Alt-Chain Builder

Version 3.07

*Intended for those who want inspiration for a chain
with different rules than those commonly assumed.*

Choose a Starting Point and Exchange Rate.
Then earn Accommodations by taking Complications.

Starting Point	Exchange Rate
Chosen Before swapping or taking more, grab all Blue and Red "standard chain" options.	**Favored** Gain three Accommodations for every two Complications you choose.
Stranded Start with no Complications or Accommodations.	**Survivor** Each Complication is worth a single Accommodation.
Cocksure Take at least eight Complications without Accommodations.	**Masochist** Any Accommodation will cost two Complications.

Accommodations

Accommodations make your Jumper's life easier.

Chain

Braving the Gauntlets

Gauntlets provide rewards in exchange for completing challenges without the benefit of any CP purchases, and don't result in a failed chain if the Jumper dies in the attempt. There's really no downside beyond the potential for grievous emotional damage for your Jumper.

Death is Not the End

If your Jumper dies, or otherwise ends their chain, they get sent home, with all the perks, items, and companions they've collected over the course of their chain. Instead of, you know, croaking.

Going Native

If your Jumper finally finds a place to call home, they can refuse to leave when their time in a jump is over, effectively ending their own chain.

Homesick

At the end of each jump, your Jumper has the option of ending their journeying, by returning home for good with everything they've collected up to that point.

Look Before You Jump

Maybe your Jumper can choose their own adventure, able to select what their next jump will be. Whether or not they're aware of the details of the jump and what choices are made is up to you.

Nothing Happened While You Were Out

While your Jumper is off gallivanting about the multiverse, worlds your Jumper has visited remain paused until they return or their chain ends. This includes their home world.

Spark/End-Jump

Your Jumper's adventure has the potential to end with a transformation into a new multiversal being, with abilities beyond anything available in any jump. It may be difficult, frustrating, or lead them to do things they otherwise wouldn't – but when the chain ends they'll gain a rare and powerful Spark.

Supplements

*Chosen start with two (2) purchases of this Accommodation: **Body-Mod** and **Warehouse**.*
Supplements can make life much, much easier for your Jumper. Spaceports, arenas, hotels, rivals and anything else is fair game.

Combine Jumps

"It's not where you take things from — it's where you take (your Jumper) to." – Jean-Luc Godard
Even if they aren't similar, any two or more jumps' settings and options can be merged together. Your Jumper still starts with 1000 CP, backgrounds only apply to their own jumps, and they spend the jump in a sort-of-new and sort-of-unique world that blends more recognizable realities together.
Don't be afraid of unoriginality: "Authenticity is invaluable; originality is non-existent." – Jim Jarmusch

CYOA In the Sky

Go anywhere, be anything – the promise of Jumpchain, right? Well, why not take a left, to the thread down the hall, and check out CYOA gen for some more inspiration. Make jumps out of any CYOA you want, and send your Jumper off to explore the forbidden realms of invalid non-jumps.

Don't I Know You?

Your Jumper keeps running into people they know. Or maybe they're just eerily similar, alternate dimension reincarnations. These characters might have strong feelings they can't explain, or might recognize the Jumper – for better or worse.

Every Origin Drops-In

Who wants to deal with a new set of confusing memories? Now different backgrounds function as Drop-In in regards with a history and personality, but provide a different set of discounts.
Alternatively, any background can be interpreted as reincarnation, and the Jumper will experience a new life from birth (or an extremely young age), as cheesy and overused as that is.

Fanon > Canon

Sometimes, the fans have the right of it. Not always, but if it makes more sense, commonly accepted fanon may be your Jumper's new reality thanks to the combined effort of millions of fans who love the setting and story more than the original material.
Midichlorians (or lack thereof), John Snow's Targaryen heritage, Pokemon taking place on an alternate Earth, Konoha being managed by a series of civilian and clan councils, James Bond actually being a Timelord known as The Bachelor, Hogwarts uniforms including trousers and skirts, a certain Jack Napier donning face paint and a purple suit– these and more are all possible.

Flexible Travel Schedule

Some settings don't need to be lingered in. Ten years isn't long enough, in others. Each selection of this Accommodation lets your Jumper choose how long they spend in each jump. They can stay up to ten more years, or leave in half the time.
This Accommodation can be selected up to four (4) times, for between 1 and 50 years.

Flexible Vacation Time

Ski slopes aren't much fun in the middle of Summer, some settings are more enjoyable before or after the world ending threat, but not so much while it's happening. This Accommodation shifts the window of a visit by up to five years, and doubles that with each subsequent purchase.
This Accommodation can be selected multiple times.

Going Back

In all the worlds they've seen, maybe there's a special place in your Jumper's heart? If you have selected an appropriate Accommodation, when your Jumper's chain ends, they can choose to return to *any* setting they've visited, not just their home universe.
Requires [Death is Not the End](#), [Going Native](#), or [Homesick](#).

Many Hats

Why limit a person to one background, when in real life, a person's history can be richly varied? Additional backgrounds for your Jumper or their companions can be purchased for their regular price, plus an additional 100 CP for each background they already have.

Rejecting Fate

Through readiness and discipline we are masters of our fate. You can ignore any rolls a jump document asks you to make, and choose as you will. This includes star signs, genders, blood types, starting locations, or anything else that would take the chance out of your hands.

Resolve and Leave

Once everything is fixed, things can get boring. What is there to do after killing Voldemort, healing the Emperor, saving the world, and rescuing the president's daughter, anyway? They still have to spend at least a year there, but your Jumper can choose to end a jump early by "solving" the canon plot.

Travel Advisory Warning

It can be easy to lose track of time, or maybe your jumps don't end on a strict schedule. Before getting sent on their chain, your Jumper has a short window of time to grab whatever (or potentially whoever) they can reach. They also have a longer warning at the end of each jump to get their affairs in order before leaving, maybe even a countdown clock displayed in the warehouse or something. Whether or not they also get a vague sense of what's coming is up to you.

Fiat

Alt-Form Armoire

Once your Jumper goes ____, they can go back. And forth. Assuming any previous form that results from CP purchases is as easy for your Jumper as willing it to happen. Whether or not these alt-forms include age and gender is up to you.

Before Babel

Your Jumper is guaranteed to be able to understand and communicate with the locals of wherever they start out in a Jump. If everyone in the starting location speaks Japanese, your Jumper will comprehend it as English, and vice-versa. Traveling to a different area after the jump starts will not confer the same linguistic ability. Whether or not this conveys a fluency that persists after the jump ends is up to you.

Under Warranty

Chosen start with three (3) purchases of this Accommodation

Unless it says otherwise, things purchased with CP will reappear in a convenient location at the end of the jump. This covers any loss, theft, or (unintentional) destruction, no matter how normally impossible that would be.
*Can be taken up to three times, for **Perks**, **Companions**, and **Items**.*

Universal Power

Psyker powers require the Warp, Jedi mind tricks require the Force, and X-men mutations a rather generous interpretation of what constitutes biology. Without the ability to do use these abilities in other universes, Jumpchain loses a lot of its appeal. With this Accommodation, all of your Jumper's out-of-context powers work, even if the local metaphysics would suggest they shouldn't.

Alt-Form Blender

Wouldn't it be nice to have a fluffy tail AND bitchin' wings? Why stop there, though? With this Accommodation, your Jumper can start down the long road of being a bullshit original Mary Sue abomination, by combining the best aspects and appearances of multiple alternate forms at once.
Requires Alt-Form Armoire.

Singular Power Pool

Who doesn't love real-time resource management games? O-oh, you don't? Well, I guess when you could use ki, mana, spirit, chakra, will, energy, PP, or magicka just to cast a fireball, it could be annoying keeping track of all that. With this Accommodation, all your Jumper's bullshit powers with individual resource pools in their respective universes now use a single pool, instead.

Companions

Benched

You really need to stop picking people up. You have a serious hoarding problem. You can't even import them all at the same time! Your Jumper has infinite companion slots. This means they can "companion" any number of people, and import whoever they choose – but are limited to the number of *active* companions by Not Alone.

Not Alone

Chosen start with four (4) purchases of this Accommodation, for up to 8 active Companions.
Everybody needs somebody. The first purchase allows for one companion to follow the Jumper to each subsequent setting, and each subsequent purchase doubles the number of companions your Jumper can have with them.

Spawn of Jumper

Any children your Jumper has automatically become companions. Exactly how this works with a limited number of companions from Not Alone, if your jumper doesn't have Accommodations like Benched or The Entourage is up to you.

Canon Tag-Along

Let's say you really want some character to become your jumper's waif- I mean companion – but the jump for their setting doesn't list them as a companion option! With this Accommodation, any canon character can be made a companion for 400 CP, as long as a companion option for them does not exist in the jump already. Whether or not purchased companions have to be convinced has always been up to you.

Companion Option

If a jump doesn't have an OC companion or import option, this Accommodation gives you three, with each level giving a different amount of CP for perks and items for companions. If you have more than two companions, you can pay twice the listed amount to import them all.

> *Spent CP → Stipend*
> 100 CP → 300 CP
> 200 CP → 400 CP
> 300 CP → 600 CP

Companions Can Take Drawbacks

Now your Jumper's companions can get extra CP by taking drawbacks This only includes personal drawbacks, nothing that effects the rest of the world. But if you have drawbacks that effect companions and your Jumper equally ALSO give everyone CP, I doubt anyone really objects.

Co-op Mode

Maybe your Jumper isn't a loser willing to abandon everybody in their current life, to go on a quest for cosmic power. Weird, right? If they have somebody they want to take with you from the start, the Co-Jumper gets their own background and starting CP each jump. Other benefits and logistics like companions, a warehouse, who chooses jumps and purchases, etc. is up to you.

CP Donation

You might notice that companions often get the short end of the stick when it comes to spending CP. With this accommodation, Jumper's companions can benefit from any CP the Jumper doesn't use on other things. Whether the companion has to be imported (or even active) to benefit your decision.

The Entourage

Maybe you have too many companions to import, or don't want to pay import prices for companions. With this Accommodation, any number of companions can be imported for free, with no CP to spend. At least the gang is all here.

Followers

Your jumper may bring along any number of people they meet. Unlike companions, followers they don't receive CP or new origins when brought into a setting, and can't be upgraded with or spend CP. Followers typically transfer along with properties, or are smuggled between settings in the warehouse.

Native Selves

You ever wonder what you'd be like if things were different? If your jumper is from a setting with multiple jumps which closely match their home universe, they might find that a version of themselves exists, once existed, or (unless things get butterflied) will exist.

Choice Points

Batch Job

When you find some really good pants, or shoes, it only makes sense to buy more than one pair. With this Accommodation, that line of thinking can be extended to anything available for purchase in a jump document. If desired, the same perk, item, companion or drawback can be chosen multiple times, even if the jump document doesn't explicitly state it's possible.

Foreign Purchase

By paying the original, undiscounted price, plus half as much again (rounded up to the nearest 50) one can purchase anything (barring drawbacks) from a jump document that hasn't yet been used. However, doing so permanently locks out making future purchases of that thing – even if Jumper visits in the future.

You can take this option a second time, letting a jumper make choices from an entirely different jump document in place of the one associated with the setting they're visiting (excepting, perhaps, starting location).

If you have also selected Roll Chain, you may choose to have that apply to this option as well, turning this from a 2xAccomodation into a 2xComplication.

Gift Return

"I love it." (Thank God it came with a gift receipt!) Lots of discounts come with free options – this Accommodation lets one discarded any free items (or stipends) for up to half their CP value, to spend on things they really want.

Grant

"In light of your blah blah blah promising blah blah please take this endowment (not that kind!)" Looks like the benefactors are being especially kind today, because they've decided to give your Jumper an 100 extra CP to spend, each jump.

This Accommodation can be selected up to ten (10) times.

Haggle Down

You don't always need those super-expensive purchases, but sometimes they're the only way to get a a power or item you really want, even if they come with a lot of extraneous stuff. With this Accommodation, perks, items, and drawbacks can be selected at a reduced rate, for a lower value. Expect quality or quantity to scale with how much is spent – remember: you get what you pay for.

I've Been X Before

Once a Jumper or companion qualifies for a discount, they always qualify for that discount, even in later jumps. Obviously, this only applies to similar races across settings. Drow-related discounts can't be gained by being a Shadowrun elf. Dunmer, maybe. Also, doesn't apply to Drop-In.

Savings Account

Maybe you don't see anything particularly tempting in a jump document, or want to save some of that CP for a rainy jump. Each selection of this Accommodation allows for 100 unspent CP to be reserved for spending in future jumps. Whether this takes the form of a cute piggy bank is up to you.

Unlimited Drawbacks

Jumper is a big guy. I'm sure they can handle a little extra challenge. Gets rid of that pesky drawback limit, so you can buy all the stuff (or die trying).

Complications

Complications make your Jumper's life more difficult.

Chain

Entertain Me
Your Jumper's adventures must be entertaining to some entity (presumably their benefactor) in order to continue. Additionally, that entity may issue directives for the Jumper to complete. And if the Jumper fails to amuse them, the ride ends.

Always/Never Drop-In

A sense of self is important for people. So whether your Jumper is always themselves, or finds they're a new person in every jump, the sense of continuity or lack thereof is something to be exsplored. *Always Drop-In can't be taken with Random Background or Every Origin Drops In.*

As You Were

Just because your Jumper changed worlds, doesn't mean they get a new lease on life. Your Jumper is stuck with who and what they are. This only effects the background or origin section of each jump. *This Complication can be taken up to three times, each time with a different focus.*
- **Same Age**: Ignore age rolls. Your jumper better find a way to end or reverse their aging soon.
- **Same Sex**: Some might see this as an Accommodation. But one's mind might change.
- **Same Race**: Your jumper is human, and is likely to stay that way. Whether or not this means you can't benefit from choosing a race and getting its discounts is up to you.

Blind Chain

By chance, design, or extensive mental alteration, your Jumper will always be ignorant of the settings they visit. Or maybe they visit worlds that haven't been recorded at all. Maybe your Jumper isn't even aware of the mechanics or cause behind their multiversal adventure.

Displaced Spirit

Your jumper, upon entering a jump, will have to struggle for control with their new host. This may result in unconscious activity, voices in their head, being assaulted with background memories, or not remembering key parts of their host's life. This struggle of identity will be stronger the higher the CP cost of the background.

Effecting Change

You're in a story! Of course you're supposed to change things! If your Jumper doesn't involve themselves in the plot, they'll slip out of the fiction multiverse, back into boring reality. But it has to be the same story, at the end of the day.

Escalation Chain

When the going gets tough, the tough better suck it up because things are only going to get worse. Your Jumper may find it difficult to deescalate, as once they've visited a setting, they won't be able to go to one with a "lower power level". Alternatively, they won't get any starting CP when they do.

Heavy Is The Quill

What IS Jumpchain, really? Sure, it's a single-player imagination game, but it's also a community, and a creative outlet. For every jump taken, before another is begun, you must write at least 1000 words dedicated to your Jumper's adventures there. Posting your writefagging is STRONGLY recommended. *This Complication can be chosen up to 10 times.*

Native Jumper

You really think some omnipotent entity would pick (a character based loosely on) YOU as a source of entertainment? No, instead of some kind of self-insert, your Jumper is instead a canonical character (or original non-self-insert). Main, supporting, side, background, or original characters only. Exactly who becomes your Jumper is up to you.

Never-Ending Chain

You know those options at the end of every jump document? Ignore those. Maybe your Jumper would be better off if Jump-chan got bored of them? Too bad. They'll have to keep jumping forever. Or maybe just until they die. Maybe.
Can't be taken with Death is Not the End, Going Native, Homesick, or Going Back.

No, Jumper, You Are the Companion

What made you think this story was all about your self-insert? No, the main character you need to think about (and possibly write about, if you've taken Heavy Is The Quill) is one of the Jumper's companions or followers, or just a random observer – not a major plot focus when large events occur.

No, Jumper, You Are the Protagonist

Tragically, the hero(s) of the story you know died, moved away, got butterflied out of the plot, or are otherwise unable or unwilling to do what they are supposed to. If your Jumper wants events to proceed as foreseen, they'll have to see things through themselves.
Can't be taken with No, Jumper, You Are the Companion.

Pants Problem

You might have a problem… Flip a coin to determine your Jumper's gender each jump. This cannot be subverted through any power, ability, perk, illusion, hot/cold water, or magic belts.
Can't be taken with As You Were – Same Sex.

Quickly, Now!

You no longer have the luxury of deliberation when making selections from a jump document. Instead, you have one minute for each page of a jump to make your decisions. Over-spending means losing options (randomly or starting with the most costly) until budget is met.

Random Background
Writing about the same person, with the same themes, experiences, and outlooks can be boring. This Complication makes all origins, ages, backgrounds, and starting locations be determined at random. *Can't be taken with [Rejecting Fate](). Might be incompatible with [As You Were]().*

Reincarnation
How'd you like to end each jump with a bang? How about a gasp, gurgle, scream, splat, or crunch? This complications causes jumps end when your Jumper dies, not after 10 years, and they begin the next jump as a newborn or infant. Dying before 10 years after the rolled starting age is a chainfail. *Requires [Every Origin Drops In]() and [Death is Not the End](). Incompatible with [Flexible Travel Schedule]().*

Roll Chain
Rather than selecting which jump your Jumper goes to next, where they end up is decided at random, or by some other process inscrutable to them. Asking the thread for suggestions, rolling, or some other method are all fine.

Scars Stay With You
Whether it's a paper cut, or a lost limb, the scars accumulate. On one hand, it can be a nice way to remember all the things you've survived, on the othe- oh, right, you lost that arm to a Feraligatr. Anyway, you might look kind of odd as a six-year-old with battle scars and tattoos from WW2.

Stat Me!
You might have thought you'd get off easy, just thinking about the trouble your jumper goes through, and imagining what happens. Well, now you're going to have to simulate it, statting your Jumper and playing through their chain like a tabletop RPG campaign. You can use whatever system you want for this, but have you considered using GURPS?

Stations of Canon Set In Stone
No matter what is done, your Jumper won't be able to change the most trite, tired, annoying aspects of canon. The troll will attack Hermione, Frodo will agree to take the Ring to Mordor, and the Death Star *will* explode as somebody shoots a photon torpedo down an exhaust duct.

Street-Level Chain
People often ignore that infinite worlds theory onl y talks about possible worlds. Some things people come up with are too fantastic to exist, even if we can imagine them. The worlds your Jumper visits stay within a certain range of normalcy and possibility. A decent judge of this is no protagonist from the canon in question is "stronger" than Spider-Man.

Thematic Chain
Maybe the benefactor has an obsession, or maybe your Jumper just has terrible luck. Because all the jumps in their chain follow a theme. If the focus of the canon material doesn't at least touch on that theme, it's a no-go. War, martial arts, magic, sci-fi, space, monsters, music, whatever.

Uncertain Schedule

Jumps end at random times, and can last from 1 to 20 years, instead of 10. Personally, I'd suggest rolling 1d20, 2d10, 1d8+1d12, and 3d6, and choosing whichever one you prefer. You might want to take Travel Advisory Warning so your Jumper has some heads up about when they'll be leaving.

Unreliable Canon

Authors are inspired, but they aren't perfect. Or maybe the editorial process is more meddlesome than your Jumper would like. As a result, the worlds your Jumper experiences may differ WILDLY from "canon". This is not always (hardly ever, really) in your Jumper's favor, and often surprising.
Largely incompatible with Combine Jumps.

Fiat

'The_1' VAR TYPE ERROR
You think your benefactor is made of "chosen one" prophecy bullshit? No. Your Jumper can't benefit from perks that give them supernatural abilities. They might still be able to earn or learn them on their own, but their benefactor can no longer simply give them out.

() KUNG-FU FAILED TO LOAD
Your Jumper is going to have to learn the old fashioned way. It builds character, anyway. No longer will Jumper be able to take some perks and wake up with knowledge and skills without practice or study. However, spending the CP means that an opportunity to learn will at least present itself, if Jumper keeps their eyes open.

404 GUNS NOT FOUND
Jumper's benefactor isn't going to just hand out trinkets like party favors. No, if it exists in the setting, your Jumper is going to have to get it the hard way. In effect, jump documents no longer offer items that are available through normal means in-setting.
Can't be taken with Discontinued Promotional Item.

After Babel
You won't know any local languages unless you're on Earth, have a translation spell, or are willing to learn. Note this only applies if you chose a Drop-In background. Westrosi don't really speak English, and galactic basic and D&D's common sound nothing alike.
Only applies to Drop-Ins. Can't be taken with Before Babel or Never Drop-In.

CYOA Edition
With a few choice perks, it can be easy to steamroll every setting afterward. Especially as the out-of-setting bullshit accumulates. This complication limits Jumper and their companions to that purchased in the current link of their chain. They'll get full access to everything when their chain ends (if it ends), but will have to make do until then.

Delayed Delivery
Rather than all at once, your Jumper's new purchases slowly emerge over the course of the jump, about 100 CP per year. They may be unstable or extremely weak, and grow in strength, or they might be picked up one at a time at full strength after a certain period of time, or they might just come about naturally as the Jumper adventures or seeks them out.

Discontinued Promotional Item

You can forget grabbing magical gloves, refilling wardrobes, infinite ammo boxes, and other "hacked" items from jumps with otherwise entirely mundane settings. Items offered in jumps are now only as fantastical as the setting allows.

Drawbacks Follow

Drawbacks will now haunt your Jumper for the rest of their chain. What's worse, Jumper won't get any CP from them – except for the jump they're taken in, obviously. Whether or not 0CP drawbacks count is up to you.

Highlander

There can only be one! Jumper gets 500 CP, and somebody else has the other 500. Your Jumper is going to have to hunt down and kill another jumper, on a chain of their own, to get the other half of their starting CP each jump.

Metaphysical Incompatibility

Whatever sent your Jumper on a chain has better things to do than make sure Jumper's bullshit always operates at peak efficiency. Some powers, technologies, or magics are incompatible, or mix poorly with other settings. Let us know how being a force-sensitive in 40K goes for your Jumper.

No Stat Perks

Take the basic stats of a system of your choice (luck, speed, strength, dexterity, charisma, intelligence, wisdom, stamina, etc.). Your Jumper fails to benefit from perks which increase that attribute.
This Complication can be chosen up to 6 times, a different attribute chosen each time.

Not-So-Quick-Change

Sometimes, it's nice to be able to turn into a dragon, or a giant soul-sucking space elf. Unfortunately, altforms require warehouse access, time (at least five uninterrupted minutes, or longer), or are otherwise restricted by some other requirement to transform. Maybe the CP value of the alt form increases the time of the transformation, or you can only choose one form a day, or you can't stay a form for more than an hour.

Thematic Purchases

All purchases must apply to at least one of up to three themes of your choice. E.G. moth, singing, demon, knight, inventor, garden, soldier, etc.
*This Complication can be selected up to three times, for **Items**, **Companions**, and **Perks**. Can't be taken unless you could otherwise choose companions or items, obviously.*

Vancian Powers

Maybe the human soul can only wield so much power. Or maybe your Jumper's benefactor believes that power corrupts. Whatever the cause, Jumper must spend an hour meditating to swap out powers, and can only have 1000 CP worth of powers at a time.

Companions

All of the options below require at least one (1) selection of [Not Alone](#).

A Companion In Need
Imported companions no longer get a stipend of CP. I'd suggest picking up an Accommodation (such as [CP Donation](#) or [Companions Can Take Drawbacks](#)) so your companions can get some CP, too.
Can't be taken with [The Entourage](#).

Foil
For every companion your Jumper acquires, they also generate an antagonist, who gets 500 CP per jump to use as they see fit, is always imported into future jumps, and believes your Jumper must be stopped at all costs.

Jumper's CP Card
Instead of you (or your Jumper) making the choices, companions now have complete control over what perks and items are purchased with their allotted CP. They may not make the best decisions. Whether or not they're in contact with your Jumper as they lock in their terrible choices is up to you.

No Canon Companions
I hope you weren't counting on your Jumper making a particular character into a companion or follower. It turns out that any character more than briefly mentioned in canon is too integral to the fabric of the setting's reality for them to leave.

No OC Companions
Unless they appeared in canon, you can't take them as a companion. It's up to you whether you want to cheese this by saying Random Bystander #12 in episode 14 is acceptable, or possible companions are restricted to named characters.

Random Roster
When importing companions, which companions get imported are selected at random.
Requires at least two (2)selections of [Not Alone](#).

See You, Space Cowboy
The same thing happens to companions as to the Jumper, if they croak. If you took [Death is Not The End](#), they'll find themselves back in their Home Dimension. Otherwise…
Can't be taken with [Under Warrenty](#)'s Companion option.

Choice Points

Bank Error Not In Your Favor

All those stipends for supplements, mecha, power tables, power armor, or whatever? Reduce the amount by half. In exchange, you can now use regular CP instead of whatever Stipend Points are used.
This Complication can be taken a second time to entirely remove supplement and jump stipends (excluding starting CP).

Beggars and Choosers

You're going to have make careful decisions for every scrap of CP your Jumper has to work with. Jumps now start with 0 CP, but the Jumper gets double CP from drawbacks.
Can't be taken with Budget Cuts or Random Starting CP.

Budget Cuts

Need more Accommodations? I'm sure your Jumper can get by with just 900 CP. Or 800. Going down to 700 wouldn't hurt, right? Each selection of this Complication reduces jumps' starting CP by 100.
This Complication can be taken multiple times. If taken more than 10 times, you must take Roll With The Drawbacks until breaking even, for no additional Accommodations.

CP = XP

Jumper is going to have to adventure, kill monsters, earn treasure, and all that good stuff, in order to pay for those perks and items, before they actually see benefit from them. Think of it as leveling up.

Drawback Depreciation

Drawbacks no longer provide as much CP. The first time this Complication is taken, it halves the amount of CP awarded for taking a drawback. Taking it a second time removes the CP benefit entirely.
This Complication can be taken up to two (2) times.

No Such Thing As A Free X

All those wonderful freebies that are available to origins, races, backgrounds are now merely discounted. If there is no price given, it's 50CP.

Random Starting CP

Instead of starting with 1000 CP in your metaphorical pocket, you begin with somewhere between none (0) and the amount you'd normally start with (excluding drawbacks), rounded to the nearest 50. Use a random number generator to determine the exact amount.

Reduced Discount

Instead of getting a half-off discount, you merely pay 100 CP less. Free or 100 CP options cost 50 CP. Taking this a second time removes all discounts entirely, and the full price will have to be paid.
Can't be taken with No Such Thing as a Free X if taken twice.

Roll With the Drawbacks

Your jumper will always have to contend with at least 100 CP of drawbacks, but without the benefit of actually getting CP. Taking a drawback that gives more than the amount of CP required by this Complication will still give the CP in excess of the required amount.
This Complication can be taken up to five (5) times.

You Get What You Pay For

When was the last time you were offered a deal that was too good to be true, and it turned out fine? Taking discounted perks or items results in less effective or valuable versions of those things. However, choosing to pay the full price negates this Complication.

Wait For It To Go On Sale

Being frugal is good, right? Jumper is restricted to options which are free, discounted, provide a discount, or have no discount conditions. Stuck with whatever their Background makes discounted, or generally available options, basically.

What Do You Think I Paid for This?

Some people take pride in how expensive their crap is. Jumper is restricted to options that aren't free or discounted, or have no discount conditions. Stuck with whatever their Background doesn't make discounted, basically.
Can't be taken with No Such Thing as a Free X if taken twice.

Notes

Difficulty
Chosen is worth a net 20: 22 Accommodations, 2 Complications.

Accommodations

Batch Job
Stacks linearly for Perks, Companions, Items, and exponentially for drawbacks.

Co-op Mode
If you and your co-jumper take different backgrounds, you might consider rolling separately on the starting locations.
If one dies, they can either become the other's companion, or get sent home.

Not Alone
Companion purchases guarantee that you meet the subject, and gives them the option to follow you as a companion. It doesn't force them to say yes, and it doesn't mean they won't regret staying with you. They may choose to leave your party at any time.

Complications

Bank Error Not in Your Favor
You may have to adjust prices. E.G., for the Warehouse, all prices are multiplied by 5.

Metaphysical Incompatibility
If a magic or technology seems like it should interact with another from a different setting, or some aspect of a different setting, the result can either be Null (they fail to work or do not interact), Good (interact beneficially), or Disastrous (you're playing with forces you don't understand, you fool!).

Stat Me!
If you're familiar with GURPS, I suggest dividing the CP cost of any perks by 10, and using that number of points to invest in skills or build an Advantage that replicates what the perk is supposed to do.

Unreliable Canon
Can be taken with [Stations of Canon Set in Stone](). Because it's hilarious, that's why.

Change Log

3.0   9/30/18   Version 3.0 released!

3.01   10/1/18   Minor grammar and formatting corrections.
                    Gave Companion Option a mass import feature.
                    Added a change log.

3.02   10/2/18   Split Starting Values and Exchange Rates.

3.03   10/5/18   Updated: Budget Cuts, Random Starting CP, Blind Chain, Beggars and Choosers.
                    Moved: CP = XP to Choice Points section, made it also apply to items.
                    Added: You Get What You Pay For, Foreign Purchase, and Timely Warning.
                    Also, all colored text is now a hyperlink leading to the Accommodation or
                    Complication in question. I'm probably going to regret this because I'll have to
                    go in and manually update the link address if anything changes.
                    Oh, and it actually says 3.03 on the title page now.

3.04   10/7/18   Minor corrections.
                    Updated Foreign Purchase to make it so only non-visited jumps could be
                    purchased from, and made future purchases from there impossible.
                    Added Notes for Every Origin Drops In.
                    Moved Don't I Know You? from Companion to Chain.
                    Removed the restriction that Displaced Spirit couldn't be taken with Every
                    Origin Drops-In.
                    Alphabetized entries.
                    Clarified Foreign Purchase pricing.
                    Combine Jumps now has only one background per jump.

3.05   10/11/18   Clarified Foreign Purchase lockout.
                    Added CYOA in the Sky, Rejecting Fate, What do You Think I Paid For This?
                    Changed Timely Warning to Travel Advisory Warning and Unreliable Schedule
                    to Uncertain Schedule.
                    Removed Got Better due to redundancy with Under Warranty.
                    Did some general fluff work on a lot of entries.

3.06   11/11/18   Changed Rolled Chain to Roll Chain.
                    Expanded Foreign Purchase to include a second level option, and a way to turn
                    that into a Complication if combined with Roll Chain.

3.07   2/2/19   Added Flexible Vacation Time.