Fanficwriter1994's 3 Boons of Jumpchain

This is an Alt-Chain ruleset to be applied at the start of a chain.

The Three Boons of Jumpchain:

Well Jumper, you have been selected to go on the adventure of space time, on a Jumpchain. However, you're in luck for this is a particularly empathic Jump-chan you deal with here, so she has seen fit to give you this list of boons to choose from. You may take 3 boons from this list or roll 4d10 to get an additional four choices in exchange for not choosing yourself.

1. Multiplayer Chain: It can be heartbreaking to stay away from friends and family, thus Jump-chan is willing, if you chose this, to grant another person full Jumper status. You may take one person along for the chain, they will have all the same privileges as a full Jumper though you remain in control of where the chain goes unless stated otherwise and they gain the same boons as you do here except this one. This Boon may be taken three times.

2. Maximum Rewards: Jump-chan knows that Drawbacks can get a bit… ah… complicated, I guess. You can still take them for more CP, but now you start out with the maximum amount of Drawback CP as allowed by the jump document, or if there is no limit, with 1000 additional points. This may be taken three times and yes, it works as you think it would when you do so. In Gauntlets this will still be active, but will be 50% of the Gauntlet's maximum payout or 500 CP if there is no drawback limit imposed.

3. Drawback Booster: Some Drawbacks don't pay enough, Jump-chan has seen this trend in many jumps and especially on older ones or the ones on the /tg/ drive's With Images folder. With this boon your drawbacks now pay out 2x as much CP as normal. This may be taken up to three times and it stacks multiplicatively. Does not affect the payout of "Maximum Rewards" and Drawback Limits on CP are calculated based on the base prize. This may be taken three times.

4. Broken Limiter: Normally there is always some limit on Perks or powers, but unless it pertains to abilities limited to post-Spark, any and all limits are removed by this. Furthermore you will never suffer from Diminishing Returns, meaning that any perks you take with similar effects will add to one another linearly. Lastly, if there are drawbacks to a power which aren't backed by a Drawback but built into a perk such as causing harm to you or putting you into a berserker state and similar, then you can overcome it, no, you WILL overcome it. Raise your endurance, meditate to keep a calm mind, and so on, with enough work you will be able to use Full Power Mastered Ultra Instinct Kaioken Times 9000 without going up in a nuclear fireball from breaking yourself on the atomic level.

5. One Free: This is the simplest of all options, and quite obvious too. In every jump you may choose 1 item or perk and get it for free with that purchase. This boon may only be taken once.

6. Body Modding Dream: Once per jump this boon allows you to choose 1 Perk or item in a jump document you are using for your next jump. Pay 2x its undiscounted prize, then it will be added onto your Bodymod. If free without a price it costs 50cp.

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Note: Items added to the Body Mod do not grant special abilities or add machine or item parts into the jumper but instead make the items available in Gauntlets and under Item Lock-Down. Furthermore this boon's choice may not be combined with One Free, so no. You can't have an item or perk added to your Body Mod for free. You can get both Boons but they don't work together.

7. Eternal Empire: What it says on the tin, this boon grants you an ever expanding domain where any territory, building and other form of land will be added onto in a pocket dimension, yes this includes things you didn’t get by CP. If you acquire more than just planetary holdings but entire planets then this will expand to a stellar realm, then interstellar, and so on, scaling up as needed. May only be taken once.

8. The Conqueror: Might makes right, Jumper. If you have defeated a great foe you may lay claim to all they own once per jump. This includes all of their powers, all they own and much more. May be taken up to three times.

9. Double CP: This boon may only be obtained by rolling for it. This boon doubles your starting CP total, if you would have no starting CP (Gauntlet-kun or Gauntlets) then double the amount of CP you take from Universal Drawback Supplement Drawbacks instead. This may be gained twice.

10. Another Boon: This boon may only be obtained by rolling for it. Roll two more times. This may be gained twice in this manner.

If you roll a boon more often than it is allowed to be taken, then roll another time to replace the extra boon copy.

So yeah, a bit more of a limited "Three Free" of sorts, with a specific list.

Note, all these apply in Gauntlets too, they're House Rules, not perks basically.

So, what would you guys pick? Or what rolls do you get if you did so? (Please actually do it the right way and don't just choose and pick while claiming to roll)

Edit: Added numbers to each boon.

Also, clarification: These boons are an Alt-Chain Mode, meaning these apply even in Gauntlets and with Power Loss Drawbacks.