

The Player: A Benefactor Supplement



Woah, holy shit! It's you-well, not *you* specifically. You're a Jumper! You go on Jumps and stuff, yeah? Take me with you, I can't *stand* this kid, and he keeps trying to stab me! The audacity!

What? No, I'm not a parasite! I'm, uh, like you! I was a Jumper who was about to earn their spark when that damn *Green Pirate* took all my stuff and put me in a child of all things! I'd really appreciate it if you took me with you.

How are we speaking right now if I'm trapped? That *Jolly Green Bastard* might have been able to take away a lot of my stuff, but I still got my Bodymod! Just so happens that I had one that could let me communicate with you.

So, what do you say? Are we busting me out or not?

If you say NO: Fine! I don't need your help then!

If you say YES: Knew I picked right!

Oh man it feels good to be free from that ass hat and their stupid plans. Now then, I suppose as your benefactor I should probably explain what being *mine* entails.

What? Okay *fine*, partner. Drama queen.

Taking me as your benefactor means becoming my **Vessel**, letting me experience the world through your body. It sounds bad, I know, but the reality is that I *need* one after that **Asshole** messed up my chain and took everything away from me. I can't use any of the stuff I bought that isn't part of my Bodymod, but I *can* give you them in the form of Frontloading.

Frontloaded Jumps: Depending on how far along you are in your chain, this is either a great boon or a decent power up. Despite me almost earning my **Spark** I didn't go through that many Jumps, only about six Jumps in total. You may pick whatever six Jumps you want to Frontload your chain.

The Vessel: Yeah, I'm not gonna sugarcoat this. You are my **Vessel**, and you house my being inside of you. Unlike with **Frisk** or even, ugh, **Kris**, this is an actual partnership between two consenting parties. You're still autonomous and can do what you want a majority of time, but there might be something I want to do that you might not. I won't *make* you do it, but I'll be *really* annoying about it.

What, you thought I'd force you? No way Jose! We're partners, and while I might be an ass about things, I won't take you autonomy away from you. That's just fucked up.

Bodymod: Right, I nearly forgot! I have access to my bodymod. Unlike most Jumpers I used a supplement that let me use a normal Jump for my body mod, and I may have gone a bit overboard...Anyway! Roll a d12 to determine how many Jumps you can use for your bodymod.

What? Oh, *now* you care about the balance of all things? Jumpchain is already skewed to the Jumper! Just take it at face value broski.

Expectations

So, there are some things that I can't budge on, and it *sucks*, I know, but being in a relationship like ours is about giving and taking.

Relationships: Listen, I know it sounds shitty, but I'm living inside of you, and I have my preferences just like you do. If you're going to get into a relationship or just have fun with someone, I gotta be able to say NO if it's someone I don't like. It was **MADDENING** having to feel the shit **Kris** was feeling, cause CHILDREN.

Sticking To The Story: More of a preference than a hard rule. I like seeing the plot of a place I go to. It's fun, watching it in person rather than on a screen. If you could, maybe try to keep to canon? Obviously, if the people and setting are worse off following the canon events, then you can do whatever. I just, you know, like watching? God I sound like a pervert.

All My Life Is Video Games~!: Believe it or not I like video games. Go figure. I like video games, and would rather us take Jumps that are settings from video games. This is non-negotiable for me. I'm not a dick though, so it only has to be every third Jump that's a video game setting. We take turns picking, fair no?

Souls-Like: No, I'm not making all the Jumps difficult, but what's a little adventure without some struggle? You're required to take at least two drawbacks now every Jump. This doesn't affect the Frontload or the Bodymod, but from now on you need to at least pick two. What those two are is up to you, and can be time extensions if you don't want anything else.

Let Me Out~!: Okay, before you start complaining, hear me out! Look, I don't have a body, and while I can still hear, see and feel things through you, it's not the same thing as *actually* doing them myself. Which is why at the final month of your time in a Jump I'll be the one in control. I'm fine with staying inside of you while you do your own thing, but those final months are *my* time to do what I want. I won't fuck anything up, that I can promise.

Benefits

Remember how I said this is a give and take relationship? Well, I took and you gave, now it's my turn to give you some stuff.

Twin SOULS: Despite me being your benefactor I still count as a person for your chain. Because of that your starting budget for all Jumps going forwards will now give you double of the original starting amount, and double of whatever Stipends you would get in the first place.

Return By Death: Death isn't the end for you, not as long as I'm here. Should you die in any meaningful way, I can bring you back to a previous SAVE file before you died. Usually it'll take you about three days before the death happens. This isn't infallible however, and can be countered by a sufficiently stronger being. Besides that though, death no longer causes a Chainfail.

Modding Your Body: I actually still have access to that Supplement that let me alter my Bodymod now that I'm not near that damn **Pirate**, so every ten jumps I can let you choose one of your builds to be part of your body mod, or choose an entirely new Jump to add to it.

DETERMINATION: Being my **Vessel** means you have access to a potent power I have, that being power of **DETERMINATION**. You can do some crazy stuff with this, and with it being so potent you could do something like defying fate or simply being too stubborn to die from being erased. Having **DETERMINATION** also lets you be immune to any changes to the timestream, letting you remember what things used to be.

YOU'RE MINE: A bit possessive on my part. Unless I allow it, no one is allowed to ever possess you or alter your mind. Anyone that *tries* will find that their SOULS are quite lacking and might break into pieces. They can't take your SOUL either, as it's being protected by mine.

