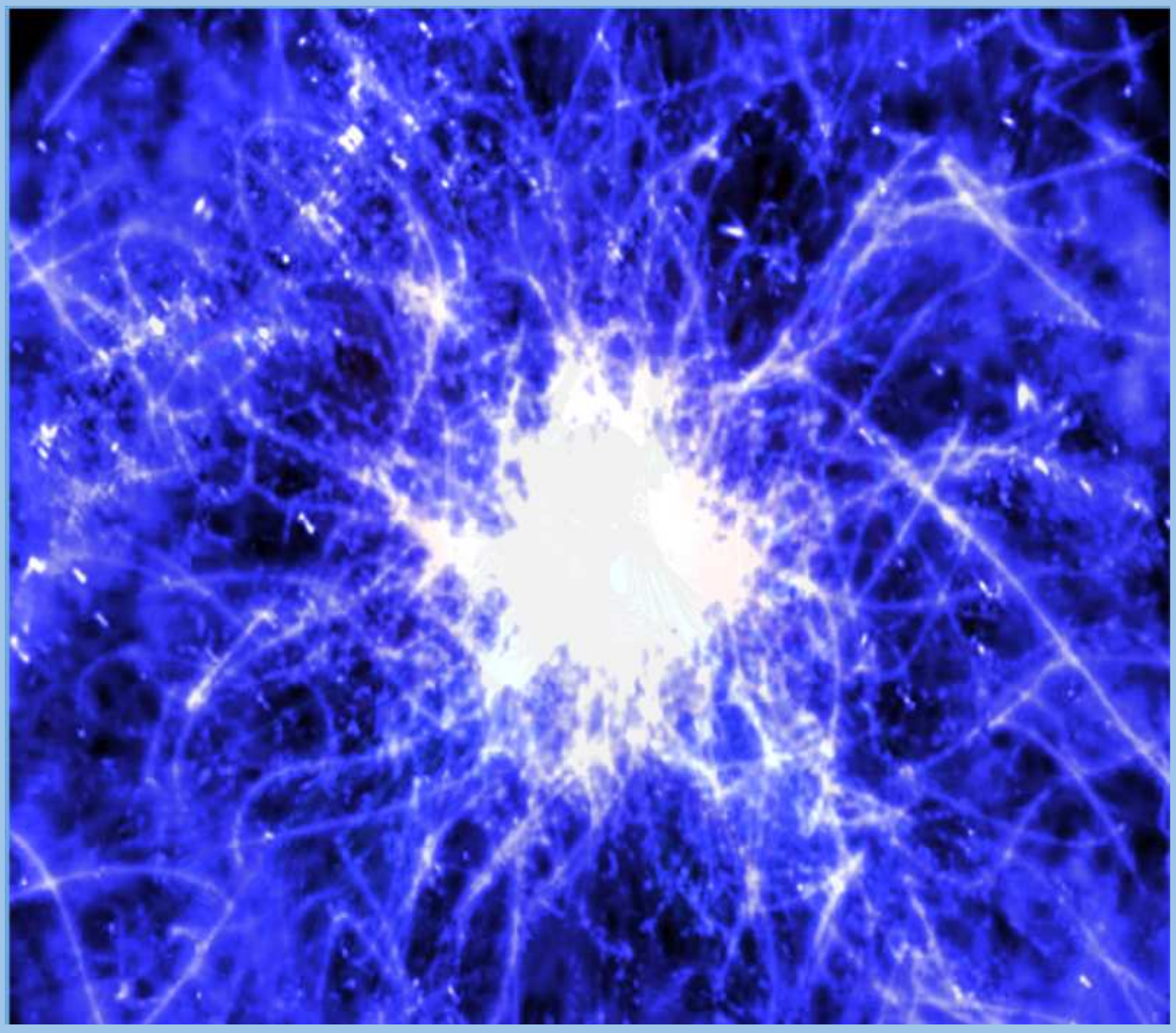
The Cosmic Sponsor

A **Benefactor** Supplement by SpiritualStill
Version 1.2



It had just been any other day for you in this little corner of the world. But once you fell asleep, you found yourself in some strange, almost psychedelic land. Simply looking at anything gives you an almost splitting headache. You tried to find your bearings, as a region of pure white appeared in front of you.

It was…hard to make anything out of it. The moment you saw anything inside, it felt as though your brain was overloaded with strange information - concepts all jumbled together. But despite that, they were all linked together, and formed a…a person?

"…hello…Hello…HELLO…Hello? Can you hear me? Have I fully acclimated to your material mind? Good."

You didn't actually respond to her, but it seemed as though your headache subsided, and you saw the faintest outline of a person, who looked oddly familiar. But neither their face or voice could be pinned down.

"I would like to…**er, what are you supposed to say?* **Introduce myself to you. I am a…Drifter. A certain incident happened in my old corner of creation, and I was ultimately defeated, and cast into the Void. I was caught before I perished however, by some unfathomably powerful force, who gave me a new job. I'm to be a…Benefactor, for something called a Jumper. You are familiar with Jumpchain, I imagine?"

Benefactor? Jumper? Jumpchain? That means--!

"Yes, that's exactly what that means,"** the voice spoke, before she (at least, what you think is) realized something, **"My apologies. I read your mind without your consent. That was wrong of me to do. But yes, I am offering to become your Benefactor, and let you have your own personal chain. Yes, there will be some specific rules of course, but if you follow them, I can guarantee that your chain will be a pleasant one that you have considerable control over within those parameters. Do you accept my request?"

Becoming a Jumper…it was like a dream come true! Granted, you should literally be dreaming right now, but the incredibly high sensory pressure made you intrinsically understand this was not you slumbering. You have a choice to make here:

<u><<<Reject: "I'm sorry, I can't do this.">>></u>

"Very well then, I bid you farewell. Best of luck to you in the waking world."

<u><<<Accept: "Of course I will!">>></u>

"I appreciate your enthusiasm. Let's begin, okay?
Also, I can tell that you are--no, it doesn't matter right now. All that you should know is that I'm going to help you. I promise."

Baseline Rules

"Most Benefactors have rules that they abide by, and rules they expect their Jumpers to abide by. Things can be pretty flexible beyond this, but I do have things I require that aren't up for debate. Doing these will result in me ~~wiping you from existence~~--sending you home. Sorry, I'm used to more draconian measures."

1) No Villainy: I suppose if you ever do learn about your Benefactor's past, this might be a little ironic, but they do not abide by you using their power for evil. Granted, this isn't ironclad by default: you don't have to be a goody two-shoes, and you can even do some morally dubious things. However, if you know an action is unquestionably evil, and you do it for an unquestionably evil end, you are physically, mentally, spiritually, and semiotically incapable of performing it. Attempting to do it enough times results in you failing your chain.

2) No Attempting to Become a Renegade: Perhaps this is painfully obvious, but trying to become a Renegade Jumper is not something they will permit. Should they have reason to suspect you will, such as attempting to purchase something that would do so, they'll send you home, strip you of your powers and all memories of Jumpchain. If you are thinking they're going to be watching your actions like a panopticon, that is not true, and what they're actually doing is just setting up metaphysical signals around you. They activate only for what she restricts, and nothing else. If you are merely attempting to go around them for some benefit, such as cheating, she really doesn't mind.

This should also be obvious, but trying to kill them is also under the umbrella of a Renegade.

3) No Trying to Observe Her True Self Beyond This Encounter: "***You cannot. This is a punishment for me, you see. I was not a good person for a long while. I suppose this is more of a rule for me though, since I doubt you care so much about this. If it matters to you, this restriction will be lifted once you Spark."***

Restrictions

"Okay, let us begin in earnest. I am a...demon of sorts. I was not necessarily born in what you would call Hell, but most would classify me as one. Part of my abilities are Deals and Contracts. They're all about Balance, you see. I offer something to you, and in exchange, you must adhere to a set of clauses. I will offer you a number of Restrictions to take on, and by doing so, you get greater benefits.
Ah yes, I should also clarify something. I'm aware that certain drawbacks happen to make the world's Jumpers travel to a worse place, so more morally heroic Jumpers don't choose them out of ethics. By taking on these restrictions, I will take you to a world where these already apply, rather than making a world apply to them.
In the event that you have some sort of Memory-Loss Drawback, these restrictions still apply - you'll simply be unconsciously guided to them."

Live in the World (+1 Benefit Point)
A Jumper will, on many occasions, opt to become a Drop-In. With this, that is no longer possible, as you will have been born in your Jumps, and live in it 'till the official starting point begins. You can still choose Drop-In origins, but you won't actually be a Drop-In as far as the Jumpchain considers it.

As part of this restriction, your power is sealed until the date of the official jump, incrementally reaching where it should as the days pass. If you have a drawback whose narrative has you explicitly losing power, you actually start out stronger than usual, before dropping to your standard power. A degree of plot-armor is present to ensure you don't die or suffer any worse than what you should by the time the Jump starts. At the same time, you aren't able to just take out anyone related to your drawback prematurely.

This does not apply in the rare occasions where Jumps only function with you being a Drop-In.

Power Limiter (+1 Benefit Point)
The name of the game is Balance, isn't it? If you go to something like Dragon Ball, then anything below that in terms of power is far too easy. With this restriction, your power is now limited by the peaks of the setting. Your out-of-Jump powers are reduced to match the setting itself (unless they were already weaker than that), and your overall power is allowed to match the high-tiers, but no further unless through training (again, unless you were weaker than that already).

To nip that little issue in the bud, this does NOT include any verifiable gods or overpowered characters in the history of the setting unless they take direct actions and

are relevant to when you appear. No, not even directly blessing a character counts as direct action - they must literally be present themselves and fighting for it to count.

Lasting Contract (+1 Benefit Point)
I don't know how important your home is to you, but I'll still offer this. You are now unable to choose any option to return home or stay in a jump, and you must continue jumping. If you have some sort of ability to do multiple things at once, you are allowed to do so as long as a "prime" you continue on.

A Simple Name (+1 Benefit Point)
Tell me, Jumper, how attached are you to your name? With this restriction, I shall abstract it based on your etymology. For example, if your name is Ferdinand ("Brave Traveler"), it would be abstracted into Voyager or Traveller.

You can have specific names in Jumps if you take Memory-Loss Drawbacks.

Fraud Watch (+1 Benefit Point)
Now, your adventure is being overseen by an extra-multiversal group resembling a streamer's chat. In some ways, they are terrifyingly patient and impatient, as they'll watch you for years (or at least things of relevance about you), but when something interesting happens, they will determine if you are a "goat" or a "fraud".

Take the Center Stage (+1/+2 Benefit Points)
By taking this restriction, you are no longer allowed to weasel your way out of the main plot of the Jump. Even if only at the fringes, you will eventually become involved.

For **+2 Benefit Points**, you are no longer able to just skirt at the fringes. No, you instead become the "main character" so to speak, and no matter how absurd it is, you inevitably have to be part of the events in a major way.

The Side of Good (+1/+2 Benefit Points)
While the baseline rules make it so that you can't be evil, this restriction means you must actually be good. You are free to do morally dubious things, and can have selfish personal wishes, but you must overall be genuinely on the side of the good guys. If a setting doesn't have good guys, then you are gonna have to try harder.

For the enhanced version of this restriction, you must help those who require it (as in they actually need help and not that it'd be nice), and you are feasibly able to help them out. You will be able to tell who needs help based on a special "marker" that only you can see.

Surprising Incompetence (+2 Benefit Points)
The heroes whom you are aligned to (It must be understood that "hero" is not necessarily the same thing as protagonist) are inexplicably worse at their job, or it may be that the villains are simply more skilled. Whatever the reason, the heroes will ultimately fail if you either aren't present, or are part of their preparations or training.

Butterfly Catchers (+2 Benefit Points)
You are familiar with how attempting to change the past can unintentionally make things worse, yes? This is something like that, as any attempt by you to change the future by simply removing one or two variables, even significant ones, does not necessarily influence the greater story. Take out a bad guy, and either another one replaces him, or it fractures into more groups of bad guys. The best way to deal with a problem is to rip it out, root and stem.

Where You Must Go (+2 Benefit Points)
By default, I let you choose where you wish to go along your chain. But should you choose this, that will be out of your hands, and into mine. I may have you go to worlds you may not necessarily like, but I will send you to ones I know you can survive, so long as you take it seriously.

These Wings on Your Back Aren't a Dream (+2 Benefit Points)
This isn't a one-man show - or at least it doesn't have to be. With this restriction, you must help the heroes down the path to fulfilling their destiny, or awakening to their hidden powers. You don't need to see them complete it, but you must leave them in a state where you are sure they will try to reach it.

Captain Save-a-Hoe (+3 Benefit Points)
What-? Why is this-?! *Tch, that damn Metanormalcy, always loves to make jokes, huh?* With this restriction, you will have to be lenient with, and work to redeem any antagonists that have sufficiently tragic backstories.

Freedom is the Right of all Sentient Beings (+3 Benefit Points)
Slavery is a repugnant institution, as I'm sure you should probably understand. You are not allowed to end a Jump until slavery and any derivative or workaround of it is fully eliminated. You don't need to end every individual instance of it (unless you are aware of it), but any systemic version of it must be torn down.

If you are ideologically inclined, capitalism is not explicitly classed as a form of slavery. However, any instance of it running out of control, such as in cyberpunk genres, would absolutely qualify.

Permanent Contract (+5 Benefit Points)
Sorry for perhaps going a little far with this. Your time with me, by default, concludes when you Spark. However, should you take this option, you must stay beside me even afterwards. I won't hurt you, or even force you to continue doing what I please - but you've got to stay with me.

Benefits

"Now that we've determined how many restrictions you have, we can get to your benefits. I do hope they are to your liking. Each of these benefits are embedded into your Body Mod, so even if you go through Gauntlets or take Power-Loss Drawbacks, you still have these at least."

Jumpchain Benefits [Free]
Regardless of your restrictions, simply accepting this lets you become a Jumper. I take you throughout the Multiverse and beyond, and you utilize Jumpdocs to grow stronger, by way of selecting perks, items, and companions. You can also accept. Drawbacks, making the Jump harder in exchange for being able to purchase more.

Drawback Protection Clause [Free]
In a similar vein to how world-influencing restrictions just take you to worlds that meet said criteria, any and all world-influencing drawbacks will just take you to worlds where they are already affecting reality.

Unlimited Misery [Free]
Very well, I suppose. You are capable of taking as many drawbacks as you think that you can take, regardless of any potential drawback limit. This also applies to your companions.

Glow-Up [Free/1/2 Benefit Points]
I'm pretty sure that's the right word to use. For **Free**, I simply purge you of all physical, mental, and spiritual demerits that you suffered from before our encounter, and I also restore any limbs and purge any scars you might have had. Consider this a clean start.

For **1 Benefit Point**. I bring you to the peak of your current species, making you physically and mentally capable. Do be aware that this doesn't automatically make you a genius, but it does mean that you are able to learn and understand things very quickly. This extends to all of your Alt-Forms.

For **2 Benefit Points**, you are considerably beyond your current species, practically a super soldier in damn near every way, and having a brilliant mind capable of picking up on a lot. This extends to all of your Alt-Forms.

Greater Stipend [1 Benefit Point]
For every point used, you receive **+100 CP** in your Jump stipends. This does not apply to Gauntlets nor Supplements that explicitly exclude such things. You may select this as many times as you can afford.

Expanded Body Mod [1 Benefit Point]
For every point used, you may add one perk or item to your Body Mod per Jump. You may select this as many times as you can afford.

Extended Visit [1 Benefit Point]
So long as you have lasted through the mandated time in a Jump, you are free to stay afterwards for as long as you want, with all relevant Drawbacks purged. You should have fun on your adventures.

Expanded Companion Slots [1 Benefit Point]
Typically, I'm told, there is some sort of restriction as to how many companions you can have, or field. I've also been told that companion once…had to be stuck in a stasis pod? *Am I reading that right?* Never the matter, because with this, you may both recruit as many companions as you desire, and field as many as desired.

Expies Abound [1 Benefit Point]
Are you familiar with an expy? They refer to characters in one series that are effectively wholesale references to another. I've been told this is somewhat popular as an option, so I'll add it. From now on, when you travel to a different world, you'll find expies of familiar characters that you might like.

Should you travel to a world that has an expy of a companion you already have, your current companion may combine with their newest one.

Counter Guidance [1 Benefit Points]
It is not uncommon for a Jumper to be taken to settings that they have no actual understanding of, or they take a Memory-Loss Drawback that screws them out of something useful. This circumvents this somewhat. It gives you absolutely no meta-knowledge, but you are subtly guided to places that might be beneficial to you. You won't have any context for it, nor will you instinctively know what to do without some perk, but you might reach a beneficial conclusion.

Document Fusions [2 Benefit Points]
I don't believe this is particularly common, but here you go. You are now able to combine the Jumpdocs of the same setting together into just one Jump. Their CP Pools are separate from each other, but if you select a Drawback in one, you automatically select the equivalent in the others, giving you the CP.

Alternate Path [2 Benefit Points]
Mutually exclusive scenarios are, I'm told, a really annoying thing for Jumpers with a completionist streak. So here, take this. It will allow you to go to an alternate world where you are able to perform a contradictory scenario.

Mail Order [3 Benefit Points]
I find the concept of going to a Jump for one or two singular things to be somewhat egregious. With this, you may expend any Choice Points you have for a Jumpdoc, and use them to purchase any perk, item, or companion from another Jumpdoc. If said purchase is Free, it will cost 100 CP.

Drawback Overcoming [3 Benefit Points]
On many occasions, drawbacks that afflict you specifically are generally expected to last the entire Jump unless otherwise stated. I presume it's a balance for the fact that they only last until the Jump's end. But if you want, I can make it so that any drawback personal to you can be overcome during the jump. You can't instantly deal with it via having a perk that runs counter, but it will help with things at least.

The only ones this doesn't affect are ones in Jumps that let you overcome drawbacks, but still explicitly has a drawback last the jump.

Increased Incentive [3 Benefit Points]
I've been told that certain drawbacks, despite their difficulty, offer a mere pittance. Well, perhaps this will help with such situations and get you to take as few Drawbacks as possible. This will double all CP that you receive from taken drawbacks. You can choose this as many times as you want, with each successive purchase boosting the multiplicative factor by one (2 purchases makes it 3x, 3 purchases makes it 4x, etc.)

Deus ex Machina [5 Benefit Points]
…I suspect that Benefactors are not typically supposed to offer this, but I would rather you not die and return home. Therefore, once per jump, if you well and truly need it, I will effectively bend the narrative itself to ensure you are victorious..

Subtle Interference [5 Benefit Points]
You are my Jumper, aren't you? You are supposed to be entertaining, and there is little entertainment in you being put in truly unpleasant situations. Yeah, that seems like the right sort of justification, I think. In any case, I shall help you. In the event you are put in situations where you have a high chance of failure, I can subtly nudge things in your favor. Not enough to truly remove the problem, but enough that you won't fully collapse from the difficulties.

Before You Leave

"It seems that we are almost done. Though, I do suppose it's probably best that I ensure you have everything you might want."

"...I greatly dislike this being, but if there is anyone who cares about you, then it would be them."
A door appears before you, with an almost divine presence ringing from behind. Visit Metanormalcy?

"...That Samaritan who I met briefly beforehand stated he'd have a grand assortment at a bazaar he was setting up. Please, go to him and get everything you can. I can't force you, however ***Even if I would want to.*** ***"***
A door appears, heading to an endless white plane with an assortment of stalls. Visit the Menagerie?

"..For some jumpers, I am aware that intimacy is a subject that is very near and dear to them. If that is something you find yourself interested in, that strange fellow can help."
Another door appears, similar to the color of a pinkish color. Warmth radiates from it. Visit the Bringer of Joy?

Conclusion

"...Well, I believe that is all for right now. I'm glad that you accepted my offer. Thank you. I'm ready when you are - let's go explore the furthest reaches of this chain of yours."

Notes

The image of the Benefactor is a composite of an altered version of Xenosaga's U-DO and "Unbroken Nerissa" by Baloolax.