Fanficwriter's Jumpchain Milestone Reward Supplement:

Rules:

First, let me start by stating that this Jump is inspired by the Jumpchain Meta Supplement, an interesting but not practical supplement document. This is a personalized and upgraded version, made both to make rewards for jumpers as well as keeping the benefits of the Meta Supplement which inspired this in check.

As such I'll be laying down how this works:

- This Document may be taken to improve a Jumpchain before jumps 7, 15, 25 and so on, essentially going every tenth jump after 15.
- For each Milestone you gain 2 Prize Token (PT) which you can trade for perks here.
- PT can be saved up between instances by not using them as they won't respawn. However, only up to 10 PT can be saved up in total.
- The Max PT cannot be increased by any means nor can additional PT be gained outside of reaching a milestone or accomplishing a goal below.
- Perks purchased here are chain-wide in effect unless stated otherwise.

Perks:

More CP (1 PT): Choosing this perk increases your starting CP by 300. This can be applied both to yourself or your companion.

Large Amounts of CP (2 PT): This is an enhanced version of More CP. For choosing this your starting CP increase by 800.

Double CP (8 PT): This perk is simple. Whatever is your current starting CP, it is doubled. Applies either to you or your companions.

Time Variable (1 PT): You gain the ability to alter your jump's duration at will. For each purchase you may increase the duration by 5 years or reduce it by 2.

Throw Down the Gauntlet (2 PT): If you take a Gauntlet you gain the standard 1000 CP instead of 0 at the start.

Another Round (2 PT): This perk allows the Jumper to revisit a completed Jump either by resetting it, starting a new jump in it, or by entering at the time of their departure. This privilege can be taken advantage of every 5 jumps.

I wanna be, the Very Best (4 PT): If you take this perk you can revisit the Pokemon Jump or take it if you didn't take it as the first jump. Additionally, the restriction on how many of your Pokemon you can take with you afterward is removed. Make the best of this, since this perk only works once before you must buy it again.

Save Points (4 PT): During your travels you will find yourself now able to access the save and load menu. Should your jump be based on a game with checkpoints, such as Undertale or Okami, so will they be visible to you and your companions. Once per save you will be reset to the last save state or returned to the closest save point. Note that new saves overwrite old ones.

Double PT Generation (4 PT): For buying this option you will now get 4 instead of two PT per Milestone. Lucky you :D

Items:

Free Tokens (1 PT): This item has nothing to do with Prize Token. Free Tokens are a set of five Token that can be used, once per jump, to buy any item or perk for free. This works for any one perk but can also be used to double the income from a single Drawback if you so wish.

Choice Tokens (1 PT): Set of 3 Choice Tokens. You can use them once per jump to increase your own or your companions (all of them) base CP by 1000 CP. This boost only lasts until the end of this jump.

Crossover Tokens (1 PT): Set of 3 Crossover Tokens. You can use these tokens to buy, with the CP from the current jump, one perk or item from another jump at a discount. Can only be used once per jump.

Fiat Tokens (2 PT): A set of 5 Tokens that can be used to tag one item in your warehouse, This item is now treated as Fiat Backed and will respawn within your warehouse

Infinite Ammo (2 PT): A ammo bag from which you can grab any ammo you have a weapon for. Be it arrows, magazines of bullets, nuclear batteries or small nukes. You won't run out of ammo and will always find the ammo you search right in reach of your hand.

Warehouse Token (2 PT): With this token you gain 200 Warehouse Points to be used in any Warehouse-related supplement of your choice, convert if needed.

Kitchen Capsule (4 PT): A Capsule Corp. style device that contains a large 5-Star Restaurant kitchen with a infinitely refilling pantry and freezer, shaped like Friezer if you wish. Enough to feed 5 Saiyans or 10 regular Shounen Protagonists (Yes I know, Goku and Luffy can eat that much on their own but whatever).

Stones of Revival (4 PT): A small sack of 10 [Stones of Revival]. These stones will each revive you once and heal any fatal wounds. You will appear within your own warehouse within 2 hours of your death with the door to the warehouse (or alternate supplements) leading to the closest location you had last entered the warehouse from.

Crossover Freebie Token (4 PT): This gives you 4 token that can be used once per jump to buy an item and a perk from another jump for free. Yes, even that sort of perk.

Goals:

Note: This section is for goals you can accomplish to gain more PT and, thus, the ability to purchase more from this list between individual jumps. Yes, even outside the usual schedule. Still only a max of 10 PT to be had.

- **Monster Master (+1 PT):** Tame/Befriend at least 20 non-human, but intelligent, beings and have at least 7 Companions that fit this description.
- **Drawback Taker (+1 PT):** For every 20 Drawbacks you take, you get 1 PT.
- **Mass Effecter (+1 PT):** For every 20k words you write you gain 1 PT.
- **Shape Changer (+1 PT):** For every 5 Alt-Forms you gain 1 PT.
- **Supplier (+1 PT):** For every 10 Supplement perks you have taken, you gain 1 PT.
- **Genocider (+2 PT):** Murder 20 genuine bastards and I give you 2 PT, how does that sound?
- **Hoarder (+2 PT):** For every 20 items you purchased for jumps you get 2 PT, sound good to you?