Jumpchain Meta Supplement

1000cp

Options

More choice points (incompatible with Jumper Cheat Codes) – 100cp per purchase
Your choice points are now multiplied. One purchase will give you 2000cp per jump, two purchases will give you 3000cp and so on.

Alternate Starting Date – 100cp
If there are certain periods in a jump not available in the jump itself by purchasing this you may set your starting date to a specific place somewhere in the timeline.

Camping Jumper – 100cp
If a jump lacks a time extension option or drawback buying this will let you extend your time in a jump another decade with the option to extend it again at the end of every decade after.

Throw Down the Gauntlet! – 200cp
Gauntlets will now give the standard 1000cp but out of jump perks, items, powers and things of that nature remain unavailable barring in gauntlet imports or if you purchased Gauntlet-B-Gone.

Frontloading – 200cp
Pick one or more jumps to frontload on your chain. You may go to these jumps later should you wish, meta supplement options effect the frontloads.

Gauntlet-B-Gone – 200cp
Gauntlets and Gauntlet like jumps are now normal jumps but do not grant CP by default and mandatory drawbacks are no longer mandatory.

Crossover – 200cp
You may take two or more jumps and combine them as a crossover either as full blown fusions, specific elements, or only limited to your tastes. Crossovers between the jumps used can only be done once in a specific combination. The budgets of them all are combined into one for spending across all jumps used. Meta supplement options are in effect.

Uncapper – 200cp
Anything and everything in the jump document is uncapped except choice points. Scenarios, drawbacks, items, perks, everything. If it says you can only purchase it once or require a certain background, perk, item, drawback, etc to take it ignore it. (note: this only functions for purchases in a jump, it does not uncap any potential limits on a power or skill unless the jump document restricted it in some way barring post spark abilities/functions.)

Round 2 – 200cp

At the end of a jump you may choose to revisit a previous jump from earlier in your chain. Any leftover CP that you did not spend in that jump is still available assuming you had any left to begin with. Jumps are not restarted but resume wherever you last left off for however long the default time is for that jump assuming no extensions are taken.

Checkpoint – 400cp
Instead of your chain ending when you are killed without any 1Ups it resets the jump back to the time you started no worse for wear. You may choose to place a single 'checkpoint' at any point in the jump to save your progress and start from that point. The checkpoint may only be set once per jump. Failing a jump may be counted as 'death' so you remain on your chain.

Jumper Cheat Codes (incompatible with more choice points) – 400cp
Infinite CP and points for any sub tables/power supplement sections etc, etc, for any jumps and supplements (except this supplement) but excluding gauntlets unless Gauntlet-B-Gone is taken as well.