Preventing the World's End

"You've met with a terrible fate, haven't you?"

Benefactor/Chain Supplement by u/thenyanbinary

I'm sorry to say it, prospective Jumper, but it looks like your world is screwed.

Your family, friends, even strangers... everyone's going to meet their end sooner than later and it's not going to be pretty. Everyone you knew and everyone you didn't is going to meet a terrible and unavoidable fate. If only you could do something about that...

You want my assistance to circumvent your world's destined ending? That's a big ask for a mortal without anything to trade in turn. However, I would not be here if I were not willing to give you a chance...

Just shake my hand.

A Deal Signed {Mandatory}

With your word given to this unknowable entity, you have entered an unbreakable contract. Nothing obtained through Jumpchain, no matter how meta, may free you from this contract aside from the clauses written within.

You are not in control here.

The Benefactor

What kind of Devil did you make your Deal with?

The Angel

You are lucky, Jumper, this Benefactor truly wants to save your world and has named you champion in that cause. They will focus on training you up to achieve that goal and return you once the time is right.

This being does not have a human mindset but they will not lead you astray.

For every two Benefits, take a Detriment.

The Devil

A Benefactor who will abide to the word of your contract. The spirit? Questionable. They are likely to have ulterior motives they expect you to help them fulfill but they will not hesitate to hold up their end of the bargain, at least as much as they have bound themself to.

Do be careful in your wording with this being lest you never escape your chains.

For every Benefit, take a Detriment.

The Demon

A "Benefactor" whose true goals are questionable and the price they expect you to pay may be more than you are willing. Are you food, entertainment or another slave to their whim? Should you really have taken that hand?

They will help you save your world from its fate, yes, but who will save it from them?

For every Benefit, take two Detriments.

The Eldritch

Incomprehensible. A conceptual entity whom you have caught the eye of. What this being wants and what it will give cannot be said beyond the Contract itself. How far are you willing to go? How far will it push you? With time, you may come to understand what it represents.

Do understand: The kinder it appears, the more danger you are in.

The more Benefits you take, the crueler your Benefactor will be. The more Detriments you take, the kinder your Benefactor will be.

The Deal

Indented options require the original option to be purchased.

Prove Your Dedication [Detriment]

Before you become a Jumper, you must prove your dedication to your Benefactor. You will be forced to go through a sort of "Gauntlet" as nothing but yourself, tailormade to you and the fate that you are attempting to avert.

Depending on the danger of this "Gauntlet", you may be granted a taste of the power you are yet to gain.

> **A Test of Will [Detriment]**
>
> Instead of simply having to stay there for a time or reach an escape, you will be forced to fulfill certain tasks in order to complete the "Gauntlet". These will also be related to the ending you are attempting to avert.

CP By The Mile [Benefit]

With this Benefit, you will obtain CP from the entertainment their Benefactor receives from you. Your chain is fueled by your story. *This is equivalent to 1 CP per 10 words.*

*If taken with **Prove Your Dedication**, words written about it may be transformed at half value to your Bodymod or Warehouse, if applicable, or otherwise banked for the next Jump.*

> **CP By The Inch [Benefit]**
>
> Oh? It seems your Benefactor is especially interested in you. Your actions provide you additional CP. You may also bank CP for the future. *CP gained is now equivalent to word count*.

Enforced Drawbacks [Detriment]

Some Drawbacks make the story more fun, even if you would not wish to take them. Especially if you would not wish to take them. Your Benefactor may enforce any Drawbacks upon you if it would improve their "viewing experience". You will still obtain CP from them.

Do not despair, they will never enforce a Drawback that will ruin the story. That includes anything that you cannot overcome.

> **Hazard Pay [Benefit]**
>
> You may even benefit from it! Now, all enforced Drawbacks will payout double what they usually would.

> **Overcoming Detriment [Benefit]**
>
> All Enforced Drawbacks may be mitigated or overcome with enough effort. The amount of time and effort required scales with the payout of the Drawback and inherent difficulty of it.

No matter how great you become, it will never be easy to deal with a Drawback unless it would have already been so without this Benefit.

Enforced Perks [Benefit]

Your Benefactor may also enforce Perks, Items, and the like that they believe will be necessary to your story. These will be purchased by you at a Discount and cannot be toggled off (if you have the capability) until the end of your current Jump or until you have been given permission by your Benefactor.

Not Actually a Gauntlet [Detriment]

You do not receive the starting CP for Jumps. Has no effect in actual Gauntlets.

No Stipends [Detriment]

You don't receive any point stipends either.

In the Backseat [Detriment]

You have no control over where your Chain goes or what you do on it, such things are dictated by your Benefactor and your Benefactor alone.

On The Clock [Detriment]

At any time, your Benefactor may contact you and demand you take or avoid certain actions. If the demand is significant, you may be compensated for it but this is not assured.

Under no circumstances may you refuse these demands. You are bound to your Benefactor's will. I do hope that others will be understanding.

Interference [Benefit]

Your Benefactor doesn't want you to forget what you're fighting for, you know? How often this occurs and the method it does so is up to you and your Benefactor, but you will be able to periodically return to points in your world's future after you left, usually around things you would want to affect.

When you first arrive, you will not be able to affect anything beyond your words, naught but a ghost. But perhaps that will change?

Correction [Detriment]

Ah, I knew it wouldn't be that easy. Your world will be affected by a corrective force. The more you try to change things, the more it will attempt to force them back on track, even to the point of making everything worse. But if you avoid pushing too hard, perhaps you can still make events flow more gently? Or at least make things easier on you in the future.

Additionally, the more "entertaining" your actions, the less the correction will force itself upon you. It is an extension of your Benefactor's will, after all. In fact, should you entertain them enough or set it up over

enough time, you may be able to cause fairly large changes. So long as these changes do not prevent your world's ending.

Conditional Power [Detriment]

Your Benefactor has the ability to restrict your OoC items and abilities at their discretion to better fit the story they wish to see. The exact reasons, harshness and frequency depends on your Benefactor. However, this will never extend to in-setting items or abilities.

Maybe they forgot you had it?

Really Conditional Power [Detriment]

Sorry, when I said it didn't extend to in-setting items and abilities, I was lying. It does. At any moment, you'll only ever have what your Benefactor allows you to have.

Beyond the Document [Benefit]

There are things your Benefactor wants to see and things they do not. From now on, you will have access to Perks and Items from Jumps that your Benefactor would not want to see.

Exactly what you will have access to, what it will cost, and your method of gaining it will be exclusively up to your Benefactor.

Unnecessary Supplements [Detriment]

Well, your Benefactor isn't interested in giving you that extra support. You will not have access to other Chain Supplements.

At the Author's discretion, this may or may not include Supplements meant to make things harder.

Fiat Intervention [Benefit]

You two have a deal, so it's not strange to get a hand every once in a while, no? The exact frequency will depend on you and your Benefactor, and you'll likely have to earn it, but at least once per Jump, your Benefactor will be willing to save you from a terrible fate of your own.

Hmm...? There's something else here?

An Ending Occurred [???]

It seems we've made a mistake. The bad end we speak of has already happened, but you were pulled from the past to prevent it. However, I'm certain this will not have any repercussions. It's being rewritten, after all!

> **Remnants of the Future [???]**
>
> Surviving fragments of the end times seem to have leaked into your Chain. You may find certain individuals connected to you begin to appear within your Jumps. As for your relationship with them... I suppose that all depends on how things ended, no?
>
> This may leak into your world's current state as well, depending on its nature.

> **Early Prevention [???]**
>
> Your world is a Jump? How strange. Well, it appears that you will be Jumping to your world during your Chain, at the point your story starts. On one hand, you'll be able to avert your world's bad ending before your Contract is up!
>
> On the other, you won't be arriving with your End Jump power. Additionally, you will still be bound by your Contract and thus acting for your Benefactor's entertainment and under their will.
>
> Feel free to bring some friends along afterwards!

> **From the Future [???]**
>
> I was mistaken again. We didn't pull you from the past. You are a survivor of that awful future who was given the chance to prevent it from ever occurring. Good luck. I hope those memories aren't *too* traumatic.

Middle Management [???]

It seems your Benefactor is not the highest authority around. You may not learn this until later, but they answer to a higher force. Perhaps you can use this...

If that force is neutral, this does not count as a Benefit or Detriment even if it might act as a balancing force against your Benefactor's nature. If that force favors you, this is a Benefit. If that force is disfavorable towards you, this is a Detriment.