Jumpchain Milestone Rewards Supplement Redux (v1.0)

by aleksds1

Welcome! This is my take on the “Jumpchain Milestone Rewards Supplement Revised” by Fanficwriter1994. I really like his supplement but I always feel that it’s too small, too rigid, too imbalanced. At least for me. And thus I decided to make my own version of it. If you find my supplement not up to your taste go check his, it’s still awesome! Also there is a little bit of inspiration from the Meta supplement by DW75. It is small but I feel that I should mention this beforehand. Oh, and also big thanks to Ursine the Mad Bear for some stuff from his work like G1J and OTB.
And now, with all of this out of the way, let’s start!

First, choose your difficulty level. This supplement is balanced about normal mode at first so let’s start with it.
1) Normal Mode. After every 5th Jump (5th, 10th, 15th etc) you get 2 Milestone Tokens (MT). You get the storage up to 20 MT. This storage cannot be increased at all. This storage stores (duh!) your MT so you don’t need to worry about them as long as they are less than 20 in total. After you get MT you can buy something with it, store these MT or take them from that storage. You can also get additional MT by doing Scenarios and taking Drawbacks. You gain 2 MT as a starting stipend.
2) Hard Mode. Take every price in this supplement and double it. This is a new price for you. If perk cost 2 MT previously now it costs 4 MT. Also, everything that gives MT now gives half of its previous amount. Yes, now Scenarios and Drawbacks can give you 0.5 MT, also every 5 Jumps you get not 2 but 1 MT. No starting stipend.
3) Easy Mode. Like Normal Mode but you additionally get 1 MT after every Jump. Yes, even after 5th too so you will get 3 MT in total after every 5th Jump (i.e. 1, 1, 1, 1, 3 etc). You also gain 4 MT as a starting stipend. And you also get access to (Easy mode only) items and perks.

Some perks and items could be bought multiple times, some – only once. By default these perks and items are applied only to you and cannot be transferred to others even with perk-sharing abilities. But sometimes they can be applied to your companions too and then it is explicitly said so.
You may buy new stuff only between Jumps: during the Jump itself this supplement cannot be accessed.
There are some additional details in the Notes section. Check this too if you have questions: maybe some of them already have answers.
[Also sometimes you will see text in square brackets. This is meta-text: Jumper cannot see it.]

Perks

1.1) Enhanced CP B (-1 MT) – This perk grants 200 CP to your current starting CP budget. It may be bought multiple times.
1.2) Enhanced CP A (-2 MT) – This perk grants 500 CP to your current starting CP budget. It may be bought multiple times.
1.3) Enhanced CP EX (-8 MT) – This perk doubles your current starting budget. It may be bought multiple times.

2.1) Item Stipend B (-1 MT) – This perk grants 300 CP to your current item (and only item) stipend budget. If you don't have an item stipend in jump-doc by default, this perk will give it to you. It may be bought multiple times.
2.2) Item Stipend A (-2 MT) – This perk grants 800 CP to your current item (and only item) stipend budget. If you don't have an item stipend in jump-doc by default, this perk will give it to you. It may be bought multiple times.
2.3) Item Stipend EX (-8 MT) – This perks doubles your current item stipend budget. It may be bought multiple times.

3.1) Additional Stipend B (-1 MT) – This perk grants 300 CP to your current non-item stipend budget (powers in Worm jumps, bloodlines in Naruto jumps, Infinite Stratos builder in IS jumps, Sacred Gears in DxD etc – anything that is not item or direct starting CP). If you don't have a stipend in jump-doc by default, this perk will give it to you, but only if this additional section is presented. It may be bought multiple times.
3.2) Additional Stipend A (-2 MT) – This perk grants 700 CP to your current non-item stipend budget (powers in Worm jumps, bloodlines in Naruto jumps, Infinite Stratos builder in IS jumps, Sacred Gears in DxD etc – anything that is not item or direct starting CP). If you don't have a stipend in jump-doc by default, this perk will give it to you, but only if this additional section is presented. It may be bought multiple times.
3.3) Additional Stipend EX (-8 MT) – This perk doubles your current non-item stipend budget (powers in Worm jumps, bloodlines in Naruto jumps, Infinite Stratos builder in IS jumps, Sacred Gears in DxD etc – anything that is not item or direct starting CP). It may be bought multiple times.

4.1) Companion Stipend B (-1 MT) – This perk grants all of your companions 100 CP to their starting budget. Can be bought multiple times.
4.2) Companion Stipend A (-2 MT) – This perk grants all of your companions 300 CP to their starting budget. Can be bought multiple times.
4.3) Companion Stipend EX (-8 MT) – This perk multiplies the starting budget for all of your companions by 1.5. The resulting number rounds down to the nearest hundred (i.e. you had 700 CP, after boost you should have 1050, so you would have after rounding down 1000 CP). Can be bought multiple times.

5) Training Booster (-1 MT) – This perk multiplies your growth while training, studying and improving yourself. At first purchase it gives you an x5 modifier. All additional purchases add +5 to this modifier (after second purchase you would have x10, after third – x15, after fourth

– x20 etc). As you can guess there is no limit on how many times you can buy this perk. Can be applied to your companions.

6) Deep Pockets (-1 MT) – You don't have the Warehouse? Or would like to have instantaneous access to it? This perk gives you that. If you don't have the Warehouse or other similar supplement you now have a pocket dimension where you can store stuff and get it into your hands instantaneously. If you have a Warehouse then it would on top of that give you the option to choose where you want to put items: in your pocket dimension or Warehouse. Also you now can get items from Warehouse the same way - instantly teleporting them into your hands. Starting size of this pocket space is 80x80x10 (in meters). Can be bought multiple times: each additional purchase will double the dimensions of this pocket space.

7) Generic Memory Perk (-1 MT) – This perk turns your mind to a steel trap: you have absolute memory with infinite storage, excellent indexing and instant recall. Your memory now cannot be fully erased, you are always able to restore them at any time. If you don't like some memory (or have seen something that requires memory bleach) you can put this memory in a metaphorical box, stick a label on it (so you always have an idea what's inside) and throw it in the far corner of your mind. You would also be able to restore these memories too later if you want. Can be bought once per character. Once bought it immediately becomes part of your Bodymod and cannot be taken away by anything.

8) Ageless (-1 MT) – This perk grants you technical immortality when it comes to aging. In other words you stop aging, if you are old then you will be returned to your prime, if you are young then you will grow to this prime and stop there. This perk doesn't give any protections except one: death from old age will never be able to touch you. This works with aging/entropy abilities too. Can be bought once per character. Once bought it immediately becomes part of your Bodymod and cannot be taken away by anything.

9) Iron Will (-1 MT) – This perk grants you an absolut willpower. With this nothing can truly break your spirit. You still feel pain and everything but if you chose not to answer then no torture can break you. Also you are now immune to procrastination. Can be bought once per character. Once bought it immediately becomes part of your Bodymod and cannot be taken away by anything.

10) Minor Luck (-1 MT) – This perk gives you small luck. Nothing too insane but a good quality of life type. Think of it as +1 to all of your rolls and -1 to all enemy rolls if you are the type to throw dice. Can be bought 3 times. Each additional purchase adds another +1/-1 up to +3 to your rolls and -3 to enemy rolls.

11) Free Time (-2 MT) – This perk gives you option to extend your stay in the jump up to 10 years or another time, if the default time of the stay here isn't 10 years (if your jump only about a year then this perk will allow you to prolong your stay by one more year). You still need to stay the default ten years but after that you can leave at any time up to twenty years in total. Also, all in-jump drawbacks stop working in your "free time". This perk may be bought multiple times: each additional purchase adds another 10 years to the maximum stay time.

12.1) Free Bird (-2 MT) – This perk gives you the right to choose one Origin and all related discounts but go into the Jump as another. For example, you fill the jumpdoc as mage build but go into the Jump as the noble. It does not give any additional discounts. These Origins should be somewhat on the same level: Jump-chan can veto this perk if you are about to do something ridiculous like taking all the dragon perks but going in as a human. Can be applied to companions. Also, now you can always be drop-in in any origin even if jumpdoc forbids it, though if it breaks the Jump or makes it hard then it's not Jump-chan's fault. Also you now can subtract 200 CP from any Origin (thus making every Origin below 200 CP free and all other 200 CP cheaper).
12.2) Duality (-8 MT, requires Free Bird) – Wow, this is good stuff. Now you can pick two Origins and have two discounted perk trees. You still can only live one life though. Can be bought only once.

13) Generics Bodymod (-2 MT) – Do you remember Generic First Jump? That one where you wanted to go but Jump-chan decided to be cruel and deny you the right to go there? With this you can! Sorta. Take G1J and Frontload it. Now it becomes part of your Bodymod. If you feel particularly frisky you can buy this second time and Frontload Generic Virgin Jump too. This perk can be bought twice (for G1J and GVJ) for each person. This can be applied either to you or your companion.

14.1) Bodymod Access (-2 MT / -4 MT) – This perk gives you (or one of your Companions) access to either SB Body Mod (2 MT option) or Essential Body Mod (4 MT option) but only if you don't have any type of bodymod. Can be bought once per character.
14.2) Bodymod Points (-1 MT, requires some sort of Bodymod) – Each purchase of this perk gives you 100 CP for SB Body Mod or 50 CP for Essential Body Mod. Can be applied either to your Bodymod or your companion's.

15.1) Warehouse Access (-2 MT) – This perk gives you access to Private Reality or Warehouse but only if you don't have any type of Warehouse. Can be bought only once.
15.2) Warehouse Points (-1 MT, requires some sort of Warehouse) – Each purchase of this perk gives you 100 WP for your Personal Reality Supplement (or 1/10th for Warehouse).

16) Bank (-3 MT) – This perk gives you the Bank. Though it is closer to the jar in its function but nevermind! Now you can put your unspent CP here and access it in later Jumps. You don't have to pay any fees but you also don't gain any interest. It's just the way to store CP between Jumps. Can be bought only once.

17) Gauntlet Stipend (-3 MT) – First purchase of this perk gives you 100 CP of starting budget for any future gauntlet. Each additional purchase adds another 100 CP to this starting budget.

18) Frontload (-3 MT) – With this perk you can take any jumpdoc and fill it by frontload rules. And now you have what you've filled! Can be bought multiple times for each time you want to do this frontloading. I should point out that your typical CP for this is 1000 CP plus jumpdoc's drawback limit, so all of the stipend boosters in the beginning of this Supplement are not used in the frontload. Can be applied to your companions too.

19) Save Point (-4 MT) – Purchase of this perk grants the ability to set 1 Save Point per year that can be set and returned to if killed or so desired, but it cannot be used a second time unless set again. Can be bought only once. (Easy Mode option – allows multiple purchases, each purchase adds 1 save point available).

20) Bodymodder (-4 MT) – Choose 1 Perk/Item (except from this or other supplements). It becomes part of your Bodymod and will not be taken from you by either Gauntlets or Powerloss/Warehouse Lock-Down drawbacks. Even if Gauntlet/Drawback specifies that even your Bodymod would be put to lower settings this bodymodded Perk would still work as originally intended. May be bought multiple times.

21) Absolute Import (-4 MT) – Do you get annoyed when you need to pay CP to import your companions? Or when you are limited in their maximum amount? Not anymore! First purchase of this perk makes the cost of importing Companions equal zero. Additional purchases add 4 companions to the limit of how many you can import at the same time (I remind you that the usual maximum is 8, so after a second purchase you would have 12, then 16 etc). Can be bought multiple times.

22) Generic Supplement (-4 MT) – This perk allows you to take Generic Jumpdoc and turn it into a supplement. Any generic jumpdoc would do. You are still limited to this doc starting CP but you can transfer your usual Jump CP to this pseudo-Supplement. Can be bought once for individual jumpdoc but there are many jumpdocs. Also this perk can be applied to your companions.

23.1) Generic 1-Up (-5 MT) – Are you lazy enough to find all of these different 1-Ups? Now you can have this. This 1-Up always used last after all of your other 1-Ups. When you'll die you will be immediately resurrected and transported to a safe place (so no spawnkilling) to get your bearings giving you some time to prepare. Restores once per Jump or 10 years whatever faster (post-Jump once 10 years). Can be bought 12 times (no limit on Easy Mode).
23.2) Hand Of God (-6 MT, requires 12 purchases of Generic 1-Up) – Do you remember Nasuverse Heracles? With all of his bullshit his Hand Of God is the bullshitiest bullshit. Now you can have it too: 1-Up that was bought from Generic 1-Up has its cooldown lowered to 1 day and for that duration you gain fiat-immunity for whatever killed you. The only way to get around this is by drawbacks or something similar fiat-backed. The immunity is lost once 1-Up is off cooldown. Can be bought only once.

24) Item Lego (-6 MT) – Or super-import for items. This perk lets you import and export all of your items as much as you want. Combine all of your magic wands, staves, scepters into one. And then divide them to their starting states without any harm to them. You can choose the final appearance at will with some details about their abilities. Some limitations still apply though: first, these items should be fiat-backed either bought with CP or having applied to them Tokens of Fiat-Approved (look below in the Items section). Second, they should be at least somewhat the same or have similar properties. The further they away from each other the lesser benefits would be. Prepare to explain to your Jump-chan what you want to get in result. For example all of your mystical magical super swords can be imported into each other with nearly 100% efficiency. But if you want to combine bow enchanted with faster drawing speed with your anti-demon sword then if the base is the bow you would have about

90% efficiency because you would be adding anti-demon effect but if the base is sword then it's about 60% at best because it's harder to imagine faster sword swinging. Good luck trying to explain to your Jump-chan why you need to apply your Boots of Blinding Speed to your house. This perk can be bought only once.

25) Protagonist Luck (-7 MT) – Your luck is truly insanely good. Any random chance will swing solidly in your favor, lucky coincidences will be a way of life for you, and you are utterly immune to bad luck or misfortune, no matter what the cause. This luck will never fail or leave you, though some opponents may be too skilled or powerful for luck to defeat on its own.

26) Universal Energy Source (-7 MT) – This perk unites all of your mystical energy sources into one. Ki, Qi, chakra, mana, prana etc, now you can substitute one with another. Cast your spells with chakra or your jutsu with Qi. It will always work. Oh, also, now your abilities can never be blocked or sealed or stolen so you can no longer fear these Hyuga with tenketsu blocking or power nullifiers/copiers/thiefs from Worm or anti-magic fields. This anti-blocking applies to all of your abilities. Can be bought once per character.

27.1) Unlimited Powa! (-7 MT) – Well, I won't give to you unlimited power, but I can give to you unlimited energy which you can use to get your unlimited powa… Or whatever you want. Here, now you have a source of an unlimited mystical energy pool of your choice (mana, ki, chakra etc). Just remember that unlimited energy doesn't mean unlimited output of said energy. Can be bought once per character (either you or your companions).
27.2) (Easy Mode only) Unlimited Output Too! (-15 MT, requires Unlimited Powa!) – Oh, okay then, you also want to be able to do some crazy shit with this unlimited energy but can't because of a bottleneck output? Not anymore! Now you have fiat-backed ability to use said unlimited energy in unlimited capacity! How many times did I say "unlimited"? Can be bought once per character.

28) Feeling Peckish (-8 MT) – With this perk when you fill the jumpdoc and prepare for your Jump you can make the price of any perk/item be equal to zero. Can be bought 3 times. (Or unlimited amount of times in Easy Mode).

29) Generic Unlimiter (-10 MT) – This perk removes limits from all of your abilities. No more upper limit in how much you can push your skills, strength of your spells, your speed or anything else. This perk also removes diminishing returns so everything stacks perfectly. Can be bought only once.

30) Generic Uncapper (-10 MT) – This perk makes every capstone perk discounted if they are not already discounted. It also makes them twice as powerful. If jumpdoc has a perk that is specifically stated to be a capstone booster you can take it for free. Can be bought only once.

31) (Easy Mode only) Long-Haul Mode (-20 MT) – Well, now you play a modified version of Jumpchain. With that you can reuse past jumpdocs. Also you now can't lose your chain by dying - you can just start again. Basically it is a cliffc999's version of Long-Haul Mode.

Items

1) Discount Tokens (-1 MT) – This is a set of 3 tokens which may be applied each to one item or perk in a Jump document, that item or perk becomes then discounted. Could not be applied to something that is already discounted. They are one-time use, they do not respawn, for additional tokens buy this Item more times. May be bought multiple times.

2) Token of Fiat-Approved (-1 MT) – A set of 3 tokens which can be used to apply fiat protection to 1 item each. If the item you apply this token to has its jump-doc counterpart then tokened version gets all properties described in the jump-doc. Do not respawn and cannot be removed or re-used. May be bought multiple times.

3) Basic Requirements (-1 MT) – You have a job that pays enough for you to live on, assuming you live simply. You also have a home of some sort, a cheap but decent vehicle of an appropriate type, and the various basic sundries needed to live. Basically, you have a life, set up and waiting for you. The job will be something you are capable of performing, and that works with your background, and the schedule will be flexible enough that it will not interfere in your normal jump activities. Can be bought once.

4) Grand Credit (-1 MT) – This item grants 10000$ or its equivalent in the local currency that you can summon to yourself at will. This money source restores itself to this amount every month. Further purchases of this item adds another 10000$ to that budget.

5) Shipping Error (-2 MT) – Well, this is unfortunate, for someone else. It seems you've been given the item/perk somebody else has purchased in another jump. Aka, take this item or perk from another jump of your choice for free. Can be bought multiple times.

6) 3D Printer (-3 MT) – That's interesting, this device is a 200x200x100 meter 3D Printer that can construct entire machines from materials you put in. As long as you have detailed blueprints or an example of the device for copying purposes along with the needed materials it can be manufactured. Purchasing this item another time will double its size in all dimensions. Yes you can construct Star Wars Corvette-scale starships. Yes they are fully functional on completion. And if you buy this enough times then even Death Star is not beyond you. This item works at a speed equal to your own crafting speed based on the fastest you can manufacture items of quality but can be put into overdrive. Quality will be halved but the result will be completed at 1/10th the time.

7) Material Supply (-2 MT / -4 MT) – Have some rare material you'd like? For 2 MT you gain 1 ton of any material you can name alongside the setting it originates from. It will restore itself 1 week after use. For 4 MT (or 2 MT if you bought 2 MT version before) this will be an unlimited supply that will become available to your manufacturing installations or workshops permanently. Each tier can be bought once for each material.

8) Golden Coins (-4 MT) – This is the only respawning item on this list, a set of 3 golden coins (not really gold) which boost an animal, monster or whatever else monstrous of some sort (Pokemon, Digimon etc) by 100% from the pinnacle of what their species can do and

they can consume an infinite amount of this (each use will stack additively). The coins respawn once a Jump. Can be bought multiple times, each additional purchase adds another 3 coins.

9) Essence (-20 MT) – Well, it seems that you decided to gain some insane power. We won't judge, don't worry. This item grants you a one-time-use ticket that you can exchange to any Essence from Essence Meta CYOA and they would work as described in that CYOA. Enjoy your power. Can be bought only thrice a Jumpchain. (Easy Mode – can be bought multiple times, can be applied to your companions).

Scenarios

Complete scenarios and get MT as a reward! You don't need to finish them across one Jump – progress is cumulative so all of your progress will be saved and can be continued in another Jump.

1) Monster Tamer (+1 MT) – Jumpers have many options for recruiting non-human creatures. For every 10 non-human/monstruos creatures you have captured or befriended, whether they've become Followers, Pets or Companions, you get 1 Milestone Token.

2) Drawback Taker (+1 MT) – Drawbacks are no fun, but why wouldn't you take them for some extra cash? Well, as a reward for being a good little Jumper you get 1 Milestone Token for every 5 Drawbacks you have taken. Drawback should cost 200 CP or more.

3) Thousand Faces (+1 MT) – For every 4 Alt-Forms you gain one Milestone Token.

4) Be the Butterfly (+1 MT) – This is simple, you must be a massive Outside-Context-Problem for one setting. Make some huge changes to canon by your own action, like teaching Goku to go Super Saiyan before Vegeta shows up, saving Taylor Hebert from the Locker before her trigger, save Katara's mother, basically? Make some massive change to one jump that has wide reaching effects. Could not be done in Generics.

4) Exterminators (+2 MT) – There are way too many assholes out there. For every 4 enemies that oppose your alignment (evil bastards if you are good/heroes if you are evil yourself) you kill or have part in their death, you get 2 MT from me, sound fair? One thing though: if they are a part of some sort of organization (Death Eaters, Empire 88, Protectorate, Mage Association etc) you should defeat that organization too.

5) Protagonism (+2 MT) – Well Jumper, for the next jump you go to, you'll be the protagonist, the hero, replacing them as such. Yes, you have to either take on their identity, importing as them, or take their place in the narrative. This also means you must resolve the plot, save the princess, kill the Overlord, Lay the Dragon or whatever is needed. That wasn't a typo.

6) Jumper Fix-It/Ruin-It (+2 MT) – Many settings are messed up in some way shape or form. Let's make a deal, for every 3 worlds you have saved,improved and not caused a crapton of suffering while doing so (No, killing the Imperium of Man and its Emperor is not fixing 40k) you get 2 MT. If you're uncertain what would work for this, ask yourself how much suffering you'd be causing with your plan and how much less a plan that has more work to do, would cause. If your plan is causing more than the least amount possible in suffering, then you screwed up. Or if you are an evil bastard yourself then you should count how many worlds you have ruined/conquered.

7) Dragon's Hoard (+2 MT) – Jump-chan doesn't like it when Jumpers have empty Warehouses and likes to parade their collections before others of their kind while Jumper is

gone. For every 5 items that cost more than 200 CP after all discounts you have purchased you get 2 MT from me.

8) [The Writer (+1 MT) – This scenario is not visible to the Jumper, it is strictly Meta. For every 15000 words you wrote in the current Jump take one Milestone Token.]

9) [Audience Applauds! (+1 MT) – This scenario is not visible to the Jumper, it is strictly Meta. After finishing the Jump, ask readers if they liked your writing of this Jump, make a vote if you are on SB. If you have more “yes, we liked” votes give your Jumper 1 MT.]

Drawbacks

These Drawbacks work a little bit different from your usual jumpdoc Drawbacks. You take them before Jump but get MT after Jump. So first you should try to survive them and only after that you get your reward. Each Drawback may be applied only once. Unlike the original and revised versions of Milestone Rewards Supplement you cannot apply them in advance for future Jumps – only for your next when you are buying things with CP. Also, these Drawbacks are giving you MT which is much more valuable than CP (because it affects your entire Jumpchain). Thus Jump-chan won't allow you to cheese these. Don't be a dick and do them by the spirit and not by the letter.

1) Gender Flipper (+1 MT) – You will be transformed into a gender variant you're the least comfortable in and will not only find yourself in Body Dismorphia but will also find yourself with the sexual orientation you'd be least comfortable with and know exactly that isn't you.

2) Clutz (+1 MT) – You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not kill you. Do not worry, it won't interfere with fighting or other life-or-death situations, they just will make your everyday life very annoying and a little bit painful. Okay, a lot. A lot of pain awaits you.

3) That Little Song (+1 MT) – That going on and on! Yep, now you are stuck with earworm: that annoying song that you can't help but hum all the time. It is very annoying (fiat guaranteed) and now you are stuck with it for the whole duration of the Jump. Moreover, now every single person that hears you can't help but start humming too. And they will hate it. And they will blame you!

4) That Annoying Escort Mission (+1 MT / +2 MT) – You have been stuck with someone that is essentially useless in any high-risk situation, and you have to keep them safe. This person will listen to you somewhat and would not actively seek any danger, though they would be somewhat of a trouble magnet. For an additional 1 MT this person would have a personal motto "Bravery and Idiocy!" and rush into any remotely dangerous situations. They wouldn't listen for you. Even if you lock them up they will find a way to get into trouble. If you wish they would have the name "Leroy Jenkins". Oh, and you can take this multiple times… But beware: for each additional escortee difficulty will rise exponentially and after 3 of those even your omniscient and omnipotent powers would start to fail you.

5) Annoying Bullies (+1 MT) – Every setting has some sort of annoying opponents. Fantasy has its bandits, school slice-of-life has its bullies etc. Now you will have a lot of them after you. Basically with this Drawback you are a bully magnet. They are guaranteed to be annoying and be a regular part of your life. Even if you hole yourself in some sort of shelter they would find their way in. They are endless. They are weak, yes, but they are really annoying. Beware that while in fantasy killing bandits is okay doing so with school bullies can give you troubles.

6) Crippled (+1 MT) – You lost a Limb Jumper, it must be something major like your arm or a leg, not just a finger or toe. You can also be blind or deaf, have no sense of taste or smell

or double the payout for paralysis from the waist down. Point is, you'll be crippled for an entire jump, this is guaranteed. And you are about to suffer for this even if it's just your sense of taste.

7) Bad Fanfiction (+2 MT) – Well, welcome to Hell. And not in the good kind. You are in the twisted parody of your world with every single annoying cliche taken and turned up to 11. They would mix for no reason, forget about logic and common sense: you are literally living in the sick fantasies of the worst of the worst fanfiction writers.

8) Born To Be Victim (+2 MT) – Your common sense is going to be slightly impaired for the duration of the Jump. You are going to check out the abandoned house, split the party, or get drunk and decide to skinny dip in the lake. You are not blatantly suicidal, but you are going to take risks and you are definitely not going to be genre-savvy.

9) Like A Catnip (+2 MT) – They may or may not be supernatural in nature, but there are monsters here, and they seem to like you an awful lot. Any monster, no matter what its type, will consider you the perfect prey/mate/food/partner (in any combination), and will target you over any other person. Also, applies to a lesser degree to other enemies so don't think that going to a world without monsters will make you safe.

10) Generic Power-Lock Drawback (+3 MT) – Well, do you know these powerlocking drawbacks that give you quite a bit CP? Now you can take it here and get some MT! Cannot be taken with jumpdoc's version of powerlocking drawback: take either jumpdoc's version or this. Cannot be taken with usual Gauntlets.

11) The Gauntlet (+4 MT) – Rather than forcing you to take a Gauntlet, this drawback instead may be applied to any one jump. It will become a pseudo Gauntlet, thus preventing you from using previous perks or items (except Bodymod as per usual) and reducing starting CP to 0 even with all CP boosters from Perks above (though Gauntlet Stipend is still counts). Cannot be taken if the jumpdoc already has the option to be either usual Jump or Gauntlet. Cannot be taken with usual Gauntlets. Cannot be taken with jumpdoc's power-lock Drawbacks.

12) Generic Scaling Enemy (+6 MT / + 10 MT) – Well, it seems that you are very desperate for points. That's okay but you should prepare to suffer. Because now you will have to deal with the scaling enemy. they can't be negotiated with, they can't be killed for good as they will eventually return, they will learn from their mistakes.
First tier of this drawback gives you an enemy that scales to the max level of this universe. If you are in the non-powered setting then you can expect some sort of super-soldier mixed with godly charismatic politician mixed with intellectual genius with a penchant for technological progress that will turn the whole world against you. In magical settings on top of that they will have archmage level of spellcasting and even will start to develop immunities to your attacks.
Second tier though… Well, no limits. Expect them to have in the end abilities that put Outer Gods to shame. And even that is not the limit.

Notes

Well, this Supplement was meant to be “one-size-fits-all” – Supplement for every occasion. I really hope I managed to show this. If you have any specific questions you can find me on SB or Reddit: aleksds1 is my nickname on both sites.

About CP/Item/Non-Item/Companion stipends. Order of buying matters. In general it is (((X operation 1) operation 2) operation 3) … For example: if you bought starting CP stipends A, A, EX, then you would have it something like this (((1000 + 500) + 500) x 2) = 4000 CP. On the other hand if you bought it in the order EX, A, A then you would have (((1000 x 2) + 500) + 500) = 3000 CP. The same 12 MT but the result is different.
Q: Well, and what if something like companions’ starting CP is fluctuating from Jump to Jump?
A: You can either make a rule of having companions’ starting CP be 600 (or whatever number you like) no matter what jumpdoc says, or calculate each time the result.
Q: What if jumpdoc gives a fluctuating stipend like Marvel Cosmic where you have 600 CP to either powers or items?
A: Divide them how you see fit and then apply all of the bonuses bought here.
Q: Why is there such a big difference in the amount of CP gained in different types of stipends?
A: Because of the balance. CP stipend is the smallest because CP is applicable to any part of jumpdoc unlike item stipend that goes only to item section or non-item stipend that goes to any powers/sacred gears/kekkei genkai/etc sections. If they are equal like in Revised version of this Supplement by Fanficwriter1994 then you would literally have no reason to buy item stipend. Now you have at least some motivation to do so. As for companions’ stipend – you should note that these +100/+300/x1.5 applies to every single companion simultaneously. If you have a lot of companions then the total number of points will go up dramatically.

Training booster is the most straightforward thing here. Just add this bonus to your other training bonuses. Also it is universal and applies to all of studying/training.

Changelog

2022.07.07 – v1.0 – another rebalance, finally something ready to show to others.

2022.06.12 – v0.5 – rebalance of some perks, starting stipend. Beta completed.

2022.05.29 – v0.4 – written some notes, done a little bit of formatting.

2022.05.29 – v0.3 – finished perks, items, drawbacks, scenarios.

2022.05.23 – v0.2 – copied all reasonable perks/items/drawbacks/scenarios from Revised version, did cost rebalancing.

2022.05.13 – v0.1 – file created, rules written.