Ouroboros

A Benefactor supplement provided to you by Pionoplayer

You are flicking through the newest jumpdoc provided you by your benefactor, same as always, when suddenly

reality shifts around you, and you are standing somewhere new.

It's reminiscent of the space you normally talk to your own benefactor in, but somehow... *Larger, in a way you can't quite put your finger on*.

"Ahem. Allow me to introduce myself."



You turn to face the voice, and see a figure like a hole torn in space revealing the endless wheeling light and darkness of the multiverse. Glittering crystalline wings stretch from their back into the

Come now, the jumper can see me just fine, no need to wax poetic.

They look at you, and a name comes to your mind. Ouroboros. Whispered (or maybe muttered) by your Benefactor occasionally. If you've met other jumpers in your travels you've maybe heard rumors of them, of the one who even the ROBs sit up straight and listen to, who the entire chaotic freewheeling pseudo-society of the Benefactors seem to treat as a legend, or nightmare, or maybe something resembling a police officer.

"My name is Ouroboros, though you may call me 'Ouro' if you desire something less unwieldy. And I would like to offer you a change of employment."

...Wait. Are they

"Offering to become your Benefactor? Yes. Don't worry about the one who guides you at present. I see more to your potential than they do, and so we've come to an arrangement. I will suitably compensate them should you take me up on my offer."

You're a little uneasy with how easily Ouroboros can tell what you're thinking, as far as you can tell they aren't even using any mind reading powers. And what exactly will changing Benefactors like this entail?

"Allow me to elaborate on my offer."

By default, you receive 0 Benefit Tokens. You may use this to acquire

Benefits Packages

(Free) Standard Package: *As a jumper under myself you will continue with all the benefits you already acquired, and engage in your continuing chain with the full budget every jump, the ability to select your own jumps within a generous list I will curate to prevent excessively explosive growth, and standard time disjoint mechanics for previous universes including your home realm. If you are subject to any chainlong drawbacks, I will allow you to discard any of them you choose, though you will cease to receive their CP in future jumps and will not be able to reselect them if so. If your previous Benefactor neglected to provide you a bodymod or warehouse, I will let you use a dedicated supplement for whichever you're missing. And it will be a dedicated one, you will not be getting Boons Of Jumpchain though if I'm feeling generous I might let you use Jumpchan's Scaling Bodymod.*

(1/2/5 Benefits) Budget: *A jumper will always find themselves growing to fantastic heights in the course of their journey, but if you want it we can expedite this process. For one Benefit*

Token, I will double the budget and any stipends you receive on all jumps you visit. For a separate Benefit Token, you may double the value of all drawbacks you are affected by (including chain drawbacks you may be carrying over from your time with your old Benefactor). For a total of five Benefit Tokens however, I will enable "creative mode", allowing you to purchase anything in a jumpdoc you visit that may be purchased with CP, even in gauntlets. Scenarios and gauntlet rewards are obviously exempt, and I may put a cap on how many times you can purchase certain repeatable purchases. You do not want to be the jumper who chainfails because they flooded their warehouse with infinite plushies of themselves and had nowhere to respawn.

(1 Benefit) Dependents: *By default you will operate under standard companion rules, with the exception that I will allow any number of inactive companions to hang out inside your warehouse without the ability to affect the jumps themselves. If you purchase this, you will have unlimited companion import slots in every jump (defaulting to that jump's import option, or simply allowing them to enter the jump with no budget if one does not exist), and the ability to export for free any companions that you can genuinely convince to join you on your travels. Those who you companion will always revive at jump end, even if they die in the same jump you recruited them. And, as a bonus, if you've purchased Budget benefits your companions will benefit from it as well, to help them keep pace with you.*

(2 Benefits) Supplements: *By default I will not allow you to select supplements, except in the form of setting-addons. OOC supplements, bonus warehouse extensions, and so on will normally be out of your reach. Choose this and I will allow you to take one supplement, or one no-risk CYOA that will function as a supplement, every two jumps you complete. This list will be curated as well, for similar reasons to why I am not opening up the entire jumpdoc catalogue from the beginning.*

(2 Benefits, 1 if you select Errands) Introductions: *You are aware that there's a wider community in the omniverse and beyond by this point, yes? While most Benefactors simply abandon their post-Sparkers to figure it out for themselves, make it worth my time and I can help you build connections before you Ignite. This will mostly be in the form of introducing you to members of the Post-Spark Peerage who you will be glad to know, and a few introductions to certain jumpers whose chains are concurrent enough with yours that you will find yourselves near equals in the Peerage, but I may let you meet a few Benefactors who will be worth your time to have in your post-Spark callbook. While this will not make as big a difference during your chain, afterwards it could make all the difference.*

(3 Benefits) Determination: *Is there a gauntlet reward you have your eye on? A scenario that you failed but really, really want another try at? Spend your Tokens on this and you will have as many tries in scenarios, gauntlets, and similar as you desire. I'll even let you take mutually exclusive scenarios in succession so you can collect rewards normally impossible to acquire in the same chain.*

(3+ Benefits) Better Together: *This is highly irregular, but... Sometimes you want to keep someone with you no matter what, I understand. If you've ever heard of "multiplayer chains", you've probably heard about them in the context of your Benefactor complaining about them. Or about not being able to make the system run them. Really the two are often the same thing phrased differently, but I know how to make it work without 'concessions' on your part. I can bind another to a splinter of your flame, linking them into your chain. You will take all jumps together, both receive a full sized budget, and have separate groups of companions. But you will not be able to split until one of you quits the chain or you Spark, as you are bound together and any chainfail condition will only take if both of you chainfail within the same jump. If one of you dies they shall revive in the warehouse on jump completion like companions do should the jump be beaten by the survivor. You may add additional spark-mates with 1 Token per additional jumper after the first, but I would be wary about doing so, you cannot take this back.*

(5 Benefits) Free Range: *I mentioned before that I will be curating your available jumps, yes? Well, if letting me put guardrails on your chain chafes too much, I can open up the entire catalogue for your perusal should you make it worth my while. If you took Supplements, this will also open those up.*

(5 Benefits, 3 if you select Guiding Hand) Destined Ascension: *Unlike some Benefactors, it is fully within my power to ensure that whatever trials come your way, you always have just enough resources to make it all the way to the end of your chain. Spend the appropriate Benefit Tokens, and I guarantee that you will Spark. The path may be long and difficult, but you WILL ascend in all your glory.*

(X Benefiits) Favors: *If you have spare benefit tokens by the end, you can save up some favors to be called in with me at a later date. Or perhaps to be traded, there are others who value this kind of thing. One favor per Token spent here, and I do reserve the right to refuse particularly unfair or abusive favor call-ins.*

Of course, you need to know what will be required of you in turn, so please look over these

Terms And Conditions

(Mandatory) Obligations: *As my jumper the expectations of you will be a little different than normal. You do not have to be 'entertaining', or complete specific objectives. However, you must be personally active within the setting of all jumps you visit (though it is up to you whether you get involved in the main plots or not), and make a reasonable effort to improve either yourself or the world at large within the timeframe you are given. Success is not mandatory outside regular chainfail avoidance, simply giving it a good try will suffice. I will notify you partway through any jumps where I find you to be in violation of these terms, and if you carry on ignoring them anyways you will be sent home as if you had died.*

(+1 Benefit) Errands: *Even an entity like me benefits from having Agents. Agree to this term and between every jump I'll have little tasks for you, appropriate to your power and skill level. Perhaps fixing a problem in a specific world, doing meet and greets with other omniversal figures, fetching particular artifacts, training other jumpers... Perhaps eventually hunting down a Renegade or two. While you won't receive jumpdocs for these missions, you WILL be allowed to keep any spare treasures or techniques you pick up along the way.*

(+1 Benefit) Long Term Contract: *Simply put you can acquire some extra benefits by locking in for the full duration. You will not be able to choose Go Home or Stay Here in any jumpdocs, and should you chainfail you will be sent home without any of the things you've acquired, except companions and pets that agree to be appropriately depowered to be sent with you. At least you'll have your memories.*

(+1 Benefit) Power Lock: *If you're willing to be kept on a bit more of a leash power wise, you can permanently engage pseudo-gauntlet conditions for all jumps you go to. Nothing but your base body mod and that which you buy in the jump itself, though you'll still have your budget, and any between jump spaces (such as during Errands) will see you at full strength. And, if you fail the jump, instead of failing you will be provided the option to do it over again until you give up or succeed. Chainfailure outside of a jump is still chainfailure.*

(+2 Benefits, can't be taken with Free Range) Linear: *If you're willing to give up some freedom, allow me to choose the jumps you go to and in which order, as most Benefactors insist on for their jumpers. Don't worry, I won't choose anything you can't handle or can't stand. I may, however, have a penchant for choosing worlds which will encourage personal development and self reflection for you.*

(+2 Benefits) Challenge: *You could also let me choose your drawbacks. You will receive full CP for any that I select, and I guarantee that I won't pick any combinations that are more than you can handle. I don't guarantee that I will only pick combinations that you will find trivial, however. As your Benefactor my interest is in seeing you challenged in productive ways.*

(+2 Benefits, requires Errands, Long Term Contract, Power Lock, Linear, and Challenge) The Alaric Treatment: *I highly recommend not taking this solely for the Benefit Tokens. If you select this, I will turn your chain into a crucible. Your jumps, drawbacks, and extracurricular missions will be chosen not for fair and directed difficulty but to REFINE you. Every step of the way will be grueling, you will be broken down and built back up over and over again to excise every bit of weakness and personal failing you possess. When you finally Ignite, it will not be a mere Spark but a Bonfire. But I can say with absolute certainty: if you make it to the end, if you make it to that final victory, you will have EARNED it, through blood and sweat and tears. There is no other way to make a Spark burn so brightly, but one day you will find the trials to have been more than worth it.*

(+3 Benefits) Guiding Hand: *If you will allow me to take a direct hand in your adventures and personal growth, I will do so. This will typically take the form of subtle guidance, through*

changes to chance and happenstance. Sometimes I may be more overt, sending messengers and agents or tampering with your powers. Every step of the way you will feel my efforts guiding you towards your ultimate destination, shaping you and your path in ways both subtle and overt. You will be different by the end, but it will not be a bad different. The high reward is simply because I understand the trust it takes to look someone so much grander and more powerful in the eye and say "I will let you mold me". If you take this and The Alaric Treatment together I will shape you into the version of yourself that even Benefactors will tell legends of one day.

(+3 Benefits) Contract Extension: *If you are willing to spend your time amongst the Post-Spark Peerage in my employ, you can agree to official sponsorship for as long as it takes you to go from a Post-Sparker to a full-burn Benefactor. You will still have much more leeway than you did as a regular jumper, but you will be part of my 'court' so to speak, and occasionally obligated to help me with the kinds of things only Post-Sparkers can handle. While this obligation grants you Benefits instead of costing them, you may find it more to your advantage in the long run. Many find it difficult to catch the eye of a patron outside of the Peerage, as most Benefactors don't bother with Post-Sparkers.*

Done looking things over? Good. Before I leave you to mull things over, there's a few last things you should know before you make up your mind whether to sign on with me or not.

Things You Won't Be Able To Do

Ditch Your Benefactor: *Renegades are a fact of life. Many of them are even justified in escaping their Benefactors. I am much more vigilant and far reaching than most Benefactors. I have had some of my jumpers who left and considered themselves Renegades for a time, but without fail every single one has made their way back to me in time. This is not a threat but a notice, none yet have found going rogue preferable to maintaining their chain with me. You will not be the first.*

Kill Your Benefactor: *Many jumpers think they are clever and can kill their Benefactor with the right combination of jumps and supplements. Most of them are wrong. Successfully killing your Benefactor before Ignition requires a phenomenally incompetent or unobservant Benefactor, and a good deal of luck. While the former conditions are laughably common they do not apply to me, and further your contract will include clauses that ensure even if you somehow found something buried deep in the catalogue I am not already explicitly prepared for, it will still fail through fiat-treachery. Do not try. We will both be very, very disappointed.*

Successfully Proposition Your Benefactor: *At least wait until you've Sparked, little one.*

The words before you roll up with a snap and *they hand the not-scroll to you, to peruse at your leisure.*

"Take your time, you do not have to decide right away. I will know if you sign and come to collect you."

Then you're back in your warehouse. For a moment, you think you can see your Benefactor out of the corner of your eye, glaring at the spot that Ouroboros was just a moment ago. But when you turn to look more carefully there's nothing there.

Notes:
v1: doc created

Blame Jumpcord for me making this.

Special thanks to PriorPossible834 for inspiration

Ouroboros image by Orchids And Canvas: https://orchidsandcanvas.carrd.co