cp** which will act as a **Capstone Perk** that can often be improved or gain additional abilities through a General Perk that is called a **Capstone Booster**.
In a Tutorial Jump Origin's will **not** have a **Capstone Perk** or a **Capstone Booster**.

Protagonist

A Beloved Hero (100cp, Free for Protagonist)
This Perk makes it so that anyone who interacts with you will be more likely to notice the aspects of you that they would appreciate the most. This will make you seem more attractive and more worthy of their admiration.

The Chosen One (100cp, Free for Protagonist)
Perhaps there's something about you which makes others think you are important. When using this **Narrative Perk** you can choose for yourself or others to become at the centre of a prophecy or other similar state of importance. This will give the target some kind of support from those in power even if it is only lip service.

The Strongest Armour (200cp, Discount for Protagonist)
This **Narrative Perk** allows you to set up selective plot armour so that when you or someone else repeats the same process as a character from the original story you will get the same results or depending on the situation a better result.

To Push Beyond (400cp, Discount for Protagonist)
The protagonist often starts off weak but through time and effort they manage to become more than they used to be, through this perk you can always find a new way to get stronger and to improve the abilities you already have.

Antagonist

Dark Style (100cp, Free for Antagonist)
You have the poise of kings and queens and can emphasise the style of any Black clothes you wear so that no matter what acts you take you will seem sleek, smooth and in control.

Unnerving but Intriguing (100cp, Free for Antagonist)
Through this Perk your unnerving and unpleasant attributes that would normally come across as creepy or disturbing, instead become strangely alluring or fascinating to those who you interact with.

Friends in Low Places (200cp, Discount for Antagonist)
You have a knack for befriending or enlisting the underside of society allowing you to befriend and make mutual deals with criminals, demons and all manner of evil without them even considering double crossing you.

Boss Form (400cp, Discount for Antagonist)
This Perk Functions as a Pseudo 1-UP, as once per Jump or once every ten years if you are badly injured but not yet dead you can transform into a monstrous looking form that heals you completely and increases all of your abilities by 20%.

NPC

Merchant (100cp, Free for NPC)
You have gained a great mercantile scene that allows you to instinctively learn the appropriate trade rate of currency and stock letting you know the appropriate prices for anything you buy or sell.

Guardsmen (100cp, Free for NPC)
You are well trained in the art of Guards duty with this you have the skills to control access to an area by not only seeing what's going on but paying careful attention to potential problems and deterring untoward activities. This also gives you training in offensive combat.

Hint Giver (200cp, Discount for NPC)
You have an innate gift that allows you to provide others with hints when they get stuck or don't know what to do next, this also lets you show them how to perform activities or accomplish goals.

Blacksmith (400cp, Discount for NPC)
Through this Perk you are able to become a master craftsmen as it allows you at the start of each jump to learn all mundane crafting skills native to the Jump including but not limited to Smithing, Weaving, Carving, Embroidery, Sewing, Origami and Glass Blowing.

Minion

Generic Goon (100cp, Free for Minion)
Through this perk you are able gain a new Alt-Form in each Level and Jump with the form being the weakest non-human minion type in the setting. The Alt-Forms will gain their special features as a Non-Bodymod Perk.

Alternative Mook (100cp, Free for Minion)
You are able to gain and customise a variant of each of your Alt-Forms designs which are functionally identical to the original choice but stylistically different such as creating a Dusk Nobody from a Shadow Heartless.

Superior Subordinate (200cp, Discount for Minion)
You are now able to gain an additional copy of every altform you have in order to grant the copy a feature of another member of their race or type of minion such as giving a goomba wings or a shadow heartless a sword.

Elemental Minion (400cp, Discount for Minion)
Once per day you can gain a toggleable “Elemental” attribute that removes any previous attribute bestowed by this perk. This attribute bestows your attacks with an extra half damage of the selected element type and grants you half resistance against damage of that attribute type, though you also gain the type's vulnerability.

Level Perks

These Perks are specific to the **Level** they come from with some granting the low level powers and abilities of their specific continuity such as action posing in a Specifical Fighter however as the levels for this Tutorial Template are all generic topics the perks in this section will be generic.

Mother - EarthBound

TextBox (100cp)
Whenever you speak to someone or inspect something you will be able to see a textbox that either contains the subtitles of what they have said or a description of what it is.

PSI/PK (100cp)
Like most of the inhabitants of EarthBound you have some level of psychic powers though these are at the low alpha level and can only be used for basic tricks however this can be improved through mental training.

Pokemon

Gotta catch ‘em all (100cp)
Using this **Narrative Perk** you are able to make aspects of continuity that are normally not canon to your version of events occur even if they would normally not be possible such as being able to catch a Meowth even when in the Red and Yellow dimensions or having Cassidy and Butch appear as recurring opponents when facing Team Rocket within the Silver and Gold dimensions.

Type Advantage (100cp)
Using this Perk you can instinctively know what types of elements or abilities a creature is weak against, resistant to or immune to.

Sonic the Hedgehog

A Mind Like Miles (100cp)
With this perk you gain an immense amount of knowledge of electrical engineering and boosts your inventing capabilities. This Perk also aids you in understanding technology you have not seen before.

Metal Jumper (100cp)
With this perk you are able to transform into and out of a Roboticized version of your active form as though you used the original Roboticizer created by Professor Charles the Hedgehog.

Fire Emblem

Lordship (100cp)
At the start of each Jump or Level you will gain the local equivalent to a title of nobility regardless of what style of government exists within the reality you land. You will also be bequeathed a plot of land to rule over.

Twin Triangles (100cp)
You gain an innate connection with the magical powers of this world allowing you to wield all forms of tome and staff magic as well as learn any other form of magic that you come across in the level. Post Jump you will gain a copy of any tome or staff that you master in jump.

Mario

Mario Kart Champion (100cp)
You are not only an expert Go-Kart racer but with this Perk you can instantly learn how to drive any vehicle you pilot and know how best to use it in a race.

Mario Time (100cp)
Through using this perk you have learned Mario's secret jumping techniques. Through this you know not only how to jump twice your standard height but also how to double jump.

Kingdom Hearts

The Story Waits for Me (100cp)
This **Narrative Perk** allows you to control when the events of a story will be put into place so that you will not miss any of the important aspects while you are away.

True Loves Kiss (100cp)
Whenever you come across conditional restrictions such as a lock that has a fingerprint/DNA scanner or a curse of true love's kiss, you will learn the requirements to pass or break them even if you are not viable.

Kid Icarus

Divine Wings (100cp)
With this small amount of Divinity you gain a set of retractable white wings made from divine light. You can use these wings for gliding without losing any altitude however these wings will act as an extension of your body and may become tired through prolonged use though this can be improved through exercise.
Should you gain any other forms of divinity it may affect these wings.

Perfect Range (100cp)
With this perk you can control the maximum and minimum range of any projectile you fire, allowing you to prevent drop off from gravity and causing the projectile to disintegrate when it reaches the predetermined range.

Metal Gear Solid

CQC (100cp)
With this perk you are well trained in the Close Quarters Combat system personally developed by The Boss and The Big Boss from a combination of combat techniques that allows rapid alternation between armed and hand-to-hand combat while engaging enemy personnel.

Press the Resist Button (100cp)
Whenever you are being tortured or interrogated you can toggle a complete resistance to every form of coursion and pain they force against you while this perk prevents the effects from passively killing you.

Legend of Zelda

Bound Blade (100cp)
Through this Perk you can imbue a single item with your essence allowing you to call it to you regardless of where you are, even if where you are is not a physical location such as a dream, a mind scape or a digital world.
When this perk has been used on an item it will continue to work even if this Perk is disabled by drawback or the Item is removed due to drawback but not both.

Sheikah Arts (100cp)
Through this perk you have immense knowledge on methods of disguise and gain a great boost when throwing weapons as you have learned the secret Sheikah combat arts which focus on stealth and precise strikes.

Metroid

Ball Morph (100cp)
Using this perk you can compress your body into a ball shape which can roll at a similar speed to your running state. You will not feel any discomfort while moving in this form though you may receive injuries if you hit the ground too hard.

Wall Hops (100cp)
When jumping you can put your feet against a wall in order to perfectly jump off the wall with each jump off a wall having the full momentum of jumping off the floor.

Items

If these items are lost, stolen, or destroyed, new ones will be in the Warehouse 24 hours later.
You can combine similar items purchased from this Jump at no additional cost.
You receive a **+200cp** stipend for this section.

First Jump Only

This section is only available to you If this tutorial is your first jump.
If this is not your first it is assumed you already have a Warehouse.

Warehouse (Free)
You gain a “warehouse”, a pocket dimension which is separate from any jump, and is tethered to you allowing you to call upon the entrance wherever you are.
This area is designed to hold your possessions and provide a homebase and while the entrance is closed it is protected from any threats in a setting barring specific drawbacks.
An unfortunate safety feature of this is that the entrance cannot be disconnected from the reality whilst the jumper is inside of the warehouse as doing so would leave the pocket dimension adrift in the Omniverse like a child’s balloon let loose into a stormy night.

Personal Possessions (Free)
All of your Pre-Jump belongings will be put in the warehouse.

General

Cash (Free/50cp)
Going into otherworlds with nothing but the clothes on your back can be problematic and no one wants to do menial labour so with this item your warehouse will have a freshly minted local currency equivalent of **£60** appear in a bundle on the floor.
This money is legal, with all taxes paid and all documentation needed. No one will question where it comes from.
For **50cp**, you will instead gain the local equivalent of **£600** per day.
Each time you purchase the upgrade, the amount will be multiplied by ten.

Game Boy Colour (Free)
You gain this classic Gaming computer and at the start of each jump you will gain a compatible game based off of the jump you are about to start.

User Manual's (50cp)
Everything you purchase from a Jump document will now come with a user manual explaining all of the features of that purchase.

Mundane Clothing (50cp)
At the start of each week you will gain five sets of clothing that fit you perfectly and are appropriate to the **Jump** setting, in the designs of your choice.

Mementos (50cp)
At the end of each **Jump** or **Level** you will receive a nick nack, or collectable based on the **level** or **Jumps** you just completed such as a custom bobblehead, Snowglobe or teddy bear.

Jumper the Movie (50cp)
At the end of each you will receive a movie, tv show or cartoon depicting your adventure within the **Jump** you completed in a media format of your choice.

Origin Items

These Items are **Free** for their **Origin.**

Protagonist

Holy Blade (100cp, Free for Protagonist)
This slightly glowing golden short sword inflicts harm upon the spirit of enemies, tiring out living beings without causing them any long lasting harm though it can be used to destroy the non-corporeal.

Heroes Circlet (100cp, Free for Protagonist)
While wearing this golden and jewelled circlet you will gain a great resistance to fear and will find that most mind altering effects will be reduced while slowly dissipating.

Antagonist

Dark Lords Sword (100cp, Free for Antagonist)
While wielding this shadowy obsidian greatsword you can draw the focus of all those who look in your direction towards you and cause anyone who is looking at you to feel a slight cold fear.

Hooded Cloak (100cp, Free for Antagonist)
When worn this dark coloured cloak can cause those who look at it to drift their attention elsewhere making it difficult for them to continue looking at you without actively intending to.

NPC

Defenders Shield (100cp, Free for NPC)
While wielding this shield you can draw the aggression of all nearby opponents causing them to attack you over other more practical options.

Superior Shovel (100cp, Free for NPC)
Whenever you stab this shovel into the ground you can choose to pull out exact amounts of material in exact shapes so long as you have a place to stand and are strong enough to lift it out.

Minion

Returning Spear (100cp, Free for Minion)
Whenever you throw this spear you can recall it to your hand either by telepathically pulling it directly towards you or by instantly summoning it to your hand.

Coloured Robes (100cp, Free for Minion)
You gain a set of comfortable robes which once per day you can alter in order to strengthen one type of ability changing the colour and style to match thematically.

Level Items

These Items are specific to the **Level** they come from however as the levels for this Tutorial Template are all generic topics the perks in this section will be generic.

Mother - EarthBound

KnockBat (100cp)
You can choose for anyone you hit with this bat to have the force of the impact evenly spread across the side of their body that the bat impacted, distributing the harm but increasing the force of the knockback.

ATM card (100cp)
This plastic card can store any form of currency automatically converting it into a non-dinominencinal currency.
You are then able to retrieve any quantity up to the max stored within as any form of currency you have ever stored within the card.

Pokemon

Pokédex (100cp)
The Pokédex was designed to catalogue and provide information regarding the various species of Pokémon within the pokemon world. This version of the Pokédex will automatically update itself at the start of each Jump in order to display any relevant recorded information about whatever creature you are scanning with the device.

Bill's PC (100cp)
You can now access a computer program from any PC you use which connects to a personal pocket dimension that you can store and retrieve any animals from.
This Pocket Dimensional automatically shapes itself into a perfect personal environment for any animal stored inside of it and keeps each creature safe, fed and comfortable.

Sonic the Hedgehog

Gold Rings (100cp)
In every Jump up to 100 Gold Rings will be hidden around the level or Jumps world.
When you touch one of these rings they will fold into a single ring that can be worn as a bracelet.
Should you receive any injury you can choose to lose up to 20 of these rings to negate the damage inflicted, though this will be less rings lost if you have less than 20 rings. Should you have all 100 Gold Rings you can as a one off instantly recharge a lost one lost 1-UP.

Red Sneakers (100cp)
This set of shoes are self repairing and always comfortable preventing you from ever feeling receiving any discomfort or damage such as calaces or blisters.

Fire Emblem

Personalised Armour (100cp)
You gain a personalised suit of armour that is stronger than steel and can be put on and taken off in less than 3 seconds.

Falchion (100cp)
This divine Sword was forged by the Divine Dragon Naga from one of her fangs and grants the one holding it the ability to activate a regenerative healing factor for 20 seconds which restores approximately 1.3% of their Max health every second.
After activating, this ability will not activate again for 25 seconds.

Mario

Magic Mushroom (100cp)
Once per day you gain one of these magical mushrooms which can be consumed in order to double your physical strength and height, should you be harmed while in the larger form you will revert to your true size and not take any harm from the damage.

Warp Pipe Set (100cp)
You gain two connected warp pipes that can be placed anywhere you are in order to allow you and others to near instantly transport between any two locations.

Kingdom Hearts

Keyblade (100cp)
This is not a true keyblade but an approximation of the legendary weapon. This weapon functions as an all purpose key that can unlock any mundane lock, a sword that can permanently destabilise any entity made out of ethereal concepts such as shadow and a magic staff which can be used in place of any magical focus. You are also able to customise its design by swapping out the attached keychains.

Gummi Blocks (100cp)
Once per every 10 days you gain one random Gummi Block, an elastic, rubber-like material used primarily in the creation and modification of Gummi Ships. Using these Gummi Blocks you could construct Gummi Ships capable of moving between Worlds.

Kid Icarus

Palutena Bow (100cp)
This bow was crafted by the Goddess Palutena herself, though the shots fired start slow and weak but gain speed and power the further they travel.

Orbitars (100cp)
You can activate these magical tools in order to have them orbit around you hovering as they auto fire shots of weak energy at anyone you consider your enemy. Though these blasts should not do any harm to your opponents they will find it unpleasant and distracting.

Metal Gear Solid

Cardboard Box (100cp)
This common cardboard box is somehow very effective at preventing detection by enemies. If you hide inside it others will walk on by without thinking that it's out of place even if it is somewhere odd. You can move while in the box, but if anyone sees the box moving, you're likely to be discovered.

Codec (100cp)
This device uses nanotechnology, to directly manipulate the small bones of the ear and interpret spinal signals in order to have radio or telephone conversations while outwardly appearing silent. This technology incorporates anti-wiring coding, digital real-time burst communication in order to be completely secure and undetectable while still being compatible with the older models, as well as telephones and standard radios. The Codec system can also process and send photos from a digital camera located within the iris.

Legend of Zelda

Master Sword (100cp)
This is the sword of evil's bane when it comes into contact with any corruption or evil it will automatically start to cleanse it and any damage that is done to the blade will repair itself after 10 minutes.

Green Tunic (100cp)
This magical tunic can change on demand to match any incarnation of Link's famous clothing while it is worn the user will gain a slight increase in strength and defence and will find that they are far more proficient with any weapons that they wield.

Metroid

Paralyzer (100cp)
This emergency backup weapon is chiefly used to stun enemies, it can be used to charge for a short time in order to fire more powerful blasts. An important feature of this gun is it has the ability to transform it into a Plasma Whip and a laser sword.

Zero Suit (100cp)
This form fitting skintight full-body jumpsuit increases your speed, agility and flexibility and can be used as an adapter to perfectly interface into any technological Armour such as power suits and construction rigs.

Companions

This section is for creating or gaining A non-Jumper character who accompanies you in your chain. Companions can be imported into a jump, which provides them with some amount of CP to spend on that jump's build. The standard limit for active Companions accompanying the Jumper in a given jump is 8, though this is not a hard limit. Some companions can have pre-existing import options, fiction as a group companion or can be imported as if they were Followers thereby not getting CP. Companions who die during a Jump unless otherwise stated are returned to life after a year or at the end of the jump whichever comes first.

Companion Starter Kit (100cp)
You can select up to 8 NPC's to become real people with them gaining true sentience.
In your next Jump they can all be imported for **Free** with them gaining **+600 CP** to spend.

Followers (Free)
You may select any NPC's from this Tutorial to become followers who will gain true sentience and be able to follow you into other Jumpchains.

First Jump Only

This section is only available to the Jumper If this tutorial is their first jump.

Real World Import (100cp)
For each purchase you may import 1 willing origin location person as a companion with them becoming a Free import in each future jump and they will gain a stipend equivalent to half the amount you gain in each Jump.

Drawbacks:

You can take as many Drawbacks as you want, without limit on cp gained. If you can handle the Drawbacks, you can have the reward however unless specifically stated you cannot take the same drawback twice. Drawbacks that change the world are altering its condition at the start of the **Jump**. If you are genuinely capable of changing the nature of the world, fiat will not kick in to change it back. Drawbacks specific to a particular Level only function in that Level.

General Drawbacks:

Canon Insert (Free)
At the start of each level you may choose to replace a canon character or continue as you are keep in mind any unique or special abilities gained this way will not be Fiat Backed.

Continuity Selection (Free)
If a jump has multiple options for the continuity such as having multiple versions of the media it is based off or a customisable protagonist you may choose which one is canon for the level you are entering.

Randomised (+100cp)
Your level choice is out of your hands. Roll a d10. Check the list to see which level that number corresponds to. That's your first level. Survived it? Good. Keep rolling and completing levels until all 10 are completed. You re-roll if you roll a level you have already faced.

Bigger Longer Uncut (+50cp)
You may take this once per Level with that Level now lasting a full ten years.

Drawback Keeper (+50cp)
This makes what would be a Level specific drawback into a General drawback. This can be taken once for each Level specific drawback you have taken.

Drop In (+200cp)
You do not receive the Basic Requirements perk. Good luck.

Power Loss (+200cp)
For the duration of this **Jump**, any Level perks you have purchased are now only available in that Level.

Item Loss (+200cp)
For the duration of this **Jump**, any Level items you have purchased are now only available in that Level.

Amnesia (+200cp)
Until the end of this **Jump**, you can not remember the events of any Levels except the one you are in.

Total Amnesia (+200cp)
You have no memories of your time before entering the first Level and explicitly no memories of **Jumpchain**. You are probably very confused.

Level Drawbacks:

These Drawbacks are specific to when you are playing that level and will not occur on any of the other levels.

Mother - EarthBound

Porky or Pokey (+100cp)
Unfortunately Porky Minch has decided that not only are you his best friend but that you owe him something substantial. This means that he will be constantly following you around and complaining about everything you do from a supposed situation of smug superiority.

Curfew (+100cp)
You are not allowed to be out past 9PM and should you break this curfew without express permission you will be grounded for 2 weeks.

Your Favourite Food (+100cp)
It seems that a board child has decided to name a number of details about your life including your favourite food, name and pets name the same immature thing.

Pokemon

Nuzlocke (+100cp)
The danger has increased as now whenever you, your pokemon or anyone else are knocked out, they are instead Dead and cannot be resuscitated.

MonoType (+100cp)
You can only use one type of power in the pokemon Jump this means you can only have pokemon of a single type of your choice.

Half-Cappasity (+100cp)
It seems the rules are stacked against you as now you can only carry 3 balls instead of the normal maximum 6.

Sonic the Hedgehog

Waterlogged (+100cp)
You have quite the problem with water as not only do you sink like an anvil but you are only able to hold your breath for 5 seconds with an unsettling music accelerating the entire time.

Friend List (+100cp)
You will constantly find a number of random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

Glitched (+100cp)
The world seems to be a bit more janky than it should be as things and people keep popping into and out of reality as well as some people being shot off in random directions if they move too fast.

Fire Emblem

They took my loot! (+100cp)
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

Turn Based (+100cp)
Whenever you enter into a fight with someone you will find yourself transported into a weird pocket dimension where you are only able to take an action after each of your opponents in a fight.

Crop Rotation (+100cp)
The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

Mario

2D Animation (+100cp)
It seems that this world is stuck on a 2D plane with no one even knowing that a 3rd dimension exists.

In Another Castle (+100cp)
You will forget this drawback and its past instances every time you start attempting a task or objective. Each time you attempt to complete a task or objective you will find that you have been tricked and will have to repeat the process over again.

Luigi Time (+100cp)
At some point during this level you will be trapped in a painting and will have to wait fully conscious, unable to move, blink or sleep waiting for Luigi to come and Save you.

Kingdom Hearts

Shadow Magnet (+100cp)
The Heartless are drawn to you appearing out of thin air as though being born out of the walls.

He's Nobody (+100cp)
It seems that at some point in this level y

Not Just Disney (+100cp)
The worlds within Kingdom Hearts are now no longer Just Disney properties and in order to complete this Level you will need to complete at least 12 non Disney Worlds.

Kid Icarus

Dark Jumper (+100cp)
A physical manifestation of your dark side who will stop at almost nothing in order to destroy you, they will have all of the perks and items you purchased in this Jump Document.

Aubergine (+100cp)
It seems like you have been hit by a modified version of the eggplant wizard's curse. On the bright side this doesn't stop you from fighting however the nurse cannot break the spell meaning that you will look like a giant Eggplant with arms and legs for the duration of this level.

False Goddess (+100cp)
Somehow Pseudo-Palutena has replaced Palutena, stealing her position and power. What's worse she and Palutena's Army will be targeting you. No one other than you and the real Palutena can tell that she is a fake even though they are aware of her appearance.

Metal Gear Solid

Johnny (+100cp)
You have unfortunate bowel issues causing you to suffer from frequent bouts of diarrhoea whenever you are in stressful or dangerous situations.

FoxHound (+100cp)
A team of specialists will designate you as their target and spend the entirety of this Level tracking you and learning before they strike at you.

KeyCards (+100cp)
Everywhere you go countless doors will have specialised locks requiring specialised numbered key cards to enter, this drawback will supersede any items or perks.

Legend of Zelda

Red Moon (+100cp)
It seems a dark power is at work as every opponent you defeat will respawn once per week and remember who killed them and how.

Prove your worth (+100cp)
Every time you try to do anything it seems that everyone will want to to complete an arbitrary task that somehow proves your worthiness. This won't be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove you worth on something else.

Korok Seeds (+100cp)
At the start of this level 900 Seeds will be spread across the areas you are supposed to visit, you will always feel a slight pull whenever you are close to one and in order to complete this level you will have to collect all the Seeds.

Metroid

Jumper Other M (+100cp)
During this level you will be in an especially vulnerable state and far more submissive than you would otherwise be.

Yarg Space Pirates (+100cp)
It seems thar be many Space Doubloons on ye head as all Space pirates be after yar booty both them bein the regularr variety and space variants of comical Pirates with laser hooks for hands, cyborg eye patches and space parrots.

Artificial Flashbacks (+100cp)
At random points during this level you will have horrific flashbacks to horrible events that affected you and your family, however these events never took place.

Scenario

World of Light
At the end of the 10th level you will start this scenario, you will forget about what this scenario entails and will replace Kirby as the sole survivor of Galeem's onslaught in the World of Light Adventure Mode.

You can complete this scenario in one of three ways:

1: Consumed by Light:
This Scenario victory occurs if you defeat enough dark spirits, and allow Galeem's light to dominate the background covering Dharkon or if you choose to fight only Dharkon.

Reward:
With Dharkon defeated, Galeem consumes the universe in his light.

+500 CP

Galeem's Light
As an instrument of Galeem's Victory you have gained a fragment of light which connects to your innate divinity. Using this you can create copies of specific characters formed of light-blue energy silhouettes with red eyes. These "puppet fighters" are then animated by spirits bound to you and have approximations of the abilities of the original fighters.
You can create up to 15 puppets per Jump one of each of the following characters:

- Mario
- Samus
- Peach
- Sheik
- Marth
- Toon Link
- Bowser
- Pikachu
- Pit
- Captain Falcon
- Snake
- Mr. Game & Watch
- Fox
- Palutena
- Wii Fit Trainer

2: Swallowed by Darkness:
This Scenario victory occurs if you defeat enough light spirits, and allow Dharkon's darkness to dominate the background covering Galeem or if you choose to fight only Galeem.

Reward:
With Galeem crushed, Dharkon engulfs the world in darkness.

+500 CP

Dharkon's Darkness
As an instrument of Dharkon's Victory you have gained a fragment of darkness which connects to your innate divinity. Using this you can create copies of specific characters formed of dark energy silhouettes with a shining red tint and purple eyes. These "puppet fighters" are then animated by spirits bound to you and have approximations of the abilities of the original fighters.
You can create up to 15 puppets per Jump one of each of the following characters:

- Luigi
- Dark Samus
- Daisy
- Zelda
- Lucina
- Young Link
- Ganondorf
- Mewtwo
- Dark Pit
- Wario
- Sonic
- R.O.B.
- Wolf
- Rosalina & Luma
- Bayonetta

3: Restoration:
This Scenario victory occurs if you defeat enough light spirits and dark spirits forcing both Galeem and Dharkon to battle one another. While they are fighting you can intervene and if you destroy them both you will cleanse the universe of their influence.

Reward:
With the spirits being freed from the puppet fighters in order to return to their original worlds.

+800 CP

Liberator
As an instrument of salvation your own innate divinity has gained a connection to the domain of Freedom. Using this you can undo any forced control to return anyone's stolen will to them.
The Skill Tree
This perk grants you a modified version of the Skill Tree, this version of the Tree gains extra Skills as you progress through a Jump.
You can learn Skills by spending Spirit Points which you will gain at a rate of 1SP per hour.

End Choices

You have completed all ten Levels. Congratulations! Now you can choose to Go Home, or Continue On. There is no staying here option. As one final reward, you receive these:

Gauntlet Mode

If this is not your first **Jump** you may choose to take this **Jump** as a Gauntlet without anything other than Body Mod's, if you fail the Gauntlet you will be reverted into standard **Jump** Mode.

If you succeed in all ten levels on your first go you can receive the Tutorial Rewards as if it were your first **Jump**.

Tutorial Rewards

If this is your first **Jump** you may take these rewards upon the completion of your Tutorial **Jump**.

Instant Access (Free for All)
You can now summon any of your possessions from your Warehouse to you, or send objects directly to the Warehouse. Objects cannot be heavier than you can lift, and will be properly and safely stored, assuming you have the facilities to store them safely. You always know what is in the Warehouse and where it is located.

Body Mod Reward (Free for All)
All perks and items from this **Jump** (with the exception of Basic Requirements) are now considered part of your Body Mod. You will still have them, even in Gauntlets or if you take a Power Loss Drawback.