Protagonist Mode

v0.2

by RikoIsLoveRikoIsLife

Introduction

This supplement was inspired by richardwhereat. The purpose of this supplement is to allow you to self insert as the protagonist in the base Jump, and/or gain abilities of theirs when the base Jump doesn't offer them/allow you to. This supplement document can only be added to one base Jump at a time, but can be repeated as many times as you wish for use on different base Jumps, keeping separate purchases. This supplement uses **Protagonist Points**, or **PP**, which can be converted from **CP** at a rate of 1:1 **PP**:**CP** ratio. All options here, by nature of you choosing to take them, overrule the words of any Jump they are applied to, this can and likely will upset the balance of the base Jump so use it at your own discretion.

Gain **1000 PP**

Starting Location: This supplement allows you to automatically choose the location of the relevant protagonist at the time of your entry, ignoring all other location choices. Or if you must roll do so on 6 locations of importance to the protagonist chosen randomly by your Benefactor. Otherwise you can choose to still use the locations of the base Jump, though it might disturb your entry and recent history somewhat.

This supplement allows you to, but doesn't require you to, become the gender/sex/age of the protagonist for your time in the base Jump(and afterwards if you really want).

Origin

- **Self Insert - Free:** You will still use the base Jump's origins to determine options in that Jump including things like discounts and freebies, but this supplants that as a sort of fiat backed 'Self Insert' origin that determines where and when you start in the base Jump. You can choose to start when the Jump normally does, or if it differs, whenever the protagonist's story begins. The circumstances of your arrival in that Jump are obviously changed to reflect your possible replacement of the protagonist, at your discretion this can be a direct replacement with the universe not affected otherwise, or the setting can be altered to reflect you being this protagonist, and even further to reflect other options you've picked up in the base Jump. How exactly this manifests is roughly of your own design, you aren't required to directly replace them and can instead be a relative or someone else who has merely taken their place in the story, or possibly a spot beside them in that story, I trust you know how self inserts work. This origin is also optional, if you're just here for powers.

Perks

All Perks except those marked as exclusive may be bought repeatedly.

Self Insert

- **Protagonist Requirements - Free:** You will receive whatever special abilities, traits, and skills that are required for basic representation of the relevant protagonist. These abilities go away when you leave the base Jump and this perk goes away when you finish the base Jump. Nothing can be done to retain these abilities, but you do benefit from any practice, training, study, or actual use in the base Jump itself of any mundane skills or those you otherwise possess.
- **Protagonist Body - 100 PP:** This perk grants you all physical advantages and traits(that you wish to have) held by the protagonist, it does not grant you any real substantial powers but any and all minor advantages you want their body affords them. As a general rule assume this won't give you anything that would be noticeably greater than what the SB or QQ Body Mods offer, as a consolation this can add to your Body Mod once the Jump has ended.
- **Protagonist Chic - 100 PP:** This perk allows you to freely refluff any and all of your perks, powers, items, and abilities that you want from the base Jump or outside of it to roughly match up with the fluff, aesthetics, and themes of the relevant protagonist.
- **Protagonist Talent - 200 PP:** This perk grants you all the talents and skills of the protagonist that they held at the moment of your entry into the base Jump. This cannot grant you the specific effects or advantages of skill perks from the base Jump, it is just raw talent and ability.
- **Protagonist Luck - 400 PP:** This perk grants you the general meta advantages possessed by the protagonist, which likely includes some level of luck in life, love, and health. Though any plot armor won't be a strict guarantee outside of the specific canon instances, rather just an advantage appropriate to what the protagonist more typically shows. This also, within the confines of the base Jump, allows you fiat backed protection from unwanted butterflies, railroading any canon events into existence as closely as possible within the changes of your entrance and actions.
- **Protagonist Power - 600 PP:** This perk is probably what you added this supplement for, it allows you to gain a power of the protagonist. This power cannot be one offered in the base Jump unless it is offered in a form lesser or otherwise different than in canon. While one purchase of this perk does only grant one 'power' rather than their whole powerset, it does include any powers directly included within that specific power, and the bare minimum abilities required to use it such as energy source etc. As a basic example if you used this perk to gain Naruto's tailed beast it would include the capabilities that tailed beast offers, the seal it's contained in, and basic chakra coils, but it would not on its own grant you his abnormally large chakra reserves, his wind nature, his talents, or his jutsu.

Items

All Items may be bought repeatedly. All items can have a similar item freely imported into them. Using other options in this Jump you'll likely have access to all of these anyways, and possibly legal ownership, but without purchasing them they cannot be imported into, don't automatically come with you after the base Jump ends under the normal rules, and don't have fiat backing.

Self Insert

- **Protagonist Junk - 100 PP:** This item is actually a large collection of items, and includes all relatively mundane belongings of the protagonist that don't require their own purchase, including but not limited to their entire mundane wardrobe, mundane toys of whatever variety, games, music, toiletries, books, and mundane weapons and tools. This also will not contain items offered in the base Jump, they will follow the canon example without any special advantages not granted here.
- **Protagonist Wealth - 200 PP:** This item grants you all the wealth owned by the protagonist at your entry point to the base Jump, yes this would work for Batman. It also includes all relatively mundane properties they own, including land and housing. This also will not contain items offered in the base Jump, they will follow the canon example without any special advantages not granted here.
- **Protagonist Base - 400 PP:** This item is for almost everything the previous didn't include, any properties and almost any belongings the protagonist possesses that can't reasonably be called mundane. This only doesn't include things the protagonist doesn't possess at your entry point into the base Jump, or at least possess for a substantial time of the story, it also doesn't include specific armors and weapons that serve as a major component of the protagonist's capabilities or is utilized in virtually any combat situation. This also will not contain items offered in the base Jump, they will follow the canon example without any special advantages not granted here. These items will also not require any fuel, power, or maintenance under normal circumstances, or any form of rent or taxes.
- **Protagonist Equipment - 600 PP:** This item or small collection of closely related options can include anything forbidden previously, including but not limited to specific armors, weapons, macguffins, or anything else the protagonist could have said to have ever possessed in the canon that is not offered and/or allowed in the base Jump. If lost or destroyed, a new one will spawn one week later, and otherwise this item will automatically repair itself from anything short of complete destruction within 24 hours.

Companions

All companion options may have **CP** or **PP** donated to them at a 1:1 ratio, this **CP** or **PP** is handed out across the board to all companions bought/imported into the base Jump(unless for some reason you want to exclude someone).

- **Protagonist Pets - 100 PP:** This companion option is a group purchase/import that includes all relatively mundane(not especially combat capable) companions of the protagonist that could be regarded as pets in some capacity.
- **Protagonist Companion - 50 PP:** This companion option can be used to import a companion into any other canon character, and design this import using this supplement with that character standing in for the protagonist wherever mentioned. They gain **200 PP** for this as standard, and can also overlap an Origin from the base Jump with Self Insert if imported using the options there as well. For **200 PP** instead import 8 companions in this way.
- **Protagonist Friends - 100 PP:** This companion option allows to take with you any and all those that could be called close friends, family, or allies of the protagonist from the canon. You still have to convince them to come with you, but this gives you the ability to take any and all of them that you do.
- **Protagonist Harem - 200 PP:** This companion option allows to take with you any and all those that could be called a lover or significant other of the protagonist from the canon. You still have to convince them to come with you, but this gives you the ability to take any and all of them that you do. This includes even one night stands or star-crossed lovers that couldn't rightly be called a friend or ally.
- **Protagonist?! - 200 PP:** This companion option allows you to gain the original protagonist, or a close equivalent to them(such as a different gender or other slight differences), as a companion at the end of the Jump, or earlier if you aren't directly replacing them, and can be used to instead have the original protagonist alongside yourself. Don't ask how, don't ask why, just appreciate the opportunity to waifu the impossible.

Drawbacks

There is no drawback limit. All drawbacks grant **PP** unless otherwise stated, and likewise fade at the end of the base Jump.

- **Protagonist Timeline - 0 PP:** This drawback allows you to leave the Jump at the end of the canon timeline rather than after 10 years as is standard.
- **Protagonist Face - 100 PP:** You are now required to look just like the protagonist, with the only possible exception of gender/sex, and cannont change this fact until the base Jump has ended.
- **Protagonist Luck? - 200 PP:** Remember that perk **Protagonist Luck**? This drawback is exactly like that, but for all the bad luck and disadvantages instead. This does not overrule the perk, but will instead bring you to a realistic representation of their luck. This

won't cause circumstances that guarantee your death and/or chain fail, but will cause more minor misfortunes to be railroaded unto you where relevant.

- **Protagonist Enemies - 400 PP:** This drawback guarantees that any and all parties hostile towards the protagonist at your entry point into the base Jump are also hostile towards you, and will railroad future hostile parties to become so as usual if they aren't completely butterflied out of those circumstances. This won't fiat guarantee you can't win them over or otherwise change this hostility later, but it does prevent any abilities or advantages you possess that the protagonist didn't from being used for this purpose.
- **Protagonist Only - 400 PP:** This drawback is essentially a power-loss drawback, all perks, powers, abilities, items, and companions outside of those purchased in either this supplement, your Body Mod, or the base Jump are sealed away for your time in the base Jump, any companions imported will be under these same restrictions. For an additional **200 PP** this is expanded to include anything and everything not possessed in canon by the protagonist and prevents any companion imports that don't themselves replace a canon character under the same restrictions.
- **Protagonist Fate - 600 PP:** This drawback railroads you into the plot of the canon story, and guarantees you'll face at least equivalent challenges as the protagonist did no matter how many butterflies you create, it also guarantees these will not be resolved by anyone else in any circumstances that the protagonist was required to do so without help.

Final Choices

Ask the base Jump, this is a supplement.

Notes:

- This supplement can also be used with any other canon character from the base Jump's main story, including antagonists, in which case change the term protagonist wherever necessary. This does not include beings that do not ever involve themselves in the plot, narrators, or otherwise omnipotent beings unless such things are offered in the base Jump.
- Protagonist Body is meant to be a catch all to give you anything about the protagonist's body that you want, how this manifests is roughly of your design. What constitutes a 'minor advantage' follows along the lines of the Body Mods listed, but isn't limited to just what they offer, as a basic rule if you think it would be noticeably too good to fit in those Body Mods then it is too much for this option.

- If you have the ability to self insert in this way already from UDS or any other option(including the base Jump) you can still use this supplement to define that process, and gain the appropriate abilities. Any points these options may grant such as **CP** can be converted to **PP** as normal.
- Perk '**Protagonist Requirements**' heavily inspired by and with permission essentially stolen from **Ursine The Mad Bear**'s **Basic Requirements** perk from **Generic First Jump**.

Changelog:

V0.1

- V0.2 Edited gender/sex/age, location, Self Insert, Protagonist Body, Protagonist Friends, Protagonist?!, added to notes, added **Protagonist Requirements**,
- V0.1 Finished initial version.