How to JumpChain!

1. Read the Pokemon Trainer Jump. It gives the introduction to JumpChain! and by tradition is the first jump in the chain. It's worth noting that while you do not **have** to take PMT as your first jump, you can **only** take it as your first jump.
    a. The Pokemon Trainer Jump should be the OP pdf. If it is not, feel free to look in the Google Drive in the Quicksilver's Jumps folder. The file will be listed as Pokemon Jumpchain and will be in the Pokemon Trainer folder.
2. Read the Rules. The link to the rules pastebin will be located in the OP.
3. After completing your first jump, you can use the supplements located in Quicksilver's Jumps folder. The Warehouse and Body Mod supplements are highly recommended, but not required.
4. Once you've completed your first jump, and the supplements, feel free to select a second jump. The Jumpchain Google Drive has a variety of jumps from various IPs.

But what **is** it?

JumpChain! is a series of interconnected CYOAs wherein the jumper, either you or a character you create, keeps the abilities and items gained from previous JumpChain! CYOAs as he or she moves through subsequent JumpChain! CYOAs.

When does it end? What's the final goal?

The JumpChain experience culminates in an End Jump. End Jumps are few and far between, and you should ask the thread to see what does or does not qualify as an end jump. Upon successfully completing an End Jump, the jumper earns the Spark. The Spark is a Planeswalker Old Spark, which more or less places the jumper on continuum of omnipotence and allows the jumper to move freely throughout the multiverse. After the Spark is earned, the game, such as it is, is over. As such, many jumpers will refrain from taking an end jump in order to continue playing the game.

But what's the point?

Jumpers all jump for their own reasons. Some jumpers jump for adventure, so they make the builds and plan their jumps around challenge. Other jumpers are magpies, and jump in order to collect. Jumpers are heroes, villains, gods, researchers, murderhobos, harem protagonists, and eldritch abominations. Jumpers explore themes, visit their favorite settings, wreck loathed settings, and more or less do whatever makes sense to that individual jumper. Its your story, tell it how you want.

Misc.

1. If you have a question, ask the thread.
2. Yes, the thread can be as salty as you've heard. All the same, if you have a question feel free to ask the thread. You should get the answer you're looking for.
3. JumpChain! is a purely single player experience. Nobody cares how much more powerful you are than another jumper.
4. The final bit of advice is Rule #1. Asking why a jump for IP X doesn't exist is tantamount to volunteering to create Jump X.