

Jump-Chan's Cross Compatibility Chop Shop



“Hi there!”

“Hmm, yeah. Those aren’t fitting together the way you would want them to, are they? Well, let’s see what we can do about that!”

This is a *supplement*, and does not work independently. You have no CP, and can only take CP from the jump you’re using this with. You may use the Chop Shop multiple times. If a decision has a ‘permanent’ effect on how your abilities work, you may only use it at the *beginning* of a jump, you cannot wait until ‘the perfect moment’.

Lasting Integration (0 CP)

“Hmm, you know, we could wedge that in here?”

When you receive a sharable template that has its own selection of learnable abilities, and you possess a teachable or sharable ability, you may substitute one of your sharable or teachable abilities into the template for those you pass it on to.

To give an example, if you have been to Ars Magica, and picked up the “Opening the Gift” perk, and you later when to Vampire the Masquerade, you could permanently replace one of your clan disciplines with The Gift.

This would not affect you, only any vampire you spawn, who would have The Gift as one of their three Clan disciplines.

When you substitute an ability this way, you have no ability to revoke it. To continue the example, you couldn't stop your childers from embracing an enemy. Likewise, they will interact with the world as if they 'belonged.' For example, while such abilities would be restricted to your bloodline as a 'clan-unique' discipline (like Gargoyle flight), someone might be able to 'steal' it using diablerie. Lastly, in universe abilities will work against it 'like they should.' For example, True Faith might be able to counter your progeny's 'bloodline discipline' the same way it could work against any other vampire ability.

This will not affect you or change how your own abilities work. Likewise, you can obviously only do this a maximum of three times - since there are only three clan disciplines. You can only make such a substitution if you could have already shared the ability - this doesn't grant the ability to share anything new, only create a new vector to share it.

You will need to use your own judgement for how this interacts with different templates.

Graduating Class (50 CP/0 CP)

"Hmm, well, we can do something with it, but if you want to keep it contained, it will cost you."

Oftentimes you want to leave a legacy behind you, something many teaching perks enable. Whether it's magic, or mad science, you can share things that are 'skills' in one universe but impossible in the next.

This will not enable you to share anything new, but if you could teach something, you may buy this *for that specific "skill"*. If you do so, your student can go on to teach it in turn. For example, if you have "Staying Awake" from Don't Rest Your Head, those you bring Awake through sleep deprivation could go on to wake up others.

This costs (50 CP), and permanently grants your students *for that specific 'skill'* the ability to continue to share that skill with their students in turn.

Alternatively, you may have this affect only a single jump for free. However when you do this, whatever skill you are sharing can be backwards engineered, figured out, or otherwise stolen. While at the beginning of the jump, this will not have happened, once you start teaching others, people who you are not teaching will be able to figure out the skill. This may be a greater or lesser threat, depending on how hard a given skill it to figure out. Again, this will target only a single skill (though you may take this multiple times to make multiple skill learnable), but it will only affect the current world/jump.

In neither case can you 'revoke' a skill or ability you have shared. What you teach is now an escaped genie. The only difference between the (50 CP) and (0 CP) version is *how* escaped it is.

Likewise, this will not let you share a skill you couldn't otherwise teach.

Coherent Design (50 CP per template - 300 CP max)

"Hmm, not fitting together cleanly. We'll have to strip it down and rebuild the frame."

Over the course of your chain, you'll be lots of different things. And sometimes those 'different things' are just different takes on the *same* thing.

While working within a single 'class', you may permanently merge different expressions (provided you would have been able to *effectively* do the same anyways, whether because the abilities were 'perks', or because you had an alt-form mixer, or for any other reason) for 50 CP.

For example, if you've been both a Garou from Werewolf the Apocalypse, and from Werewolf the Forsaken, you might mix both together for 50 CP, so that any children you have who inherit your Werewolf nature have an idealized mix of both templates. If you later go to How to be a Werewolf, you could mix in the ever growing lifeforce and immortality of those werewolves for another (50 CP), but it would naturally come with how that growing lifeforce eventually mentally overwhelms the soul and reduces them to a 'mere' immortal wolf.

That is to say, you can mix things, but they'll keep their 'native' drawbacks.

After spending (300 CP) on a particular template, you have all the tools needed to work with that template any way you want to in the future, and may freely pass any version/combination of it this perk could theoretically create.

Ascended Path (400 CP/50 CP)

"Hmm... I'm not completely comfortable with this, but the chaos might be amusing? Make it worth my while."

Maybe you *have* solved some weakness or issue of a template you possess, and you wish to pass that on? You may permanently add a perk you possess to a template you can share, though that perk will only be relevant *in the context of that template*. This is a permanent change to that template. If you grant your vampire Template the ability to naturally regenerate blood and share it... well, you'll have to live with the immortal blood gods you're now spreading each time you share that version of vampirism.

This is discounted if you had a perk sharing perk that could have let you do this individually, one by one. If so, and that perk sharing perk has some downside (the ability start weaker, for instance, but can grow to the 'full' perk), then the version you mixed into the template will have that downside.

If you have a 'jumper' version of a template, but you would pass on the normal version of the template, you may pass on the jumper version for only (50 CP). For example, if you're a vampire, and vampires are normally soulless, but you do not suffer from that issue, you may make the version you pass on the 'soulful' version.

Likewise, if the template has a weakness, but you lose that weakness post-jump, then post-jump you may upgrade the version you pass on to be the one without the weakness.

Selector-Switch (50 CP)

“Yeah, that’s getting pretty unwieldy. Let me just tune it like so...”

Over time, your signature items can accumulate many *many* abilities as they are incarnated nearly as many different ways as you are. While this has its upsides in letting you build artifacts of ungodly power, at times such fusions can become unwieldy.

Upon purchase, one item of yours gains the ability to suppress the expression of any time it has been imported into. This is all or nothing - you can’t suppress *part* on an item it’s been imported into. You may suppress or release as many different identities as you wish for the item though.

Clean Implementation (0 CP/50 CP/100 CP)

“Hmm, yeah. If we just fit it there... I’ll have it back to you by monday.”

Many times there is ambiguity about how different perks work together, when they come from such different worlds.

Upon purchase, you may permanently fuse two perks or abilities together into a ‘mega-perk.’ This perk doesn’t do anything *new*, it simply implements both perks together.

For 0 CP, this will fuse two perks that have no reason *not* to work together. It simply removes any ambiguity about the issue, and lets you do so cleanly. For example, if you have gone to both Parasite Eve as an Awakened, and had eaten the Horu Horu no Mi in One Piece, you could fuse the abilities, letting your mitochondria produce the ‘hormones’ that the Horu Horu no Mi creates, and letting you inject Mitochondria with your syringes, and otherwise having the two abilities work together.

Arguably, you could do this anyways, since any Mitochondria under your control count as ‘part’ of you (and so they could arguably ‘grow’ the syringes, and any syringes you grow are grown from your body, so they could carry your Mitochondria.

Essentially, for (0 CP), you can say ‘yes this does work’ rather than have it be ambiguous. In return for this, you must make all decisions about how the two abilities fit together *now*, and stick with them.

For (50 CP), you may do the same, only now it’s fusing perks where there is an actual show-stopper of some sort, though only a mild one. For example maybe you have a fire elemental form that specifically forces you to take on a humanoid form, and a fire control superpower. You could fuse them, to let you ‘shapeshift’ your fire elemental form using your fire control power.

Lastly, for (100 CP), you may fuse perks that have a more serious issue stopping them from working together - maybe one perk works with 'spiritual' forces, and you want to use it with magic from a universe where magic is more materialistic. So long as it feels 'appropriate' (be honest), you may paper over such problems creating a mega perk for (100 CP).

If you have some form of Perk Sharing, you may share a mega perk 'automatically' if you have shared all the component perks that make it up, but you may not share it 'by itself.'

Spiritual Hygiene (0 CP)

"Your soul is in *how* many parts? Yeah, no, let's get that cleaned up."

What a soul is, and what it means, changes from world to world. You may prune, combine, or reinterpret traits or expressions to get a soul you would 'want'. You may not prune an expression that comes from the world you're currently in. For example, while you're in Wraith, you may not get rid of your Shadow/P'o, though you may do so after the jump ends and you move on.

While your Spiritual Hygiene will always try to keep everything working, no guarantee is offered if you completely excise the metaphysical backend an ability is based on, and this won't/can't change your 'fundamental nature.' For example, you can't get rid of your dark-side by getting rid of your shadow, you can merely say that that's not a meaningful spiritual delamination. If you wish to change your own nature in a deeper way, you'll have to seek out perks from actual jumps to do so.

Tagged Pet (50 CP)

"Hmm, yeah, let me get that registered for you."

Sometimes taming beasts, binding spirits, or similar is a major theme in a setting, but the jump forgets to provide a way of bringing your menagerie with you. For (50 CP) you may take any non-sapient 'creatures' you have tamed or bound with you as followers at the end of a jump. Only the ones you possess at the end of the jump are claimed this way.