The Cheater's Manual

Jumpchain Supplement

By “Spere”

Psst! Hey, you! Yeah you, Jumper! Come here, I got some things I'd like to talk to you about. Oh nothing bad, in fact I think you'll find it quite beneficial to you, secret things your benefactor doesn't want you to know about. Are you interested? Hm? Oh don't worry, your Jumpchan isn't watching right now and I've got some perks of my own that keep them from being aware of our little meeting. So long as you don't tell them that they won't find out. I'm sure after you hear me out you won't want to snitch any way, right?



Right. Let's get down to business then! Tell me, Jumper, are you tired of dealing with some of the restraints imposed on you by the Jumps? Well see, I've got a list of perks here that are a bit of a workaround, cheats if you will, to all those pesky limits and they're all technically legal. How you ask? It's actually a real simple loophole, Jumpchans like to claim that they have you Jumpers all to themselves but there's actually no rules against third party meddlers so long as we don't get caught at it. A lot of us like to do little things to mess with you but I'm a bit more direct than most, I like to...make things interesting.

Now the one rule I can't get around is that I'm not allowed to just hand you this stuff for free, so we'll do this the traditional way.

Here's **600 CP** to help you out.

Perks

I have many different kinds. Choose carefully.

Power Storage (600 CP) Tired of your powers being shut off due to nerf drawbacks? With this handy perk you get an internal storage space plus five slots to keep all those powers at hand while your benefactor gets some very convincing copies. The storage space is perfectly hidden, not even that witch Tattletale would be able to infer that you have it. It keeps your powers protected from being switched off, suppressed, copied by power thieves, stolen, or outright destroyed. The five slots allow you to use any five powers from your storage and you can seamlessly transfer them around.

This also means that the perk comes with a built in toggle switch for any powers you don't want to use or have a difficult time integrating. So go ahead and take that power loss drawback, you'll

get all the CP with none of the negatives. Just be careful your benefactor doesn't notice or there might be some awkward questions.

Perk Storage (600 CP) That's right, Jumper, you can also store perks in much the same way with the space perfectly hidden, your perks protected from drawback interferences and other things, as well as a built in toggle switch being included. Now you can grab those perks that don't synergize well and sort them out among your five active slots. I should mention that your toggle switch also allows you to control the intensity of your perks so you can put them down to a pleasant hum or raise them full blast.

Drawback Storage (600 CP) Did you encounter a particular drawback you liked? Is the Jump you're considering lacking in drawback options or filled with too many Chain ending ones? With this storage you can keep any of your favorites or ones that might be interesting in another setting and use them via three active slots on top of any others you take. Not only that but if a Jump's drawback selection is subpar you can choose three of those drawbacks to replace and gain half the amount of their CP from your personal collection. Each drawback will of course be repurposed to fit your host world so be sure their combined effects are the consequences you desire. Note, you do not gain any other benefits but CP with your personal drawbacks and can only turn them off if you haven't used them to replace any from your current Jump. This perk works retroactively.

Power Exchange (600 CP) Give this to one of your companions, you can now exchange any powers you want with them and vice versa even if they are trapped in your warehouse for the duration of your Jump. The exchange happens discreetly, very discreetly, naturally. This perk can be purchased multiple times.

Perk Exchange (600 CP) Exactly like the Power Exchange ability except you can use this to exchange perks with any one of your companions and vice versa even while cut off from you during the Jump. Your benefactor will hardly notice as you slip things to your friends under the table, so to speak. This can also be bought multiple times.

Drawback Hot Potato (600 CP) Don't be fooled by the name, this is the exchange version for drawbacks but since no one actually likes drawbacks, that much, it's much more inconvenient to have them shunted onto you and vice versa. Plus there's always that one troll who will smack you with one just to annoy you, so it really does become a game of hot potato after a while. This can be purchased multiple times, though why would you?

Copy Perk (600 CP) This allows you to copy perks from others but not gift them, you'll need the proper perk for that and it isn't limited to your companions, there are other Jumpers and Jumpchans themselves after all. I would suggest caution when copying other perks at least until after buying the storage component, lest your mixed passives wind up synergizing in a way you did not intend. Also, were you expecting the power version of this perk? Now why would I hand

you such a thing when there are better power copying abilities out there, hm? I'm not going to hold your hand, Jumper, go out and get them.

Drawback Inflicter (600 CP) Is it not enough to save and exchange your drawbacks for your ideal builds? Have an antagonist or self-righteous do-gooder you want to shut up and take down a peg? This perk lets you inflict your saved drawbacks on anyone outside the Jump's effects. Give Leviathan bad luck, Vegeta a power nerfing, or the cast of characters from a sitcom some very inconvenient and harmless sock-it-to-yahs. None of the effects inflicted are permanent, each drawback given will return to you at the end of your Jump if you don't take them back before then.

Perk Discount Rollover (600 CP) All those juicy perks and never enough CP to buy them with, even with drawbacks. It's especially difficult when you spot a perk that's similar to the one you already have but provides some extra stuff and is part of another origin forcing you to pay full price for them. Well from now on any perk that is similar to the one you already own will be offered to you at the same discount price as if you had that origin, even the coveted 600 or higher CP perks are not exempt. Furthermore, if a perk is the exact same as the one you have you get that perk for free. You can take all the job mastery perks you like with all the benefits without paying a thing.

Item Discount Rollover (600 CP) All those juicy items and never enough CP to buy them with, even with drawbacks. It's especially difficult when you spot an item you simply must have that's similar to ones you already own but provides some extra stuff and is either part of another origin or not even discounted forcing you to pay full price for them. Well from now on any item that is similar to the one you already own will be offered to you at the same discount price as if it had an origin or you had its origin, even the coveted 600 or higher CP items are not exempt. Furthermore, if an item is the exact same as the one you have you get that item for free. You can take all the vehicles and properties you like with all the benefits at a highly affordable discount or all the OST options without paying a thing.

Skill Nerf (600 CP) Unlike powers and perks this will target any number of skills and knowledge you possess. You can manually lower how skilled you are at any job to give people the impression you're inexperienced. Or you can shrink the breadth of your knowledge so you appear less informed to another. You don't forget these things, they're just less accessible as though hidden behind a wall allowing you to pass most lie detector tests. Handy for infiltration and avoiding scrutiny from those who can tell when you're hiding something.

Stimulus Control (600 CP) Often there are tiny insignificant things no one remembers to think of that are a natural drawback to having physical senses and equally sensitive organs. High pitched electronic sounds, nails on chalkboard tearing screeches, snow glaring brightness, strobe lights, caustic or sickening smells, pain… this perk will allow you to soften these irritants to lessen their sting on you, or raise their intensity for your enemies. You could stare into the sun without risk of blindness, listen to a concert of nails-on-chalkboard sounds without flinching,

walk in an alien sewer without the urge to vomit, and many other such things. Even if your senses are heightened you can withstand the bombardment of pain that over exposure to these stimuli could bring. Your adversaries would not be so fortunate. You could double or triple these inconvenient things into full blown rage or painful experiences. Drive a super villain out of his fortress of doom because of a leaky faucet, weaponize that nails-on-chalkboard sound into an ear aching sonic blast, knock people out with nothing more than a stink bomb… by the time you're done the memory of your power will be carved into their nightmares.

Begone Parasite! (600 CP) Parasites. Microbial creatures and sometimes hostile entities that can circumvent your immunities. Some people welcome them for the power they gift, we call those people Nurglites. If you're buying this then you have much greater sense than followers of a Plague God. This perk will keep your body utterly clean and free of all parasites. The mundane, the intelligent Yeerk variety, Alien chestbursters, the types from the Parasyte series, and on up into the memetic. All physical invaders are kept out, unless you want to be invaded for some reason. If so you have the ability to resist their attempts to subsume you to a very high degree and turn the tables on them instead, don't try this with an Alien chestburster though. If a spiritual parasite comes along, you'll need to grab an anti-possession perk, otherwise you're on your own.

Pest Free Guarantee (600 CP) Pests. The other half of the parasite coin. From tiny little bloodsuckers, to invasive tech, and food destroying menaces. Most Jumpers never think about these nuisances until that fly comes buzzing into their face regardless of how clean they might be. This perk will do three things. 1. You'll gain an aura of sorts that keeps all creepy crawlies, slimy shamblers like slugs, and anything else you deem a pest out of your personal space. 2. All of your vehicles, tech, materials, businesses, and other goods will have not even so much as a mouse go exploring within them, unless you're keeping one as a pet naturally. And 3. You will have the ability to drive out any pests from any location/device or have them die in droves. You won't accidentally apply this perk to anyone or thing you call a pest whether out of affection or because that's their nickname/name. It takes a conscious effort for the perk to stick and it can be applied in the general sense such as 'all insects' or exclude the ones you tolerate, and yes it does work on the larger versions of these creatures. So if you deem all slugs to be pests don't be surprised if a Hutt can't stand to get close to you.

Eye of the Beholder (600 CP) It can be frustrating to drop into a setting where seeing energy or supernatural things requires some bloodline inheritance you don't have. Take this and you'll never have to worry about such things again. You have the ability to see *all the things* in perfect high-definition 20/20 vision, from invisible items and foes, to energy sources and mystical beings, to different spectrums of light and anything else that can be seen with the eyes, including zoom-in vision that never degrades no matter the distance. You can toggle through different modes and mix multiple ones together to avoid being overwhelmed by everything. Your sight and mind are also protected by what you might see, divine beings cannot cause blindness and eldritch horrors cannot cause madness. As a fun side effect you can make your eyes look however you want, even assign different appearances for each mode. Make your eyes glow,

have patterns form in the iris, change the shape of the pupil, and change their color. Any perks in the future that offer an eye-sense in some form only enhances the effects of your own.

Universal Detection (600 CP) If you thought Eye of The Beholder was broken then imagine its other sensory brother that allows you to detect *all the things.* Cameras and people observing you, good and evil, energy of all types and stripes, treasure, clues, even when your Benefactor is watching, or when beings in other worlds are reading about your fictional exploits. If it can be sensed then with this purchase you can detect it all, and toggle each thing how you like. As a side effect you tend to have precognitive feelings, intuitions, and insights when something in particular is headed your way, both good and bad.

Stealth Casting (600 CP) Everyone enjoys fireworks, Jumper, until you need to get your ninja on. Having glowing hands or trailing lights as you use your powers is often the thing that ends your stealth filled fun, as much as the sound generated from gathering energy or being unable to silence your spell chants, and then there are the problems with invisibility magics or cloaking devices that break when you take deliberate action. Well, no more of that nonsense, I say! From now on any unnecessary lightshow from your powers will be rendered invisible, you'll be able to silent cast any spell that requires a chant no matter how long winded, any noise from gathering power will be silenced, and no matter what frequency your abilities run on they will not interfere with any cloaking things you possess, fiat backed or not. You can generate a noiseless fireball but not an invisible one, just to clarify, most wanded spells from Harry Potter will be unseen though as long as they amount to energy beams and not elements. Now you can be that Super Thief Mage in your Mission Impossible inspired chain and when you want your powers to be big, loud, and bombastic you can switch this off to go right back to normal.

Achilles Immunity (600 CP) You are not immune to piercing, cutting, and blunt force damage but everything else is fair game. You could grab a lightsaber without losing your hand, swim in the most caustic acids, drink a keg of mercury like an exotic alcohol, walk naked in the Antarctic, breathe in any oxygenless environment, and live on the most irradiated planet without starving. So long as it is not one of the three damages listed you are impervious. A gun, a blade, a car crash can still kill you...unless you have already covered those weaknesses of course. Oh, and one last little thing, you can still get drunk or drugged you just won't have any negative side effects, nor die from an overdose.

Beneath The Mod (600 CP) The improvements that Benefactors give have a tendency to overlay your base body without actually changing it. Bodymods do this automatically, which means if it were ever stripped from you you'd be left with that ugly sack of flesh you had before. It is their own subtle version of control to grant you gifts that they can easily take away. If you want real improvements that will stick even to your base body you now have the means to make those adjustments yourself. You can apply the traits from your perks to your base form and that will be your new default. However, I should warn you that nothing shy of the Great Architect themselves can reverse these changes once made, so you better be really certain you want a

vampire form as your base body because even time travel is not going to remove any decisions you may regret in the future.

Parallel Timelines? (600 CP) Whenever you re-enter a world you've already been to it comes with having to sacrifice all the changes and people you influenced just so you can start over in a new timeline. The friends you made but didn't take with you don't know who you are, nobody recalls your deeds great and small, and being shoved back into a place where none of the nice things you did carried over can be rather upsetting. That all changes with this perk. Now you can choose whether a world you visit keeps the events from a previous Jump. You may keep all the events, good and bad, mix them in whatever combination that appeals to you, or just whatever single adventure you had there previously. You can even pick up right where you left off. Oh and if these worlds are part of a larger franchise community, such as Mario and Donkey Kong or anything Disney, and there's no option to make them part of each other's respective reality, you can enable that now and pick however many worlds from the franchise to connect together.

Aesthetic Switcharoo (600 CP) It's fun to open Jump docs to comic book worlds and find a perception filter that lets you see the world in the style of the comic artist. It'd be even more fun if you could really change a world's appearance. You should be allowed shouldn't you? You're the Jumper after all. Well, guess what this perk does. That's right, from now on when you pick up one of those aesthetic perception perks you can decide whether the world really changes when you turn it on or not. There are consequences though when you do as people will notice if real life suddenly becomes a comic book. So, take care you don't cause any disasters you didn't intend.

Meta Post-Cognitive Remote Viewer (600 CP) Those who forget history are doomed to repeat it, ey? Now you can view as much history as you want, including what I just said one second ago. You can even view the narrative history of your Jump, seeing past the fourth wall to look back on the chapters of your life for that extra meta play. Mind you, if what you're viewing is so far back that people don't even speak whatever common language your Jumpchan has bestowed you for your Jumps, well you might have a bit of trouble understanding all the juicy insults and pillow talk, the same applies to any language you don't know. You might think this has few uses outside of information and your own entertainment but you can also show others what you're seeing. You can let your companions hear and see for themselves what powers-that-be you'd be confronting within any given reality, or horrify a hypocrite when faced with their own actions. You can do either, but in the end the known threats will find it difficult to surprise you. Even the unknown threats could find dealing with you difficult because through clever use of this ability you could piggyback off a friend's precog power to see what they see one second after the fact.

True Polyglot (600 CP) Translation, transliteration, coding and encrypting, decoding and decrypting, ciphering and deciphering, whether dialects, accents, or some odd vocabulary, you can understand, speak, read, write, sign, identify, mix, communicate, and comprehend any

language down to their nuances like a native speaker. More than that you can be understood regardless of whatever language you speak even choose who can and cannot be affected by this. Use Russian sign language to talk to Cthulhu and he'll know when you're praising him or insulting his mother, give orders to a crowd of orcs in Chinese and they'll comprehend every word, converse with animals for 'riveting' conversations, or be understood even if your vocal cords belong to a squirrel. For funsies you can even turn off your ability to understand the language you speak and hear what your native tongue sounds like to a foreigner as well as retain a desired accent. Due to the nature of this perk all unwanted stuttering is removed and your ability to share ideas becomes smooth and clear.

Self-Generating Distraction (600 CP) Hm? You want to know how I avoid Jumpchan's notice? Well, I suppose I can let you in on one of my secrets. Think about Kakashi Hatake's mask and how every time someone else goes to reveal his face a distraction suddenly appears. That is the power of this perk. If there is a specific thing about you someone is determined to uncover that you don't want them to know then this perk will memetically activate to provide a distraction to hold their attention elsewhere. It won't keep them from trying and it's possible for someone to focus past it if they know what's up, but for the unprepared and easily distracted it's the perfect deterrent. And Benefactors are so very easily distracted.

Omni-dexterous (600 CP) You're aware of ambidexterity of course, well this includes any limb, extra or normal, and makes them as easy and natural to use as your dominant hand. You could write letters with your toes, have full control of any sudden new appendages without stumbling around, hold an extra blade with your tail and fight with it. If you grew four new arms you would have no trouble using them individually in combat. Even sudden transformations are easily and quickly adjusted to. Your control over your limbs is so complete that you can bend them in ways that shouldn't be possible.

Training Memetically (600 CP) Remember all those kooky ideas people come up with that shouldn't work with a setting's stated capabilities? You can do that now. You can take powers from any world and break their mechanics over your knee just through training. You learn and grow in power faster allowing you to get high tier techniques down within two weeks, not the highest tier but enough to be considered at the Jounin level, to borrow a term from Naruto. You also have a tendency of finding ways to make techniques cost less and be twice as lethal to your opponents. In addition, you can further use those abilities in ways that shouldn't be natural for them to work, even when mixed with other powers they shouldn't play nice with, and not only will they not blow up in your face but they'll turn out far better than you were expecting. As the cherry on top of your game breaking sundae, you can teach others how to do this and everything will be just dandy even after you leave.

False Image (600 CP) Not satisfied with the distraction perk are you. Alright, I'll share another of my secrets. You know how Mission Impossible type movies always have tech support put security cameras on a loop? Similarly, this perk will allow you to place any false image of yourself over reality. You could present yourself as sitting on a park bench peacefully feeding

pigeons when you're actually looking at your high-tech phone and picking your nose. If your Jumpchan was to look in on us they'd just see you scrolling through a new Jump. It works for cursory scans although if they probed deeper with those powers of theirs they might notice something odd. As long as you stick within their expectations Benefactors generally have no reason to deep scan you 24/7. They'd have to be as paranoid as Batman to keep up the habit.

Double-Or Nothing (600 CP) Once per Jump, pick a single option from that jump that costs CP. All values of said option double. Benefits, duration, negative effects, rolls, number of choices, even its cost. For example, a perk that made you Kryptonian for 1000 CP would grant twice the strength/durability/speed/senses but also twice the vulnerabilities and cost 2000 CP. An item that gave you a magic sword for 400 CP would now give two magic swords, each twice as large, and with magic twice as strong, but cost 800 CP. A Drawback that gave you a powerful enemy for 600 CP would give two enemies with each enemy having twice the powers and abilities, but also grant 1200 CP. A companion option for 100 CP with the companion getting 400 CP to spend would give you two identical companions with 800 CP to spend but cost 200 CP. A starting location choice for 50 CP would put you in two different locations at once, but cost 100 CP and not actually give you any ability to survive being in two places at once.

Alt-form Collector (600 CP) Did you find yourself on a Jump with so many interesting beings you could become but were still forced to choose only one? Now you can have all the alt-forms available on the Jump and more, if you encounter and touch the being in question. With a single, skin contact tap (or the closest equivalent) you'll not only have those forms but all powers associated with them. You won't get any perks from their Jump tree, such as technological knowledge from an alien species, but all their capabilities and potential are yours. This perk also lets you collect alt-forms of beings not available on a Jump doc simply by virtue that some worlds have too many beings to be listed. Pokemon and Digimon are but two examples, I'm sure you know more, Jumper. However, unless otherwise specified, all alt-forms you collect can only come from a sapient/sentient being. You do not get animal forms unless the Jump itself offers the option, and even then you are limited to only what is available on the document.

Multi Companion Shuffle (600 CP) Do the multi slots you already have for friends limit you only to that specific group that came with it? Any multi slots you possess now come with shuffling and instant assembly options enabling you to switch out people into different teams. More than that, you can also assign slots for certain team formations such as a wrecking crew when you need to do a lot of damage or madhats when you need your researchers. Their perks, items, and other skills won't be nerfed in these slots either unless you desire otherwise.

Multi Companion Slots (600 CP) Have so many companions you want to take to a world but only allowed 8 individuals total? Well now those slots can allow multiple companions to come with you. Your first slot allows 10, the second 20, the third 30, fourth 50, sixth 70, seventh 100, and eight *your whole ensemble.* Single companion imports convert the first two slots into multi slots when you use that option, you must pay the full 8 slot import price for everything else, you may of course choose to bring fewer companions without filling up the allotments completely. All

companions will get at least 800 CP to spend unless the Jump offers more, all freebies, and all 100 CP perks for free. They are also not limited by items they can take along or buy so long as they have the points for purchases, nor are their perks nerfed.

Infinite Domain (600 CP) So many properties, vehicles, and dimensions with worlds inside so little control over their designs. It can be fun being a collector but sometimes you want all your fiat backed eggs in one basket. This is your essential crafting perk, my dear Jumper, it allows you to take any item, vehicle, property, or dimension you own and combine them with others in their category. Reduce all those cars, planes, subs, and spaceships into a car that flies at ftl speeds, can dive underwater, dig underground, and fire a payload of turbolasers while looking like a lego-mobile...at least two turbolasers anyway. Combining things will cause losses if the thing in question is simply too small or fragile. Likewise you can combine traits of all your properties together, add themes and changes to their architecture, paid for utilities, etc. Your dimensions get the same treatment, you can change their entire structure to some strange twisting non euclidean panorama spiraling ever downward into an abyss...or whatever looks cool. You may of course reverse your adjustments at any time and all your dimensions and properties can connect to your warehouse, even if they normally wouldn't.

Area of Effect (600 CP) Are there some drawbacks that grant you no reprieve from the danger? Now you can throw up a field of security in which nothing inside or out will be able to threaten you regardless of a drawback's forced attempts. Criminals will find themselves busy with other things, mindless hordes will be passive towards you, orbital bombardment will miss you by miles, even total planetary destruction will be averted so long as you are present on the planet. Oh, and that scaling enemy of yours that was suped up to challenge you? Will find themselves suffering setback after setback. As a result, crime and bad things will be extremely low within ten miles of you and even beyond that, incidents will be far less occurring than they should be. In other words, the closer people are to your vicinity the less bad things will happen.

Trope Mastery (600 CP) If there are any tropes that your host reality runs on you can change or remove them. You can also add any other tropes you'd like to affect the setting. As a side effect, you know every trope in existence and are incredibly genre savvy.

Lucky Guarantee (600 CP) I imagine you want some better outcomes for yourself and your friends, right? You can get all the best endings you want now no matter what. You can take any number of escalating enemies, hordes of beasts and bandits, or chain ending drawbacks and not only are you guaranteed to survive but also to get a happy ending out of it, regardless of whether the drawbacks or scenarios conflict. So are your friends or anyone else you want, no more pyrrhic victories, no more ambiguous endings for people you have honestly tried to help. Whatever your happy ending is, if it's you sitting on a pile of cool stuff with all your buddies alive, healthy, and in one piece, you are absolutely guaranteed to get it.

Universal Capstone Booster (1200 CP) The prize of all prizes. Every perk, including other capstone boosters, becomes capstone boosted. Full stop. Unlimited potential and power is now at your fingertips.

Universal Shattered Limiter (1200 CP) If Capstone Booster is your doorway to unlimited potential, then this is your gateway to Godhood. Every perk and power is uncapped. You have virtually no limits to how much you can grow. Any perks that offer to uncap your powers are now doubled in their potency and the affected powers are doubled in the speed at which they grow absolutely regardless of what is natural.

Universal CP Generator (1200 CP) For every year you are in a Jump you get 10 CP to spend in the next Jump. Any CP left over from a Jump gets carried over in this perk and you can spend that CP for any Jump or Supplement, or exchange the points for other things. You can even use those points in this document, if you like.

Hidden From The Meta (1200 CP) Privacy, dear Jumper, such a thing we take for granted and unfortunately due to our nature we have far less of it than anyone. Whether it's being under the eye of some deity or having our adventures read about as a piece of fiction in another universe, and The Great Architect help you if you meet a 4th wall breaker like Deadpool who has read all about you. This perk is designed to give you that privacy you seek even from meta viewers like those cheetos eating entities sitting behind their monitors. You turn this on and no one, not fiction writers, not Benefactors, no one will know what you did in the time that passes. So, if there's something you want to get past some nosy busybodies who shouldn't be sticking their noses outside of their own multiverse, this will help you. Just another of my little secrets.

[Alternate]
Beyond The Mod (1200 CP, Spark Only)
The improvements that Benefactors give have a tendency to overlay your base body without actually changing it. Bodymods do this automatically, which means if it were ever stripped from you, you'd be left with that ugly sack of flesh you had before. It is their own subtle version of control to grant you gifts that they can easily take away. If you want real improvements that will stick even to your base body you now have the means to make those adjustments yourself. You can apply the traits from your perks to your base form and that will be your new default. You can effortlessly remove and reapply these traits at your convenience. Thereby ensuring that your default is ever evolving. If you have Beneath The Mod it is automatically upgraded to this when you Spark.

All The Goodies (1200 CP, Spark Only) So you've done it, ey? You got your Spark. Congratulations! You can now get everything on this list and the stuff under items. Pretty sweet deal, yeah? Oh? Why's this still cost so much? Heh, just humor me. It's not like getting more CP will be a problem for you now. So do what you have to, for old time's sake. You don't want to start your Spark filled new life bored, do you Jumper?

Items

Hmm? You think I would have game breaking items when this is a Perk list? *chuckling* Can't get much past you, ey? I may have a few...oddities you can browse.

Inky Import (600 CP) An ink stamp that resizes so you can use it on tiny things and can mark up to three items at once. With it you can import anything stamped into a fiat backed item you own as long as it has also been stamped, and I do mean anything, except food. Want a weird combination where your weapon becomes your house? Or your car transforms into armor? Go nuts! Mind you stamping a dimension might be a little tricky, but once the item has been imported you can switch it between alt-forms or into a new form that has the best of both. Furthermore, any negatives from the items get dropped in favor of its power strength and versatility, with boosted and even better efficient performance. So if one item is pure laser that's heavy as hell and another is a less powerful, lighter laser that casts Slow, you'll get a powerful, lightweight laser that casts Slow. Stamps come in many shapes and colors and may be changed at any time. Once the items merge just simply wash off the stamp and reapply for anymore items you wish to import, any non-fiat backed items will gain fiat backed status after merging with the fiat backed item. If at any point you wish to reverse the changes made just use the invisible ink option on your Stamp and apply it to the Alt-forms you wish to separate. Ink for your stamp never runs out.

CYOA Catalog (600 CP) This is your index for every CYOA on the market that updates immediately when a new one comes out. Now what makes this catalog special is that if you've ever used, or are planning to use, the Generic CYOA Jump this index, other than helping you with your selections, will allow you to go back and make purchases from the doc, much like Mail Order does. Unlike Mail Order, you're restricted to CYOAs you've used and must spend CP for further purchases, so, as your benchmark, if a doc uses simple points assume that 1 point is equivalent to 100 CP, or if it's something else the lowest denominator on offer is equivalent to 100 CP. The last thing this index does is allow you to merge any new CYOAs with ones you've already done. Docs that act like Jumps are strictly forbidden from merging, so ones that take you to new worlds or use an existing world like Fallout cannot be combined post purchase. But if you've ever bought a comfy type CYOA then saw another with more options that you wanted to add to your existing comfy space or other, you can merge them just fine. You still have to buy the doc through Generic CYOA Jump, but you'll be able to merge them at no extra cost.

Twin Portal Spheres (600 CP) Oh these? I suppose you would find these useful wouldn't you? For every world you visit you get a set of these beautiful crystal jewels, one you keep and the other you should find a nice safe place to leave it because they have only one function. Portals, dear Jumper. You can return to any world you've been to with the corresponding sphere and back again with only an hour's worth of cool down time before the crystals can be used again. The only problem is they're not very secure. Oh don't get me wrong, to a vanilla mortal they're not much more than a pretty paperweight but to anything else...well if I'm being honest it doesn't

take much power to activate one of these. Even a vanilla mortal could find a common power source that would suffice, you really don't want to leave these lying around for anyone to find much less unguarded. They are nigh indestructible too, it would take extremely high end powers to shatter one so if there are any...incidents you'll most likely have to deal with it personally.

The Zenith Armor (600 CP) Think of the best armor you can imagine, it most likely pales next to this specimen. This is The Zenith Armor, it is the love child of a Klyntar Symbiote suit with Samus Aran's Chozo Varia armor spliced with Transformer technology. It is positively the most adaptable armor in existence and it has none of the usual weaknesses from its inspired origins. It is capable of many abilities that Venom possesses amped up with the additional gear such as scanning substances at the atomic level, adapting esoteric energies into its power source, and warping into various materials. It can also form any weapon or technology it has schematics of and with each new thing it encounters it learns to better care for its host. The armor does not possess a symbiote mind and so does not count as a companion but can be uploaded with an AI which can further boost its capabilities. It is the fanwankiest of fanwanked armors you could possibly get.

Nanofactory Extension (600 CP) The only drawback to your fanwanked armor is it cannot extend its construction capabilities too far from its vicinity, which means if you want that dreadnought spaceship you'd have to be present for every room and hallway as it's built piece by piece. A motorcycle is perfectly doable inside of a minute compared to the weeks you'd have to spend to get your dream spaceship up and running. This is an extension upgrade that allows your armor to send out swarms of nanites to perform such enormous projects without needing to be present, among other things. Research, maintenance, dealing with minor threats, your nanofactory has many uses and you need not worry about a gray goo scenario ever being a problem.

Infinity Gauntlet (600 CP) No not that one. This is in a similar vein to Midas's Golden Touch just with infinity and only works on items you've personally collected in your warehouse. That's right, any item touched by this gauntlet will give you an infinite number of that item even the 'one time use only' items you enjoy hoarding. It does not generate these items ex nihilo, we don't want your warehouse and subsequently the multiverse exploding from items that never cease multiplying, but nevertheless you will never run out of the item affected. The base of it and the carrying case is formed out of infinity canceling void stuff, Do Not touch the gauntlet itself when you use it, you do not want to find out what happens when your rings or clothing becomes infinite in number to say nothing of the energy that will run through you before gaining all that extra weight.

Wand of Scented Shrinking (600 CP) A wand that can only shrink things while giving them a pleasant scent. Luckily anything related to changing sizes it does masterfully. You can shrink people, vehicles, or items, and places with enough concentration, in part or in whole. You could shrink a planet and all its inhabitants without crushing anything on it or causing planetary destruction or storms from moving it around, somehow. Or you could shrink a villain's armor and

only his armor then watch them waddle around like a cartoon character in a shrunken suit or if you want you can cause the armor to crush them completely, spilling their juices everywhere. And when used on you and yours the thing shrunk will always be either in whole or just a cartoony effect, a handy safety feature if an enemy gets ahold of this wand. So you can shrink that dreadnought spaceship of yours and drive it around a city like a high-tech car. Said spaceship can also retain its full power at such a size if you want, somehow. Heh, who am I kidding? It does those things because it's fun!

Scaling Weapon of the Slayer (600 CP) This is a weapon that grows stronger after every fight and is able to become any weapon you can hold with your hands. Its starting strength is like that of a replica or airsoft gun you might buy at a dollar store but the more creatures you slay with it the sharper, more durable, and real it becomes. A killing blow is all that's necessary to upgrade it and whether you strike with the blade, if it has one, or the pommel it will count towards the quota. It virtually has no limits to how powerful it could become, is soul bonded to you, and has a counter etched somewhere on it to keep track of all those slain by it. In addition, anyone/thing you kill will have their spiritual imprint imbued into the blade allowing you to summon ghostly versions of them in any number you desire, said ghosts can gain enough solidity to fight. Best of all it does not come with any corrupting influences or an asshole personality, if you want it to have a personality that is. You may import a weapon you already own and give it the traits from this perk although any powers that carry over will have to be built back up as the perk resets them.

End

What's that, Jumper? Why is everything so expensive? Heheheh, you didn't think this would be our only meeting did you? Look, you can't just get a bunch of my wares all at once that would blow the whole game away. If you want to buy more you'll have to wait every ten Jumps before you see me again. You'll get **600 CP** every visit to spend. Unless you'd like to try a game of chance to sweeten the deal for **1200 CP**? All you have to do is deliberately fail your Jump, not your chain, just the Jump. If you can't do so at the moment or want to take that risk, that's alright. People like us? We've got all the time in the universe.

I can wait.

I'd best not linger, your benefactor will be returning soon. See you later, Space Cowboy.

Notes:
Each of the things listed are meant to be as overpowered as I and my contributors are capable of making them. That said, please fanwank responsibly. Enjoy your CHEESE! guys!

On failing your Jump, since I can't remember if there are any non-gauntlet based Jumps with a drawback that is only a Jump fail, assume that you can apply Universal CP Generator to both gauntlets and Jumps if a Jump ending drawback pops up in the latter.
Edit: Yes, there are jumps that aren't gauntlets that have drawbacks for failing the jump but move on to the next jump with no reward. Those are not called drawbacks but are a scenario that are often related to perks or backgrounds you pick.
Edit The Second: You only gain points from Gauntlets if there are any left to rollover, sorry guys, but even I would have to respect the 0 CP rule for hardmode. You can still use it to cheese to hell and back just by staying in a reality longer. My favorite is to use Drawback Storage to add a drawback from one of the Aladdin Jumps that sticks you in a lamp for a thousand years plus the decade of your Jump, by the end of that you get 10100 CP from the generator to spend on your next adventure.

The nanofactory basically just sits as a pedestal, separate from the armor, that churns out a whole assembly line on command at varying sizes which then churn out swarms of as many nanomites/bots as you need. Think Necron tier technology, it's very similar to how I conceptualize the thing. You can of course interpret how your factory works. If you want it to attach to the armor itself, that I leave up to you.

Scaling Weapon of The Slayer can become sharp enough to cut dimensions eventually, but whether it absorbs powers from beings/things it kills is up to you to decide, my cheese factor says “yes”.

Changelog:
Added changelog.
Adjusted **Perk Discount Rollover**, was "600 CP perks not exempt" now "600 or higher CP perks".
Added **Item Discount Rollover.**
Added **Multi Companion Slots.**
Added **Multi Companion Shuffle.**
Added **Infinite Domain.**
Added note about the nanofactory.
Added **Beneath The Mod**
Adjusted item **Scaling Weapon of the Slayer**, it now summons ghosts.
Added note for **Scaling Weapon of the Slayer**.
Added **Parallel Timelines?**
Added an import option to **Scaling Weapon of the Slayer.**
Added note about CP Generator.
Added **Universal Detection**
Added **Hidden From The Meta**

Dec/22/2019
Added **Inky Import** and **CYOA Catalog** to items.

Added **Aesthetic Switcharoo**, **Stealth Casting**, **Begone Parasite!**, and **Pest Free Guarantee** to perks.

Dec/23/2019
Added Alternate **Beneath The Mod**, **Beyond The Mod**. The Seal House Rule on Spacebattles is your friend for Spark Only perks.