

ABOUT

I made this a long while back and totally forgot about it, as I tend to do, until someone on reddit asked if I had an editable copy.
I figured 'Why not' and while making it I thought 'Why not expand on how I view chains and the journey?'. Feel free to ignore almost everything on this page.
This is where a lot of people start making rules. Mine are simple. Do what y'like with it, share it around, maybe share yours for other people to enjoy.
As for 'rights', edit it, improve it, make it worse, complain to high hell about it, use it to write your magnum opus 10,000 page novel and become rich and famous. Just enjoy.
-TobiasCook

Cosmic Contract

From all chains to chainwits (drawbacks to houses/rules, not all chains are made equal. The cosmic contract serves as a written record of the rules and regulations of your chain, for easy reference.

The Cosmic Passport

The Passport is a record of who you were, who you've been, and who you are now. I like to think of it like the character screen in a video game, or a character sheet in an RPG.

Biography of Origins - This is pretty straight forward. Who 'were' you? Who did you start as? Is this 'you' just on a cosmic journey, are you putting some character through this... those sorta details.

True Name - Some systems of magic, religion, faith and whatnot put a lot of emphasis on the 'true name'. I like to think the jumper's first name, their original name before the chain started, is that true name.

It goes without saying, feel free to add or subtract categories as you see fit. In any of this.

On the word 'True' - When I say 'True' it refers to the jumper's 'cosmic form', not necessarily their form at the time in the jump. It refers to what the jumper is at heart. This probably changes over the course of the jump, but just because you just spent 10 years as a cowering goblin doesn't mean you want to look that way while you freshen up for your next jump! 'True age' is how old you are overall, not in that world. Etcetera Etcetera.

I like to think anything with a 'true seeing' effect glimpses your cosmic self.

One more thing - I personally use the Cosmic Passport for everything that applies regardless of altform. For anything dependant on being a specific species or in a specific form, I'm adding a page specifically for your... wardrobe of bodies.

The AS-Form Warboba

Here is where you keep all the different bodies you will undoubtedly accumulate on your travels.

Again, this is for things that ONLY apply to the given form, since presumably everything else you'll have access too in each body, and thus would be listed in the Cosmic Passport.

Cosmic Pocketspace

Welcome to your warehouse, and possibly beyond!

I personally like to try to build out my warehouse while jumping, gathering properties and attachments make it my own private home dimension. D

This page should also be good for any supplements you happen to be using, and if you're using companion housing, you can keep track of who's staying home.

Companion Roster

Date Met and on Dates in general.

Because of the nature of Jumpchain, it can be hard to keep track of time. I'm going to share how I do it.

My jumps involve a dual timeline dating system. Basically, the full date and time would read both how much time has passed since I was born OR since I started the chain, and how much time has passed in the particular jump I am in.

(Typically, I just enter newyear/mid/late (jump year number) - (Total years passed since beginning of chain)

Away Team?

I'm a dork, I've been watching star trek, so your active companions (Up to 8) are your 'away team', and your home roster are those in reserves. Unless you are a monster, they are in some kind of housing system or supplement. Or at least a comfortable stasis device!

Jump-Scene

Finally, here's where you keep track of all those stories, quips, action scenes and badly written fan-fics that make up your chain. D

-Remember, you can edit this as you see fit. Add to it, take away from it, put new fields in, take them away. Honestly I wouldn't mind seeing how y'all customize it. D

Awwright, I've been working on this for ages, I'm tired, its post-summer... I'm going to bed. Updates... probably never, but who knows. If I never update, please enjoy. D If you want to share your completed ships or fun adventures with me, feel free to track me down. Tobiascook on Reddit.

Changelog

v 1.01

-Minor changes to About Page

-Added Cosmic Contract

Biography of Origins

True Name:

Alias:

Original Age:

Sex:

Height:

Weight:

Biography:

Appearance:

Other:

Cosmic Profile

Jumper Name:

Alias:

Benefactor:

True Age:

-This is the age of all your lives combined. They could include your pre-jump memories, or only count time you are behind the drivers seat. Your call.

Species:

True Gender:

-When the jump asks you to pay to change your gender, this is what you are defaulting to unless otherwise specified.

True Height:

True Weight:

Home Plane:

-Sometimes its fun to forge your jumper from a universe besides your own. Earth is fine tho! Really.

True Visage:

-I personally like to think spells/effects of true seeing show the jumper for what they 'really are', which tends to be what form they are between jumps, or bodymod depending. A description goes here n.n

Statistics

Build:

Body Type:

Strength: 0

Human Average

Endurance: 0

Human Average

Speed: 0

Human Average

Dexterity: 0

Human Average

Appeal: 0

Human Average

Shape: 0

Human Average

Sense: 0

Human Average

Identifying Features:

-Things about you that would identify you no matter your form. Maybe you have a scar that follows you from body to body, perhaps your eye color is always distinct, etc etc.

Physical Traits:

Trait

-Description of Trait

Mental Traits:

Magical Traits:

Social Traits:

Skills and Aptitudes:

Form Name:												
Species:												
Height/Weight:												
Physical Traits:												
		Trait										
				-Description of Trait								
Mental Traits:												
Magical Traits:												
Social Traits:												
Skills and Aptitudes:												
Complications and Weaknesses:												
-Some forms have their limitations. Sure you can swim really fast, but maybe you need water to breathe. Perhaps you are kryptonian and must flee kryptonites green glow. Here's the spot for it.												

Cosmo Warehouse	
Dimensions:	
Utilities:	
Structures:	
Miscellaneous:	
Contents:	
CP Backed	
	*Item
	*Description or stats
Non-CP	
	*Item
	*Description or stats
Properties	
<small>*Some jumps offer you properties you can 'attach' to your warehouse. Others offer you properties that follow from jump to jump. I personally follow a houserule that states any property that can follow you can instead be attached to the warehouse, and I build out the warehouse as my own private pocket dimension. If you don't wanna do that, it would still be good for you to keep track of following properties here.</small>	
<small>*Some supplements create 'properties', like the bay or companion housing. Feel free to throw those here as well n.b.</small>	

Away Team

True Name:

Age:

Species:

True Gender:

True Size:

Homeverse:

Date Met:

-See 'About - Keeping Track of Time'

Description:

Physical Traits:

Mental Traits:

Magical Traits:

Social Traits:

Possessions:

Relationships:

-This isn't just romantic. How does this companion get along with you, or with other companions? Do you have two companions usually at each others throats? Put it here! That can come up.

Home Roster

True Name:

Age:

Species:

True Gender:

True Size:

Homeverse:

Date Met:

Description:

Physical Traits:

Mental Traits:

Magical Traits:

Social Traits:

Possessions:

Relationships:

Universe:	<Jumpname>			
Start Date:	<Jumpdate>			
End Date:				
Name:				
Alias:				
Description:				
Region/Location:				
Age:		Height:		Weight:
Origin:				
Perks:				
Possessions:				
Companions:				
	CP Granted:			
	Recruited:			
Drawbacks:				
Jump Goals:				
Jump Narrative:				