

Foreward

If you know what Jumpchain is, welcome. If you don't, welcome and here's a basic primer of what's going on.

Jumpchain is a kind of writing prompt/character builder game that uses documents made by members of the various Jumpchain communities. Each document, also known as a 'Jump', is basically representative of a fictional reality. The 'Jumper' makes choices using the points they are given for the document, and uses them to gain powers, skills, gear, companions and so on. That character then spends an amount of time, nearly always 10 years, in that jump and on survival has the choice of staying behind, going home, or moving on. Regardless, they keep everything they have acquired up to that point.

This is my attempt to compile the information about one such character in an interesting and easily referenced manner. If you happened across this on the r/Jumpchain subreddit, feel free to comment on the thread or message me directly with whatever. I'm experimenting to try to make this worth browsing, so feedback is generally helpful. If nothing else it lets me know there were eyes on it.

If you happened across this outside the Jumpchain community, find it interesting, and have feedback I'd probably appreciate hearing from you even more. Making this worth your time is frankly the greater challenge.

If you like the layout or format of the logbook, feel free to use it for your own chains. Feel free to modify the hell out of it too! Lord knows I do each time I play. I made it for me, but that doesn't mean I think I'm the only one with any right to use it.

For a blank copy of the logbook, visit: https://docs.google.com/spreadsheets/d/1RuMdH4Jdv_OvJ4ppLj71rdvoqjVOvTrDrcPSSfrizMU/edit#gid=0

How to Read and Engage

Each sheet has it's own purpose, outlined below, keeping track of some aspect of Maple's adventure. A lot of cells have notes on them, which give context to what the cell references. Just mouse over them on PC, or go through a slightly more complicated process I'm unfamiliar with on smartphone. Note on smartphones/tablets, you MIGHT have to make a copy of the document, or otherwise open it in the google sheets app. I honestly don't know. Feedback on this would be great.

For now, if you have comments or feedback or death threats or whatever to share, you basically have 2 options.

- 1.) Throw me a message on reddit at u/tobiascook
- 2.) Respond to me at wherever you found this posted. The name will likely have some combination of tc, squirrel, tobias, and cook.

I generally reply, but there's no guarantee. Also I'm not looking for friend requests or long term correspondance per say. If the unlikely happens, it will happen organically not because I was asked from the start. It's not personal, I'm just kind of an antisocial loner by and large. It's pretty much for the above reason that I've limited the ways to directly contact me.

Cosmic Contract

This is the list of rules Maple's chain will fall under, for your and my reference alike, wrapped up in the context of my headcanon for how the whole sort of general mish-mash works. In this case, justified as the Benefactor lacking the power and discipline for a PROPER Jumper, so they had to gradually reduce the powers of fiat and twist about things Jumper's take for granted until one... made it.

The contract comes about largely from me genuinely feeling that the base rules generally give the Jumper WAY too much leeway and fiat, and partly from a few quality of life additions I felt like throwing in. Jumper doesn't get any points for any of it. This is just how I like my chains. I'm perfectly comfortable blaming it on my Benefactor sucking at being a Benefactor. I feel the end result has sufficient stakes, and covers how Jumper is gonna go about their business well enough. If you catch Jumper breaking the rules, feel free to tattle to Alyxya. They hate plot-holes.

The Cosmic Passport

The Cosmic Passport is a complete profile of Maple's base-form, from which every alt-form is inevitably built. So long as it is not covered by a drawback, anything which the base-form can do, any alt-form can do. If something, such as a gauntlet or drawback, reduces or restricts Jumper to base-form or to body mod, then Maple is restricted to entries on this page.

The Alt-Form Wardrobe

This is a collection of Cosmic Passport entries for all of Maple's various alt-forms, largely dedicated to how they are distinct from Maple. From perks, powers and skills to personality traits, ethics and interests. While every alt-form is distinct, it is important to remember they are still Maple at their core. While skills and memories are hazy between alt-forms, they are still there. These are not multiple personalities, but various facets of Maple being expressed.

Cosmic Pocketspace

--Coming Soon

Companion Roster

These are the Cosmic Passport entries for all of the Companions Maple gathers along the way, as well as any alt-forms they may acquire. As the chain progresses, this sheet may change drastically as I struggle futilely to keep it clean and organized.

Jump Journal

This sheet is the account of Maple's advancement through their Jumpchain, and is highly experimental. This is where builds are posted, summaries and notes describe events, and the important acquisitions are listed with interesting tidbits tucked away in notes. It is important to note this is not currently meant to be a clean, flowing narrative. It is a compilation of summaries, recountings of interactions, context implications and other random things of questionable interest.

MetaScrawl

This is the WIP/Brainstorming/Scrap sheet. Stuff I'm thinking of integrating, ideas that get half formed and abandoned for something else, the place I drop things when revising them and wind up leaving it there because I'm sloppy, this page really isn't very important and nothing on it should be taken as 'canon' until it is on one of the other pages. Feel free to comment on whatever you find there if it stands out to you, just keep in mind it might be under revision or possibly already abandoned.

Sources:

Document sources are linked where most relevant, typically the Jump Log page.

My Most Frequented Community: <https://www.reddit.com/r/JumpChain/>

/tg Jumpchan Drive: https://drive.google.com/drive/u/1/folders/0B1qb0_OLhDrDYVvpblllREdOczg?tid=0B20r6rsFLOg_Zk5RdVdya3hJNnc&resourcekey=0-m3LU1xaC5-PnnA0VLRfK9g

SpaceBattles and Questionable Questing(NSFW) Jumpchain Drive: https://drive.google.com/drive/u/1/folders/0By8NY-NO4-N5OXNwN3R2QkZjeXM?resourcekey=0-EitLFNXY3J-bNB_E_z4bZv

Reddit Jumpchain Drive: https://drive.google.com/drive/folders/1KxTXeHrBtlL4G1lugsQdTd1CjktBmBwd?tid=0B20r6rsFLOg_Zk5RdVdya3hJNnc

Eternal WIP Sheet: https://docs.google.com/spreadsheets/d/1ox5_FLKHS6HylL8qIom7eykn6pfj7izv5cdkwEynM/edit#gid=0

Blank Logbook Sheet: https://docs.google.com/spreadsheets/d/1RuMdH4Jdv_OvJ4ppLj71rdvoqjVOvTrDrcPSSfrizMU/edit#gid=0

F.A.Q.

Expect 'Frequently' to be a loose term.

Okay so seriously... what is this thing?

Currently? I will generously call it experimental fiction. It's something to be explored and probed at I suppose. A fun distraction to view, a bit of practice for me, a chance to try and finally do a long chain, maybe inspiration for somebody else. As much as I would like it to be interesting to other people, I admit I would be making it regardless. I just see little point keeping it to myself.

Isn't this whole thing kind of niche?

Incredibly! On the upside, I can't make money off it because legally it is built off copyrighted work and ethically it is built entirely off of a vast community of support I have no way to reimburse! Oh wait...

No but seriously. It's just for fun, and I figured I'd share it.

Hey can you make an entry about 'x'?

Maybe. Heaven forbid this sheet actually generates enough interest to provoke questions about things, inspiration might very well strike and I go 'Hey I could go into that!'. It's certainly worth asking about. If nothing else it gets me thinking.

Have you considered doing 'y'?

	<p>Maybe. Maybe not. Maybe I did but passed out in a stoner coma. Maybe I did but disregarded it as stupid and thought nobody could possibly care about that. Maybe I did but wound up getting nowhere with it and abandoned it. Who knows!</p> <p>I'm open to suggestions. There's no guarantee it'll pop in but the odds are better than if I don't think of it or figured nobody would care.</p>							
	So all the stuff in notes is original?							
	<p>Nope. If something comes from a jump document, it'll usually have the text right from the document in its notes, or as it's notes. Quick reference is key on this sheet. I have a horrible memory. Credit to text lifted from jump documents, obviously, goes to those document authors, to the original source, or basically to whomever it should go.</p>							
	Get a life!							
	My magic 8-ball says 'Don't count on it.'							

Cosmic Contract

Accommodations:

Chain:

- Braving the Gauntlets [1]
- Death-to-the-Death [9]
- Going Native [2]
- Hammer&S [4]
- Look Before You Jump [5]
- Nothing Happened While You Were Out [6]
- End-Jump [7]
- Supplements [8]
- (*) Travel Advisory Warning [9]

Flat:

- All Form Amoris [10]
- Before Babel [11]
- Under-Inventory [12]

Companions:

- Benched [13]
- Not Alone [14]
- Spawn of Jumper [15]
- (+) Companion Option [16]
- Spent CP -> CP Spend
- 100 300
- 200 400
- 300 600
- (+) Companions Can Take Drawbacks [17]
- (+) Followers [18]
- (*) The Entourage [19]

Complications:

Chain:

- Trial of the Ascendant [20]

Flat:

- Diminishing Returns [21]
- (-) Persistent Drawbacks [22]

Companions:

- (-) Jumper's CP Card [23]
- (-) See You, Space Cowboy [24]

Universal Drawback Supplement: **

- Prisoner [25]
- Remember the Little People [26]
- Ready Access*** [27]
- Slot-O-Matic Unemployment Slot-Locker**** [28]
- Slot-O-Matic Jr [29]

Amendments:

- I [30]
- II [31]
- III [32]
- IV [33]
- V [34]
- VI [35]
- VII [36]
- VIII [37]
- ** [38]
- *** [39]

I acknowledge that my signature below signifies my consent to be nominated for the Trial of Ascension, and bear all responsibilities in full laid out in this fat.

binding contract:

T. Cook

Signed:

Sources:

All Chain Builder: https://drive.google.com/ouiew/1frMxvG81tq0_CU1CjDdRfBwWfMMS52z7c0B26f9FI_Cg_ZkF5rVya3h7NouKkssuoreay-d_QyCv46Dz/Boz_8M856e4Q
Universal Drawback Supplement: https://drive.google.com/ouiew/1frMxvG81tq0_CU1CjDdRfBwWfMMS52z7c0B26f9FI_Cg_ZkF5rVya3h7NouKkssuoreay-d_QyCv46Dz/Boz_8M856e4Q

Cosmic Profile		Likes:		Dislikes:		Hobbies:	
Jumper Name:	Maple Winterholme			Game Shows		<Insert Rivals Name Here>	Bass Guitar
Alias:	Kaede Fuyusake			V-Tubers		Bell Peppers	Video Games
Benefactor:	Alyxa Neit [40]			Museums		Hercacles	Foraging
True Age:	35			Spiders		Beer	Orienteering
Species:	Human			Theme Parks		Needles (Medical)	Cooking
Gender:	Female Presenting Intersex [41]			Temperate Woodlands		Ranch Flavor	Terrariums
Height:	1.4m (4'7")	Weight:	31.3kg (69lb)	Squirrels		Nightmares	Photography
Home Plane:	Earth 616			Radioplays		Deserts	Tourism
Proportions:	Short/Lanky [42]			Cartoons			Whatever
Hair:	Volumous/Bare Skinned [43]	Favorite Foods:		Favorite Drinks:			
Color:	Dark Purple/Amethyst/Copper [44]			Tacos		Mead	
Extra Bits:				Takoyaki		Iced Tea	
	Natural Weapons - Teeth [45]			Fire Roasted Meat and Veg		Lime Kiwi Soda	
Statistics							
Affinity:	Body						
Stats:							
Body		Mind		Heart			
	Strength	1 [46]		Logic	1 [47]	Charisma	1 [48]
	Endurance	1 [49]		Memory	1 [50]	Appeal	0
	Speed	2 [51]		Resolve	0	Empathy	1 [52]
	Resilience	2 [53]		Co-ordination	1 [54]	Flexibility	2 [55]
	Reflex	2 [56]		Perception	0 [57]	Fertility	0
Banked JP:	0			Available Slots: Freebie:		2	
				100CP		1	
				200CP		1	
Perks, Powers and Traits							
Physical Traits:		Mental Traits:		Magical Traits:			
	Body Like A Jumper [58]			Mind Like A Jumper [59]			
	Sexy And I Know It [60]			The Road Goes Ever On and On [61]			
	Universal Recipient [62]						
Social Traits:		Metaphysical Traits:		Skills and Aptitudes:			
				Alt-Form Shift [63]		Eagle Scout [64]	
				Secondary Superpowers [65]			
				Simple Convenience [66]			
				Favorite Treats [67]			
Other Traits:							
	Ride The Rails To See The Sights						

Cosmic Motorhome		Source:	https://drive.google.com/file/d/1k4oaP1rpyE23gB2l9m0uE6rkqzdmLWK/view					
Name:	Cosmic Camper Odyssey							
External Dimensions:	18ft x 7ft x 8ft L x W x H							
Internal Dimensions:	25.33ft x 9.12ft x 9ft							
Basic Fiats:								
	Resilient [75]							
	Self Maintaining [76]							
	Smaller On The Outside [77]							
	Standard Interior [78]							
	S.E.P. Field [79]							
Interior Design:				400	600			
	Bathroom Amenities [80]			50				
	Additional Bunk [81]			50				
	Furniture Enhancement [82]			50				
	Bed Comfiness [83]			50				
	Extradimensional Door [84]			200				
	Metal Shutters [85]					Non-Fiated Upgrade		
Vehicle Upgrades:				50	550			
	Smooth Suspension [86]			50				
Utilities:				650	-100			
	Solar Panels [87]			100				
	Generator [88]			100				
	Water Recycling System [89]			100				
	Climate Control [90]			50				
	Interdimensional Radio [91]			100				
	Interdimensional Cable [92]			200				
Items:				50	-150			
	Universal Drivers License [93]			50				
Drawbacks:				(+)150	0			
	Gonna Need The Tool Belt [94]			50				
	Gonna Need Some TLC [95]			100				
Contents								
CP Backed								
	Wardrobe [96]	Journal [97]	Security Pass [98]	Winterhome Manga Collection [99]	Roadshow Mysteries DVD Collection [100]			
	Smartphone+ [101]	Cosmic Pocketwatch [102]	Downsize Comics Series [103]	Monster Island Documentaries DVD Collection [104]				
	Laptop+ [105]	Camera [106]	A Demigod's Epic - Audiodrama Recording [107]	Victorian Nights Collection - A LMV Gaming Experience [108]				
Non-CP								
	Penumbra Aurora CD [109]	Cryptid Convalescence CD [110]	Jumper High Yearbooks [111]	Penumbra Decal 4 String Bass [112]				
	Hamster Cage [113]	Dino Jerky [114]	King of Titans Tail Jerky [115]	A Case of Paleo Cola [116]	Titan-Tooth Machete [117]			
	Primal Outfits [118]	Downsize Press Scrapbook [119]	A Bottle of Ambrosia [120]	Drachma Coin Pouch [121]				
	Victorian Crimes Scrapbook [122]							
	Emotion Flavoring Spice Rack [123]							

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:

Templates

Cosmic Passport

Cosmic Profile

Jumpster Name:
Alias:
Benefactor:
True Age:
Species:
True Gender:
True Height: True Weight:
Home Plane:
True Vtaps:

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:

All-Form Wardrobe:

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 see kryptonites green glow. Here's the spot for it.

Cosmic Pocketspace:

Cosmic Warehouses

Dimensions:

Utilities:

Structures:

Miscellaneous:

Contents

CP Backed:

*Item

*Description or stats

Non-CP:

*Item

*Description or stats

Properties

-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.

-Some supplements create 'properties', like the bay or companion housing. Feel free to throw those here as well n.n

Companion Roster:

Away Team

True Name:

Age:

Species:

True Gender:

True Size:

Homeverse:

Date Met:

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:

Jump Log:

Document:

Universe:

Start Date:

Duration:

Form:

Name:

Alias:

Age:

Height:

Description:

Region/Location:

Origin:

Perks:

Sex:

Weight:

Possessions:

Companions:

CP Granted:

Recruited:

Drawbacks:

Jump Goals:

Jump Narrative:

[1] Gauntlets provide rewards in exchange for completing challenges without the benefit of Choice Point (Hitherto referred to as "CP") purchases, and do not result in a failed chain should the jumper die or fail in their attempt.

[2] If the Ascendant (Hitherto referred to as "Jumper") dies or otherwise ends their chain, they are sent back to their multiversal shard of origin with all perks, items, and companions collected over the course of their chain.*

[3] If the Jumper so chooses, they may end their chain and refuse to leave a multiversal shard (Hitherto referred to as a "Jump") and instead opt to remain forevermore.

[4] At the end of each Jump, the Jumper has the option of ending their journey by returning home with everything they have collected up to that point.*

[5] The jumper is free to choose their own path, able to select what their next Jump will be and apply to their benefactor to tie their personal reality to that Jump for the duration of their next trial, along with a requisition for perks, gear and companion introductions pending the conditions of that Jump Requisition Form (Hitherto referred to as a "Jump Document").

[6] While the Jumper is off galavanting across the multiverse, all other Jumps, including the Jumper's Jump of Origin, shall remain locked in stasis until such time as the Jumper interacts once more with that Jump, or the Jumper's trial comes to an end.

[7] The Jumper's adventure has the potential to end with their ascendance into a new multiversal being, with abilities beyond anything available in any jump. The ability to jump freely throughout the multi-verse, freedom from the perils of existential termination, and other such powers as are befitting a Cosmic Being. The awakening of a rare and powerful Spark.

[8] The Jumper will be granted access to their choice of Body-Mod and Personal Reality supplements upon signing this binding contract to undergo the trial.

[9] Upon earning the Personal Reality, the Jumper will be granted a Departure Advisory Clock within the main entrance hall of their Personal Reality, counting down the time remaining before their Personal Reality loses its tether to the Jump.

[10] Once the Jumper attains a new form through Jump origin and/or purchase, the Jumper will retain the ability to change freely to and from that form through force of will.

[11] The Jumper is guaranteed to be able to understand and communicate with the locals of wherever their point of origin in a given Jump is. Travelling to a different area within the Jump after it's start will not confer the same linguistic ability. This fluency will persist after the Jump ends.

[12] Unless stated otherwise, CP purchases will reappear in a convenient location within the Personal Reality at the end of the Jump. This covers any loss, theft, or unintentional destruction, no matter how impossible that may normally be. This benefit is conferred to Perks, Companions and Items.*

[13] The Jumper is capable of recruiting an infinite number of Companions, but are limited in the number of Cosmic Passports which may be allocated each jump to the number conferred by Not Alone.

[14] The Jumper is granted the ability to submit up to 8 companions cosmic passports for approval, granting all benefits and opportunities presented by the Jump Document to that number. An approved Cosmic Passport is required for any being of companion status to be able to leave the boundaries of the Personal Reality unrestrained.

[15] Any children the Jumper bears or sires automatically become Companions, pursuant to the limitations otherwise presented within the Cosmic Contract.

[16] If a Jump does not have a companion or import option, this Accomodation grants 3 options, with each level granting a different amount of CP for perks and items for Companions. The listed cost amount may be doubled to import up to the full number of companions granted by Not Alone.

[17] The Jumper's Companions may earn extra CP through taking drawbacks. This only includes personal drawbacks, and not drawbacks which impact the setting as a whole. Drawbacks which effect Companions and Jumper equally grant all involved parties CP.

[18] Distinct from Companions, any number of Followers may be brought along between jumps through the Personal Reality, becoming residents of the Jumper's domain. Followers are not granted CP or Origins when brought into a setting, and can not be upgraded with or spend CP.

[19] Companions without an approved cosmic passport are incapable of leaving the boundaries of the Personal Reality unrestrained.

[20] The Benefactor may, at their discretion, issue directives for the Jumper to complete in order to qualify for a continuance of the Chain. Failure results in a chain-fail, equivalent to the terms of Going Native.

[21] There are only so many ways to improve, many of which overlap or interfere with one another. Because of this, a perks' additive effects drop off as similar perks attempt to stack with one another.

[22] Personal drawbacks will now persist with the jumper throughout their chain until overcome, either through future CP purchase or concerted effort. These drawbacks will only offer CP in the Jump in which they are taken, and can not be overcome within the Jump in which they are taken, with the exception of Nemesis style drawbacks which must be defeated before the end of the Jump or the Nemesis will follow, and drawbacks intrinsically bound to the Jump in which they are purchased.

[23] Companion CP is entirely the Companion's to spend, and their choices are theirs alone as to what perks, items or otherwise they purchase with them.

[24] Companions are bound by the same limitations of their mortality as the Jumper is. That is to say, death is a very real and very lasting condition barring outside intervention, such as perks, services or machinations capable of reversing such a condition.

[25] Anything that is not actually within the boundaries of the Personal Reality at Jump's end is left behind for good. Properties connected to the Personal Reality, manifested within the Jump qualify as part of the Personal Reality for all relevant purposes.

[26] This includes companions, and even the Jumper themselves. Should the Jumper themselves fail to be within the boundaries of the Personal Reality at Jump's end, it qualifies as a chain-fail and invokes the results of Going Native.

[27] The Personal Reality is not protected from thieves or invaders. Any access doorway can be utilized by anyone who happens across it, and any manifested properties serve as potential access points to the Personal Reality within.

[28] While the normal amount of CP is gained in each Jump, this CP can only be used to apply perks to the Alt-Form to which the purchase is applied, that being the Alt-Form which is chosen as the manifestation form for that Jump.

The Jumper is granted a Base-Form, the form manifested by their purchases made when undergoing the Body-Mod supplement, and this Base-Form is restricted to utilizing the Slot-O-Matic system for perk selection. Perks slotted to the Base-Form may manifest in any alt-form, with all other perks being form-locked.

Once a perk is attributed to the Base-Form, that perk is Locked to the base-form, and the relevant slot is

locked and can not be swapped out. The size of the perk is determined by its cost.

Freebie's require a Freebie Slot, costing 50JP to buy, and can hold one Freebie with a value no higher than 400CP before discounts.

Big Freebie slots cost 100JP, and can hold freebies of any size.

Jumps which grant access to non-CP abilities, such as Harry Potter magic, are treated as 200 CP perks.

Drawbacks can be taken for 50% of their CP value in JP rather than granting CP, and still count as full value regarding Drawback Limits.

The Jumper's Base-Form begins automatically with two Freebie slots, one 100 CP slot, and one 200 CP slot.

Both JP and Slots may be banked indefinitely until used.

[29] Companions are likewise granted the benefits, and bound by the rules of Slot-O-Matic. Any drawback taken by the Jumper for JP which equally affects Companions grant the Companion an equal amount of JP.

[30] i. Manifested properties maintain their connection to the Personal Reality, becoming potential vulnerabilities to the security of the Personal Reality, even should key or portal generated gateways be sealed.

[31] ii. While a follower represents merely a resident of the Jumper's Personal Reality, a Companion is a being tied deeply to the Jumper and to the Personal Reality itself. The process of becoming a Companion involves, amongst other things, informed consent and the decision to become a Companion is one which transcends all perks, manipulation and fiat.

Attempting to forcibly Companion an individual is not only doomed to fail, but would result in the Personal Reality rejecting the individual, and shunting them back to their Jump of origin.

[32] iii. Companions, unlike followers, become significantly more resistant to manipulation by the Jumper's perks, items and abilities by nature of their close connection to the Jumper's own essence.

[33] iv. Companions, by nature of their status as elevated beings, are second in authority only to the Jumper within the Personal Reality, and face minimal scrutiny by security measures installed within the Personal Reality.

[34] v. Jumper, Companions, and Followers alike are granted the fiat boon of entry-level plot-armor. This boon grants protection from mundane injury, complication or death born from coincidence, careless accident or unintended collateral consequence within reason.

They are, for example, protected from being accidentally run-over by a random drunk driver or happening to be caught in a highly dangerous but otherwise random occurrence such as a high-tension robbery.

This protection does not extend to plot-relevant or highly significant events, such as a nuclear weapon detonation or full-scale invasion, so some care must still be taken.

[35] vi. Any entity, organization, group or force which declares or attempts interference with, invasion of or assault upon the Personal Reality or its manifested regions lift all restrictions upon non-imported companions and followers in relation to the offending entity, organization, group or force.

[36] vii. Companions can apply to the Benefactor for restricted travel passports. Travel passports allow companions to freely move within a setting and grant an empowered version of amendment v , but enforces a fiat non-interference drawback preventing them violating the spirit of Not Alone.

[37] Owing to the Benefactor's own lack of proficiency sponsoring Jumpers, certain elements of the traditional Cosmic Contract have been removed so as to minimize the likelihood of retroactive existance-failure on the part of the Jumper.

[38] To further safeguard the Jumper's existance, additional restrictions and challenges have been ammended to the Cosmic Contract to facilitate successful convergence. These changes are entered into effect without the CP increase that would normally follow their inclusion. The Jumper is permitted to request additional Universal Drawbacks on a per-jump basis in exchange for their normal CP value.

[39] The following Universal Drawbacks have been modified in accordance with the capabilities of the Benefactor, witnessed and agreed upon by the Greater Benefactor Association.

[40] Alyxya is a relatively young cosmic being with little interest in other ascended beings in their lcal multiversal region, they spend most of their time within their own personal reality, modeled after a single-occupancy, one-room dwelling found in early 21st century japanese culture. Preferring to watch the multiverse unfold, the vast majority of their existance is spent browsing their vast local multiverse through a variety of mediums. An infinite bookshelf crammed tight with books, comics and manga. A scry-screen that lets them observe the multiverse. Interacting with the various multiversal shards through a top of the line realization console. Listening to real-casts through a scry-speaker. Materializing snacks and delicacies in a gourmand-case.

They fancy themselves an amateur fate-shaper, and enjoy inflicting conflict and drama in the multiverse to watch notable personalities struggle to rise above the challenge. Bored with the offerings they have been finding of late, they have decided to uplift a denizen of the multiverse from one of the most boring shards, excited to have a new protagonist to follow. Struggling to relate to other Ascended's, they hope getting to know someone by watching the full journey of their ascension will allow them to relate, and finally make a friend. A fickle Benefactor, often content to simply sit back and observe, but spiteful when an ascendant spends too long failing to entertain them. Inexperience with uplifting ascendants has led dozens of potentials to suffer retroactive-existance failures, but after modifying the contract to reduce the amount of responsibility their fiat provides, and taking advantage of a rare window of opportunity, you are the first to survive the convergence into the first jump. Do not dissappoint Jumper, or you will be abandoned as they moves on to another potential candidate.

Appease Alyxya by involving yourself in the plot, advancing your personal 'character arc', building relationships with others, struggling against overwhelming odds and surprising them with your adventures. Anger Alyxya by spending long stretches avoiding conflict, failing to provide an interesting adventure, shunning the plot or power-gaming your build to remove any challenge or risk in encounters. By appeasing Alyxya, you will receive copies of the media they transcribe of your adventures through the multiverse in the form of manga, video's, tv shows, audio-casts, personally generated fan-content, and other merchadise memorbilities.

By angering Alyxya, they will personally invest themself in bringing plot and conflict to you, often proving far more dangerous than any conflict or activity you were avoiding. Dissappoint them too much, and you will find your jump 'cancelled', and your personal reality stranded either in the jump they abandoned you in, or stranded in the void between multiversal shards.

[41] With the sole exception of genitalia, jumper is indistinguishable from a female.

[42] Very short with a lean build, long arms and legs, a small bust and a bubble butt.

[43] Devoid of hair aside from head and brow. Hair reaches down, even past butt-length maintaining a surprising amount of body despite it's mass.

[44] Dark purple hair and bright purple eyes with a bright gold/copper skin tone.

[45] Each individual tooth curved into a point, interlocking perfectly.

[46] You are as strong as a dedicated and strictly maintained training regimen can make you. Note that there will be a trade off between slow-twitch muscles (lifting strength) and fast-twitch muscles (explosivity, striking power).

[47] You can easily comprehend difficult topics and concepts, comparable to some of the smartest people today.

[48] Be it instinctual or learned, you possess knowledge of basic psychology and can use it to subtly manipulate your audience, enhancing the effect of whatever you have to say.

[49] If you were to put all your effort into running 5 kilometers as fast as you can, only by the end would you even begin to feel fatigued. You can function on just 6 hours of sleep per night as well as an average human adult could on 9 hours.

[50] Your memory is excellent and you rarely forget things.

[51] Instead perform at the peak capability of the animals topping the scales for long and short distance running.

[52] You are an expert at reading the subconscious cues of the human body, allowing you to get a good read on the emotional state of whomever you are talking

[53] What martial artists can do in a carefully controlled setting you can do in real life, like blocking a wooden quarterstaff and having it break against your limb. Should you get injured your recovery, while no faster than usual, will go as smoothly as external circumstances will permit.

[54] You have control over your body comparable to an olympic acrobat or circus artist.

[55] Gain the capabilities of a professional contortionist.

[56] Whenever you are truly surprised you still will reflexively react as if you had had a few seconds to think over what just happened. This does not make you react faster, but rather ascertains that the correct reflex for that particular situation fires. You won't, for example, accidentally punch a person you'd rather not punch even if they startle you.

[57] Nearsighted *

[58] You are cured of any physical ailments or disabilities you may have entered this Jump with. You become as physically fit as an average healthy athletic person would be. Your fitness will never deteriorate below this level, or any higher level that you have reached by actual training, unless you wish it to do so, as long as you have sufficient food and water to survive. You can also render yourself fertile or infertile at will, and can stop or start any menstrual or breeding cycle at will.

[59] You are aware of any mental illness, disorders, disabilities or other conditions you may be suffering from as you enter this jump, and may choose to have any or all of them be removed. This does not make you immune to these things, it just removes pre-existing conditions.

[60] Jumpers tend to be rather vain. Almost all of them eventually take some sort of appearance boosting perk, so let's just deal with that now.

You are incredibly good-looking. On a scale of one to ten, you are a perfect ten. The exact details of your appearance, build, and "endowments" are up to you, but you look as good as it is possible for a human being to look and you stay that way no matter what your condition or the circumstances might be. Anything

that happens to alter your appearance, such as scarring, amputation, cybernetic implants, or genetic mutation, will always leave you somehow still looking incredible. You may become a rotting zombie, but you will be the sexiest rotting zombie to ever crave brains.

You will retain your fit and attractive appearance, even without exercise or proper diet, as long as you consume enough calories to avoid starvation. You will either heal perfectly, without any form of scarring, or your scars will enhance your appearance in some way. Even if your current appearance is inhuman in part or completely, you still remain this attractive.

You never actually get dirty, always staying as pristine and perfect as you could be, unless you choose otherwise. In which case the sweat, dirt, blood, or whatever else will somehow compliment your looks perfectly. You also instinctively present yourself as well as you possibly can at all times. Your posture and movements never make you seem awkward or unattractive, always showing you in your best possible light and making anything you wear look amazing. Supermodels train for years to stand and move like you, and never quite make it.

You never need to brush or floss, having perfect teeth and a great smile, your hair is always perfectly done up in whatever style you want it in, and if you don't want to shave you simply won't need to, facial or body hair simply not growing until and unless you want it to.

Furthermore, you have perfect control over your fertility, and menstrual cycle in the case of females. Any sexual partners will believe you when you tell them you are protected, as long as you are telling the truth. Your voice is equally incredible in some way, whether it be sexy, commanding, soothing, or just pleasant. Your body scent is either extremely pleasant or you have no scent at all, and you can switch this at will.

[61] Your mind is well-prepared for dealing with eternity. You can find joy and satisfaction in everyday life no matter how long you have been alive, you can adapt to new cultures with ease, and you will never find your emotions blunted by the passage of time and ennui.

[62] You take to prosthetics, cybernetics and transplants exceptionally well, avoiding complications like immune rejections so long at least basic medical hygiene has been adhered to.

[63] You gain the ability to change into Alt-Forms during a jump with a minor effort of will and a minute to spare and will, no matter how outlandish your form gets, never suffer from Body Dysphoria. Base-Forms, additionally to being treated as completely separate Alt-Forms, can be applied to any Alt-Form as a modifier, causing you to appear as the closest equivalent in build and sex that makes sense with that Alt-Form. Using a Base form in that manner isn't a permanent change and, should it become relevant, you still count as being in the Alt-Form you modified. While restricted to the Body Mod you are locked in a Base-Form of your choice and may not use this ability to change forms.

[64] You are an expert when it comes to survival, both wilderness and urban. You are both talented and lucky at finding the materials and resources you need, in any environment they could exist in.

[65] Any power or ability that you acquire, no matter where or how you acquired it, you also receive the necessary secondary superpowers to make it function properly. You also have the ability to shut off any of your abilities, or to weaken them to any level between off and full power, at will.

[66] Some worlds do not have the modern amenities that we are used to having, making everyday life a little less comfortable. You no longer have that problem. Your clothing, personal equipment, and body are always clean, and you never need to visit the little extra-dimensional adventurer's room. This can be toggled on and off at will.

[67] You have an unlimited supply of one food item, which could be any type of food, candy, or beverage. You can summon this food at will. You may change what item you summon with a brief period of meditation, but not more than once per week.

[68] Maybe you want to help blow up the Death Star, or fight on the walls of Gondor, or fight off the Agent Smith virus. For those events to happen, events before them kind of have to go a certain way. This is your guarantee of that.

Now, as long as you do not deliberately cause large scale changes, the canon plot of a Jump's setting will proceed as expected, adjusting for minor alterations you might have caused.

This can be toggled on or off, but once turned off, the butterfly effect may make a return to canon events impossible.

[69] A leatherbound journal with infinite pages. It seems to keep itself shockingly organized, but not by appearances, with color coded tabs stuck to pages throughout and an ever increasingly complicated table of contents and glossery.

[70] This name badge will alter itself to be the appropriate credentials to bypass any security. It does not create any background records or add your name to exclusive lists, just provides a perfect fake credential. How else are you going to get to meet your favorite characters?

[71] You have a top-of-the-line smartphone that never needs to be recharged or maintained, will instantly repair itself, is immune to malware and hacking, and always has a signal, along with unlimited data and memory. This smartphone can never be tracked, except by its own GPS app and its signal is completely undetectable.

For the duration of this jump, it will assume a camouflage appropriate for the level. It will always upgrade to match the best equivalent device in each new jump, and will automatically upgrade to have all the abilities of any similar device that you purchase with CP.

[72] An ever-wound pocketwatch with several hands. It would take time to understand fully. The main hands forever count down the Jumper's time remaining in the jump, but other hands can count down to any number of significant moments.

[73] Oh! That picture reminds you of the time you challenged the devil to a game of tiddlywinks! And that one reminds you of the time you put Gabriel in a Cobra Clutch for a full day! You don't actually get a camera. Instead, every time you do something memorable, noteworthy, or just wish to remember a moment in the future, you will receive a snapshot of the

moment, framed at just the right size and from just the right angle, you can always get more copies from different angles if you wish, or receive digital copies on any of your devices.

[74] A simple card that will prove you are legally allowed to drive the motorhome no matter what universe, region, or government you find yourself in. Even if you were to appear to be a child, no law enforcement would question your right to drive. This card can also function as identification for most worlds and will automatically update itself with the relevant information needed.

[75] The vehicle is highly resistant to damage, much more so than a normal RV, but can still be damaged by determined foes. Repairs can be done manually or will mend themselves slowly given time.

[76] The standard Cosmic Motorhome does not need general automobile maintenance, fuel, or septic tank flushes. However, the water tank will require regular refilling.

[77] The vehicle is a Class B (18'l x 8'w x 7'h) sized motorhome from the outside but offers the interior of a Class C (25'4"l x 9'1" w x 9'h) sized motorhome. Only the most observant individuals will find this odd.

[78] The standard interior comes fully furnished with a single bunk, small kitchenette, wet-bath toilet, seating area and 2 seat drivers cab, along with an assortment of small drawers and cupboards. While the design aesthetics can be freely customized, the amenities offered will not.

[79] A small mental aversion field has been added to the cab of the Cosmic Motorhome, which will prevent outsiders from thinking it is strange for anything between children and fantastical creatures of all sizes to be sitting in the driver's seat.

[80] Having the toilet and shower share a small, closet-sized space is certainly economical but it can feel a little claustrophobic to some people. This upgrade will moderately increase the interior size of the bathroom without taking up any additional floorspace. It will also add bidet features to the toilet for those who desire an extra clean undercarriage.

[81] For those who like to travel with a friend or two along, an additional bunk can be added above the driver's cab. You can purchase this a second time to transform it into a double bed that is added to the rear of the motorhome just past the shower. With a third purchase you can have both the double bed and the bunk above the cab.

[82] This upgrade adds a booth-style seating area to the motorhome. While a little snug, it is surprisingly comfortable. It also comes with a pair of short stools that can be easily folded and tucked away under the desk. These are also surprisingly comfortable as well as sturdy.

[83] Moderately thick slabs of firm foam may get the job done as far as bedding, but they can certainly be improved upon. All beds, including additional ones purchased, will now have much thicker, much more comfortable memory foam mattresses instead. Also, the provided bedding will include a comfortably warm quilt as well as a cooling feather comforter to accommodate those who prefer either temperature when sleeping.

[84] On its own this door does nothing at all. It is simply an extra door leading to absolutely nowhere. You can't even open it at first. But when you purchase add-on or additional properties that would normally be tacked onto your Cosmic Warehouse, you can link them to this doorway instead. When you do this a small knob will appear on the door with colors or pictograms depicting each add-on or additional property linked to the doorway. Switching the knob between colors/pictograms will allow you to each property so you can freely access them.

[85] This set of metal shutters will be added to every window in the motorhome side of the vehicle as well as the empty doorway that leads into the cab. When shut, they will keep out even the most brightly lit of cityscapes with ease.

[86] For those who are looking to take this motorhome into some inhospitable back trails, these reinforced springs will ensure that you feel only the truly drastic bumps. Perfect for those looking to off road or drive in shifts without disturbing the passengers.

[87] This option mounts a pair of four hundred watt solar panels on top of the motorhome as well as adds a moderately sized lithium battery pack to its back, just under the spare tire mount. While not nearly as powerful as the generator, the solar panels don't make noise and generate energy even when the vehicle is in motion. The battery pack is capable of holding enough electricity to output one thousand watts continuously for eight hours, or less for longer, on a full charge.

[88] This gasoline-powered generator function will be added to your motorhome's engine. It is quiet as far as generators go but will still make a noticeable amount of noise inside the motorhome. This unit outputs just under three thousand watts of electricity that can be accessed through any of the plugs inside the motorhome. It will automatically throttle its output to only provide what is being used, assuming it is not set to charge the battery bank.

[89] An invisible addition but one that is certainly very useful. The water tank of your motorhome will now require far and away fewer refills thanks to this system that recycles waste water back into pristine potable water. What little water is lost can be refilled manually or simply by waiting for it to rain. A small spout built into the roof will ensure rainwater makes its way into your tank to be purified. Don't worry, it will never overflow on you.

[90] A decided upgrade to the rather meager wall air conditioner included, this full climate control system doesn't take up any more space despite it's full range of functions. Not only does it include air conditioning and heating but also humidifier and dehumidifier functions. It can even fill the air with a range of scents or simply neutralize odors in general. The climate control system requires power but is extremely efficient. A full car battery could run it for a week nonstop.

[91] A direct upgrade to the motorhome's radio with some crystals that we don't really understand will allow you to pick up radio stations from any world you've already visited previously. Provided that the world has radio stations to pick up, that is. Now you won't have to worry about missing your favorite morning talk show just because you've left the universe behind.

[92] A small, innocent-looking satellite antenna will be added to the rear of your motorhome pointing up towards the stars. In reality, where it's pointing doesn't make any difference. This dish will allow any television inside your Cosmic Motorhome to pick up television signals from any world that you have previously visited, should they exist. This also includes a DVR capable of recording up to twelve hours of shows for those times when life gets a little too hectic to tune into your favorite show each night.

[93] A simple card that will prove you are legally allowed to drive the motorhome no matter what universe, region, or government you find yourself in. Even if you were to appear to be a child, no law enforcement would question your right to drive. This card can also function as identification for most worlds and will automatically update itself with the relevant information needed.

[94] While your Cosmic Motorhome would not normally need any kind of regular maintenance, now you're going to have to keep scheduled oil and filter changes in mind. We've provided the typical mileage/kilometer marks you're going to have to dig around in the engine and what for. Failure to perform this maintenance will mean far more major problems down the road.

[95] Your Cosmic Motorhome is something of a work in progress. Except we didn't really get much work done before you showed up. Simply put, your motorhome is a disaster zone, in several pieces, and is going to need a lot of work to get it fixed up again. Work that you'll have to do wherever you end up next because we can't have you taking up our garage for weeks or months while you get the job done. Thankfully, once you fix it up your Cosmic Motorhome won't need to be rebuilt again unless you picked a certain option below.

[96] You possess an extensive wardrobe that will always include the perfect outfit for any occasion. This includes all accessories required, but is limited to mundane clothing, not armor or any form of supernatural clothing. This clothing and accessories all disappear if you attempt to sell them.

[97] A leatherbound journal with infinite pages. It seems to keep itself shockingly organized, but not by appearances, with color coded tabs stuck to pages throughout and an ever increasingly complicated table of contents and glossary.

[98] This name badge will alter itself to be the appropriate credentials to bypass any security. It does not create any background records or add your name to exclusive lists, just provides a perfect fake credential. How else are you going to get to meet your favorite characters?

[99] Part 1 of the Jump 1 Collection

Winterhome is a high-school slice-of-life manga which follows the titular character, Maple, on their journey of self discovery. Set in Jumper High, a vocational school for newly uplifted Jumpers.

After waking up with no personal memories, Maple learns they are a some sort of universe-hopping pseudo-immortal with the potential to become a cosmic being above anything found across the vast sea of realities. Somehow, it seems less intimidating than high school.

Pulled into afterschool clubs by their first friend, the year becomes an adventure as their club band 'Winterhome' is dragged into the world of club rivalry, having to fight to keep their club space, battling their way up the school band rankings, and working ceaselessly to win the end-year 'Ultimate Battle of the Bands'.

Follow Maple as they go from never having picked up an instrument, to bass player of Winterhome, all while struggling to keep up with their schoolwork and figure out their place in the greater way of things.

[100] Part 2 of the Jump 1 Collection.

Roadshow Mysteries is a cartoon series following the afterschool band Winterhome as they take their show on the road and gigs often take a turn for the mysterious.

From creatures of the night to phantasms of all kinds, several varieties of undead and ancient curses almost lost to time, and more, the gang can't seem to catch a break. Worse yet, unsavory elements are often either behind the strange occurrences, or working to take advantage of it.

Join Winterhome as they go through sophomore year at Jumper High, and their introduction to magic in class and out.

[101] You have a top-of-the-line smartphone that never needs to be recharged or maintained, will instantly repair itself, is immune to malware and hacking, and always has a signal, along with unlimited data and memory. This smartphone can never be tracked, except by its own GPS app and its signal is completely undetectable.

For the duration of this jump, it will assume a camouflage appropriate for the level. It will always upgrade to match the best equivalent device in each new jump, and will automatically upgrade to have all the abilities of any similar device that you purchase with CP.

[102] An ever-wound pocketwatch with several hands. It would take time to understand fully. The main hands forever count down the Jumper's time remaining in the jump, but other hands can count down to any number of significant moments.

[103] Part 3 of the Jump 1 Collection.

Downsize is a western comics series following Maple 'Downsize' Winterholme during her third year of Jumper High, when work placements become part of the curriculum.

Maple wakes up first day of senior year shocked to find her her bed look like a vast plane with blanket hills and a deep cliff leading to the rest of the camper. Maple woke up with the ability to change their size, and later struggles to squeeze into the school building!

Forced to split from her afterschool band as everyone is forced to focus on the new 'workplace program', where students partner up with heroes and villains to put their new abilities to the ultimate test. School rivalries have never been more heated as the double life bleeds together, leading to whole new tensions between students.

[104] Part 4 of the Jump 1 Collection.

With nothing but a camper van and their wits, follow Maple Winterholme as they explore and research the primal continent of myth.

Waking up alone with no hope of escape, the varied biomes of Monster Island are home to dinosaurs, mammoths, dragons, kaiju, giant insects, macroflora galore and the most advanced civilizations still haven't discovered bronze.

Death and danger await around every corner as Maple is forced to rely solely on their wits, training and mobile shelter. Learn handy wilderness survival tricks. See wildlife beyond your wildest dreams. Watch close calls with hungry beasts.

All on Monster Island Documentaries.

[105] You have an absolutely top-of-the-line laptop. It never needs to be recharged or maintained, will instantly repair itself, and can always connect to Jump-Chan's Wi-Fi network, along with possessing unlimited memory. It also has perfect antivirus/malware protections and cannot be hacked.

For the duration of this jump, it will assume a camouflage appropriate for the level. It will always upgrade to match the best equivalent device in each new jump, and will automatically upgrade to have all the abilities of any similar device that you purchase with CP.

[106] Oh! That picture reminds you of the time you challenged the devil to a game of tiddlywinks! And that one reminds you of the time you put Gabriel in a Cobra Clutch for a full day! You don't actually get a camera. Instead, every time you do something memorable, noteworthy, or just wish to remember a moment in the future, you will receive a snapshot of the

moment, framed at just the right size and from just the right angle, you can always get more copies from different angles if you wish, or receive digital copies on any of your devices.

[107] Part 5 of the Jump 1 Collection

An audio-drama epic in the greek oral tradition, following a year in the life of Sfindámou, child of Hermes and demigod of travelers and hospitality.

Said to travel the land in an enchanted chariot with all the comforts of home they often appear in the guise of an androgynous young man or woman to test the hospitality of travelers and those who cater to them. Rest stops who have received Sfindámou's blessing are said to be the envy of kings and emperors.

Unfortunately, Olympus is a dysfunctional family home, and the journey ever leads Sfindámou back, where they are embroiled in the drama and politics of the gods, struggling to be a voice of reason and calm.

[108] Part 7 of the Jump 1 Collection

Victorian Nights is a choose your own adventure style live acted video game where the protagonists fate is ultimately in your hands.

The game plays from the point of view of a young detective in Victorian London trying to track down a prominent serial killer. Unfortunately, Maple also falls squarely within her targets MO. What's worse is Maple can't escape the feeling of living a double life. Nightmares of horrific ends that leave Maple in a cold sweat. As though she always lived the day twice, experiencing one while awake and one while asleep.

Can you guide Maple to uncovering the identity of the mysterious killer and bringing them to justice before she is brought to an end? Track down leads, follow clues, research evidence and try not to die TOO often.

Remember, Maple experiences everything each night, and the mind can only bear so much.

[109] A copy of Winterhome's first album 'Penumbra Aurora' on compact disk.

[110] A copy of 'Cryptid Convalescence', Winterhome's second album, on compact disk.

[111] A set of three yearbooks from Maple's years at Jumper High

[112] A 4 string bass guitar with a galactic themed decal with dark purple aurora patterns airbrushed across them. It is signed by all 4 members of the band 'Winterhome' in sparkling silver ink.

[113] A small desktop cage typically reserved for small pet mammals, but decorated with a mix of pet and doll-scale furnishings.

[114] A large supply of dried and seasoned dinosaur meat, packaged by species.

[115] Dried jerky from the tail of the King of Titans. This pitch black meat has a shockingly strong, almost addictive flavor to it.

[116] A case of one dozen bottles of primitive cola made from carbonated water, honey caramel, citrus juice and crushed herbs.

[117] A black curved machete painstakingly filed and sharpened with a leather wrapped hilt.

[118] Seasonal clothes made from a variety of pelts and hides depending on climate and a small stone box of various bone and uncut stone jewelry and accessories.

[119] A scrapbook of newspaper and magazine clippings related to the sidekick heroine 'Downsize'

[120] A bottle of golden amber liquid that has a rainbow shimmer. It takes on an addicting flavor unique to each drinker. It has incredible restorative properties, but is fatal to mortals in anything more than tiny amounts.

[121] A leather pouch containing 30 silver drachma.

[122] A scrapbook of newspaper clippings, suspect sketches, psych profiles, bits of evidence and primitive photographs all related to the exploits of Maple Winterholme, Private Consultant and Investigator

[123] Surprisingly exactly what it sounds like, this small rack is lined with bottles of fine powder, each labelled with a different emotion.

[124] With the sole exception of genitalia, jumper is indistinguishable from a female.

[125] Very short with a lean build, long arms and legs, a small bust and a bubble butt.

[126] Devoid of hair aside from head and brow. Hair reaches down, even past butt-length maintaining a surprising amount of body despite it's mass.

[127] Dark purple hair and bright purple eyes with a bright gold/copper skin tone.

[128] Each individual tooth curved into a point, interlocking perfectly.

[129] You are as strong as a dedicated and strictly maintained training regimen can make you. Note that there will be a trade off between slow-twitch muscles (lifting strength) and fast-twitch muscles (explosivity, striking power).

[130] If you were to put all your effort into running 5 kilometers as fast as you can, only by the end would you even begin to feel fatigued. You can function on just 6 hours of sleep per night as well as an average human adult could on 9 hours.

[131] Instead perform at the peak capability of the animals topping the scales for long and short distance running.

[132] What martial artists can do in a carefully controlled setting you can do in real life, like blocking a wooden quarterstaff and having it break against your limb. Should you get injured your recovery, while no

faster than usual, will go as smoothly as external circumstances will permit.

[133] Whenever you are truly surprised you still will reflexively react as if you had had a few seconds to think over what just happened. This does not make you react faster, but rather ascertains that the correct reflex for that particular situation fires. You won't, for example, accidentally punch a person you'd rather not punch even if they startle you.

[134] You can easily comprehend difficult topics and concepts, comparable to some of the smartest people today.

[135] Your memory is excellent and you rarely forget things.

[136] You have control over your body comparable to an olympic acrobat or circus artist.

[137] Nearsighted *

[138] Be it instinctual or learned, you possess knowledge of basic psychology and can use it to subtly manipulate your audience, enhancing the effect of whatever you have to say.

[139] You are an expert at reading the subconscious cues of the human body, allowing you to get a good read on the emotional state of whomever you are talking

[140] Gain the capabilities of a professional contortionist.

[141] You gain the ability to change into Alt-Forms during a jump with a minor effort of will and a minute to spare and will, no matter how outlandish your form gets, never suffer from Body Dysphoria. Base-Forms, additionally to being treated as completely separate Alt-Forms, can be applied to any Alt-Form as a modifier, causing you to appear as the closest equivalent in build and sex that makes sense with that Alt-Form. Using a Base form in that manner isn't a permanent change and, should it become relevant, you still count as being in the Alt-Form you modified. While restricted to the Body Mod you are locked in a Base-Form of your choice and may not use this ability to change forms.

[142] You take to prosthetics, cybernetics and transplants exceptionally well, avoiding complications like immune rejections so long at least basic medical hygiene has been adhered to.

[143] One day in early 202X, one unknowing mortal of one terribly boring Earth was lounging in their room wasting away their life rewatching Rescue Rangers That new DuckTales show got them thinking about it. Unfortunately, the streaming site they were using required they disable adblock. The adventure, the danger, the gain, the loss, so much more and so much less, all of it culminated in this one fateful moment without which only mundanity would lie. It all comes down to one wayward misclick.

[144] The instrument of both their final action and new beginning arrived in the mail, postmarked urgent with an incomprehensible return address. A manilla envelope containing the following:

* A cover letter congratulating them on their good fortune and promising unheard of wealth, fame, power, aspirations and the journey of any lifetime.

* A 'Survey' inviting them to 'be whoever they want to be'. (The SB-Body-Mod Supplement)

* An acceptance package from 'Jumper High', claiming to be a vocational high-school specializing in a 3 year learning program to help 'prepare and guide fresh jumpers towards their truest aspirations' with a 7 year 'Post-Graduate' degree with a 'scholarship' of 1000cp. (Generic First Jump)

* An extensive and elaborate contract written in fancy calligraphy on aged parchment. (The Cosmic Contract, or the fiat-clad set of rules under which the chain will operate)

[145] Thinking the whole thing was some really wierd prank or scam, the forms are filled more for the sake of boredom and curiosity than understanding of the life changing consequences. They sign the contract as a joke, thinking to hang the ancient parchment framed as a random curio. They seal their fate, and the

Jumper 'Maple Winterholme' is born.

[146] This jump takes place over 10 different settings, designed to serve as an acclimatization tutorial for the jumper.

[147] *Acting as a preliminary trial and an introductory experience into what the trial will entail, this Jump technically takes place across 10 settings in 1 year increments.

[148] *A one time exception to not applying Jump purchases to the base-form is allowed for this preliminary trial.

[149] A blank card inside a leather flap. When opened, the card displays whatever credentials Maple wants it to, though it is important to note it doesn't update any external records, so these credentials will generally fail to pass scrutiny if looked up.

[150] Jumper ages at the same rate the levels progress, leaving them 16 in Survival, 17 in Fantasy, etc.

[151] With the sole exception of genitalia, jumper is indistinguishable from a female.

[152] A pocketwatch with too many hands, covered in dials and windows smaller faces with even more hands. Some of it is easy to understand. Much of it isn't.

[153] Welcome to Jumper High, where Benefactors send their chosen few to receive a proper preparation for the start of their journey to ascension. Fresh Jumper's across the prefecture wake up to their new bodies, new talents, and new accommodations. Together, they will spend the year learning the absolute fundamentals of coping with the coming eternity.

Survival training that will serve them in any environment, the basics of researching subjects that defy all preconceived knowledge or for which none exists, integrating into new cultures, how to remain informed on important events and individuals, and a wide range of elective courses to give a solid foundation for personal ambitions.

Social ties are also crucial for many Jumper's, and Jumper High's extensive assortment of student managed clubs and interest groups let students familiarize themselves with the benefits of companions, while also helping to fill any remaining interest gap's not covered by the student's class timetable. School events and celebrations across the year provide the extracurricular groups to engage in their specialties or raise funds to supplement their scholarships.

Throw in extravagant facilities, student meals, school festivals, local events, and faculty guidance sessions and you have the greatest opportunity to succeed you could ask for as a fledgling eternal.

[154] In their second year of Jumper High, Jumper's are immersed in the study of extradimensional metaphysics from a practical perspective, enabled by way of a low-power arcane fiat granted for their time of study. Students will work to apply the fundamentals of study they learned in their first year to dive in to learning to control powers many of them only ever dreamed could exist.

Spellwork, runes of power, potions, enchanted items, magical beasts and reagents, lessons will take on a much less teacher focused syllabus as students are guided more on how to approach studying with limited information to work off of, and making new information more difficult to come by. Jumpers will have to work to advance, and can not rely on being fed all the facts.

The surrounding plane also holds new wonders and challenges for students to encounter in their spare time, all appropriate for the theme of magic and fantasy and external oddities. While students retain a degree of fiat-armor as part of their enrollment, they can expect to find their protections reduced, and injury becoming a very real possibility.

[155] A 35mm camera.

[156] In Maple's third year of Jumper High, she reaches the last leg of her formal education. She also awakens to bizarre new powers and abilities with no idea how to control them!

Year Three is all about vocational training, and the extracurricular club finally goes their separate ways under the burden of their vocational credits. Super-Heroes and Super-Villains battle over the city in turf wars, and students will be joining in the efforts, be they crime-fighters or do-badders in apprenticeships.

[157] A sliding keyboard smart phone from the 2020's on their home world.

[158] A top of the line sleek gaming rig from the early 2020's of their home planet.

CPU: 10th Gen Intel Core i7
GPU: Nvidia RTX 3080 Max-Q
RAM: 32 GB
Screen: 1080p @ 360 Hz, 1440p @ 165 Hz, or 4K @ 60 Hz
Storage: Up to 1 TB SSD
Dimensions: 9.25 x 13.98 x 0.78 inches
Weight: 4.63 lbs

[159] A never-ending, leather bound, indexed journal, holding endless pen behind the strap. It will ever grow more complex and nebulous.

[160] A vast land the size of Australia. Dinosaurs from varying eras populating the ecosystem. Supermassive monsters known as Titans ruling as kings over their respective regions, challenging one another as only true apex beasts can. Primitive humans who desperately struggle to thrive outside their notice. One goal. Survive.

Maple wakes up, and for the first time the forest outside looks completely foreign, and there is no school campus or familiar faces to be found. Only a vast wilderness surrounded by stormy ocean and primal beasts small and colossal await. Maple's stellar survival grades are about to be put to the ultimate test.

[161] Ancient Greece and Mt. Olympus await as Maple wakes up a demigod child of Hermes. A year of godly politics, family infighting and messing with mortals await as Maple learns the ins and outs of godhood from experience.

[162] Victorian London horror. Either world of darkness style, or a mystery thriller about a detective tracking down a serial killer while meeting their MO.

[163] ???

[164] Spaceports take off and touch down, interplanetary flight is as common as air travel, and even cars have taken to the sky. On the home planet Earth, cities tower dense enough that light never reaches the ground, and vertical mobility is as if not more important than horizontal. There's plenty of jobs in cargo, delivery and transportation to be had, whether you wish to stay on world or not.

[165] These types of Jumpers are in it for the experience. They want to visit their favorite settings, meet their favorite characters, maybe fix a few things the original author got wrong in their opinion. For them, it is all about the world they are visiting.

[166] You will receive whatever special abilities, traits, backgrounds, and skills that are required for basic participation in the Level you are in. For example, if you are going to a Modern Occult setting focused on psychics tracking down ghosts, you would receive general knowledge of the supernatural in that world and enough psychic abilities to match the average in the setting. A Military setting based on the Vietnam War would give you a decent level of fitness and basic training for the military organization you were a part of. A

superhero setting would provide powers or abilities to match the average ability of the featured characters of the world. This also provides in-universe backgrounds, histories, and memories that fit the identity you acquire in that Jump. These abilities go away when you leave that Level and this perk goes away when you finish this jump. Nothing can be done to retain these abilities, but you do benefit from any practice, training, study, or actual use in the Level itself of any mundane skills.

[167] You are cured of any physical ailments or disabilities you may have entered this Jump with. You become as physically fit as an average healthy athletic person would be. Your fitness will never deteriorate below this level, or any higher level that you have reached by actual training, unless you wish it to do so, as long as you have sufficient food and water to survive. You can also render yourself fertile or infertile at will, and can stop or start any menstrual or breeding cycle at will.

[168] You are aware of any mental illness, disorders, disabilities or other conditions you may be suffering from as you enter this jump, and may choose to have any or all of them be removed. This does not make you immune to these things, it just removes pre-existing conditions.

[169] Jumpers tend to be rather vain. Almost all of them eventually take some sort of appearance boosting perk, so let's just deal with that now.

You are incredibly good-looking. On a scale of one to ten, you are a perfect ten. The exact details of your appearance, build, and "endowments" are up to you, but you look as good as it is possible for a human being to look and you stay that way no matter what your condition or the circumstances might be. Anything that happens to alter your appearance, such as scarring, amputation, cybernetic implants, or genetic mutation, will always leave you somehow still looking incredible. You may become a rotting zombie, but you will be the sexiest rotting zombie to ever crave brains.

You will retain your fit and attractive appearance, even without exercise or proper diet, as long as you consume enough calories to avoid starvation. You will either heal perfectly, without any form of scarring, or your scars will enhance your appearance in some way. Even if your current appearance is inhuman in part or completely, you still remain this attractive. You never actually get dirty, always staying as pristine and perfect as you could be, unless you choose otherwise. In which case the sweat, dirt, blood, or whatever else will somehow compliment your looks perfectly. You also instinctively present yourself as well as you possibly can at all times. Your posture and movements never make you seem awkward or unattractive, always showing you in your best possible light and making anything you wear look amazing. Supermodels train for years to stand and move like you, and never quite make it. You never need to brush or floss, having perfect teeth and a great smile, your hair is always perfectly done up in whatever style you want it in, and if you don't want to shave you simply won't need to, facial or body hair simply not growing until and unless you want it to.

Furthermore, you have perfect control over your fertility, and menstrual cycle in the case of females. Any sexual partners will believe you when you tell them you are protected, as long as you are telling the truth. Your voice is equally incredible in some way, whether it be sexy, commanding, soothing, or just pleasant. Your body scent is either extremely pleasant or you have no scent at all, and you can switch this at will.

[170] Your mind is well-prepared for dealing with eternity. You can find joy and satisfaction in everyday life no matter how long you have been alive, you can adapt to new cultures with ease, and you will never find your emotions blunted by the passage of time and ennui.

[171] Maybe you want to help blow up the Death Star, or fight on the walls of Gondor, or fight off the Agent Smith virus. For those events to happen, events before them kind of have to go a certain way. This is your guarantee of that.

Now, as long as you do not deliberately cause large scale changes, the canon plot of a Jump's setting will proceed as expected, adjusting for minor alterations you might have caused. This can be toggled on or off, but once turned off, the butterfly effect may make a return to

canon events impossible.

[172] You are an expert when it comes to survival, both wilderness and urban. You are both talented and lucky at finding the materials and resources you need, in any environment they could exist in.

[173] Any power or ability that you acquire, no matter where or how you acquired it, you also receive the necessary secondary superpowers to make it function properly. You also have the ability to shut off any of your abilities, or to weaken them to any level between off and full power, at will.

[174] Some worlds do not have the modern amenities that we are used to having, making everyday life a little less comfortable. You no longer have that problem. Your clothing, personal equipment, and body are always clean, and you never need to visit the little extra-dimensional adventurer's room. This can be toggled on and off at will.

[175] You possess an extensive wardrobe that will always include the perfect outfit for any occasion. This includes all accessories required, but is limited to mundane clothing, not armor or any form of supernatural clothing. This clothing and accessories all disappear if you attempt to sell them.

[176] You have a top-of-the-line smartphone that never needs to be recharged or maintained, will instantly repair itself, is immune to malware and hacking, and always has a signal, along with unlimited data and memory. This smartphone can never be tracked, except by its own GPS app and its signal is completely undetectable.

For the duration of this jump, it will assume a camouflage appropriate for the level. It will always upgrade to match the best equivalent device in each new jump, and will automatically upgrade to have all the abilities of any similar device that you purchase with CP.

[177] You have an absolutely top-of-the-line laptop. It never needs to be recharged or maintained, will instantly repair itself, and can always connect to Jump-Chan's Wi-Fi network, along with possessing unlimited memory. It also has perfect antivirus/malware protections and cannot be hacked.

For the duration of this jump, it will assume a camouflage appropriate for the level. It will always upgrade to match the best equivalent device in each new jump, and will automatically upgrade to have all the abilities of any similar device that you purchase with CP.

[178] After this jump, you will receive something like a comic or cartoon, or even a series of blockbuster style movies, that tells stylized versions of your adventures. These update at the end of each Jump to include the events of it, and no one can view these without your permission. You may have this in multiple media styles. Pick as many as you would like. And you may pick additional ones at a later date if you choose to.

[179] You possess a civilian vehicle of your choice that exists in the real world. This vehicle is self-cleaning and self-maintaining, and never needs to be refueled. For the duration of this jump only, the vehicle will take on a form appropriate to the level.

[180] A comfortable motorhome with a powerful fiat, designed according to the Jumper's choices made in the Cosmic Motorhome supplement. The souvenir and vehicle combine due to it being a supplement purchase.

[181] You have a souvenir, something special from a particular Level in this jump. This item is self-cleaning and maintaining, possesses unlimited fuel/power/ammunition, and if damaged or destroyed will repair itself in less than a minute. The item itself is some useful item with a minor advantage, such as a sword that can surround itself in an aura of electricity or fire, a phaser that

can cut through shields, a suit of strength-enhancing power armor, or a personal anti-gravity harness. This is meant to be a minor, useful tool, not a major power, so please fanwank responsibly.

[182] You have an unlimited supply of one food item, which could be any type of food, candy, or beverage. You can summon this food at will. You may change what item you summon with a brief period of meditation, but not more than once per week.

[183] Thank you for the Music, the Songs and Singing! You have your own soundtrack, which will play appropriate music for any situation. You can turn this on or off at will, set the volume (up to concert volumes) and can decide if others can hear it as well. It is limited to music you have heard in the past.

[184] You have a souvenir, something special from a particular Level in this jump. This item is self-cleaning and maintaining, possesses unlimited fuel/power/ammunition, and if damaged or destroyed will repair itself in less than a minute. The item itself is some useful item with a minor advantage, such as a sword that can surround itself in an aura of electricity or fire, a phaser that can cut through shields, a suit of strength-enhancing power armor, or a personal anti-gravity harness. This is meant to be a minor, useful tool, not a major power, so please fanwank responsibly.

[185] A leatherbound journal with infinite pages. It seems to keep itself shockingly organized, but not by appearances, with color coded tabs stuck to pages throughout and an ever increasingly complicated table of contents and glossery.

[186] You have a souvenir, something special from a particular Level in this jump. This item is self-cleaning and maintaining, possesses unlimited fuel/power/ammunition, and if damaged or destroyed will repair itself in less than a minute. The item itself is some useful item with a minor advantage, such as a sword that can surround itself in an aura of electricity or fire, a phaser that can cut through shields, a suit of strength-enhancing power armor, or a personal anti-gravity harness. This is meant to be a minor, useful tool, not a major power, so please fanwank responsibly.

[187] An ever-wound pocketwatch with several hands. It would take time to understand fully. The main hands forever count down the Jumper's time remaining in the jump, but other hands can count down to any number of significant moments.

[188] Oh! That picture reminds you of the time you challenged the devil to a game of tiddlywinks! And that one reminds you of the time you put Gabriel in a Cobra Clutch for a full day! You don't actually get a camera. Instead, every time you do something memorable, noteworthy, or just wish to remember a moment in the future, you will receive a snapshot of the

moment, framed at just the right size and from just the right angle, you can always get more copies from different angles if you wish, or receive digital copies on any of your devices.

[189] This name badge will alter itself to be the appropriate credentials to bypass any security. It does not create any background records or add your name to exclusive lists, just provides a perfect fake credential. How else are you going to get to meet your favorite characters?

[190] You have no memories of your time before entering the first Level and explicitly no memories of Jumpchain. You are probably very confused.

[191] There is this one enemy that you can never seem to get rid of. No matter what, this enemy, who is dangerous enough in some way to at least require effort to beat, will always survive or escape anything you do to stop him. You will be dealing with him repeatedly.

[192] Welcome to Jumper High!

Here beings that stand above reality put forth their most favored champions for a preliminary education on the ins and outs of what Jumpchain is. Students are prepared for the chaotic uncertainty that a quest across the multiverse for ultimate power is likely to bring, severely increasing the student's likelihood of surviving long enough to prove interesting.

Students also receive a chance to focus their education with electives and extracurriculars, general and specialized tracks, a generous alumni package and a wide variety of post-secondary experiences in an otherwise 'risk-free' environment.

First year students are given a gentle introduction to the unfolding chaos of multiversal travel with a mundane and structured environment. All the same, adventure can be found anywhere, and even for pseudo-immortal dimension-hopping potential-metabeings of vastly different age, origin and/or species, high-school is still an exciting time of development.

[193] Part 1 of the Jump 1 Collection

Winterhome is a high-school slice-of-life manga which follows the titular character, Maple, on their journey of self discovery. Set in Jumper High, a vocational school for newly uplifted Jumpers.

After waking up with no personal memories, Maple learns they are a some sort of universe-hopping pseudo-immortal with the potential to become a cosmic being above anything found across the vast sea of realities. Somehow, it seems less intimidating than high school.

Pulled into afterschool clubs by their first friend, the year becomes an adventure as their club band 'Winterhome' is dragged into the world of club rivalry, having to fight to keep their club space, battling their way up the school band rankings, and working ceaselessly to win the end-year 'Ultimate Battle of the Bands'.

Follow Maple as they go from never having picked up an instrument, to bass player of Winterhome, all while struggling to keep up with their schoolwork and figure out their place in the greater way of things.

[194] It is junior year at Jumper High

[195] Part 2 of the Jump 1 Collection.

Roadshow Mysteries is a cartoon series following the afterschool band Winterhome as they take their show on the road and gigs often take a turn for the mysterious.

From creatures of the night to phantasms of all kinds, several varieties of undead and ancient curses almost lost to time, and more, the gang can't seem to catch a break. Worse yet, unsavory elements are often either behind the strange occurrences, or working to take advantage of it.

Join Winterhome as they go through sophomore year at Jumper High, and their introduction to magic in class and out.

[196] Part 3 of the Jump 1 Collection.

Downsize is a western comics series following Maple 'Downsize' Winterholme during her third year of Jumper High, when work placements become part of the curriculum.

Maple wakes up first day of senior year shocked to find her her bed look like a vast plane with blanket hills and a deep cliff leading to the rest of the camper. Maple woke up with the ability to change their size, and later struggles to squeeze into the school building!

Forced to split from her afterschool band as everyone is forced to focus on the new 'workplace program', where students partner up with heroes and villains to put their new abilities to the ultimate test. School rivalries have never been more heated as the double life bleeds together, leading to whole new tensions between students.

[197] Part 4 of the Jump 1 Collection.

With nothing but a camper van and their wits, follow Maple Winterholme as they explore and research the primal continent of myth.

Waking up alone with no hope of escape, the varied biomes of Monster Island are home to dinosaurs, mammoths, dragons, kaiju, giant insects, macroflora galore and the most advanced civilizations still haven't discovered bronze.

Death and danger await around every corner as Maple is forced to rely solely on their wits, training and mobile shelter. Learn handy wilderness survival tricks. See wildlife beyond your wildest dreams. Watch close calls with hungry beasts.

All on Monster Island Documentaries.

[198] Part 5 of the Jump 1 Collection

An audio-drama epic in the greek oral tradition, following a year in the life of Sfindámou, child of Hermes and demigod of travelers and hospitality.

Said to travel the land in an enchanted chariot with all the comforts of home they often appear in the guise of an androgynous young man or woman to test the hospitality of travelers and those who cater to them. Rest stops who have received Sfindámou's blessing are said to be the envy of kings and emperors.

Unfortunately, Olympus is a dysfunctional family home, and the journey ever leads Sfindámou back, where they are embroiled in the drama and politics of the gods, struggling to be a voice of reason and calm.

[199] Realising they are in a swords and sorcery place this time around, and having already figured out that each year would be a new 'setting', Maple starts quick deciding what they will spend their year doing.

They settle on operating a small merchants 'cart' and sell low-tier enchanted items, simple potions and basic adventuring supplies out of their camper, often hanging around lowbie towns and near dungeons, ready to offer 'mutually beneficial arrangements' to procure things from places more dangerous than they wish to tread.

[200] Maple starts off the first week or so just enjoying Victorian London, when one night they have a nightmare about being murdered. The next day they wake up to read about a murder of someone who share certain similarities to them.

Days later it happens again. And again. Maple starts investigating, and gets embroiled in a serial killer investigation with herself as a prime target, living a strange double life. Living each day twice, leading to strange deja vu quite frequently. If one of her dies, but one lives, than she goes on. But if both of her die...

It becomes a race to both evade and investigate this serial killer, and ensure they are brought to justice. Somehow they know.... if this isn't resolved by years end.... they won't escape with their life.

[201] Part 7 of the Jump 1 Collection

Victorian Nights is a choose your own adventure style live acted video game where the protagonists fate is

ultimately in your hands.

The game plays from the point of view of a young detective in Victorian London trying to track down a prominent serial killer. Unfortunately, Maple also falls squarely within her targets MO. What's worse is Maple can't escape the feeling of living a double life. Nightmares of horrific ends that leave Maple in a cold sweat. As though she always lived the day twice, experiencing one while awake and one while asleep.

Can you guide Maple to uncovering the identity of the mysterious killer and bringing them to justice before she is brought to an end? Track down leads, follow clues, research evidence and try not to die TOO often.

Remember, Maple experiences everything each night, and the mind can only bear so much.

[202] I skipped out on dungeon delving in fantasy, so let's do it here instead. Tomb Raider/Indiana Jones/Uncharted ho!

[203] Boot Camp! I legit don't know T^T

[204] Spaceports take off and touch down, interplanetary flight is as common as air travel, and even cars have taken to the sky. On the home planet earth, cities tower dense enough that light never reaches the ground, and vertical mobility is as if not more important than horizontal. There's plenty of jobs in cargo, delivery and transportation to be had, wether you wish to stay on world or not.

[205] A copy of Winterhome's first album 'Penumbra Aurora' on compact disk.

[206] A copy of 'Cryptid Convalescence', Winterhome's second album, on compact disk.

[207] A set of three yearbooks from Maple's years at Jumper High

[208] A 4 string bass guitar with a galactic themed decal with dark purple aurora patterns airbrushed across them. It is signed by all 4 members of the band 'Winterhome' in sparkling silver ink.

[209] A small desktop cage typically reserved for small pet mammals, but decorated with a mix of pet and doll-scale furnishings.

[210] A large supply of dried and seasoned dinosaur meat, packaged by species.

[211] Dried jerky from the tail of the King of Titans. This pitch black meat has a shockingly strong, almost addictive flavor to it.

[212] A case of one dozen bottles of primitive cola made from carbonated water, honey caramel, citrus juice and crushed herbs.

[213] A black curved machete painstakingly filed and sharpened with a leather wrapped hilt.

[214] Seasonal clothes made from a variety of pelts and hides depending on climate and a small stone box of various bone and uncut stone jewelry and accessories.

[215] A scrapbook of newspaper and magazine clippings related to the sidekick heroine 'Downsize'

[216] A bottle of golden amber liquid that has a rainbow shimmer. It takes on an addicting flavor unique to each drinker. It has incredible restorative properties, but is fatal to mortals in anything more than tiny amounts.

[217] A leather pouch containing 30 silver drachma.

[218] A scrapbook of newspaper clippings, suspect sketches, psych profiles, bits of evidence and primitive

photographs all related to the exploits of Maple Winterholme, Private Consultant and Investigator

[219] The vehicle is highly resistant to damage, much more so than a normal RV, but can still be damaged by determined foes. Repairs can be done manually or will mend themselves slowly given time.

[220] The standard Cosmic Motorhome does not need general automobile maintenance, fuel, or septic tank flushes. However, the water tank will require regular refilling.

[221] The vehicle is a Class B (18'l x 8'w x 7'h) sized motorhome from the outside but offers the interior of a Class C (25'4"l x 9'1"w x 9'h) sized motorhome. Only the most observant individuals will find this odd.

[222] The standard interior comes fully furnished with a single bunk, small kitchenette, wet-bath toilet, seating area and 2 seat drivers cab, along with an assortment of small drawers and cupboards. While the design aesthetics can be freely customized, the amenities offered will not.

[223] A small mental aversion field has been added to the cab of the Cosmic Motorhome, which will prevent outsiders from thinking it is strange for anything between children and fantastical creatures of all sizes to be sitting in the driver's seat.

[224] Having the toilet and shower share a small, closet-sized space is certainly economical but it can feel a little claustrophobic to some people. This upgrade will moderately increase the interior size of the bathroom without taking up any additional floorspace. It will also add bidet features to the toilet for those who desire an extra clean undercarriage.

[225] For those who like to travel with a friend or two along, an additional bunk can be added above the driver's cab. You can purchase this a second time to transform it into a double bed that is added to the rear of the motorhome just past the shower. With a third purchase you can have both the double bed and the bunk above the cab.

[226] This upgrade adds a booth-style seating area to the motorhome. While a little snug, it is surprisingly comfortable. It also comes with a pair of short stools that can be easily folded and tucked away under the desk. These are also surprisingly comfortable as well as sturdy.

[227] Moderately thick slabs of firm foam may get the job done as far as bedding, but they can certainly be improved upon. All beds, including additional ones purchased, will now have much thicker, much more comfortable memory foam mattresses instead. Also, the provided bedding will include a comfortably warm quilt as well as a cooling feather comforter to accommodate those who prefer either temperature when sleeping.

[228] On its own this door does nothing at all. It is simply an extra door leading to absolutely nowhere. You can't even open it at first. But when you purchase add-on or additional properties that would normally be tacked onto your Cosmic Warehouse, you can link them to this doorway instead. When you do this a small knob will appear on the door with colors or pictograms depicting each add-on or additional property linked to the doorway. Switching the knob between colors/pictograms will allow you to each property so you can freely access them.

[229] This set of metal shutters will be added to every window in the motorhome side of the vehicle as well as the empty doorway that leads into the cab. When shut, they will keep out even the most brightly lit of cityscapes with ease.

[230] For those who are looking to take this motorhome into some inhospitable back trails, these reinforced springs will ensure that you feel only the truly drastic bumps. Perfect for those looking to off road or drive in shifts without disturbing the passengers.

[231] This option mounts a pair of four hundred watt solar panels on top of the motorhome as well as adds a moderately sized lithium battery pack to its back, just under the spare tire mount. While not nearly as

powerful as the generator, the solar panels don't make noise and generate energy even when the vehicle is in motion. The battery pack is capable of holding enough electricity to output one thousand watts continuously for eight hours, or less for longer, on a full charge.

[232] This gasoline-powered generator function will be added to your motorhome's engine. It is quiet as far as generators go but will still make a noticeable amount of noise inside the motorhome. This unit outputs just under three thousand watts of electricity that can be accessed through any of the plugs inside the motorhome. It will automatically throttle its output to only provide what is being used, assuming it is not set to charge the battery bank.

[233] An invisible addition but one that is certainly very useful. The water tank of your motorhome will now require far and away fewer refills thanks to this system that recycles waste water back into pristine potable water. What little water is lost can be refilled manually or simply by waiting for it to rain. A small spout built into the roof will ensure rainwater makes its way into your tank to be purified. Don't worry, it will never overflow on you.

[234] A decided upgrade to the rather meager wall air conditioner included, this full climate control system doesn't take up any more space despite it's full range of functions. Not only does it include air conditioning and heating but also humidifier and dehumidifier functions. It can even fill the air with a range of scents or simply neutralize odors in general. The climate control system requires power but is extremely efficient. A full car battery could run it for a week nonstop.

[235] A direct upgrade to the motorhome's radio with some crystals that we don't really understand will allow you to pick up radio stations from any world you've already visited previously. Provided that the world has radio stations to pick up, that is. Now you won't have to worry about missing your favorite morning talk show just because you've left the universe behind.

[236] A small, innocent-looking satellite antenna will be added to the rear of your motorhome pointing up towards the stars. In reality, where it's pointing doesn't make any difference. This dish will allow any television inside your Cosmic Motorhome to pick up television signals from any world that you have previously visited, should they exist. This also includes a DVR capable of recording up to twelve hours of shows for those times when life gets a little too hectic to tune into your favorite show each night.

[237] A simple card that will prove you are legally allowed to drive the motorhome no matter what universe, region, or government you find yourself in. Even if you were to appear to be a child, no law enforcement would question your right to drive. This card can also function as identification for most worlds and will automatically update itself with the relevant information needed.

[238] While your Cosmic Motorhome would not normally need any kind of regular maintenance, now you're going to have to keep scheduled oil and filter changes in mind. We've provided the typical mileage/kilometer marks you're going to have to dig around in the engine and what for. Failure to perform this maintenance will mean far more major problems down the road.

[239] Your Cosmic Motorhome is something of a work in progress. Except we didn't really get much work done before you showed up. Simply put, your motorhome is a disaster zone, in several pieces, and is going to need a lot of work to get it fixed up again. Work that you'll have to do wherever you end up next because we can't have you taking up our garage for weeks or months while you get the job done. Thankfully, once you fix it up your Cosmic Motorhome won't need to be rebuilt again unless you picked a certain option below.

[240] Jumper's are taught how to approach learning new languages rather than focusing on a specific language. Generally, students focus on a given language each semester with the class gradually becoming more immersive throughout, pressuring students to keep up. This is meant to be a gentle introduction to potentially dropping in somewhere you don't understand the language.

[241] Maple's talk of taking a camping vacation became a shocking reality when she woke up the first day

of her second year, and found herself in the vast plains of Primal Island. From lazy highschooler to master of survival, Maple decorates her camper with pelts and hides. Roasts dinosaur meat on bonfires. Is heralded as a wise god by the primitive tribes. Most importantly, Maple takes notes and pictures. Lots of notes and pictures.

This year plays out almost like a nature documentary, following Maple Winterholme's survival adventure studying and observing the local ecosystem of the island. Still in the high-school mentality, her thoughts at first are on an extra-credit school report. As time moves on and escape attempts fail... it simply becomes part of Maple's day to day. Something to do. When she isn't finding some new encounter or creature or titan to take notes on, they suddenly come crashing into her campsite!

By the end, there are dings and claw gouges in the camper. The inside features chips and scratches from close encounters. The fridge and pantry are filled with meat, forage and local preserves, and her snack drawer is full of dinosaur jerky. One package of black jerky simply labeled 'King of Titans' rests at the back, reading 'For A Special Occasion'. A trophy from one of the greatest battles she ever bore witness to. Jerky from the mightiest titans severed tail. Maple has found her niche, and has finally grown to accept where they find themselves.

[242] Have you ever woken up not knowing who, what, where, when, why or how? As though those moments are the very first of your existence?

What if it didn't go away? There was no moment of realization or gradual return of everything that led up to this moment. No moment of clarity. Just... nothing.
That was this morning for Maple.

On this morning of new beginnings, Maple spends the first hour rooting around the camper van she woke up in, looking for clues to piece together basic answers. According to an ID, the Who is Maple Winterholme.

Between the ID and the student uniform, the 'what' is 1st year student at Jumper High. According to a campus map the Where is parked in the forest behind the school. The Calendar reads the when. April 13th.... the first day of school.

Maple barely made it to school in time for the entrance ceremony, and was ushered hurriedly into the gymnasium where it felt impossible to really comprehend how many people she was looking at. How large the room even was. Just a neverending blur of faces, groups, lines, strange beings and creatures all in the same school uniform. It was like a dream.

Starting with rounds of speeches from Benefactors and active jumpers gives Maple a good impression. Jumpers. Regular people from across an infinite multiverse chosen by beings of incomprehensible power to get the chance to become one themselves. There are speeches from mad scientists, alien monsters, galactic emperors and more. Its hard to know what to think...

Until homeroom takes over the rest of the day. Students pour over elective pamphlets, club recommendations, aspirations.... In the end, Maple goes for some easy looking courses, and cringes at the mandatory math class. Heading back to the camper that day, Maple finally has an idea of what the future looks like. Of what she is.

[243] Maple's camper van is a modified Tincup called 'The Jumper', with the vanity replaced by a washer/dryer unit, an exterior kitchen and a living room space with sofa's that unfold to form another sleeping area.

The Jumper seats 4 in the front cab and six in the back.

The Jumper is able to replenish, recycle and dispose of the utility needs of four and a half people before starting to feel strained.

Instead of driving, the engine can optionally be run as a generator, expanding the camper's utility load to fully support up to 9 people indefinitely.

The vehicle is guaranteed emissions free, with an unlimited fuel tank.

[244] it's wonderful for things like semi-generic settings split into themes.

[245] You start with 500 WP and gain 50 WP per completed jump or gauntlet. Any method of combining jumps means that those jumps count as a single jump for this.

[246] 262'6" x 262'6" x 32'9-1/2"

[247] Over the course of your adventures you're probably going to collect a metric duckton of stuff. Weapons, armour, technology, cars, big evil laser beams, everything and anything including several kitchen sinks. Why? Because you can. Now, normally you'd have trouble storing it all, and that's no fun, so here's your very own Cosmic Warehouse to give you a place to stick all your stuff. It is contained within its own reality that contains absolutely nothing else (guaranteed) and no matter where you go (unless blocked by a drawback or gauntlet) you'll always be able to access it. Before you do anything with it, it looks like a fairly dimly lit and very empty room.

Your Warehouse forms the base of your Personal Reality, with any additions you buy or make expanding it through various means. Anything added to the Warehouse via CP purchase is guaranteed to work flawlessly with anything and everything else attached to the Warehouse. Anything added by use of fiat backed powers or abilities is likewise guaranteed to seamlessly integrate. This means that, although you can't just buy a house with cash in a jump and integrate it into your warehouse, you could enchant a closet already in your Warehouse with Harry Potter brand 'bigger on the inside' magic if you've been to a Harry Potter jump. Essentially, you'll get a complete set of manuals on how each thing you buy functions and listing how various techs and magics that you have already purchased can be integrated with what you have already. It won't make suggestions, but it will tell you how to accomplish something if you've already got the power and knowhow needed to pull it off.

[248] Your Personal Reality starts out with a volume of 80 x 80 x 10 meters, so 6,400 square meters of floor space or 64,000 cubic meters of storage volume. In the archaic and silly 'Imperial' measuring system this translates to 262.5 x 262.5 x 32.8 feet, so 68,889 square feet or 2,260,138 cubic feet.

[249] Basic metal shelves to keep your goods on, the kind you find in industrial big box stores, sized for pallets and numbered for sorting. You'll get up to as many as will suit your initial space allotment, but if you don't take all of them, you'll need to buy more on your own... they sell them at most business supply warehouses, ironically enough.

[250] With this Access Key Upgrade, you can now close the door while you are in the Personal Reality and use your key in a special podium in the entryway to link your Personal Reality Door to any door in your current Host Reality that you've previously used your Access Key on. If you have extra keys, any door opened by any of them can be accessed. You may also use a recall function to bring up a list of all the doors that have been accessed by any key, thus allowing you to follow a Companion should you so desire.

[251] Anybody coming in and out of your Personal Reality is now checked for any authorization you've given them to access it; and should anything about said authorization (or a lack of it) raise any flags in the system, then you will receive a warning about it. This allows you to define just what sorts of authorization different individuals can have to access your Personality Reality, anything from No Access through Temporary Access and Limited Access to Unlimited Access is possible. All this does is notify you. It does not stop them on its own. A Keyholder's Access cannot be limited by the Security System. Only hand out Keys to those you trust implicitly.

[252] By default, the temperature in your Personal Reality is never too hot nor too cold, the air will always

smell faintly musty but scent neutral, and the air will always be breathable... even if two different species with different atmospheric requirements are present in it at the same time.... well, as long as both species are there with permission. This won't protect breathing invaders. Earth Standard Gravity will be maintained in all areas, and the air will be just humid enough. This also ensures that there will be minimal dust build-up over the centuries, though there will be some.

[253] These lights are nothing special, It's a color-neutral, source neutral ambient lighting system. It's not really that bright... think early twilight gloom, but if you want better, install it.

[254] You may, at the end of each jump, take 1 Standard Earth Month off before entering your next jump. A button is provided so you can end this downtime whenever you so desire. Dying in this period is still dying and will burn a 1-up from the jump you just finished if possible, then from the next jump if available.

[255] This allows you to manifest anything attached to your Personal Reality into the Host Reality, but doing so creates a physical link between the two realities that doesn't require an Access Key to open. It could be a door in the back of a wardrobe, or a locked service closet, but if it's opened, others will be able to come inside. This does not bypass any defenses you might set up, but anyone who enters via one of these links will be treated as baseline authorized by your forcefield unless clearly hostile. Anything extruded will be treated as native to the host reality even if it clearly couldn't be (see lamp-posts in Narnia). Yes, this means you can have the entrance to your PR look like a Phone Booth if you have a phone booth in your Warehouse. Comes with a free phone booth. Extruder only works to the current Host Reality and you cannot connect to previous Host Realities through an Extrusion.

[256] This is the room your Access Key opens a door to. It starts off as a 5 meter cube with blank white walls, floor, and ceiling, and some doors, one leading to the current Host Reality, the other into your Cosmic Warehouse, with additional doors leading to other extensions as these get added to your Personal Reality. Feel free to customize this Entrance Hall as you see fit. Additional Halls can, at your discretion, be linked only to certain keys or only to certain extensions. This allows you to have an entry hall just for skiing if you want.

[257] This installs a special room in your Personal Reality that exists for the sole purpose of meeting with your Benefactor. It has a limited wet-bar and the furnishings keep changing depending on where you're going next. Head into Generic Western and it might be a Saloon, Head into Star Wars and it might be the Imperial Throne Room. Head in Monty Python and it might be a fish tank. This room exists for you to make builds in or ask questions. Your Benefactor is not guaranteed to be in all the time, but you could leave a note. They might even get back to you.

[258] While not a full Body Mod for your companions, this is perhaps the next best thing. Taking the form of a vending machine-sized diagnostic cabinet, this scans your companions (and all their alt-forms) for any form of illness, genetic malady, or physical / neurological dysfunction and corrects them. It also provides a statistical analysis of their baseline (i.e. what they'd be like powered down). This second function can be used on non-companions.

[259] This is a special key which lets you access your Personal Reality and its contents. When inserted into any lock on any door, the door opens to reveal a gateway into your Reality at a predetermined location within it. You are the only person who can take the key from the lock, the gateway remains open as long as the key is in the lock, and if the key is ever lost or stolen you will find it in your pocket a few minutes later. You cannot close the door as long as you are inside the Personal Reality.

[260] This Access Key Upgrade gives you additional keys to your Personal Reality. These keys attune to whomever you give them to and cannot be used by anyone other than them or someone they freely and without duress or coercion of any kind allow to use the key. If they lose the key, it will return to them if they are still alive, or to you if they are currently dead. If they die in possession of the key, their body will be transported to your Medical Bay, if you have one.

[261] Functionally identical to the Music Collection, but instead containing 15,000 hours of recorded passive

visual media, all in a format your systems can play. All are available in their original languages, with subtitles that are below the bottom of the image and high visibility, with commentary explaining any cultural or production notes, with creator and actor commentary where possible, and with perfectly done dubbing into a language you speak like a native... or rather all languages you speak like a native... and this dubbing sounds exactly like the original actors. Every month you'll receive 12 hours of new media.

[262] You're now the star of your very own reality TV program! Invisible, intangible cameras follow you everywhere and record everything that you and your companions do. These recordings are then edited for maximum viewability and compiled and cross indexed. What happens next depends on if you bought the limitation 'Big Benefactor'. If you did, you get this for free. If you didn't, you have to pay for it. Either way, you get the copies of the footage, both raw and edited. If you have Big Benefactor... you also get the edited footage of the show that they made for it, audience feedback figures, and all the rest. (See Big Benefactor for details.) Does not come with any equipment suitable for watching the footage.

[263] You have a top-of-the-line smartphone that never needs to be recharged or maintained, will instantly repair itself, is immune to malware and hacking, and always has a signal, along with unlimited data and memory. This smartphone can never be tracked, except by its own GPS app and its signal is completely undetectable. For the duration of this jump, it will assume a camouflage appropriate for the level. It will always upgrade to match the best equivalent device in each new jump, and will automatically upgrade to have all the abilities of any similar device that you purchase with CP.

[264] Oh! That picture reminds you of the time you challenged the devil to a game of tiddlywinks! And that one reminds you of the time you put Gabriel in a Cobra Clutch for a full day! You don't actually get a camera. Instead, every time you do something memorable, noteworthy, or just wish to remember a moment in the future, you will receive a snapshot of the

moment, framed at just the right size and from just the right angle, you can always get more copies from different angles if you wish, or receive digital copies on any of your devices.

[265] This name badge will alter itself to be the appropriate credentials to bypass any security. It does not create any background records or add your name to exclusive lists, just provides a perfect fake credential. How else are you going to get to meet your favorite characters?

[266] A comfortable if 'cozy' household compacted down into an all-terrain van.

[267] You possess an extensive wardrobe that will always include the perfect outfit for any occasion. This includes all accessories required, but is limited to mundane clothing, not armor or any form of supernatural clothing. This clothing and accessories all disappear if you attempt to sell them.

[268] You have an absolutely top-of-the-line laptop. It never needs to be recharged or maintained, will instantly repair itself, and can always connect to Jump-Chan's Wi-Fi network, along with possessing unlimited memory. It also has perfect antivirus/malware protections and cannot be hacked. For the duration of this jump, it will assume a camouflage appropriate for the level. It will always upgrade to match the best equivalent device in each new jump, and will automatically upgrade to have all the abilities of any similar device that you purchase with CP.

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[271] Thank you for the Music, the Songs and Singing! You have your own soundtrack, which will play appropriate music for any situation. You can turn this on or off at will, set the volume (up to concert volumes) and can decide if others can hear it as well. It is limited to music you have heard in the past.

[272] After this jump, you will receive something like a comic or cartoon, or even a series of blockbuster style movies, that tells stylized versions of your adventures. These update at the end of each Jump to include the events of it, and no one can view these without your permission. You may have this in multiple media styles. Pick as many as you would like. And you may pick additional ones at a later date if you choose to.