The Universal Gacha Supplement v.2



Hey there, Jumper! Are you bored with normal Companion gains? Where all you do is cough up some CP, maybe strike up a decade-long friendship, or complete a Scenario or two, and bam, you have one specific Companion for your chain? Would you like to add a little spice, a little spontaneity to your friend group? Are you feeling lucky even if you're face to face with a Gauntlet? Then have we got the product for you!

Introducing, the Jumperverse Universal Gacha! Or, JUG. The JUG will accompany you from world to world, albeit you can only take a spin on it in-between worlds, right before entry. And it's so cheap, too! Just 25 CP for a single spin. And if you buy a batch of 8 spins, we'll even throw in a little something extra. More on that later.

Now, I know what you're thinking. '25 CP, what a bargain! What does that get me?' Why, it gets you a new friend, of course! No matter what, our Universal Gacha will always roll up a sentient sapient buddy to join the fun right away, as soon as you land. And thanks to extensive testing, we can even provide a certified guarantee that the JUG is Drop-In compatible. No one gets left behind!

Now, there are some... *requirements*. Minor things, really. The first is that the Gacha has a cooldown. You can only spin it a maximum of 16 times per Jump. More than that and according to the eggheads, you'll risk, uh... 'rupturing time and space'. So that's fun!

Second, nothing you have Perk or Item-wise is going to impact this. Think of it like a Drawback, or a Gauntlet, or whatever you kids like. Point is, you can't cheat the Gacha. Not even a conceptual god can cheat the Gacha.

Third, if you want to spin the Gacha before you enter a world, then you spend those CP **first**. So no buying up all you want and spending the scraps here. Invoking the JUG takes priority over every other purchase in the Jump. However, we're not total monsters; if you begin a Jump with less than 200 CP (such as the case with Gauntlets) you can take Drawbacks first before electing to use the Gacha or not.

Oh. Did we not mention that part? Yes, you can use the JUG with Gauntlets. Got your attention back? Good. Let's go over the rules.

The Rules:

First, determine how much CP you want to put into the Gacha. Anywhere from 25 (1 Spin) to 400 (16 Spins). For every multiple of 8 spins, you'll get a Rainbow Bonus. Those will be covered in the next section.

For each spin, roll 1d20, and check the list below to see what you got!

1-6: One-Star. Congrats on your new... um... pet? Mook? Well, it's one of those two. You gain a setting-appropriate mundane Pet or Follower. Nothing major, but something fitting. If it's a modern mundane setting, this would be the equivalent of a trained animal you might find at a pet store or pound, or an average person with no special unique abilities. They'll follow all normal rules for Pets and Followers.

7-11: Two-Star. Now we're starting to get some proper Companions! For a certain value of 'proper'. These Companions are the bare minimum for Companions for the setting. A unique individual from the setting, but not main or even secondary cast tier. This Companion gains no CP or Origin automatically, but will be automatically inclined to trust in you and join your adventures.

12-15: Three-Star. This is a true-blue Companion. A proper partner able to team up with you and be effective (to an extent) right out the box. Still not a main-cast opening-credits level person, at least at first, but that's on you to eventually fix. This Companion comes with an Origin of your choice (one that costs 100 CP or less if some Origins cost CP for the Jump), all the free options (Perks, Items, etc) that choice comes with (minus Companions), plus 200 CP to make use of. No Drawbacks, though. As with the Two-Star, they'll be right there from Day 1 to join your adventures.

16-18: Four-Star. Wondering why all the prior options seemed a bit... generic? Like you had to make folks out the clear blue? Well, that's because this option was still upcoming. A Four-Star Gacha is (potentially) someone of real name level in this setting. A major character, if not a member of the main cast. And if a new person, they're at least on par with someone of that level. You pick either someone below the main cast's tier (this includes villains), or you make a new Companion as per Three-Star, though with 400 CP and up to 200 CP in Drawbacks available to them. So for a setting like Naruto, this would be someone *other than* a member of Team 7, the Sennin, Akatsuki, or the final big bad herself, Kaguya. The sky is the limit with a Four-Star, but wouldn't you like to roll just a touch higher to reach the stars...?

19-20: Five-Star. Congratulations on your luck, Jumper. You have rolled a Five-Star Gacha Companion. This is the pinnacle, the reason you came to play. The roll every Gacha user hopes for. With a roll like this, you can name or make anyone from the setting. Even the main cast. Even the main villain. They're your Companion now, at full power and with everything that comes with. And if you named someone who is an existing character but not a central hero or villain (i.e., would've normally qualified for being a Four-Star)? You get them at full power **plus** treating them like a new Four-Star Companion (Origin, 400 CP, up to 200 CP Drawbacks). Totally new Companion? Same as a Four-Star but with 800 CP and up to 600 CP Drawbacks.

Rainbow Bonus:

Now, you may recall we said you'd get a Rainbow Bonus for every 8 spins you made, which means a maximum of two Rainbow Bonuses. After you've made all your spins, you can elect to use your Rainbow Bonuses for one of the following alterations:

1. You may cash in one Rainbow Bonus to select any One-Star or Two-Star result and bump it up to a Three-Star result instead.
2. You may cash in one Rainbow Bonus to grant all Companions rolled for this Jump using the JUG +200 CP (this includes Two-Star results but not One-Star results).
3. You may cash in two Rainbow Bonuses to gain +100 CP back.
4. You may cash in two Rainbow Bonuses to reroll two results of your choice.
5. You may cash in two Rainbow Bonuses to smooth over time and space, allowing another up-to-eight spins to be purchased. This does not grant free rolls, it simply raises the maximum cap for that Jump. This will grant a new Rainbow Bonus if another eight spins are purchased, but as you might be able to tell from the list, that will only be viable for options 1 or 2.

Once all your Rainbow Bonuses are spent, you may finish noting the results and all your new hard-won friends, then proceed through the Jump process as normal, gaining and spending CP on yourself and anything else you'd like.

Wasn't that fun? Did you like what you got? If so, you're welcome. And if not... well, rejoice. There's always another Gacha waiting for you at the start of your next Jump. And the next, and the next, and the next. You'll get that Five-Star if you just keep trying...



Other Rules:

The Alter Rule: In the event that, for a Four-Star or Five-Star roll, you don't want to mess with the setting TOO badly but still want a specific person, invoke The Alter Rule. You'll gain a copy of them created specifically for this roll-up. It's a Gacha, it's not too crazy to end up with multiple copies of someone(s) running around the world simultaneously. You can change some aesthetic elements such as gender or overall theme and give them a unique title if you wish to help differentiate them. So if you want Character X but don't want X to be removed from the central ongoing events, you could instead have 'Summer X', or 'Alter X', or 'Robo-X'. Yes, this does mean if you roll Four-Star or Five-Star multiple times, you can just take variations on the same character(s) multiple times. As long as you don't break the rules, we don't judge how you use the JUG.

One final note for Four/Five Star results. Some Jumps may explicitly say you cannot take a specific character unless you pay a high cost, or complete a Scenario, or any number of other requirements. If you don't want to violate the spirit of the Jump but still want to gain them with an applicable lucky roll, then you can apply The Alter Rule to gain an alternate version of them.

The Banner Rule: Under normal circumstances, Rainbow Bonuses can only be spent on the Jump/rolls they are earned on; hence why it specifies that you must use them before you can proceed with the Jump normally. However, in the event you wish to 'Wait for the Banner' and save them up for a future Jump, you can invoke The Banner Rule at the start of the Chain. If you do so, name the Jump you're saving for. Then, you can save Rainbow Bonuses until that Jump is taken, but can no longer choose to use them earlier. After that Jump is taken, you may use Rainbow Bonuses again normally.

The Mapo Rule: If you feel that the rolls as written are too generous, prefer material goods to friends, or just want to gamble a little harder, you may select The Mapo Rule at the start of any Jump in which you will be rolling the Gacha. If you do, then 200 CP will instead grant you 10 rolls of the Gacha (but still only one Rainbow Bonus per 200 CP), and the max cap is raised to 20 (+10 for every two Rainbow Bonuses cashed in). However, after the results of each roll, roll 1d20. On an 11 or less, instead of a new Companion (or Pet/Follower) you instead receive an in-setting Item of equivalent value. One-Star would be something simple and cheap, like a hot and spicy bowl of mapo tofu. Two-Star would be something more expensive like a mid-range laptop. Three-Star would be something pricey but somewhat universal, like a brand new car or ownership of a 1B/1B apartment in your starting location. Four-Star would be something setting specific and valuable but not completely unique, such as a scroll of various jutsus in Naruto or an X-Wing in Star Wars. Five-Star would be something unique and special in the setting, or at least a copy of it (see The Alter Rule above); Excalibur, a MegaZord, Merlin's Spellbook, etc.

The Limit Breaker Rule: Under normal circumstances, the roll you receive is treated akin to Items or Perks purchased; as soon as you drop into the new Jump, you'll have the Gacha results awaiting you. This Rule changes that for your entire Chain, and a lot more. Instead, every result you roll will grant you Cards, labeled from One-Star to Five-Stars according to the result you rolled. At any time during the Jump (or a future one), you can tap into a Card to treat it as an immediate result of that type then and there. The downside is that you have no control over what you get; unlike being able to select a specific character or type of Pet/Follower/Companion, you'll just get something that fits that rarity for the world you're actively in. Odds are good you'll need to make use of the Alter Rule just for this to even begin to make sense in some worlds, especially depending on what Four-Star and Five-Star cards might result in. And it should be noted, while you'll get them back at the end of the Jump if this happens, your Cards are as vulnerable to being stolen, lost, or destroyed as any other Item normally

would or wouldn't be for you.

This Rule does come with one major benefit, however, aside from being able to horde cards until you reach a Jump or situation you'd like to employ them in... you can 'Burn' Cards between worlds to get an upgrade. Ten Cards of one type translates to one Card of the next highest type. So 10 One-Stars would equal a single Two-Star, 10 Two-Stars become a single Three-Star, and so on up the ranks. So you know, Jumpers who invoke this aren't actually 'burning' the Cards, so there's no moral quandry here. The Cards get cashed back in with us, and go out to be given to other folks who roll the same result. It's all potential energy in Card form, not actual beings until the Card is activated.

The Retro-Roll Rule: We might be coming in at the middle of something. Has your Chain been running a while? Did you perhaps have CP left over from those past jumps? If so, you can invoke this Rule to go back and roll as if you were about to enter those Jumps anew, spending the leftover CP on Gacha rolls for that Jump/setting. Depending on how many you've done and how many had excess CP, you could end up heading into your next Jump with a very strange assortment of new friends...

The Gacha Hell Rule: Do you want to remove all caps? Do you want to roll to your heart's content? Do you hate your Jumper that much? If so, then activate the Gacha Hell Rule. You remove the 16-per-Jump Cap and can even choose to purchase extra rolls after your initial set for a Jump, but every time you roll a Four-Star or Five-Star result, roll again and take the results of the second roll only. Yes, this can mean a Five-Star can turn into a One-Star. But hey, just 200 CP for another full set of rolls, right...?

The Dolphin & Whale Rule: This is... wow, Jumper, are you sure? I mean, that's certainly an interesting way to approach the Gacha on your Chain... very well then. If the concept of the Gacha is just so appealing to you that you'd rather have access to it than to your normal set of choices in each Jump, then at the ***start*** of your Chain you can invoke the Dolphin & Whale Rule. From here on, you're limited to only free options in your Jumps; in most, this will limit you to a single free Origin and whatever free Perk and Item it comes with. In exchange, all the points you would have gotten are instead used on the Gacha. All of them. If you took enough Drawbacks to get +600 CP and started with 1000, you spend 1600 CP on the Gacha to gain 64 spins. This will result in a lot more chaos, a lot less personal power, and a lot more friends.

Notes:

Art used references the Bandai Japan Official Gashapon Machine and Chapter 15 of the Fate Grand Order Learn More With Manga! webcomic. All rights reserved to their respective holders.

Inspired by a thread on r/JumpChain asking about generic gacha jumps. I figured the better/crueler option would be a supplement you could use over and over and over. So blame that thread.

If it wasn't clear from the examples, star level can also be seen as a measure of overall power. Some main cast members, even some main heroes, may realistically be on the Four-Star tier for your current Jump or the time in which you enter it. Realistically appraise where a character you want (and if using the Alter Rule, the form in which you want them) would be ranked in the grand scale of the Jump's setting.

If needed, picture it this way; One-Star is a pet or nameless mook-tier of individual. Two-Star is someone with the potential to be something someday, but is relatively normal for the setting right now. Three-Star is someone of heroic-tier, not quite on par with the significant named cast of the setting but has more going for them when first picked up than a Two-Star and might even have been a super minor named character or their equivalent. Four-Star is when you've hit the name level, the sort of character you'd think of as being in the B-list for the setting; sidekicks, characters with fanbases but not the main cast, people with solid powers and skills but not the most powerful or influential beings in the Jump. Five-Star is exactly that; the biggest, most powerful, most influential people in the setting. This is the level of the most powerful heroes and villains, the main cast at the peak of performance, the beings who define the upper tiers of this Jump before the Jumper arrives.

If you would like a roll to have an Origin that costs more than 100 CP (or a Two-Star Result), and they have CP to spend (either due to the level of roll or due to spending Rainbow Bonus(es) to grant your results CP), you can spend their CP to make up the difference. At that point, treat the 100 CP as bonus Origin-section-only CP.

You may invoke as many Rules as you wish from that section simultaneously. Just follow the requirements listed and proceed normally. Or at least as normal as a Chain tied to that much chaos can be.

Yes, if you use the Banner Rule, you can cash out Rainbow Bonuses to get bonus CP for that Jump. It's just going to be a remarkably inefficient means of getting bonus CP for a single Jump, but we're not stopping you. You will need to have made at least **one** roll on Gacha for that Jump to be able to make use of this regardless, though. Can't spend Rainbow Bonuses on a Jump where you never spun the Gacha. If you're using the Banner Rule and Gacha Hell rules together, this will allow for you to use the Rainbow Bonuses for extra CP to roll on the Gacha.

If you have infinite CP and choose to cheese the Gacha Hell Rule to get as many Companions as possible, I at least ask you legit roll for all of it. The Gacha deserves some pain and suffering no matter what.

Feel free to repost this Jump anywhere you wish, but please do not edit without permission.

Version 1.0: Created Supplement

Version 2.0: Added clarifications and a reroll option for Rainbow Bonuses, added The Limit Breaker, Retro-Roll, and Dolphin & Whale Rules, expanded the Gacha Hell rule to allow for unlimited purchases even after the initial ones are made, and added additional clarifications in the notes.

Created by Astrangeplaytomake