General Major Benefactor Jump



“Ahh… Good morning Jumper! Here I am your benefactor, and here we shall wage war across the stars, yes?”

“So Jumper, I have a simple set of rules for you, Some that you may hate, and others that I know you will love… As for me, well… What is a general if they are never a part of the greater war front, yes? After all… That's where all the fun is!”

The Rules:

- **First Rule: All jumps in your jumpchain are now considered to be gauntlets until you move on to another benefactor. All gauntlet jumpchains start at 0 points, you are limited to 40 drawbacks which you gain 3x the points from, and a celestial bank account with 2000 points for you to spend as you desire, with a minimum of 1000 points needed to remain in said account, a starting interest rate of 15% yearly, and a 75% tax on all accumulated points, which can be reduced by purchasing reducing taxation perks later in this document.**
  - **Please note that your drawbacks are Chain long, they will only provide half their TOTAL points they provide.**

- **Second Rule: You may not Possess or utilize any magic or psionic capabilities, perks, boons, or rewards… Our God-King would not approve. In exchange I offer a free "Non-Jump" every 5 jumps in your chain, worth half the total time you spent in the previous jumps to do with as you please on a slice of life world. Everyone needs a break from the war after all.**
  - **That means innate magical or psionic capabilities from implants, biological alterations, or even from imbuements or enchantments, as all of these break the second rule.**

- **Third Rule: You can purchase any magic or psionic items or equipment however, they shall be renamed as archeotech instead, If archeotech is utilized or described as anything else, it shall be considered heresy of the highest order, and you shall be removed, failing your jumpchain.**
  - **This rule means you are required to flavor your equipment to use an external source for your perks and abilities that use magic or psionics, keeping them from being utilized by you, directly from you, as they need to be externally produced rather than from any innate abilities or capabilities you may have, however, that means you can purchase magic or psionic perks/items, they just need to be external rather than being an internal or innate capability you have.**

- **Fourth Rule: Your resources are your own. You will not be left empty handed, you shall receive 1 large shipment of essential resources, as well as one separate shipment for Weapons, equipment, and vehicles of your purchased perks, and or for setting appropriate essentials.**

- **Each shipment is roughly 800 tons of material, with a large shipment being 2000 tons of material.**

- **Fifth Rule: You shall not be alone. You are given a recruitment center that shall provide new troops for your war effort, garnering 500 trained recruits per week. All companions are not limited to 8 or less, but are limited to 20 total, this total cannot be changed, they start with 1000 points, and can take 10 drawbacks of their own with their effects stacking upon yours as well, with a 4x multiplier on point gain for each one.**
  - **Note: Their drawbacks are also chain long, and even though you can swap out your companions they cannot be changed out until 5 jumps have been completed, where they will remain with me until you need them again.**

- **Sixth Rule: Thou Shall not Cheat. If any cheat perks or perks that state they have cheats in their name or description are taken or stolen, then it's off the to firing line, and your jumpchain will auto-fail.**
  - **This is quite literal, I've already had to remove over 40 people and blacklist them because they thought they could hide their cheat engines from me.**

- **Seventh Rule: There is only War. All factions you are not directly tied to, even subfactions, shall become hostile to you and your faction, the only way to make alliances is to vassalize them.**
  - **This detracts that most factions not innately hostile to you will remain neutral and can have peace be made through diplomacy, though through my experience, they won't always willingly take your alliance as anything more than temporary and more than often decide fighting you is better for them.**

- **Eighth Rule: You may be Alone, but free from Tyranny not your own. If you choose to select drop-in instead of joining or being resurrected/reincarnated into a faction of your choice, your starting resources are tripled, and your recruitment center shall provide its total recruits daily instead of weekly. Lastly, you may call me directly for aid, as I encourage the honorable and valourous amongst you to make a faction your own.**

- **Ninth Rule: Your position of stance, shall be determined by Veterancy. As you ascend the ladder you will acquire greater boons and increased requisition from my own forces. Allowing a truly endless war.**
  - **They are as follows:**

- **Tier 1: Fresh Recruit; Standard operation resources and benefits. 0 Jumps of record.**
- **Tier 2: Trained Vanguard; Doubled starting resources, Recruitment Center now delivers a total of 1000 troops weekly. 5 jumps on record.**
- **Tier 3: Developed Astartes; Doubled shipments, 1 shipment is now master-crafted quality, the Recruitment Center now provides fresh recruits every 4 days. 15 jumps on record.**
- **Tier 4: True Veteran; Triple Shipments, 1 shipment of each supply shall now be archeotech in nature. Recruitment Center now provides professional troops instead of recruits. 25 Jumps on record.**
- **Tier 5: Veteran Jumper: Triple Shipments, same as tier 4, but your extra starting shipments are now master-crafted quality as well. The Recruitment Center now provides troops twice every 3 days. 30 Jumps on record.**
- **Tier 6: Major Jumper; Quadruple Shipments, all shipment types can now be called down every 30 days, but only once per 30 days. The Recruitment Center now provides double troops every 2 days. 40 jumps of record.**
- **Tier 7: Senior Major; Same as Tier 6, The recruitment center now provides veteran troops instead of professional troops. 50 Jumps on record.**
- **Tier 8: General Jumper; Shipments are now received regularly every 30 days, one of each type previously specified. The Recruitment center now provides troops daily, twice daily. 75 Jumps on record.**
- **Tier 9: Major General; Shipments can now be called in anywhere via drop-pod, they will be delivered every 15 days. The Recruitment Center**

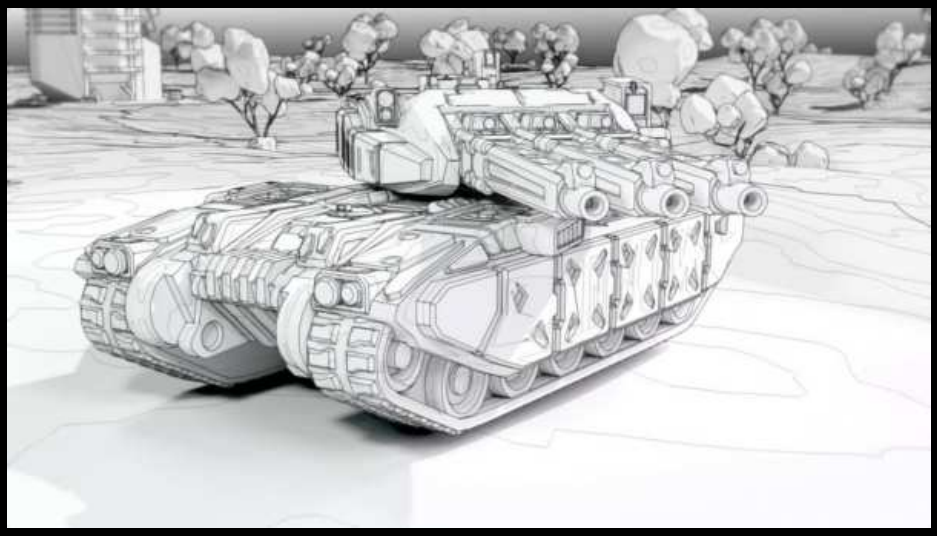
now provides 2500 Troops thrice per day, and a cargo shipment of supplies for 1 month with each batch of troops. 100 Jumps on record.

- Tier 10: Commander General Jumper; Shipments can now be called thrice every 10 days, on top of their regular schedule. The Recruitment Center now provides Advanced Logistics Vehicles and nine vehicles of choice per troop delivery. 200 Jumps on record.

- After your tenth tier achievement, all assets after 50 jumps from said achievement will have their total number of assets tripled, meaning your thrice every 10 day shipments, are really 9 every 10 days, and so on.

- Tenth Rule: There is only service to the God-King, even in death we serve. Your life expectancy is now unlimited, and you are allowed to resurrect yourself up to 5 times per jump as a hard limit. No extra lives may be taken. All jumps last a minimum of 500 years for a regular short term jump, instead of 10, or 1000 years minimum for a civilization styled jump. Lastly, you cannot fail your jumpchain unless you fail the last challenge.
    - Do understand, as I've had to remove several ill minded characters after the last few days, that grafting other people's lives to your own will not bypass this rule and will have you removed in a gruesome and unsympathetic fashion.

- Final Rule: The World was our oyster. The enemies we've made along the way are now all fighting for control of your last jump, everyone now has a true militarized industrial complex that will pump out all technology, weapons, equipment, vehicles, and so on that they have available. You need to stand firm against their endless tide until the end, in which you shall be rewarded.



The Drawbacks:

It Never Ends! (+400 Points): All enemy forces are now quadrupled in manpower, even worse… They now are trained professionals even amongst their new recruits. You better have a solid war plan jumper.

Penance (+500 Points): You shall be required to provide your troops sermon every week from a religion you sympathize with, you yourself no not need to speak the sermon, but a religious figure must be present, otherwise you shall suffer supply losses across your warfront until the next sermon can be held.

Broken Supply Lines (+500 Points): The Warfront can no longer sustain direct supply lines. You will need to ship resources through caravans or fleets if you plan on sustaining your wars now. Even worse, the enemy will now have a near supernatural sense as to where these supplies are going… meaning your supply chain will be constantly raided.

The Not So Free Bird (+600 Points): You thought that a single individual in this endless war was going to make a difference jumper? The answer is simple… No. Now regardless of veterancy or overall power, neither you, nor your overpowered companions and followers can individually win a battle or conflict, it will take massive amounts of manpower and even more weaponry to take down your enemies.

An Escalating Conflict (+800 Points): Great, Now all of your enemy factions just got a scaling upgrade… every jump where the technology progresses in any manner, regardless of setting or tech level, shall now be provided to your

enemies as a research opportunity. Even worse, they learn these techs at 15x the rate they should normally and can only be delayed in their research through direct sabotage. Do you really need those mecha jumps or sci fi jumps?

All Eyes See You (+1000 Points): Not only are you now the priority target from every enemy faction, but now they will divert extra attention to you through their military might. Even worse, they have all banded together in their war against you! You better have near godly level tactical abilities because this show just became FUBAR.

They Are truly Endless! (+1200 Points): Your enemies now are limitless in number, Not only are they no longer limited in force count, their supplies, equipment, their arsenals, even their vehicle hangars are endless. You will be attacked by a truly endless wave of enemies that are only bound by time. May our God-King have mercy upon your very soul.

A Truly Unforeseen Problem… (+1400 Points): You thought the enemies were limited to general power scale jumper? Something like a normal man? Well that's too bad because now all enemy forces are veterans, and if they manage to score enough kills under their belt they become elite mini-bosses that will continue to score larger and larger powers from their endless grinding. Not only that, but mini-bosses will begin to escalate to the final boss in terms of danger and power. Could you imagine having to fight an entire legion of Final Bosses… By God-Kings grace what a nightmare.



The Perks:

Locked And Loaded (-100 Points): Well jumper it looks like a blessing has made its way to your whole supply chain, whether it be good raw materials, a unique boon in the refining process, or something else entirely your produced supplies and equipment are now a higher quality grade. Can Stack on itself as desired.

Reloaded but Not Out (-100 Points): This perk is simple, if you have an empty mag on your person, it will refill with your standardized ammo in 3 hours. This perk stacks with itself, reducing the time per magazine by 1 hour, or by 5 magazines, your choice.

Stubborn Herald of War (-200 Points): Regardless of the severity of danger, nor the fear your enemy attempts to instill in you, your forces, or your general population… You will always have the strength and courage to continue the fight, your people never suffer war exhaustion as a result.

A Truly Supreme Recruitment Campaign (-200 Points): Regardless of efforts on your part, your faction will actively attempt recruitment for the war. Your general number of fresh recruits will double for every time this perk is taken. This will not decrease the number of civilians in a general population, but instead shows the population has a far faster growth and replenishment rate.

A Hazardous Environment (-200 Points): You and your faction are professionals in the art of hazardous terrain and chemical warfare. Any attempt to make a hazardous terrain or utilizing a chemical weapon will take only a quarter the time it normally would.

General's Insurance (-200 Points): Your Wonderful General has decided to provide a form of fiat insurance to your shipments. Not only can they not be raided or claimed by the enemy, but they also will refill once every year. <u>This time will be reduced by 3 months per purchase.</u>

A General Greenery (-300 Points): Your forces can't run on an empty stomach now can they? Whether it's increased quantities of food or income, you will now gain it steadily every month. Enough to cover the costs or needs of your faction every month. <u>Taking this twice will cover both.</u>

But there is no such force…(-300 Points): Until now! All of your faction's forces will now start as an elite professional instead of a standard trained recruit. This also carries to civilians who will become martially trained as a fresh recruit, leaving your population capable of forming a trained militia in case of emergency.

A Priceless Relic(-300 Points): Your faction has bestowed upon you and your companions a powerful relic 3 tech levels higher than should be available to the current civilization, and is fiat backed! Ain't that a blessing.

A Free Union(-400 Points): Ever wanted to start with a vassal nation already the moment you enter a jump? Well now you can, as this perk forces a single faction to surrender to you. Don't expect the major players in the plot to submit, but the smaller ones will!

A True Siege(-400 Points): Your faction as well as you and your companions garner advanced siege and construction knowledge, allowing for even a simple hamlet to become a mighty automated fortress. Not only that, but this perk also reduces the time needed to set up defensive or offensive positions in only a fifth the time.

A Trade Embargo?!(-400 Points): Now once a year you can force an enemy faction to lose access to all trade within its borders for 3 months, this alone can stop a nation in its tracks after all.

Land of the Jumper(-400 Points): All members of your faction will consider you to be their "Unofficial" Leader, and will be loyal to you regardless of drawbacks or active enemy perks.

A Truly Jumper-Esk Land(Capstone Booster): Now not only will all members of your faction remain loyal to you, but those benefits will also extend to your vassals as well! Their overall mood and general outlook on life will improve just from you being a part of their people.

You Telling Me This Now?(-400 Points): Your faction will now keep you up to date on enemy activities and general movements in a micromanager esk fashion allowing you to maintain a constant vision of the ongoing and ever-changing battleground.

A Pariah or a Preacher?(-400 Points): All members of your faction will now follow in your beliefs, preaching the good word and maintaining moral more efficiently through you and your belief structures. Just don't let it get to your head ok?

Secured Supply Chain(-500 Points): Your supply chain and all means of procuring assets for your war are now self maintaining and require very little to no management on your part. Additionally, the supply lines leading to your warfront are reinforced with stronger convoys and heavy defensive fortifications. Would love to see some thugs splat from the 50mm dual autocannon turrets.

Welcome to Paradise Lost(-500 Points): As you know paradise is hard to maintain, let alone during endless conflict. However, you and your supporting faction will find no trouble eeking out a slice of life reality even in grueling and constant conflict. I can't wait for the Jumper Beach episode myself.

Taxation? With no Representation? (-600 Points): This outright removes the tax on your bank account, allowing you to gather points at a normal rate. Not only this but every 10 years I will supply you with 100 points just for surviving.

Tax? You have a Tax?(Capstone Booster): Now not only do you not have tax, but this applies to your faction as well, and even better, you gain additional points for

every faction you help destroy! 500 for minor factions, 800 for plot relevant minor factions, and 1000 points for major factions, and as for the plot relevant major factions, 1500 points should be plenty. Have fun jumper!

A True Union(-700 Points): All of your faction's forces are now in harmony, there will never be infighting, quarrels, racism, or any other form of bigotry amongst your faction you didn't authorize. This not only improves morale massively, but doubles their effectiveness in combat! Take that hank! The Union Survives another Day!

An Endless Capstone of Fun(-1000 Points): Now you may think this is just a capstone unlocker, and although this does accomplish that need, it also provides the incredible benefit of endless goods and resources! Your starting shipments will now supply a whole army instead of a small starting population. Additionally, all resource nodes/veins/pockets you harvest from provide triple their normal quantities at a very high quality, and are endless in supply.

A Free Vein of Joy(Capstone Booster): Now not only are your faction's resources effectively endless, but now your manufacturing and general supply chain are now 3x more efficient! Not only that, but they will never need maintenance and can self expand to compensate for your military needs without requiring more space, after all the structures are bigger on the inside!

Items:

Starting Troops(Free): You start with 1000 troops per tier of rank you possess. Additionally they are outfitted with the most advanced technology you possess from other jumps, making them sufficient for early game expansion.

Starting Base(Free): You now start with a small beacon like object that can easily cling to any surface on your person, this beacon will supply you a large single structure that can manufacture and "Print" new recruits, functioning as both base and recruitment center if another structure hasn't been designated as such.

Recruitment Center(Free): A large pouch contains a new techno-gadget that unfolds and begins to manifest a large structure, this structure becomes a forward operation theater for manufacturing, recruitment, and refining as it possesses all blueprints you've unlocked or made thus far. Additionally, it will produce everything of your tier and self supplies workforce for your needs, including surveying and collecting resources for you.

The Wonder Tool(-100 Points): An omni-tool for every purpose, used for everything from construction to advanced science and research, never again will you need a tool for the job as this small pen-like object can be carried with you anywhere. Feel free to style it as you desire.

Mass Generators(-100 Points): Produces a large quantity of basic metals once placed on a vein of metal. The Vein will not deplete while the generator is active, but can be mined to exhaustion if you choose to mine it as well. Each produces roughly 50 tons of material per day, and can increase its production capacity by connecting it to an energy grid and activating its upgrade sequence, this multiplies its output by 10x per upgrade with a total of 5 upgrades being possible. This selection provides 2 such generators for your faction's needs.

Energy Grid(-100 Points): Produces large quantities of energy and establishes a universal energy grid within 50 miles of a single grid. Grids can be connected to other grids in range to increase coverage area. Each Grid can be upgraded a total of 5 times, starting at 50GW years per day and multiplying that per upgrade by 100x

Supply Depot (-200 Points): A Supply depot is a single structure that will call in a void hopping air transport, this transport will land on its docking bay and unload crucial ammunition and essential food stocks of MREs and other Ready To Eat

Rations. Lastly, the Supply Depot can be improved through the perk “An Endless Capstone of Fun!” Which triples the docking bays and provides the depot an endless storage capacity. The Transport supplies 10 tons of supplies every 10 minutes, after being boosted, provides 50 tons instead.

Ol’ Tech(-300 Points): Old technology that cannot be reverse engineered as its productions are blackboxed. This makes them stupidly reliable for long term engagements with enemy forces as they can no-longer reverse engineer or study your equipment upgraded by this option. This applies faction wide to all currently available technologies, but must be reapplied when you get more.

Extra Dakka(-300 Points): Triples all weapons and supplies manufactured or provided by shipments, additionally for each purchase, this can apply to another process, resource, vehicle manufactory, or similar option.

Fully Reliable (-600 Points): All items faction wide are now able to only be utilized by a member of your faction, on top of that they are now self repairing and don’t require maintenance. Enjoy!

Stubborn Ox (-800 Points): Your Factions vehicles can now be scaled 3 steps up or down without extra resource costs, additionally, regardless of technology used, all methods of production are now capable of working seamlessly with other options, like using an organic symbiote lining in your armor with advanced nano-forged plating, they will integrate and co-operate seamlessly and comfortably.

Your Reward:

Now as for the reward you were promised for completing your jumpchain… It's referred to as the Benefactor's Chrysalis.

The Benefactor's Chrysalis is a unique item that allows you to become a benefactor, or if applied to someone else, allows them to become one.

However… If that doesn't suit you…

I can exchange this reward for an option of your choosing below, as a reminder, everything below can stack with one another as well as itself if you choose the same thing over and over again. Just be aware that the "Benefactor's Chrysalis" is a single-use item that cannot be replicated, not even with fiat.

1. **You gain a new form of bond to your soul and consciousness allowing you to merge your body mod and any currently applied perk into it. This makes you impervious to anything that could remove or inhibit your body mod or perks.**

2. **You can remake your original home reality to one of your liking. This can be anything, and no… I won't limit you on what can go in there, just know that you will have to sculpt and detail it, not me.**

3. **I can make any and all perks or systems tied to you scalar on the number of jumps you've completed. Completed a 1000 jumps? That's 1000x scaling to everything tied to your perks or your systems.**

4. **Got a god or similar entity you really hate? Think you can do better? Well I can make you on par with the divine… Just know the politics we're enough to drive me out and desire endless war instead.**

5. **Feel that I'm Underperforming in my benefactor duties but don't want to replace me? How about a helpful buff then? You can make a boon that applies to me that can be as powerful as having a caloric stone from The Overlord anime/manga effect that applies to everything I provide, make, or supply. Or something even stronger, roughly on par with the 1000 point perk and its capstone booster option. This will apply to everything I do, and to every friendly faction under your stead as well.**

Best of luck jumper and I will be seeing you on the battlefront!

Notes!:

- **Version 1: Released with minor changes after the first day**
- **Version 2: Released with modifications and edits after several odd encounters with jumpers who didn't understand the rules and were promptly executed for breaking them.**
    - **Clarified Rules Section with sub-notes to improve understanding and general quantities for assets and materials.**