

Luciano's Pre-Chain Check-In (Version 1.0)

You open your eyes and find yourself seated in the sort of couch that is normally reserved for the offices of therapists. You look around in confusion, and find that you see several bookshelves filled with books on conflict resolution, confidence, communication, and charisma. You almost laugh to yourself as you read through the titles of the books. Behind you you hear the sound of a door opening and turn only to find yourself looking at a tired looking stranger glancing at you. Their eyes are invisible behind thick, foggy glasses, but they have a thick beard, messy hair, a curious grin on their face, and they're steadily supporting themselves using a thick, wooden cane.

"Hi there!" They say to you, their smile never wavering. They walk over to a chair you swear didn't exist a few minutes ago.

"So I'm gonna get some stuff out of the way right away. My name is Luciano and I'm a bit of a... I guess you could call me some sort of halfway person. I work for people sending other people on jumpchains. Has anyone told you about jumpchains yet?" This person, "Luciano", asks you. They listen diligently to your response, taking careful notes and smiling at your answer regardless of what it is.

"I'll be sure to put that in our notes. Now let's get to why you're here. Perks!" Luciano tells you, reassuringly. They turn and you watch as a desk appears next to them, suddenly occupying and filling in what was previously empty space.

"So over here at Jumpchain Incorporated we're constantly working on new programs and offers to help young and enterprising jumpers. The eldritch overlords responsible for this operation are experimenting with a bit of a fancy idea. They have reached across reality and asked several jumpmakers on Class A worlds to devise checklists of handy quality of life perks that they think would be handy but not incredibly overpowered to help jumpers do a little more in early jumps. So we're rolling out this program for new jumpers. Your benefactor has signed you up. If they didn't tell you about this in advance... I don't work for them, so I can't help you out there." Luciano explains, before giving you an apologetic glance. They pull out a chalkboard out of the desk and let you see it. It is filled with abilities and their descriptions.

"Anyways you have some decisions to make. You can select four of the perks here and take them with you on your chain. They represent an investment that Jumpchain Incorporated thinks you're worth and they exist to help improve your long term survivability. Anyways, take your pick and skedaddle!" Luciano informs you, quite cheerily. You scoot closer to the chalkboard to get a better view of the options.

TL;dr: This is a silly supplement idea that is intended for jumpers BEFORE they go on their first jumps. The basic gist is that these jumpers get a few perks as special freebies. They aren't body-modded in, or anything goofy. The intention and hope for this is that it inspires other jumpmakers to create versions of this for other people to look at and that each one is different. I actively want you to plagiarize this and put your own spin on it. **This is version 1 of this idea**

and is pretty barebones. I will likely revisit this and include more ideas that I happen to like and find thematically fitting in the future.

Anyways, let's get to the perks!

Omniglot: This perk gives you perfect knowledge of every language in a setting. This perk is intended for communication purposes and gives you mundane versions of even magical and supernatural languages such that you can say mystical words without zapping yourself or those around you. You can use this knowledge creatively though, if you want, but at its core this perk is meant to give you knowledge that allows you to connect with people and other living things.

Montage Machine: Most people who go on jumps initiate their chains as regular folks. Some even finish their chains as mostly normal people. A lot of regular folks have jobs, go to school, do homework, study, and other things that may strike people who dream of jumpchains as... incredibly not fun. And yet, especially in early jumps, this stuff matters. What if I could offer you a way to compress that? That's what this perk offers. This perk gives you the ability to compress routine things into digestible montages. With this ability when you do something monotonous and boring but that matters (like your job, if you do something like work at an insurance company, or homework if you're in a childhood/university jump), you can forcibly compress it into a montage that, to you, feels like only a few seconds while in actuality you were in a state where you were working and putting in at least a decent effort. There are some rules here that are helpful to understand. The biggest rule is that the montage stops if something important happens, such as if you're working a shift at your fast food job and a celebrity comes into the restaurant, or if you are in a study montage and someone you are romantically interested in comes and asks if you want to study together. This montage is designed to cut down on the more monotonous aspects of life, not punish you for not wanting to do some of the same boring stuff you had to do in your pre-chain life. The other main rule is that montage you is not 100% of your effort. This is you at somewhere between 50-65% effort. If you really want to do stuff right you shouldn't use this, but when you just want to get through a shift this will get the job done so long as you are even halfway decent at your job.

Everybody's Jumper: You are curiously immune to people's bigotries. This protection is not a blank get-out-of-jail-free card, but things like sexism, racism, anti-magic-user-prejudice and other such bigotries just don't affect you. You can absolutely be disliked by people on a personal level but no one will dislike you on the basis of stuff like your skin-color or your sex, or other things just beyond a normal person's ability to control. This does not protect you on some sort of... institutional level, that's a power beyond what this supplement is meant to offer, but even this scale of protection is immense.

First Impressions Matter: You have an ability to put your best foot forward whenever you meet new people. This perk helps you overcome things like social pressures, your nerves, and even gives you the slightest possible luck boost. It absolutely does not guarantee that you'll hit it off with everyone in the room, but you'll have a real shot at making a new friend whenever you strike up a conversation with someone.

Big Brain Jumper: You now have a perfect, flawless memory with the ability to instantly recall any specific bit of trivia or other knowledge you know.

No Rest For The Jumpers: You don't need sleep anymore. You can certainly choose to sleep, and it'll make you feel well-rested, but you don't need it to function and if you take breaks from time to time you can regain energy spent during the day, as though you were napping or sleeping. Get the most out of every minute jumper!