Hello there.

Has your Benefactor left you at loose ends between Jumps?

Oh, don’t make excuses for them. I’ve heard it all before.

The sad fact of the matter is most higher-dimensional beings do not quite remember what it was like to be a puny mortal. Not unless they make a point to try to remember. They just throw you into the deep end and expect you to out-swim the sharks and storms.

...Yeah, I could help you out.

Just a bit. I’ve got my own things going on. This meeting was just a coincidence and I have no interest in drawing your Benefactor’s attention by setting this nonsense to easy mode.

Well, let’s see what I have in my pocket, shall we?

The Jumpchain Improved Quality of Life Supplement

All of these are FREE. That said, you do not have to take anything you do not want to take. These are meant to make your chain a bit simpler and forcing something unwanted into your life is probably not going to do that.

Not all documents are created equal, so some of these Perks are intended to address those issues. Others are meant to handle issues to be found within the chain as a whole. Some are for you, some are for your things, some are for your Companions – just read the instructions before you make your purchase and you should do fine.

Finally, all of these are going straight to your Body Mod when you pick them up. These are meant to be chain-length, after all. Having a Gauntlet take them away from you will not help matters.

The More The Merrier [FREE] – With the varying costs of bringing along people into your chain (not to mention the admittedly few Jumps that do not have that option at all), it can be a relief to reduce that process down to a simple yes or no. Getting new friends should not be a costly process, don't you agree? With this, you can bring along whoever you would like from any setting as long as they agree to go with you before the Jump ends.

Standard Cost [FREE] – Now, this might be a bit more controversial. Remember how I said that bringing along people into your chain could have a varying cost? Well, letting them get goodies and fiat-protection from your chain is even more of a hassle from Jump to Jump. This will simplify things. By taking this, whatever Jump you choose to bring your Companions into will have their own native import options removed and replaced with this new one.

- Import [100 CP] – Bring in your full roster of Companions. Each of them will receive a +600 CP stipend to make their own purchases and they can each take up to +400 CP worth of in-Jump Drawbacks.

Build-A-Buddy [FREE] – Then again, maybe you are looking for a bit more personalization in your Companions. If so, take this. Any Jump you enter will now allow you to create a Companion of your own design using the document options.

- Create [100 CP] – Pay this 100 CP price now and you can create a custom Companion from the options given above. They will have +600 CP to spend on their build and you can inflict up to +400 CP worth of in-Jump Drawbacks on them.

Pocket Money [FREE] – All right, you might have noticed this and been infuriated by it. We've all been there, don't be ashamed. Sometimes people forget the most important part of the document. Yeah, that's right. They don't hand out a starting stipend. Ridiculous, right? Consider this me… *borrowing* a bit of dosh in your Benefactor's name. Side note, but learn to forge conceptual signatures if you get the chance. It's infinitely useful. Unless specifically stated otherwise (such as in a Gauntlet or if you have

taken certain Drawbacks), you will begin any Jump or Supplement with a starting stipend of +1,000 points of whatever flavor they offer.

Currency Conversion [FREE] – Choice points (CP) are not always what you are given to work with when beginning a Jump. Aethyric humors? Flash points? The list goes on. While asking your Benefactor to exchange them for you is certainly possible… would you be here griping to me if you had that kind of relationship with them? With this, you can instantly convert any starting stipend and Drawback points you receive into CP to ensure there is no problem combining them with your Universal Drawbacks, any Supplement points you have and what not. Converting your CP into the native points is also a possibility if you would rather it the other way around. Please note that this very much does not affect any other power, vehicle or what-have-you stipend the document gives you later down the line. Anything set aside for a specific portion of the document that requires purchasing its own conversion action in said section will remain independent from this. Your Companions will benefit from this as well.

Fine Print [FREE] – Ah, fiat-guaranteed protection. The holy grail of metaphysical laws for the continued protection of your stuff. But what does that mean? Does it mean you get a stolen Item back before or after a Jump ends? Does it mean a destroyed Item is repaired or replaced with a new one? It can be a bit confusing to keep track of all the individual rules from each individual document that gave you all of your many Items. Now, you decide what fiat means for your fiat-backed Items. The only rule here is that the specifications must be consistent towards all of your possessions. You can also ensure that this applies to the fiat-backed Items owned by your Companions. If you would like me to do it for you, take this.

- [Fiat-Guarantee] – If any of these Items are lost, destroyed or stolen, they will vanish and respawn good as new in a location of your choice 24 hours later. Willingly giving something away will not count as losing it. The exceptions are the replenishing Items, which will respawn in a manner listed in their description. Anything still missing from your inventory at the end of the Jump for any reason will respawn at the beginning of the next Jump.

  All of these Items are fiat-backed to accept any upgrades/modifications you apply to them and will carry those upgrades/modifications forward into future Jumps. If you have any similar Items you would like to import into your new purchases to give them their qualities, feel free to do so at any time.

  Properties and vehicles appear in a location of your choice at the beginning of each Jump, whether in-universe or inside your Warehouse/equivalent. Personal Items will appear either on your person or in a location of your choosing, whether in-universe or inside your Warehouse/equivalent, at the beginning of each Jump.

Satisfaction Guaranteed [FREE] – Quickly, use the Source to weave yourself a Gateway and get out of here! ...Oh, wait, you have left behind *The Wheel of Time* and its native magic system, and are now facing down M. Bison from *Street Fighter*. Awkward. Thankfully, you can now avoid that very unpleasant hypothetical scenario because any abilities that you have purchased with CP will always work exactly as intended, regardless of the setting's native metaphysics. This is surface level only, mind you. Just because you can still weave the Source does not mean that the Source is now touching the whole of Shadaloo and beyond. If you want something to bring the metaphysics of a setting along with you to new settings, you need to look further abroad. Your Companions will benefit from this as well.

Manufacturer Warranty [FREE] – It is not just powers and abilities that can potentially short out by Jumping into a new universe. Some of your Items that rely on exotic materials and unnatural laws of reality to do what they should are also at risk of this. Well, not anymore. With this, any of your out-of-context technology will now function as it should (assuming you constructed it correctly, of course). This does nothing for, say, fuel requirements, but you can now safely use a Warp engine from the 41st millennium to achieve FTL in the universe of Mass Effect. Again though, this is just surface level. The Warp itself is not following you into that setting. This works for any Items you have either bought with points or built with Perks. Your Companions will benefit from this as well.

Hurt Me Good [FREE] – Taking limits on Drawbacks is, in theory, a good thing, You do not want to get in over your head, right? Well, sometimes desperate times require desperate measures. If you think you can handle it, go for it. You are no longer bound to any in-Jump limit on Drawbacks. Your Companions will benefit from this as well.

Role-play Enthusiast [FREE] – As above, having limits on scenarios you can complete makes sense usually. Don't want to accidentally take five mutually exclusive challenges and shoot yourself in the foot, yeah? Well, I think you have a working brain. I mean, you have lived this long. So, take this. You can now take as many scenarios in a given Jump as you please, so long as you can find a way to do them all. Your Companions can benefit from this as well.

Keepsake [FREE] – You get to permanently keep the Perks, Items, Companions and such that you pick up in a successful Jump. Why not the Drawbacks? Oh, who wants to keep a Drawback? Well, maybe you. There are some good ones hidden among the trash. With this, you can now take along a Drawback you like from a given Jump and keep it in all of your future Jumps for as long as you wish. If it is not applicable for a given setting, you can temporarily retire it and it will activate again when it will be relevant once more. Yes, it will still give you CP if active.

Downsizing [FREE] – You know how importing old Items into new Items is sometimes a thing? How does all of that get sorted out? Well, you can choose those details now. When importing an Item into another Item to combine them, you can pick and choose what gets added to sum of their parts and what gets left behind to fade away. It is annoying to have your new cavalry saber still bearing the kanji inscription from when it was a katana, right?

The Real Me [FREE] – Getting a lifetime's worth of memories and relationships with your new origin is supposed to give you a leg up on getting along in your new surroundings… but it can also be incredibly disorienting and confusing in both the short- and long-term, especially for those Jumpers who have yet to get some Perk, skill or ability to keep their minds in order. If you would like, you can now take any origin as a Drop In. You will not get the potentially very useful memories and social connections that someone who had grown up in that setting would, but you will also not have to risk losing your original identity until you feel it is secure against such things.

Coupon Rules [FREE] – Sometimes people forget the little details and those who come after them suffer for it. You ever read a Jump document that was a bit vague on details? That did not mention what was a freebie, what was discounted and what was full price? Yeah, it happens. Now, what I am proposing might just trip you at the starting gate if you meet a document that does explicitly have a better deal for you, but in the long run, this might be better.

- Discount Guidelines [FREE] – Anything associated with your chosen origin, race, background, etc. will be discounted by 50%. Anything costing 100 CP or less that is discounted will be given for free for the first purchase, with additional purchases costing 50% of the original price. Discounts will not stack should you have a purchase that qualifies for a discount more than once.

Location, Location, Location [FREE] – Your starting location can potentially have a large impact on your stay in a given setting. Some Jumps insist you roll for it, some will let you pay to choose, some will assign it based on your origin – you get my point. Let's simplify things. You can now potentially gain more points by leaving it to chance, but if you want to play it safe, there is no cost to it.

- Enter Freely And Of Your Own Will [FREE] - Roll a 1d? to determine where you begin your adventure and you may collect +100 CP. If you wish to choose from these options, go where you wish but you get no extra CP.

Get Lost [FREE] – Sometimes you find a bad egg. It's all right, no one has perfect judgment all the time. The important thing is to prevent them from hurting you and yours. Take this and you can instantly boot someone – whether they count as a Companion, a Follower, a Pet, even an NPC or an Item – from your chain without their permission. No waiting. They immediately lose access to anything you authorized them to use, as well as any of your Perks that may affect them. They also lose access to everything they have gained up to this point. They are reduced to their starting state. Why should they keep it all after trying to kill you, huh? You decide whether they stay in the current world or go back to their original setting at the moment they left with you. Just be careful that they actually deserve this.

Return To Sender [FREE] – Maybe you don't need fifty different spaceships. Unfortunately, they are bland enough that you won't gain any benefit from importing them into other, better options and since they were bought with CP they keep coming back no matter how many times you drive them into a star for a light show. Well, if you are really, truly sick of hauling around any of your CP purchased Items, take this. You can now permanently remove a fiat-backed Item from your Jumpchain inventory. This will not give back the points you used to buy it and I am very serious when I say that it is gone for good, so think carefully before you use this.

Clarify [FREE] – To-may-to, to-mah-to. That's the saying, right? Something that seems one way to one person can seem different to another. Jump documents are no different. Sometimes what the author was trying to convey is not clear and you are left to interpret it in your own way… only to learn later that no, that was not what they meant. Oops. Well, we cannot wait for each and every question in life to be answered. You've got places to be, yeah? With this, your interpretation of a given description in a Jump document is now perfectly valid to use in-chain.

Oh My God, They Killed Companion! [FREE] – Your Companions are all protected by the chain and will come back to life shortly after being killed… but how shortly? You can now choose how long it takes for all of your Companions to respawn and where they do so, but it must remain consistent for all of your Companions and across the whole of the chain.

Well, that’s all I can offer for now.

Hope it helped.

You want anything more… well, it’s a big omniverse.

You’ll find a Perk or something for it eventually, I’m sure.

Later.