The Black Jumpchain Market
(Supplement)
Version Beta
(The "There Are Perks For Things That Aren't Companions Now" Edition)
By Amber

You've been invited to the Black Jumpchain Market! This collection of omnipotent entities has set up a marketplace out of view of your Benefactor, and if you're willing to hand over the Choice Points, they can give you some intriguing Perks.

The Market operates under a slightly different set of rules. You won't be given a bundle of CP to spend here. Instead, you've got to spend your starting balance given during Jumps. Precisely how large that starting balance might be is irrelevant. Whether it's more than, less than, or precisely 1,000 CP, the Market doesn't care. You can also pay up in installments of any amount, such as four installments of 25 for a 100 CP Perk, or 100 installments of 1. You'll only get the Perk once you've paid the full amount.

Oh, and the only accepted currency is Choice Points.

A Shaded Being - Companions

A trench coat containing a three-dimensional shadow beckons you over. They offer you numerous boons for your **Companions**. Some of these Perks assume your Chain is operating on what Amber, the author of this Document, understands to be the "standard" rules for Companions: You can purchase as many Companions as you can afford, but only 8 Active Companions can be brought along at any time. Use your own

judgment as to whether or not they apply to your Chain if you are using an alternative ruleset.

[An Active Slot] (100 CP) - For every purchase of this Perk you gain an extra Active Companion Slot. Whenever you see something like "X CP to import eight Companions," you can import as many Companions as you have Active Slots for, be it nine, fifteen, or fifty. You receive 25% of the total amount of CP invested into this Perk upon purchasing All Are Active.

[Balance Increaser] (200 CP) - 600 CP is... such a small amount, isn't it? For every purchase of this Perk, your Companions' CP Balance will be boosted by 100.

[Item Infusion] (200 CP) - Upon purchasing this Perk, choose an Item possessed by one of your Companions. Every single one of your Companions, be they Active or Inactive, will receive that Item. You could use this to spread around a healing kit, or guns, or even houses and apartments, should you have something like that.

[Perk Infusion] (300 CP) - Upon purchasing this Perk, choose a Perk possessed by one of your Companions. Every single one of your Companions, be they Active or Inactive, will receive that Perk. Should a Companion already have the Perk in question ***and*** the Perk in question can be purchased multiple times, they will receive it again, otherwise they don't get any bonuses from this. They don't get the Perk a second time or have the effects of the Perk doubled or anything like that.

[Merger] (300/400 CP) - Do you have several Companions from similar Jumps or even multiple from the same one? This lets you merge Companions that come from similar Jumps (from the same series or closely related) or the same Jump into a single

Active Companion Slot. For 300 CP, every Perk the combined Companions receive is spread out amongst them equally. For 400 CP, they all get Perks at full power. You must purchase this Perk every time you wish to merge Companions into a single slot.

[Merger, But It's The Other Definition] (300 CP) - Do you have several Companions that you want to bring along, but not enough slots to do so? Upon purchasing this Perk, you can select up to eight Companions to fuse into a single being. This fused Companion will have the Perks, Items, and memories of its components. The personality might be a touch unstable, but it'll never degenerate into insanity. You must purchase this Perk every time you wish to merge Companions together.

[Importation Ensurer] (500 CP) - Some Jumps might have unclear, unsatisfactory, or even nonexistent Companion importation options. This Perk allows you to spend 400 CP to import Companions with a CP balance of 600, allowing them the ability to pick a Background and spend CP on Perks and Items, regardless of a given Jump's rules regarding Companion importation.

[Retroactivity] (600 CP) - The thing with Companions is that rookies will always have fewer Perks than veterans, and veterans will have fewer Perks than Jumpers. Upon purchasing this Perk, every Companion you have will be imported retroactively into all previous Jumps as per their rules (ignoring the CP cost of importation), allowing you to select Backgrounds, Perks, and Items for them. This also applies to any new Companions you might receive. Should you get this Perk as well as Importation Ensurer, Importation Ensurer's rules will override a Jump's importing rules.

[All Are Active] (1000 CP) - All of your Companions are now Active Companions. You have infinity slots. You can import as many or as few as you like.

Sapient Light - Tone

You are physically dragged over to a stall run by a ball of sapient light. It switches colors rapidly and without warning, in time with its equally unstable mood. This entity offers Perks that affect the **Tone** of your Chain. They are, in essence, a one-and-done lever. Upon purchasing a Perk, you cannot turn it off without buying [The Off Button]. Perks can function in concert with each other so long as they are not incompatible.

[The Off Button] (100 CP) - Upon purchasing this Perk any currently active Perks from this section along with any associated effects are removed, returning things to normal.

[Humans Are Fleshy Statues] (100 CP) {Incompatible with Overdrawn at the Blood Bank} - People just don't seem to visually get hurt. Swords are essentially pointy clubs, bullets somehow vanish upon impact while still dealing damage, burns just make people's skin turn red, and so on and so forth. Dismemberment just doesn't seem to happen at all, not unless it's obscured.

[Overdrawn at the Blood Bank] (100 CP) {Incompatible with Humans Are Fleshy Statues} - Blood. Oodles upon oodles upon oodles of blood. Pricks gush like open faucets, cuts are raging rapids, and dismemberment is like a dam suddenly vanishing.

[Miserycore] (200 CP) {Incompatible with Happy-go-Lucky} - Everybody is miserable, people are awful, schemes are detestable, and the only types of victory you'll be seeing without brutality are the bittersweet and phyrric kinds.

[Action Movie] (200 CP) - Problems can always be solved satisfactorily with enough explosions and/or ordinance and/or gunfire. There is far less collateral damage than there should be, things are prone to visually stunning explosions, and it's generally a high-octane thrill ride all the way through.

[Comedic Sociopathy] (200 CP) {Incompatible with Comedic Shenaniganry} - People who aren't you have a frankly concerning amount of bad luck. Pratfalls, property damage, destroyed clothing, Rube Goldberg-esque conga lines of nothing but humiliating and damaging circumstances, and so on. And somehow, everything will be back to normal when you aren't looking, ready for it to repeat over and over again.

[Comedic Shenaniganry] (200 CP) {Incompatible with Comedic Sociopathy} - Off-the-wall goofiness happens constantly. People will adopt bizarre, exaggerated personality traits and engage in the most hair-brained of activities, seemingly for no other reason than to try and provoke laughter out of anybody observing them.

[Happy-Go-Lucky] (200 CP) {Incompatible with Miserycore} - Things just seem to go your way. Nobody remains upset for long, problems are resolved with ease and aplomb, and unless you either tick someone off immensely or go looking, trouble will not find you easily.

[How Lewd!] (200 CP) - You will find yourself in easily misconstrued and lascivious circumstances constantly. Nobody has any sort of brain-to-mouth filter

when it comes to extolling how attractive you are, and nudity taboos do *not* exist. Effects do not apply to children or anybody within the immediate vicinity of children.

Dice and Dominoes - Supplements

A collection of dice and dominoes of different sizes and shapes arranged into a roughly human form approaches. This entity offers Perks that have to do with **Supplements**.

[Starting Balance] (300 CP) - Some Supplements, such as Body Mods and Cosmic Warehouse/Personal Reality, come with their own form of Points to spend. Purchasing this Perk will give you 1,000 of that Supplement's type of Point.

[Gatcha!] (400 CP/600 CP) - Some Supplements, such as The Wheel of (Mis)Fortune and the Universal Gacha Supplement, rely on randomness to determine their effects. For 400 CP, you may outright choose the result desired the next time you invoke or use the Supplement. For 600 CP, you may choose *three* results (you may pick the same result more than once) and have them apply.

[Mulligan] (300 CP) - You may reroll a dice roll result that you deem unfavorable. You can purchase and stockpile Mulligans for later use.

Moneybags - Stipend

A burlap sack with drawn-on clothing and loose bills for hair is sitting next to a cash register. This entity offers Perks concerning **Stipends**.

[A Round Number] (200 CP) - Upon purchasing this Perk, any stipends that are less than 1,000 CP are increased to match it. This Perk has no effect on any stipend that is larger than 1,000 CP.

CHANGELOG

- Added [Merger] to Companions section (February 17th, 2022)
- Edited [An Active Slot] and [Perk Infusion] in the Companions section (February 17th, 2022)
- Added the Tone section (February 19th, 2022)
- Added the Supplements section (February 19th, 2022)
- Added the Stipend section (February 19th, 2022)
- Fixed an error in the Tone section (February 20th, 2022)
- Clarified that this document is a Supplement (February 20th, 2022)
- Added [Item Infusion] and [Merger, But It's The Other Definition] to the Companions section (February 19th-20th, 2022)