SUPPLEMENT MODIFIER

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- Supplements affected by this modification: Warehouse, Body Mod, Housing System, Companion Housing Complex, Arena, Space Dock, The Bay and Biosphere.
- Supplements share a joint Supplement CP Pool. To streamline their prices, the following multipliers are used:
    - Prices for options from Warehouse get 10x bigger.
    - Prices for options from Body Mod get 2x bigger.
    - Prices for options from SB's alternative Body Mod remain same. Freebies now cost 50 CP.
    - Prices for options from Housing System get 10x bigger. Freebies now cost 50 CP.
    - Prices for options from Companion Housing Complex get 2x bigger.
    - Prices for options from Arena get 10x bigger.
    - Prices for options from Space Dock get 10x bigger.
    - Prices for options from The Bay get 50x bigger.
    - Prices for options from Biosphere get 2x bigger.
- Supplement Modifier is unlocked following the ending of the first Jump. With it, a Supplement CP Pool is unlocked, starting with 1000 CP in it. Following each completed Jump 100 CP get added to the pool.
    - As a downside Jumper does not receive any free CP that would be normally received with each Supplement.
    - Jumper is not permitted to transfer CP from Jumps into Supplement CP Pool for any reason.
- Jumper starts only with Warehouse and Body Mod unlocked. Others can be unlocked only by purchasing the following options:
    - **Housing** (-200 CP) – Adds Housing extension to Warehouse without taking up any existing space and unlocks option to buy upgrades for it from Housing System and Companion Housing System Supplements.
        - Taking just the bare-bones purchase, you start with empty rooms. You can furnish and otherwise upgrade them on your own or purchase upgrades with additional CP.

- **Arena** (-200 CP) – Adds Arena extension to Warehouse without taking up any existing space and unlocks option to buy upgrades for it from Arena Supplement.
- **Shipyard** (-300 CP) – Adds Shipyard extension to Warehouse without taking up any existing space and unlocks option to buy upgrades for it from The Bay Supplement.
    - Shipyard starts with three docks, each capable of docking one ship or spaceship, magically adapting to accommodate their size.
- **Space Dock** (-300 CP) – Gives you Orbital Docking Station and unlocks option to buy upgrades for it from Space Dock supplement.
    - If both Shipyard and Space Dock are purchased then Space Dock can be placed into an empty dock instead of left out in the universe, but only if its own dock is empty.
- **Biosphere** (-400 CP) – Adds Biosphere extension to Warehouse without taking up any existing space and unlocks option to buy upgrades for it from Biosphere Supplement.
    - By taking Fountain Jump this option can be unlocked for free. By purchasing Biosphere Item from The Fountain Jump you get additional 400 CP to spend on purchases for it.
- **Alternative Body Mod** (-400 CP) - Allows you to purchase options from SB's Alternative Body Mod in addition to the original one.

- Options that are available for purchase in several Supplements can be purchased only via Warehouse Supplement.
- Following options are added or modified:
    - **Bedroom** (variable) – Upon purchase adds bedroom(s) to your Housing. If purchased as upgrades then only the difference in price has to be paid.
        - **Simple Bedroom** (-100 CP) – Jumper and each of their Companions get small rooms of their own. Comes with twin-sized bed and small dresser.
        - **Deluxe Bedroom** (-200 CP) – Jumper and each of their Companions get medium-sized bedrooms. Comes with small closet, few pieces of Ikea furniture and queen-sized bed.
        - **Royal Bedroom** (-400 CP) – Jumper and each of their Companions get large bedrooms. Comes with large

walk-in-closet, finely crafted furniture and California King-sized bed.

- **Bathroom** (variable) – Upon purchase adds bathroom(s) to your Housing. If purchased as upgrades then only the difference in price has to be paid.
  - **Simple Bathroom** (-100 CP) – Jumper and Companions share simple bathrooms in groups of 5 people per bathroom. Single toilet, sink and simple shower.
  - **Deluxe Bathroom** (-200 CP) – Jumper and each Companion get a personal bathroom. Toilet, sink, nice shower and little things like towel racks and mirrors.
  - **Royal Bathroom** (-400 CP) – Jumper and each Companion get a large personal bathroom. Comes with all contents of Deluxe Bathroom along with nice Jacuzzi tub, steam shower and toilet fit for a King.
- **Additional Shipyard Dock** (-200 CP) – Upon each purchase one additional dock is added to Shipyard.
- **Additional Warehouse Space** (-300 CP) – Upon each purchase Warehouse is expanded for +50% of space prior to purchase of this expansion.
- **My Family** (-300 CP) – Recruited some family members as your Companions during your travels and now want to keep them with the same relation to you in your next Jump? With this option you can now import them as such (your mother as your mother, etc.), but unless you also import them with Jump-specific Companion Import option they won't receive any additional CP.
  - You need to purchase this option only once. After that you can choose for which Jump and for which Companions to activate this option, doing so for each Jump separately.
  - It can't be used to bring along your family members from Origin, unless combined with Biosphere's Friends From Home.
- **Body Modifier Machine** (-1000 CP) – Machine that allows Companions to unlock standard Body Mod Supplement for themselves, giving them 1200 CP to spend on purchases, with prices doubled as per rules of Supplement Modifier.
  - For additional purchases Jumper can donate his Companions additional CP from the Supplement CP Pool.

- **Jumper Training Machine** (-1000 CP) – A machine that allows you to spend CP from Supplement CP Pool to purchase perks and powers from any Jump of your choice. If you've already visited the chosen Jump in past, then you can make a purchase for same price, but you don't get any discounts. If you haven't yet visited the chosen Jump, then you must spend 150% of the original price. No refunds if you visit the chosen Jump later.
    - In case of Jumps with a non-standard form of pricing, those prices are appropriately adjusted. Examples of such jumps are Generic Childhood Jump and Mage The Ascension Jump (PoorDick's version).
    - If purchase of perk or power includes requirements then those requirements still have to be fulfilled.
    - For free perks and powers you still have to visit specific Jump.
- **Loot Box** (-1000 CP) - A magical box that allows you to spend CP from Supplement CP Pool to purchase items from any Jump of your choice, with same rules applying as for Jumper Training Machine.
- **Box of Memories** (-300 CP, requires Biosphere's Friends From Home and Loot Box) - A magical box with memorabilia from your Origin, things like albums with pictures, videos of family events and so on. Size of shoebox, so items biggers than that can't be found inside. Refills for each completed Jump with new items and can include items that were destroyed in Origin prior to Jumper's departure, but contents have to be taken out before end of Jump or they'll be lost. Can be purchased for Companions recruited with Friends From Home so that they can acquire their own memorabilia.
    - **Big Box of Memories** (additional -200 CP) - Upgrades size of Box of Memories to size 1 meter x 1 meter. Had to be purchased for each Box of Memories separately. Second purchase turns it into size of shipping container, which means that furniture can now appear in it as well.

- Special reward for using Supplement Modifier:
    - **It's A Small Multiverse** (free) – Considering all the settings that have multiple Jumps made it is quite likely that you've already recruited somebody as Companion that has living analogue in your next Jump. With this option you can now instead import them into

said analogue, but unless you also import them with Jump-specific Companion Import option they won't receive any additional CP.
    - You need to activate this option only once. After that you can choose for which Jump and for which Companions to activate this option, doing so for each Jump separately.

Modes - For those that want to do this a bit differently. Once Mode is picked it must be kept for entire Jumpchain.

- **Easy Mode** - Each unlocked Supplement now gives stipend of additional CP which can be used only to purchase upgrades for them. Prices remain the same as for entire Modifier.
    - Housing - stipend of additional 1500 CP
    - Arena - stipend of additional 500 CP
    - Shipyard - stipend of additional 500 CP
    - Space Dock - stipend of additional 1000 CP
    - Biosphere - stipend of additional 500 CP
- **Greedy Mode** - Instead of starting with 1000 CP Jumper now starts with 1700 CP in exchange for not being able to access any Supplements until end of Jump 6.
- **Patient Mode** - Instead of receiving 100 CP per completed Jump this stipend is now given in bundles after certain amount of Jumps is completed, depending on level picked:
    - **Patient Mode Level 1** - 600 CP for 5 Jumps.
    - **Patient Mode Level 2** - 1300 CP for 10 Jumps.
    - **Patient Mode Level 3** - 2100 CP for 15 Jumps.
    - Levels can be upgraded, but can't be downgraded.
- **Retroactive Mode** - For Jumpers that started Jumpchain with traditional use of Supplements and later decided to go for Supplement Modifier. Receive the same amount of CP as if Supplement Modifier was picked at the beginning, but have to again purchase all Supplement contents and because nothing is truly free you also have to pay a 1000 CP penalty. Can be combined with other Modes, excluding Greedy Mode.

Notes

- Descriptions of several options come from various corresponding Supplements that were used as inspiration for this document. They were obtained without permission.

- Jumpers are traditionally given access to Supplement after completing their Jump #1. Supplement Modifier is intended to be accessed at that point as well.
- My Family and It's A Small Multiverse are specifically modeled after My School from Housing System Supplement, so look at it for how they're supposed to work.
    - If Jump permits imported Companions to take Drawbacks, then Companions brought in with any of these can take them as well, even if they aren't simultaneously also imported with main import option.
- Concerning interactions with Universal Drawbacks Supplement fanwank what sounds appropriate.
- Feels unfair to require price for It's A Small Universe when many Jumpers already use house-rules for that same effect. So it is now a special reward for using this and unlike some house-rules it could be considered to have fiat-backing.