Generic Overpowered Menagerie

A **Jumpchain Supplement** by SpiritualStill

Version 1.1



*"Oh my! Well hello there, Jumper! You've caught me at quite a good time! You see, I received a call from a new client, who requested assistance for their Jumper. They seemed quite attached to them, and **their** sponsor was quite something. So, I got my associates together and created this nice little, er, market for them. The client was rather **insistent** that their Jumper have only the best - I considered this a challenge and had to call in a few favors, though. They should be coming soon - or maybe you are the jumper? Well, it's fine. If you wish to peruse my wares, then feel free to do so.*

*Oh yes, for a notice, while all of this is meant to be 'overpowered' as mortals call it, I would not bother looking through any **+1000 CP** section if you care for balance. I don't mind if you do, but at least with other purchases, you could at least pretend there was a possibility of losing."*

*It seems that, be it by design or accident, you have come across the operations of **The Samaritan**, some extra-multiversal being who regularly offers support to Jumpers and some Benefactors. Now, at the behest of a certain benefactor, they have created a market with all sorts of very powerful purchases. You can select anything you want, or nothing at all.*

Control Points (CP) Amount

"Ah! Tell me, are you surprised at this? My clientele list is long and varied, and so are their tastes. I've learned that, when it's possible, to give jumpers a choice in how much they have. Now, I believe these should suffice?"

I Want the Minimum!
Haha, some jumpers are quite strange about this. You start off with a stipend of **+0 CP**. There are numerous **Free** purchases you can take, and if you want more, there are Drawbacks you can take, though I must warn that those are chainwide.

I Want the Standard!
Nothing wrong with keeping things as normal as you can. You begin with a stipend of **+1000 CP**. Additionally, you may receive a 50% discount in every category for one purchase each. If a purchase is **100 CP**, they are Free.

I Want It Easy!
Now you're getting into the groove of things! You begin with a stipend of **+2000 CP**. Additionally, you may receive a 50% discount in every category for two purchases each. If a purchase is **100 CP**, they are Free.

I Want it Easier!
You're here to enjoy yourself, and I will oblige! You start out with **+3000 CP**. Additionally, you may receive a 50% discount in every category for four purchases each. If a purchase is **100 CP**, they are Free.

I Want It All!
I must confess, these sorts of Jumpers are my favorites to work with! For this supplement, you have **+∞ CP**, so go nuts! Pick out everything here, or just pick out the things you like.

Perk Selection

Free Selection

The Seventh Intermultiversal Bank of Jumpchain

The best bank along the chain, run by yours truly! When a Jumper runs out of the things they want to purchase from a Jump, odds are that they'll either have to buy things that are unneeded/unwanted, or simply lose the CP. This is no longer an issue, for you can now deposit any amount of CP you have left from a Jump into the bank, to be withdrawn later.

All deposited CP will be converted into Normalized Points (NP), which can be withdrawn later into any type of CP. However, this does count as standard CP, so if there is a conversion rate between normal CP and a Jump-specific one that is not 1:1, NP must adhere to it. Should you deposit the Jump-specific one, it is converted in the same fashion.

For every year you spend in a Jump, you receive +10 NP. At the end of the Jump, you get a 20% interest in your banked currency.

If you have companions, I can open up deposits for them as well. If you don't want that, they can all have access to yours.

Though it might be fun, if you selected **I Want It All!** as your option, then you cannot deposit more than **+2000 CP** points into the Bank.

(Ret)Continuity of Jumpchain

There are lots of repeat Jumps, and Jumps that take place at different points in time. With this, you now ensure that all Jumps that take place in the same setting take place in the same continuity. If desired, you are able to decide what events stay canon, what events happen in "broad strokes," and which events stay exactly the same. You may choose to have this effect be retroactive.

If you want a Jump to take place in a separate timeline, you are free to do so, with the same sort of changes being possible.

Chain Separation or Connection

Generally speaking, it's expected that, unless a jump explicitly has connections to another, they are in separate timelines or universes with minimal overlap. Other times, they might insinuate that you might have always belonged here. Whatever the case, you are now able to choose whether or not any jump you have is connected to your previous ones, regardless of whether that is the case originally.

Let's All Just Get Along
Even if you can guarantee that your companions like you, there's no guarantee they get along with each other. This ensures that, regardless of who your companions are, fate will get them to like each other and work with you towards mutually beneficial goals.

Cleanliness is Next to Jumperliness
A mundane yet persistent issue you'll deal with is the simple matter of yourself and what you possess needing to be cleaned. This now ensures that you are pretty much always spotless, inside and outside, with the same going for your properties and possessions. In addition to this, things you consider to be vermin or pests will be repelled from things you own as well. You may also extend this to companions. In settings where being super clean is actually a red flag, the effect is minimized until you want it to go back to normal.

The Echo of Friendships
It's a simple fact of the matter that not all friends you make can be brought with you to other worlds, simply because they want to stay on their own. And even if some might want to, doing so would endanger their own world. This is a handy solution to that issue. If you can convince someone that, if they didn't have their own responsibilities, if they would go with you, they are counted as companions. Through this, you receive "echoes" of them - these are basically clones of the original person, down to the memories, abilities, and personality. However, they are aware they are an echo, and are "connected" to their original self, so they don't feel a need to return home.

An Advanced Exploration of Pain
Having restrictions on how much you can choose to make yourself miserable is silly! You and your companions are now able to choose as many Drawbacks as you want.

Total Demographics Control
Sometimes, settings can be just a little bit... boring. Maybe there are just humans, or maybe everyone just looks too mundane for your tastes. This has a three-part ability. The first is that it serves as a universal beautification effect, making everyone a solid +5 points higher than they originally would be from your perspective. Secondarily, it lets you tweak species, letting you add more fantastical species (you can also add more "setting-specific" species in later jumps after going to it), and changing whether said species look more or less human. Finally, it also enables you to further define what specific "archetypes" appear, such as muscular barbarians, futanari, high femme, extremely chuuni, or more. The plot will change as minimally as possible, and nobody will find the changes odd.

Penalty Nullification
Despite the name, this doesn't actually nullify drawbacks. Instead, what it does is remove any "negative" features of something you purchased that was either Free or cost you CP. To be clear, this has no effect on any specific limitations it might have, but if it comes with a feature you'd classify as a penalty that you wouldn't possess without it, that is removed. This also removes requirements for taking a particular option if it was Free or cost you CP, such as taking a mandatory drawback. If the option you possessed gave you CP for selecting it by default, such as a drawback, this has no effect.

Return of the Dick Flattening
Did you miss a particular drawback from a past Jump? Well now, you can bring it with you to use at some later jump, getting the CP from it. You might have to tweak it compared to the original context, but so long as you experienced it before, you can bring it back.

Unified Cosmological Physics
It should be common knowledge that the laws of physics are not the same throughout every Universe, and they can vary drastically. It's why fiat-backing exists on your purchases, because there's a non-zero chance they'd be useless every new Jump. This extends your fiat protection to any cool thing you found, special ability you picked up, or neat object you created, which would normally not be affected by fiat due to not being purchased via CP. Optionally, you can also decide to have these things be something that can be created in later jumps, or simply already exist.

The Multiverse's Greatest Tunes
Do you like background music on your adventures? Congratulations then: because now you have *all* the music ever made, and never made! You've got all the OSTs, all the remixes, all the fanmade versions, all the covers, and all the ones that only existed in your head! This colossal soundtrack will play songs that most fit the current tone.

Ultimate Companion Gathering
Aren't you tired of the limits you have on bringing companions? Does eight seem like it's too small a number? Now, so long as you can bring companions into a Jump, you can bring along all of your companions with you. Additionally, so long as it's possible, you may recruit anyone along as your companion.

Extended Time Warranty
Ten years, the general length for how long you're in a Jump. The problem is that it's either too short or too long. Now, so long as you have completed the main plot and similarly haven't taken any time extension drawbacks, you can leave immediately, or stay as long as you want, with your drawbacks relevant to you personally being removed.

Follower Promotion
You may, at will, make any and all of your followers into full-blown companions, receiving all the same benefits as your previous companions.

My Origin Story
Well, not *mine*. You are able to design every aspect of your backstory for a Jump, including your history and how you obtained all of your purchased perks, items, and companions. The only thing this cannot do, of course, is give you things that you wouldn't otherwise have.

The Balance Between Jump & Jumper
While being OP is fun and all, plenty of Jumpers view Jumps as something fun, and just bulldozing through it all can be quite boring. This perk allows you to weaken yourself to match the levels of power found in a given setting, letting you have fun. You can also toggle this the other way, and have the power level of a Jump increase to match you. It's also possible to activate both, nerfing yourself and buffing the setting, meeting somewhere in the middle. However you choose it, you will always find opponents and rivals that keep you invigorated.

Drawback Intensity Toggle
Depending on the Jumper, taking on Drawbacks is either a way to get extra CP, or to spice up their Jump. This is useful for either of those Jumpers, as you have a toggle that can soften or worsen the effects of a Drawback. Obviously, a Drawback that is nerfed gives less CP, while an amped one gives more. You can also choose to have the Drawback give no CP, and it merely becomes a quirk of the world that is neither good nor bad.

You are also able to use and toggle all drawbacks that you come across along your chain.

Perk & Item Modification Toggle
Now this is a dubious one to add indeed. Before you purchase a Perk, item, property, or something else, you are capable of modifying its price to be more or less expensive, with what it can do being scaled accordingly. If a Perk costs less than previously, it naturally is less effective in some way, or may have some sort of limitation it previously didn't. By contrast, a more expensive version is strong, and might have one or more of its previous limitations lifted.

This has no effect on anything you have already purchased.

Keep the Face
Some people are quite attached to how they look, and don't want to change their visual appearances despite the potential power-up. Regardless of what race you choose, you can also choose to look like your original form, whether that be a human, elf, or whatever else.

Not My Fault
Sometimes, Jumps have drawbacks which explicitly make the world a worse place to live, which can definitely be a bummer. Your perks can also alter how a world operates, which can be a little questionable for some. This perk removes these problems, because there is an infinite multiverse out there, and you'll now just be taken to one of those worlds that fulfill all your criteria.

A Twist of Fate
There are tons of perks out there, and there is a good chance that many of those perks are unusable to you on principle. Maybe they seem too evil, or too nice, or unintentionally imply mind control. In the event that a perk, item, property, companion, power, or something else does not adhere to your sensibilities, you may change it into something that does. This might range from just changing how it operates, to outright changing what it does. So long as the modification doesn't make it any stronger than before, it is considered acceptable.

Recontextualized
Jumpers usually have something going on with them that makes them stick out like a sore thumb, and it's usually one of their abilities or pieces of equipment. If you don't want that, then you may now have everything that you bring with you into a Jump altered to fit with the aesthetics of the chosen setting. In a sci-fi setting, maybe your magic is some flavor of nanomachine, or maybe psionics. Whatever it is, nobody in the setting will consider it out-of-place, and you will find it appealing.

Organically Integrated
Unless you use special rules, most Jumpers start a Jump with everything that they purchased. This may be fine for some, but I'm sure others would appreciate getting things in a semi-organic fashion? Unless you actively choose to be a Drop-In, you will gain everything that you purchased throughout the Jump. Lots of this stuff will usually be obtained before the Jump actually begins, with the rest being obtained when it would be both narratively appealing and convenient for you.

Simulated Reality
If you have a firm set of morals, there are lots of Jumps out there that are fun to think about, but would be morally bankrupt to go through. After all, roleplaying as an evil overlord is a lot less fun when you actually aren't that evil. Now, when going through jumps where you want to act in a way that is distinct from your normal self, you will instead go to a hyper-complex simulation. The "people" in these simulations are NPCs that are advanced enough to hold conversations with you, but ultimately cannot go against their "programming" as a sentient AI could do.

Once the simulation is over, any companions or followers that you gain become real, and will view everything in the simulation as “roleplay” that they were doing with you. Any objects you bring with you also become real.

The Furthest Reaches of Experience
Due to the nature of the chain, not every world has a jumpdoc, much less the derivatives of that work. This won’t make them for you, but it is the next best thing. When you fill out a jumpdoc, you can just go somewhere else. You can go to an AU, or a fanfic, or the headcanon world of your mind, or just straight up leave to go to an entirely different setting.

The only weakness of this is that, if a setting is too different, then scenarios are impossible to do.

Jump Fusion
Does a setting have multiple good jumpdocs? Do you have a cool idea for a crossover of two Jump settings? This perk works in two ways. The first is that it allows you to fuse Jumpdocs that revolve around a single setting. The second is that you can fuse Jumps of entirely different settings together. The CP of these Jumps can either be fused together or kept separate for each doc.

New Game Plus
Have you ever wanted to go through a Jump again, either to correct your mistakes, or go through it without those god-awful Drawbacks? Once you complete a Jump, you have the option of being sent back to the start of the Jump, with all of your memories intact, and any Drawbacks that you previously took being purged.

For the sake of balance, you cannot take any more Drawbacks. Should you have purchased **The International Bank of Jumpchain**, you will not gain interest for completing the Jump again, but you can use any NC that you gained.

You Will Stay & You Get to Leave
To leave to another world, or to stay in this world. For some Jumpers, this is a difficult question, but I personally find it an annoying challenge. With this, you can now do both, as a copy of yourself stays behind in the Jump, while you continue on along your chain. This copy has all of your perks, powers, items, properties, and copies of your followers and companions. When your next Jump is complete, you and your copies meet one another and share your memories and everything else previously mentioned.

If you purchased **New Game Plus**, your copies can redo their Jumps with everything that they received from their future selves.

I Can Finally Afford This!
Unless you have some supplements helping you out, it is usually infeasible to get everything in a Jump that you would want. But now, rather than accept losing the opportunity, you just need to wait. If you couldn't purchase something during a Jump, you will still be able to purchase it in future Jumps, so long as you have the CP to purchase it.

This doesn't apply to Scenarios.

Grand Unified System
After going through enough jumps, you are going to run into the inevitable problem of having too many power systems that may or may not be compatible with one another. This handily solves that problem, as every magic and power system will now modify itself to seamlessly fit together with your previous systems. Not only does it give you a good foundation for newer systems, but it also grants many more options with previous systems.

Please, Benefactor, May I Have Some More?
Sure, I guess. You are able to purchase as many origins as you are able to afford, getting their discounts as well. If the Origins are Free, you must pay 100 CP or whatever equivalent to do so.

Existential Insurance
If your Benefactor is an asshole, then there is a distinct possibility that those circumstances where the Universe is temporarily destroyed, even if restored completely, could result in a chain failure. This perk ensures that, if you died from a Universal erasure/reset, your chain won't end and you can return to the Universe when it or its successor is reconstituted.

Burst & Mix
Jumpers are greedy by default. It's just the way that things are. You are now able to accept any and all mutually incompatible abilities, and even combine them, with no sort of backlash or penalty that would typically occur.

Jumpchain Mailing System
Mail Order, a wonderful service for Jumpeers everywhere! Unfortunately, not everyone is able to receive it. I will help spread its goodness, because you are now able to purchase any sort of perk, item, property, and even companion from another Jump. Even if you have no intention of going to said Jump, you are able to buy anything, so long as you have the necessary amount of CP. Furthermore, if something is Free in the doc, then it costs 100 CP is some equivalent to purchase it. You can buy as many things from a doc as you can afford.

For clarification, this doesn't let you get anything from scenarios or drawbacks.

100 CP Selection

The Crown Jewel of Eternity

They say beauty is in the eye of the beholder, but I think that is pretty firmly thrown out the window. Be it in body, mind, or soul, you are incredibly beautiful. Your appearance is ultimately a direct reflection of your inner self, so your appearance looks like the perfected form of who you want to truly be. It's also highly immutable, so you don't lose or gain any excessive weight. If you are injured, then so long as you can heal, you will not suffer any sort of unpleasant scarring. You also can't become dirty or filthy, as you are perfectly clean on the inside and outside, though you can toggle this in settings where that would be suspect. Very helpfully, this naturally removes any and all dysphoria and dysmorphia that you might have. You also always stay in your "prime", which might mean you are eternally youthful, or it could mean you age into a more mature form.

This also goes beyond mere looks, as every single aspect of you has practically been fine-tuned to be the most pleasant assault on the senses that has ever existed. Your eyes are wonderful to stare at. Your voice melts the hearts of angels, demons, and ice queens. Contact with you is like being wrapped up in the softest blanket. Even your scent is practically impossible to resist.

Whatever your form is, it will be impossibly beautiful to everyone. This is mostly because the form itself is superficial - it's just a direct result of perceiving someone's truest self that makes it beautiful. You captivate the hearts of everyone who stares at you and proclaim you more beautiful than anything in Heaven, Hell, or Earth. Beings who have no reactions to beauty, or beings that are actively repulsed by it, can theoretically resist it, but certainly not forever. You are also extraordinarily photogenic, so this works even if someone sees an image of you. Luckily for you, while this has tons of possible manipulation purposes, you'll never be so beautiful that people commit suicide or gouge their eyes out for you - at least unless you'd want that.

You can, if desired, suppress this to more standard levels of beauty.

As a helpful benefit, you can share your "ideal self" with others. With a single touch, a person looks the way that they subconsciously always wanted to be. Naturally, they'll find it beautiful, and so will you.

Master Chef

Young Jumper, you too can become a fry cook. With this, you are now an ace cook and mixologist, capable of creating any food or drink at their absolute possible best, even with middling ingredients. Whatever you create will also have five times the original nutritional value, and if it had some sort of mystic bonuses, that is increased as well.

Divine Perfection
Okay, that is most definitely hyperbolic, but the fact is that your physical body is, without a doubt, perfect. By default, this will purge any and all physical, mental, and spiritual deformities and disorders that you would rather go without. You cease aging past your prime, and no longer need to eat, sleep, or drink water - although you can still enjoy those things if you want.

On a deeper level, this makes you effectively perfect for whatever race you currently are. Your physical strength, durability, dexterity, agility, coordination, thought processes, metabolism, immune system, and even things like blood flow are completely optimized to the absolute pinnacle. If your biology grants access to special powers, it becomes extraordinarily easy to access those powers. Put in simpler terms, you are pretty much the apex in terms of raw parameters, though this does not factor in skills, cybernetics, mystic arts, and similar factors.

This extends to all alt-forms you possess.

Reloading? Never Heard of It
Or refueling. Or recharging, for that matter. So long as you own, purchase, or have otherwise built something, it will always have all the fuel that it would need, whether it be a gun, bow, batteries, car, electrical grid, or magical fuel source. This will also work if you are loaning or gifting something to someone else, but it will not work if someone steals it or otherwise uses it without your permission.

Never Interrupt Me
When you are doing something like transforming or giving a motivational speech, you cannot be interrupted or otherwise disrupted from doing this. As a benefit, if someone tries to attack you during said uninterruptible scene, their attack will rebound and hit them.

Can’t Stop the Ritual
When you perform some type of ritual that requires time or materials, you can activate it prematurely, or it will activate if someone would have successfully disrupted it. The ritual will receive a considerable reduction in effectiveness, but it will still work and will never horrifically backfire on you or others.

All the Time in the World
The name is very self-explanatory for the amount of time you have. Simply put, you have a type of temporal manipulation that ensures you always have time to do everything you need to, like some sort of video game. You can do those twenty side quests, see the sunset with three different

people, and then rescue the president's daughter - all with you arriving fashionably on time for all of them.

The King of Games
Who doesn't love playing a few games? No matter what game it is, you develop an in-depth knowledge of how it works. This includes any rules, optimal methods, and exploits. If the game is rigged against you, or your opponent is cheating, you can call them out immediately, which either forces an immediate loss on their end, or you can force them to play fair. This doesn't guarantee that you win every time, but it does ensure that someone very skilled is going to be needed.

Here's How This Works…
You possess perfect, instinctual control of how all of your abilities and items work, even if you just got them, and should have no idea what they entail. This also ensures that your powers never go out of control, and you'll never hurt someone even involuntarily.

You also know how other people's abilities work, and with a simple touch, you can grant them total control over them as well.

Legalize Nuclear Bombs
I assure you, officer, those firearms were to save the world. So long as you have no malicious intent while doing so, you nor your companions will never be punished for committing crimes.

Omniglot
Language is a lovely thing, and now you understand all of it. You are now able to comprehend, identify, and transcribe all languages that you come across, even if they're long dead or were never spoken by humans. This also includes the ability to speak with all living creatures, although the majority of them will not be able to hold meaningful conversations.

The Gift of Fame
Depending on the story, the overpowered hero is either totally unknown or a worldwide sensation. If you want to be the latter, this will make things easier. Your great deeds, whether they be inventions, epic adventures, or dynamic battles, will have their word spread far and wide. Certain ones might even be recorded in surprisingly high quality. When you grow in fame, it only affects you in ways that you would find beneficial, like receiving certain privileges and having supportive fans that don't stalk you.

Not-Quite Filler
During downtime between "major story beats," you can do various filler arcs that not only prepare you for the future, but also give you helpful rewards and potential companions.

200 CP Selection

The Celestial Rose of Divine Love

Hey kid, you like being a harem protagonist? With this, you can be the greatest harem protagonist this corner of the multiverse has ever seen! Why, I daresay you are something closer to the abstract idea of love and romance than a physical being. At the absolute lowest level, this makes you sexually and romantically desirable to everyone, regardless of original orientation or current status. But that's the tip of the iceberg.

You are, without mincing words, the greatest ever at love. A single chat with you goes an absolutely, preposterously long way, as it reveals to them your best qualities, externally and internally, that they would want. When they fall in love with you (and they most likely will, if you want it), they will do so deeply and profoundly, never waning with time, and perhaps growing stronger. This love also applies to you as well, Jumper. Even if you aren't interested in romance, this all works perfectly fine in making close friends.

But sweeping them off their feet doesn't mean much if you cannot carry them to where they must go. If it is theoretically possible to do so, you will always figure out a way to fulfill the hopes and dreams of your lovers. Do you have two lovers that have mutually exclusive goals? Don't worry, you can figure out a third option that is somehow better than what the two originally wanted.

Ah, but how will you meet everyone you want? Quite easily, actually. You happen to run into all sorts of people that you would find attractive (be it in appearance or personality), and your encounters with them will be very positive. Maybe it's just a very nice conversation, or maybe you directly or indirectly help them out in a way that they are highly appreciative of. Whatever it is, you can be assured it'll never be bad. This applies to any and all characters you wish to meet, or would like to meet in a setting, whether aware of them from the start or not.

Now, the final matter of actually *managing* a harem. I've been told that it is very difficult for normal people, so here are a bunch of things to help with that. People you are with are happy to share you, and grow to have a strong liking for each other. As a matter of fact, the more people you have with you, the happier they become, and the more jealous those outside of the harem become.

Finally, you'll always be able to spend time with them, which can manifest for you in one of two ways. The first way is that you have an echo of yourself going with them whenever it is needed, which works like a hive-mind with you. The second way, for those that don't want multiple versions of themselves (or can't), will have time twist around them, ensuring

that, regardless of how time should pass, you always spend time with them at the times they want.

The Butterfly of the Soul
You are an empath, and I don't just mean in the sense of vaguely getting how people feel. You are, fundamentally, in fact, wired to be able to fully grasp social cues and the hearts and minds of those around you. You'll never make a social faux pas, and what you say will be pleasant, or at least benign in the ears of those who hear it. When you want to focus on a specific person, it takes only a little effort to grasp the inner nature of another, letting you know just what to say or do to get yourself into their good graces, or to tear down the walls that they've built up around themselves. In one conversation, you could go from a stranger to a true friend and confidant, if you truly want it. Of course, you can also implant questionable ideas and subliminal messages in their head, to any end you might have.

This offers something else with others: **True Acceptance**. How this activates is up to you, so you can have it be a kiss, or a shoulder pat, or a phrase, or maybe there just is no activation needed. Whatever you choose, you are able to have a person understand, to their very bones, soul, mind, informational substrate, and any deeper "self", that you understand and accept who they are. It is an act of love arguably deeper than most, and it is all you need to help some people.

Never Let Them Know Your Next Move
When someone hostile to you tries to use some sort of divination, precognition, or telepathy on you, they will only see absolute nonsense that gives them a completely wrong impression as to what you are doing or will do. What's more, you will instinctively know that someone is trying to get a read on you.

You Stole It, You Brought It
So long as you can hold onto something for at least a week, it becomes ontologically, legally, and emotionally yours. The former owner will give up on it, and if what you took was important to someone you'd rather not screw over, they will have retroactively had something else.

Infinite Slots
So you know how certain games have things like accessories or modifiers that have only a limited amount of slots, so you have to swap them out to get whatever bonuses you want? With this, that is a thing of the past, because now you can safely use as many accessories as you want, or insert as many cybernetics or magical boons or wheels or whatever McGuffin as you desire.

You may also equip as many equipment items as you want in a pocket space that allows you to gain all of their bonuses. You may decide if any actually appears on your body, or if they are a seamless blend.

Good Questing, Great Rewards
You gain an instinctive awareness of everyone who would require assistance in a ten-kilometer radius, along with full knowledge of what to do in order to help. People you try to help will always trust you can succeed and want to help them, regardless of whether they know anything about you. Furthermore, after helping them, you will receive a disproportionately great reward. Help out a random farmer, and they'll give you high-end equipment from back when they were an adventurer. Guide a princess to where they need to be, and they might just offer their hand in marriage. Strangely, no matter how absurd the reward is, this will never affect the gift giver.

Safety Healing
So long as you are out of battle for at least a minute, all of your injuries and status conditions are fully healed, while your stamina, ether, and other reserves are fully restored.

High-Speed Analysis
Your brain works ridiculously fast, allowing you to intuitively understand what is going on at any location or event within an instant. Go to a murder scene, and you'll figure out exactly how the murder took place. Go to a haunted location, and you can figure out if it's actually haunted, or just full of black mold. This even lets you figure out if someone is lying to you, or if you are under some sort of illusion.

Imperceptibility
Like invisibility's big brother. When activated, it is nearly impossible to detect your existence. You are invisible; any noises you make are muted, you disappear from the electromagnetic spectrum, you can't be magically sensed, and precogs can't see you at all. The only way to detect you would be you directly making contact. What's more, unless you actively want them to know, or it makes you look better, people will not remember your face, voice, and actions.

We're There in No Time
Actually walking back and forth from locations is an absolute chore. So long as you've travelled to a location before, or you know where to go to reach a place, you can instantaneously travel there. It will appear to you and your companions that you walked in a brief trance, but no time will have passed at all. You will be taken out of this instant travel if you stumble across an interesting incident.

I'm Glad I Helped

Even if that wasn't your intention! You tend to run into challenges or opponents that would be appealing to do battle with, and by overcoming them, you invariably make the world a better place. That surprisingly strong bandit you fought was actually a leader of a team of raiders. That slavemaster who you fought and killed had slaves who got their freedom, and led a successful revolt. That evil king you slew in single combat had a heroic daughter who will set the kingdom right. You can be as much of a battle maniac as you want, and unless you deliberately want it to get worse, you'll turn the world into a utopia.

Jumper's Edutainment Lessons
Teachers are important to the future, so you should have the talent to become one, and a very good one at that! You've got the talent to turn even the worst problem students into unmatched geniuses. Part of this stems from people below you being more willing to listen to you, and the other stems from the fact that, so long as someone can hear you (even if they aren't actually listening or paying attention), what you teach them is embedded in their brain, and they can replicate it easily. This works in terms of education, martial arts, magic studies, and everything else. As a helpful bonus, you are also able to teach your skills to your students.

God Eyes
Beyond getting a set of cool-looking eyes of your design, you are able to see *everything*. You get perfect eyesight, which lets you see across the electromagnetic spectrum, illusions, magical energies, spiritual purity, alignments, and just about anything else. You may choose what you see at any given time, but you are able to see everything at once without so much as a headache.

Violence Solves All Problems
Mildly misleading, but definitely partly accurate. It's a very unfortunate fact that you can't just punch the right people and everything falls into place. This *is* now how the world works - at least for you. When you defeat someone who is part of some evil or negative system, the underlying concept of that system itself cracks. How severe of a crack depends on the importance of the person - a common thug is mild, while a leader is severe. The more the concept cracks, the more the system related to the concept becomes unstable and unworkable. Eventually, smash it up enough, and it fully deconceptualizes - being unable to exist at all and all systems related to it dissolving instantly.

400 CP Selection

Weakness Nullification

Are you tired of being a vampire that's weak to sunlight, or a werewolf weak to silver, or a Kryptonian weak to Kryptonite? Well, now with this, you may purge any explicit weaknesses that you or another person might have. This has no effect on any power limitations, but if you have some sort of real weakness, then this is a godsend.

Maximize Potential

By interacting with something, you have the power to "maximally refine" it to its highest potential. If someone has some special hidden power, you can instantly bring it out and grant them control over it. If someone trains a lot, you can refine their potential to absurd degrees. If someone has talent in a job, they instantly gain a perfect understanding of what to do.

Infinity Fountain

Unlike that bum Kyle Rayner, stamina will never cost you the fight. Now, if it relates to your energy, you just never run out of it. This can be blood, stamina, ether, mana, chakra, qi, or whatever other thing you can think of. You could be continuously drained, and it wouldn't do a damn thing to you. This doesn't mean that you can deliver attacks with infinite power or anything, but it does mean that you can spam attacks indefinitely.

Exactly As Intended

Naturally, while creating things, it's likely that it's going to fail at least once. Maybe you're completely off the mark, or maybe you just need to tweak it a little bit. With this, when you attempt to create or do something, you tend to get it correct on the first try. You could have just gotten it right immediately, or those "random tweaks" you added fixed your problem, or reality just modifies itself to have your nonsense actually do something.

This also includes esoteric plots, like learning magic, or developing a method of ascending to godhood.

Ensemble Cast

If you have companions, then maybe you want them to shine alongside you! While you are still the main protagonist, your companions receive narrative weight, letting them have their own arcs that improve their identity, while also helping you out. Additionally, they gradually copy your strength and power, with you toggling how much they get. It could be 1-100% of your power.

Internal Threat Detection

You've got a spider-sense on steroids. You are instinctively alerted to any and all threats to your person, causing you to dodge. These "threats" can be an actual attack, something like poison,

emotional harm, or collateral. In the event that you can't dodge it, or someone is in danger, you receive a vision of the near future that alerts you to what is happening.

Nice "Complex Hax Ability" Dipshit
Unfortunately, my number is bigger than yours. If you are physically or spiritually superior to someone, then their hax abilities (Time manipulation, instant death, reality warping, durability negation, transmutation, etc.) are nullified against you. Even if someone used the Infinity Gauntlet on you, it's not going to do anything if they weren't a match for you without it.

Like a Fly in a Web
I've grabbed your wrist, so none of the reality-warping business, if you mind? When you have defeated or trapped somebody, they will be unable to use their abilities, be they physical, magical, conceptual, or pure hax. This stays in effect for as long as you consider them hostile.

Talk Fu
We can be friends the easy way, or the hard way. You are a masterful orator, able to talk even the most hardened and vile villains to your side, at least most of the time. Still, even if you can't convince them through words, you can get through to them with your fists, as any enemy that you defeat will ultimately see the error of their ways and genuinely seek to change for the better.

True Freedom
To be imprisoned is a fate unbefitting of a Jumper. When you are bound, enslaved, imprisoned, or otherwise trapped, you will miraculously be freed in short order. Maybe some idiot left the key nearby, or you bust yourself out through sheer rage, or maybe a localized Earthquake or act of god breaks you out. What's more, you will only ever be imprisoned in the first place if it leads to you discovering something that would be beneficial to you.

Overpowered Self-Insert Character
Come on now, we all know you enjoy this - not sure why you'd be down this far into the doc if you weren't! Anyway, you are now able to seamlessly take the place of any character in a setting. This means that you'll have whatever they would have at the start of a Jump, but it isn't guaranteed that you get everything else. Yet if you choose to go down that you, you get whatever they have, multiplied by ten. If you took the place of Issei Hyoudou for example, you'd automatically have access to the Boosted Gear, Balance Breaker, Ddraig himself, and it'd all be 10x the original. As a bonus, you are also guaranteed to have all of the good things that the original character had.

600 CP Selection

I Desire It, Therefore I'll Acquire It!

Greed. Jumpers are greedy - or at least some of them are. But as you could probably guess, I don't particularly mind greed. On the contrary, I say that if you really want to have everything, then it should be your right as a Jumper to do so. To facilitate this, you are now given the capability to acquire pretty much everything. If something you buy is incompatible with another, you remove that little limitation and can buy both. If something typically has some sort of limit on how many you can have (such as an origin or race on occasion, you can freely ignore it and take as many as you can. If any "extra" thing is **Free**, it costs you **100 CP**. By purchasing it, you receive all discounts available.

Eventually, on your path, you'll run into perks or items that are similar to a previous one you have. Does that mean you shouldn't get it? Well, no, because now, when you have perks or items with similar natures, they automatically fuse into each other. In addition to patching out their individual weaknesses and minimizing their collective weaknesses that remain, the effectiveness of their abilities is significantly increased, far more than merely adding them together.

Finally, now that they are your own possessions, you are free to do with them as you please. This includes being able to fuse perks with other perks, and items with any other type of item - even if there is nothing actually connecting them together. In addition to having backwards compatibility (being able to do everything it could previously), it might get a new ability. For example, if you've got a perk for building up physical strength and a perk for learning magic, then perhaps you'll get a perk that can do both, in addition to being able to do something like getting physically stronger the better you know magic. If you have a sword and a raygun, then fusing them would create a powerful sword that can fire lasers. Everything you fuse will work perfectly fine and will suffer from no sort of instability or negative penalty.

You may also fuse companions. The easiest way to do this is when purchasing companions from the jumpdoc itself, as you may combine them retroactively, creating a companion with all of the benefits of the combined ones, and you may decide their history before you encounter them. For companions you must recruit during a Jump, you must have the consent of the companions before you fuse them: this process has all the benefits of the other companion fusion, with the added benefit of them having a gestalt consciousness that ensures they safely control their body and do not suffer from a mental crisis.

From a Single Cell

It seems like every single cell in your body contains your genetic memory. In practice, this means that you have an absurd level of regeneration that lets you survive even if only a single

cell of your body persists. This also means that your body parts are all active, and you can control them all even if they are cut off. To successfully regenerate an organ, you have to allow the detached organ to undergo complete apoptosis, although you can actually reattach said limbs if you want.

The Golden Child
I think Lady Luck has a favorite, and it's very obvious. Just about everything goes the way you want it to, so you never have to worry about misplacing something, or stubbing your toe, or getting robbed, or not getting the job you wanted, or getting sick. Good things and great things happen all the time, like finding some secret treasure buried under your house, or you get some random cheat ability after being isekai'd, or finding just what you need to have a chance at beating the big bad evil guy.

The Ultimate Lifeform
Any limiters that you would have are broken, allowing you to continuously grow without limit. Even as a normal human, good exercise can render you more durable than bullets, faster than a train, and strong enough to throw away cars. Imagine how much you can grow if you seriously trained.

Main Protagonist Privilege
You're the Jumper, so obviously you get to be the main protagonist: literally and figuratively! You are capable of inserting into any major character in a setting, getting access to their memories, abilities, relationships, and an awareness of how they would respond in certain situations. But as a bonus, you automatically receive access to everything that they could naturally attain, with none of the penalties. Insert as Naruto, and while you won't automatically have the Shadow Clone Jutsu, you would have access to Kurama's power.

Whether you choose to insert as a character or not, you still automatically become the main character of the setting. The story itself revolves around you, and you will play a crucial role in all major events.

"Kryptonite…My Favorite."
Weaknesses? Yeah right! You can "invert" any weakness that you might have into something that empowers you. That Kryptonite boosts your strength, and that poison actually heals you. If something is equally lethal to most people, such as physical damage and a gun, this naturally doesn't apply.

Should you have multiple alt-forms with different weaknesses, you can transfer said 'weaknesses" to each alt-form. If you're a vampire, for example, garlic and the sun now

empower your human form. If multiple forms have the same weakness, the amount that you are empowered is similarly increased.

Gestalt Growth
Training is a complex thing that usually requires different actions to grow different aspects of yourself. But wouldn't it be great if everything you did empowered everything about you? So long as you are improving yourself in some way, you elevate everything about yourself. Reading a new book helps your brain and your muscles. Lifting weights helps you with making money. A long jog improves your speed, stamina, and magic. Unless you somehow manage to sit around and do nothing, you will be in a continuous state of growth.

Power, Enriched By the Heart
Unify the chaos, and gain great power! You now have an extremely powerful "Super Form" that grants you flight, invulnerability, and considerable magnification of your powers. At the start, this magnification isn't that extreme, but it gradually increases as you strengthen yourself, along with how long you are capable of using it. If you have other transformations, you can roll all of their effects into this Super Form.

Skip the Training Montage
Those are cool and all, but you've got important shit to do. You are able to instantly complete any and all training in an instant. You will recall doing it, and may even feel sore, but it will have been done in less than a second of time. The only restriction is if you are missing something that prevents the complete training.

The True Superpower of Friendship
Friendship is a powerful thing, and it shall be yours! By becoming genuine friends with someone, you and they are granted a litany of bonuses. The most common ones are the ability to telepathically communicate with one another and summon ghostly apparitions that will fight alongside one another. The two of you also grow to become equals in strength, adding your powers to each other.

The True Superpower of Necromancy
When you kill someone, you gain the ability to summon a perfect copy of them. Whether it is the actual soul of the deceased or just a shadow representative of them is up to you. They possess all the powers, memories, and equipment they had in life, with the benefits of being loyal to you.

Death Deliverance
Everything dies because you demand that everyone dies. You've got the power to kill anything and everything, including spiritual beings, gods, and living concepts. This is so potent that most

conventional forms of durability can’t protect from it, and this damage cannot be healed unless you allow it to.

Metamorphic Entity
Your form is malleable, ***extremely*** malleable. You can transform into anything that you come across, developing all of their abilities as well. After developing these transformations, you can mix-and-match these forms in terrifying yet cool ways.

The Wishmaker
What is your wish? Actually, that’s probably what other people are going to ask, because you can grant just about any wish that you or anyone else wants. It can be for wealth, luck, power, love, resurrection, restoration, destruction, or anything. You can decide if these wishes have some stipulation attached to them, or if they have no strings attached.

The only restrictions that this has is that it cannot completely overcome drawbacks, although it can make them easier to deal with.

1000 CP ”Cheat” Selection

Infinite Save Slots

I’m going to come out in this section swinging with a way to invalidate all challenges in a chain. Throughout your Jumps, you are able to create an infinite number of “save states” wherever you want. At any point in time, you can go back and forth between these save slots, although be aware that significantly changing history will cause later save states to vanish. When you go back, you bring everything with you, including any power-ups you received, along with any items, relationships, and even beneficial events. This is a helpful way to duplicate unique items and resources, and a way for you to accomplish a lot of deeds within a short time frame. As a bonus, you can bring along the minds of anyone else with you, so all your friends can remember the future as well.

What really puts this over the edge as a “cheat” is the fact that these save slots also function as respawn points. When you die, or fail some important scenario/drawback, you are sent to the last “safe” save slot that you have, with no trauma to go along with it. This effectively means that you have infinite lives, and infinite tries to win. These saves cannot be overwritten, nor will existence erasure bypass the ability.

The Embodiment of Greed

This is the type that they talk about in the Bible. But still, if you want it and it exists, then you shall have it. You can automatically receive all or as many of the origins and races in a Jumpdoc as you want at the beginning, which naturally grants you every discount. Just for kicks, I’ll even throw in an extra **+2000 CP** for your current stipend..

Sugar Daddy Benefactor

Perhaps you are getting a new Benefactor - or maybe, like my current client, they were just looking for an excuse to care for you. Regardless of the explanation, it now seems that you receive **+∞ CP** for all of your Jumps, and optionally for Gauntlets. The only limit this has is on things you just aren’t allowed to purchase.

Perfect Body Mod

How is this body mod perfect, you might ask? Easy: you are able to automatically add or remove any perks that you have to your body mod, no questions asked. As you might imagine, this may or may not invalidate the challenges of a Gauntlet.

Instantaneous Mastery

Learning how to do something is good, but that takes a lot of time and patience, which you may or may not have. To remedy this, you are able to instantly learn how to do *anything* that you are capable of understanding, with this setting off a chain reaction. If you learn how to do your addition, you’ll quickly learn how to do everything else in mathematics within a few hours.

Power Drain
I'll be taking that! You have the power to drain the strength, abilities, and even life force of others, reducing them into totally mundane people, or outright husks. If you feel a bit merciful (or just have a really screwed up method of "farming" for power), then you can also choose to merely "duplicate" their powers, and they'll retain them.

You Can Do Anything
The power is in your mind, to save the planet and conquer time! Winning is great and all, so why don't you always win? When you are faced with a difficult challenge, you either spontaneously gain what is necessary to overcome it, or it is revealed that the path you walked thus far has given you what was needed to succeed. This pretty much guarantees that you never lose, and cannot ever chain-fail. How this ultimately manifests is up to you, including what you are guaranteed to win.

The Ultimate Capstone Booster
Exactly what it says on the tin. This is a capstone booster for *everything you have*! I'm talking about your perks, items, properties, and even other capstone boosters. As a helpful benefit, this is also a general uncapper, allowing you to continuously grow your abilities through considerable training. How these capstone boosts and uncapped abilities manifest is ultimately up to you, so do have fun with it!

Item & Property Selection

"Should any item or property somehow be lost or destroyed, it will be restored and brought to you within a week, within your warehouse if it is available. Unless specified, objects can be brought more than once, though some would be entirely redundant. Items and properties can be imported into ones you already own. None of these may harm you in any way."

Free Selection

Jumpchain: The Franchise
You now have up to three sets of every single form of media. The first set is a collection of all media from your world, including comics, manga, anime, cartoons, movies, video games, novels, plays, and more. Your second set includes a setting with all the modifications you made as a result of your chain and drawbacks, but without you. The third set includes your actual adventure in the Jump.

Complete Wardrobe
Beat all of your enemies in whatever outfit that you want! You have a walk-in closet that has a collection of every single outfit in existence. You are able to automatically summon any outfit that you want, or you can have the wardrobe pick out the most appropriate outfit to wear.

Jumper's Journal
A special magic journal that now belongs to you. It records all events around you as they happen, and is unaffected by things that would alter or cloud your memory. Upon reading it, you and others intuitively know everything written within is true.

A Nice Bed Anywhere
This isn't necessarily a house, but I'm sure you'd find it helpful. Anywhere you go, you are able to summon a tent, all already set up. Its interior is much larger than its exterior, containing a nice place to sleep, some bits of entertainment, a workstation, and even a fireplace or some equivalent for cooking. You may desummon and resummon it on a dime.

100 CP Selection

A Feast For a King

Congratulations on solving world hunger, and all that. You can instantly summon a limitless amount of any type of food or drink of your choice. This food will always taste good, be healthy, never spoil, and will never trigger any allergic reactions. This food can spontaneously manifest with plates, in lunchboxes, or on a big table.

Black Card

This is a special card you now own - though depending on the setting, it can be neither black nor a card. The point is that it contains an arbitrarily large amount of money that appears to have already had its taxes paid off. It changes to suit your setting, and its given denomination can be changed as needed.

Seven-Leaf Clover

Yes, these are real things, and they are absurdly rare. Just as their more famous four-leaf counterparts grant luck, so do these. This clover will grant you up to seven "acts of fortune" that may either keep you safe from death or cause you to discover something you might have never encountered. Once all seven acts have occurred, this crumbles to dust and will return to you after ten years, or once the Jump ends, whichever comes first.

Echo Memorial

Why not have a little bit of fun? You may now summon a "physical echo" of any opponent you defeated in the past at the height of their power. Death is not permanent should you fall, and you can take it as a form of training. But for those with esoteric abilities (or just a Gamer System): these echoes do not count as souls, but do give EXP and "Drops" should you have a necessary perk or skill.

200 CP Selection

Support Flag

Did you have a dream of being a flagbearer? What you have here is a pole with the flag of whatever cause you most believe in. When you hoist this flag up high, all of your allies rally themselves, receiving temporary boosts to their parameters, and restoring them to full health. By contrast, your enemies will receive reduced morale and a temporary reduction of their parameters.

The Bergentrück

The King's Chariot cannot be stopped! This vehicle, filled up on gas, is a mechanical beast that is practically an extension of yourself. It's always more durable than you, faster than you, and ramming into things with it is always going to be more useful. What's more, it can interact with spiritual, mental, and other non-physical entities and objects.

Beyond the violence, the Bergentrück automatically drives itself, and unless desired, will not ever hit anyone. It's also got control over its interior spacing, allowing for it to carry as many people and objects as you want inside of it, while not having any sort of weight problems.

Casa de Jumper

This massive house is now your abode. As wide as the Istana Nurul Iman, and as tall as the Burj Khalifa, this territory can be in any sort of configuration that you desire, whether it be a palace or mansion or apartment complex or some other esoteric configuration. It generates whatever amenities that you want, is self-cleaning, and can even be a friendly genius loci if desired. This home can also integrate items and properties into itself.

You can decide if this property is in baseline reality, or it resides in a pocket dimension. If it is in baseline reality, you can come up with some explanation for why you have it, or have an explanation generated.

Construction/Deconstruction Tool

Perhaps this is a chisel, or a hammer, or a wand - really, it doesn't actually matter. This tool of yours is capable of any form of deconstruction, repair, and construction. To deconstruct something, all that is needed is that you either have to own something, you get the consent to do so, or you can hold onto something that's not yours long enough to succeed. To repair something, the only requirement is that it had to have been at least completed beforehand. To construct something, you need only have access to the required materials, which you will instinctively know.

400 CP Selection

Ordo Catenae

Congratulations, Jumper - you've got a cult! And certainly not just any cult of loons, as this one has power. Numbering at about a million at the start, this group of people almost consistently seems to include individuals of high status, or folks whose presence would be useful at just the right time. This group is unfailingly loyal to any goal that you might have, beneficial or malevolent, and will do everything they can to facilitate it. They also don't do that absurd sigil spam issue, and are as discreet as required.

If you don't want this to be a cult, you can flavor it however you want. Maybe it's a religious movement, or a secret order, or a special organization, or maybe it was formed as a really wild drunken night. I don't really know.

The Reign of Mars

War! What is it good for? Well, for you, the answer is a really fucking big weaponry arsenal. You can create replicas of any human-made weapon that exists in a setting, and your collection expands as you travel to newer settings. This also lets you create an army of "faceless" soldiers that utilize said weaponry. If it is a vehicle, you are able to have the function without any sort of human pilot.

Sacrificial Substitute

Do you have a need for souls, or virgin sacrifice, or just materials to cast a spell? These round, almost fleshy-feeling balls serve as the perfect substitutional material. Just one is all that's needed for a complete ritual, and even beings like demons consider it a tithe equal to however many dead that was initially required.

Eternal Energy Emitter

A simple yet invaluable tool. This simple "cube" is, in actuality, a gateway to a superdimensional macrocosm of pure energy. In less technobabble terms, it's a device that provides an infinite amount of energy as needed. It's also extremely easy to set up energy transfer even without a direct connection, as you also receive an arbitrarily high number of "nodes" that serve as an energy/informational highway connected to the cube, wirelessly granting energy. This works as an energy source for pretty much anything that requires it. It also requires no true heat sink, and doesn't cause pollution.

600 CP Selection

Staff of Nightmares
An apparently magical staff with a somewhat sinister-feeling aura. This gives you power to curse anyone, with the "curse" being any Drawback that you've encountered along your chain, even if you didn't use it. This curse cannot be removed under a target's own power and must either be lifted by you. This can be done manually, or it can be on a set timer, although it will always end after the Jump concludes.

Jewels of Power
What are these things? Emeralds? Rubies? Sapphires? You now have a set of jewels that have some phenomenal power attached to them. They can do something like control the flow of time, or make solid illusions over the whole universe. Whatever it may be, they contain an infinite amount of energy, which can be released by the desires of the controller. You may also decide how many jewels there are, ranging from only one to seven of them.

If you purchase this multiple times, you can choose to have another set of jewels with different powers, or you can have your original set get an additional power.

If you purchased **Power, Enriched by the Heart**, you receive a "Hyper Form," whose multiplier is the same as your original Super Form…except it's *squared*. If your Super Form is a 5x multiplier, the Hyper Form is 25x. If your Super Form is 50x, then your Hyper Form is 2500x.

The Ultimate Weapon
The only weapon you'll ever need. This shapeshifting tool transforms into any weapon that you can imagine, with you always being able to use it. By defeating enemies, it absorbs their essence, making it stronger than before, and letting you use an ability that your enemy formerly possessed. In the event you choose a ranged weapon, like a bow or gun, it has infinite ammo and instantly reloads. If you choose for it to have a personality, it will be a friendly one that you can at least tolerate. In addition to its already limitless growth, it is stored in your soul, and you can have it absorb any other weapon or tool that you have.

The Unified Nation
You now receive a nation roughly the size of Benelux (Roughly 75,140 square kilometers, or 29,010 square miles), whose population fluctuates based on the setting. Whatever the case may be, it is a country with utopian standards of living, a highly cooperative population, overflowing with food, and is in general more advanced than most of the current setting. You are either the leader of the country (though everything is dealt with without your needed involvement), or you are someone important to the country.

1000 CP "Cheat" Selection

Staff of Duplication

Never worry about grinding again! With this staff of your own design, you can perfectly replicate *anything* that you have ever come into direct contact with. Its data will be copied into the staff, and you can create infinite perfect duplicates of it. If you can interact with intangible things, you can also duplicate them as well.

The Final Jumpsuit

Armor so good, I'm not sure if it actually qualifies as armor by this point. This armor is made of literal possibility, making its form entirely up to you. Beyond being entirely indestructible, it can do pretty much anything that you can imagine it can. This can be used for a litany of things, including but not limited to: hacking into computers, surviving in space, flight, teleportation, escaping black holes, generating nanomachine swarms, reality warping, and time travel. Because it responds to your desires, it automatically adapts to whatever is attacking you, without weakening your capabilities. You can choose to have it absorb any other armor that you have.

If you purchased **The Balance Between Jump & Jumper**, your imagination still controls its functions, but its protective capabilities will be reduced to make the Jump still somewhat challenging.

Conceptual Creation Chamber

To call this location an "addition" to your Warehouse is somewhat misleading. This is not an actual space that you can physically travel to. Instead, it is a "star" embedded in the fabric of reality, which continuously generates minions for you. These "minions" can be monsters, robots, mortal followers, and even companions. You can decide if they are spontaneously made to serve you, or if they lived their own lives, before fate ultimately conspires to ensure they meet you. Whatever the case is, they will end up being loyal to you.

The CCC copies data from just about every creature that you come across and defeat in a Jump, which can then be created by you as a minion. You can mix-and-match this data in any way, shape, or form in your Warehouse, creating any minion that you want.

Companion Selection

Colorless Elemental Spirit [Free]

How strange of you to come across this. You have bound to yourself a colorless elemental - a type of being that, for one reason or another, was never assigned a single element upon birth. Such creatures are literal paradoxes, and should fade into nonexistence in short order. Luckily, you picked up the creature, saved its existence, and now it is unflinchingly loyal to you.

Its colorlessness is not a curse, and once its existence has been stabilized, it is a blessing. It is capable of learning and mastering any element. And I do mean any element: bring it to any setting, and it can master any and all elements, aspects, typings, or similar things. If it goes to a setting that has previously gathered elements, it is capable of simply integrating any new things into it.

The Colorless Elemental starts off genderless and formless. However, it will gradually shape itself into the form you would most enjoy. Additionally, it will develop its own personality, though it will be one that you would find amenable.

Twinned Soul [200 CP]

You've got a twin! Although this one is certainly an unusual variation. You see, this "twin" of yours is actually a separate-yet-connected soul that shares your body. They are what you are not, although not to the extent of them being alien or evil. If you are a no-nonsense busybody, this individual is considerably more relaxed and willing to be silly. If you are unwilling to try and spark up conversations, they will be the life of the party.

What this being really is can ultimately be decided by you. Maybe this is literally your twin, whose consciousness became bound to you. Maybe it's a ghost that haunts you, only for you two to become close. Perhaps it's even your Jungian shadow, whom you accepted, and it now acts like family. Whatever the case is, your twin is highly supportive, giving you advice on how to deal with your problems, and being capable of limited projection, being able to see things you can't. If you ever get tired, then you can let your twin take over your body for a time. They will not do anything that will hurt you in the long-term, and everyone who sees them will instantly know they aren't you. Any pleasant sensations they feel will be shared with you, and vice versa.

The Rival [400 CP]

Who'd be there to make you improve otherwise? You now have a scaling rival that, in spite of bickering with you semi-frequently, is with you all the way, and trains with you. When the two of you train, spar, or challenge one another, the two of you grow at an accelerated rate

Bruzzah! [400 CP]
Is this your actual brother/sister, or just someone so close to you that it doesn't matter? Whatever the case may be, this person is someone you share a deep bond with, and the two of you would die for each other. This person also scales to you, but rather than be a direct match, their powers complement yours, while also being useful solo.

The Secret Circle [600 CP]
If you ever plan on creating a shadow organization, or really just any organization, then you'll definitely want these guys. You now have a group of companions (Ranging from 5-20) that are hypercompetent in whatever field that you want them to be. This can be something like business, security, science, logistics, magic, or whatever else you can think of. They are all loyal to you and each other, and if someone ever does anything behind your back, it will always be for a good reason.

These can be newly created companions, or you can import companions into each of these positions.

Cosmic Entity [600 CP]
You know how comics usually have almighty cosmic beings that just love binding themselves to some random human? You now have some powerful cosmic entity that you host within yourself. They grant you immense power based on whatever they represent, while also having the benefit of never driving you insane or becoming too hard to control.

This can be an already existing cosmic entity, or one that you created.

Drawback Selection

"Yes, we do even have a section for you to pick up drawbacks. These ones work a little differently though, as this isn't connected to a Jump. These are drawbacks you can choose to attach to any jumps of yours at a later point, as many times as you want. However, if you want any points from these drawbacks for this supplement, you must add them to your next jump.

The Jumpchain if it was Written by Vivziepop [+100 CP]
Seriously, who's writing this crap? For whatever reason, you and everyone else in your Jump is written very questionably. This can range from swearing, being considerably more aggressive, to speaking like you've been poorly translated, to making a bunch of references. Optionally, you can also have it spontaneously develop into a musical.

Gun to Ya Head [+200 CP]
At random intervals, you will be forced to go through a "gun to your head" game, where you will be asked an extremely difficult, usually funny question. If you can't answer it correctly, then you will suffer some severe penalty - such as a deleterious effect for yourself, or your opponent getting buffed.

Jumpjutsu Kaisen [+400 CP]
Just come outside, bro; they won't jump you. Nobody will ever respect the sanctity of a one-on-one with you, and will instead jump you at every possible opportunity.

Surprise Second Phase [+400 CP]
While this might not literally be a second phase, you find that your major opponents always seem to have some random bullshit up their sleeve to try and fight you once more. Maybe they stand up with some new power, or maybe they were holding back before, or maybe they had a deadman's switch that releases someone even more dangerous than before.

Get Ready to Do Side Quests, Buddy [+600 CP]
Ah, did you perhaps want your purchases from the start? Unfortunate, because you are now unable to get any of them before you complete some sort of quest for them. It might be a small quest, or it might be a large one, depending on both its pricing and its thematic nature. These side quests will never be impossible to do, but if you aren't thorough, you might lose the chance to get it.

Conclusion

"Now then! If that is everything, then I bid you farewell! And be sure to always have fun~!"

Notes

Full disclaimer: this started as my own version of the Generic "You Can Have It All" Supplement. I love that supplement, but due to being a community effort and somewhat tongue-in-cheek, using it has always felt a little odd to me as a result of the formatting. I think this has become something that stands on its own, but I felt it's important to give the inspiration credit. Also, because there is likely some overlap, I will also give credit to the Generic OP Protagonist Jump, another fun one I love.

When the title said this was shamelessly overpowered, I was not being facetious. I pretty much collected every useful/overpowered thing I could remember seeing, or could come up with, and put it in this supplement.

Funnily enough, the original purpose of this Jump was mainly the Freebie Perks. My original plan was a "Shamelessly Convenient Supplement" that just had a bunch of things that I would find useful while writing my own Jumps. The idea soon evolved, and I put it on ice for a time. Took it out of ice after getting an idea from my Benefactor Supplement.

The Final Jumpsuit: Based on the Final Batsuit that Batman created in the Sixth Dimension. Extremely cool in design and powers, and I'm 99% sure it's never coming back.