Four Gifts of Fortune

Hey there! There's a lot of things that can limit a Jumper, and while there are people already giving out boons, I thought why not give my own? So here, some power.

Obviously you can't have all of them, so you may only pick four, and may have five if you roll a d20.

1. Extra Power: You can pick another Jump to supplement any jump you go on. It doesn't have to be a supplement itself and can be any official doc of your choice. This is not a one time use and can be used for every jump you go on. This can be bought three times.

2. Free is Free!: You have the ability to pick one item, perk or power on any jump document for free. This can only be used once every jump and *must* be from the main Jump. Whatever was picked is ultra-fiat backed, meaning that no drawbacks can remove them. This can be taken two times.

3. Omega Body Mod: You may use a Jump in place of a regular body mod Doc. Any perks and powers chosen will become part of your body mod and can't be taken away from you. This also gives you 200% of the original credits given, and should none be given you instead get 800CP. This can be taken four times.

4. Companion Merchant: Companions no longer cost anything and may be taken for free. There is a limit however, and you may only choose five companions and buy them regardless of prices per jump. Any created or imported companions will get the full amount for making their build. This can only be taken once.

5. Double Life: I saw this in the Dexter Jump and thought it was pretty cool. You can pick an extra Origin in any Jump. You get all the discounts associated with said origin. This can work with any origin *including* racial origins. If two racial origins are picked you'll become a hybrid if you wish, or have two different Alt-Forms. This can be taken twice.

6. The Same Thing: There's a lot of Jumps out there that cover the same setting, and it can be a drag to go there multiple times. This makes it that should a Jump have multiple docs, you can use all of them at the same time. Points *aren't* kept separate and are instead a pool of all the jumps. This may be only taken twice.

7. Double whammy: You start with double the amount of Points given at the start of any jump. If you started with 1000, then you'd start with 2000. If you're going to a Jump with no credits given then you'll be given 800. This can be bought three times, and each time you do it increases the amount given. So if you bought this three times you'd start with 4000.

8. Express Yourself: You can alter any ability or powers to fit whatever style you're in right now. This changes how these powers work, altering them to fit a motif. If you had a darkness power but were a cleric, then you could change that to make it photokinesis. This can only be used once.

9. Dense Power: Your powers have a lot more density to them Jumper. Any powers you have are more powerful, the potency increasing by 300%. This doesn't change the cost of the power itself, and merely changes how strong they are. A regular fireball could be the size of a basketball, but with this it's now the size of a house. This can be taken twice, doubling it to 600%.

10. Quest On: Life is like a video game! Before each jump you go to you can select a set of quests and missions to take on in the setting. What these are is up to the writer. These quests can reward both credits and perks from the Jump upon completion of these quests. This can only be taken once.

11. Topped Up: All of your powers are never empty now, always at full volume. This means that anything that doesn't use all of your reserves at once will never deplete them, always at max capacity. Not even something that drains your reserves will make them go below max. This can only be taken once.

12. Waifu Jump: Everytime you enter a Jump you get the personification of that jump as a companion. These people can be designed however you like, have a build of your choice with a limit of 2000, and are loyal to you. Their personality is entirely determined by the perks you pick. Any items you pick will be available to them in a pocket dimension they can access at will. This can be taken twice, a second purchase giving you a second companion.

13. CYOA Extender: Jumpchain *is* a CYOA, and leaving the others out of your chain doesn't sit well with me. This choice allows you to use CYOA's that aren't part of Jumpchain. You may use these as a standalone jump if there's enough content or if there isn't enough then as a supplement, but both are capable of being a supplement. This may be taken only once.

14. Drawback Be Gone: This is a pretty nifty choice jumper. You may pick three drawbacks and earn the points of them without suffering the consequences. This can only be used on the main Jump of wherever you're going to. This can be taken three times.

15. Four Energy Universe: Infinite power is in your hands Jumper. You have four universes inside you Jumper. These universes hold pure power of whatever energy source you pick, being able to be drawn upon to fuel anything. By default this is set to a single energy of your choice, but as you get more power you may divide these amongst your power. This may only be rolled for, and can be rolled three times.

16. Stolen Divinity: Damn, you did something nobody's ever done. Pick something. That's the domain of whatever god you stole from. You gain power over that thing, able to manipulate, conjure, and warp whatever it is. It starts out weak, only able to manipulate it, but with time it'll become what it originally was. This can only be rolled for and be taken once.

17. Multiplayer: Pick anyone, can be your actual friends or a fictional character. This person is now your Co-Jumper. That's it. Can be taken twice.

18. Extra Rolls: This can only be taken if you roll it. If rolled, roll three more times. This can be taken three times.

19. Extra Roll, Electric Boogaloo: This can only be taken if you roll it.. If rolled, roll six more times. This can only be taken once.

20. Unlimited CP: What it says. You get Unlimited Choice points for the rest of your Jumps. This can only work on the main jump, and Supplements still have a limited amount. This can only be rolled, and you can only get this once.