

Generic Naptime Supplement

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Version 1.0

It is a simple fact that sometimes life gets a little stressful. And being a Jumper doesn't change that at all. When things get to be too much, one of the best ways to unwind and relax is with a nice little nap. But sometimes, you need help to really get the most out of naptime.
This supplement can be taken with any jump or gauntlet and can be used multiple times. The first time it is used, you receive **+500cp** to be spent only on this supplement, though you can also use points from the base jump/gauntlet being supplemented here as well. Subsequent uses of this Supplement do not receive additional points and purchases can only be made with points from the base jump/gauntlet.

PERKS

Fall Asleep
(50cp)
Don't you just hate it when you want to take a nap, but you end up just lying there, unable to fall asleep. It sucks.
Now, you won't have to worry about that anymore. You can choose to fall asleep instantly, no matter what the environment around you or anything else that would prevent your sleep. This doesn't keep you asleep, but you can get to sleep at will.

Stay Asleep
(50cp)
You can sleep through anything as long as it does not harm you. You will only be awakened if you would have chosen to be awakened in that circumstance. This includes setting an exact time limit for your nap.

Stay Asleep II
(50cp, requires Stay Asleep)
Your naps are no longer limited to normal durations. You can choose to sleep as long as you want, beyond normal human limits. You will not suffer from additional hunger or thirst from an extended period of sleep, being effectively a perfect form of hibernation.

Stay Asleep III
(50cp, requires Stay Asleep II)
You do not age while sleeping. Anytime you are asleep, your age is frozen until you awake.

Good Sleep
(50cp)
Your naps, and sleep in general, are always extremely restful, the most effective sleep they can be. You wake up refreshed, without grogginess or confusion. This also cures any sleep conditions you suffer from, such as sleep apnea, insomnia, etc.

Good Sleep II
(50cp, requires Good Sleep)
Because of how restful your sleep is, your average sleep requirements are only two hours every twenty-four, rather than eight. If your sleep requirements are already altered by other perks or abilities, there is a proportional decrease in those requirements.

Comfortable Position
(50cp)
When naptime comes around, you do not always have a space to fully stretch out in, which can lead to discomfort and even pain. Now that is not a concern, because no body position, no matter how contorted, will cause pain or discomfort over time, unless that position caused actual physical harm to take in the first place.

Comfortable Position II
(50cp, requires Comfortable Position)
Existing injuries, conditions or illnesses will not affect or limit your ability to fall and stay asleep.

Soft and Comfy
(50cp)
Sometimes you need a nap but can’t find a bed. Worry not, because now, any surface you lie down on, with the intention of sleeping on it, will be as soft or as firm as the perfect mattress for you would be.

Soft and Comfy II
(50cp, requires Soft and Comfy)
You can no longer be harmed by a surface you are sleeping on. It could be too hot, too cold, too lumpy, too made of frozen acid, too spiritually anathema to your species, etc. but you will never be harmed by it while settling in for or taking a nap.

Soft and Comfy III
(50cp, requires Soft and Comfy II)
Environmental conditions other than your sleeping surface, such as temperature, atmosphere, lack of air, gravity, radiation, etc. will not affect you in any negative way when you are settling in for or taking a nap.

Soft and Comfy IV
(50cp, requires Soft and Comfy III)
While napping, you are completely and in all ways indestructible, unharmable and safe. You can't even be moved from where you chose to nap unless you would allow it if awake and coherent.

Healing Sleep
(50cp)
You heal much faster while asleep. Ten times as fast, in fact. This includes dealing with disease or illness as well as injuries, so long as you.could normally recover from them.

Healing Sleep II
(50cp, requires Healing Sleep)
You regenerate as fast as Deadpool, but only while sleeping. Any injury, illness, disease, toxin or other physical condition can be healed in this way.

Healing Sleep III
(50cp, requires Healing Sleep II)
Conditions that affect you, but that are not necessarily injuries or harm, can be removed with sufficient sleep. The more extreme the condition, the longer this will take. This includes such things as being transformed into a werewolf or vampire, triggering as a parahuman, being bonded to a symbiote or implanted with cybernetics, or even being supernaturally cursed, but it also includes things like the physical side of depression or other mental illness and even genetic conditions. Note, this will not remove conditions you want to keep.

Therapeutic Sleep
(50cp)
Time spent sleeping can help you recover from mental stress and mental health issues as if you were working with a literal God/Goddess of Therapy for the same amount of time, helping you process and deal with things in the best, healthiest way for you to do so.

Contagious Yawns
(50cp)
When you are sleepy and want a nap, you can choose to make everyone around you feel the exact same way. You can also choose to induce this feeling of sleepiness in yourself, to whatever degree of severity you desire.

Contagious Yawns II
(50cp, requires Contagious Yawns)
You can target Contagious Yawns to only affect those you choose. This targeted effect requires that you be aware of their presence and know their approximate position.

Contagious Yawns III
(50cp, requires Contagious Yawns II)
Rather than specifically targeting people with Contagious Yawns, you can instead specifically exclude people from the effects. You can choose who to exclude on the spot or can add people to a list that automatically excludes them until removed from that list.

Contagious Yawns IV
(50cp, requires Contagious Yawns III and Fall Asleep)
When you utilize Fall Asleep, it can affect anyone affected by Contagious Yawns. This can be resisted by force of will, but it becomes more difficult to resist the more tired and sleepy you are and the more tired and sleepy the target already was.

Someone To Cuddle With
(50cp)
If someone chooses to join you in a nap, you can share any beneficial perks from this supplement with them for as long as you are napping. You can choose which perks to share. This only lasts for this particular nap/night's sleep.

Someone To Cuddle With II
(50cp, requires Someone To Cuddle With)
You can now choose to share any beneficial perks with your nap partner/s, even ones not from this supplement. This only lasts for this particular nap/night's sleep.

Someone To Cuddle With III
(50cp, requires Someone To Cuddle With II and Contagious Yawns IV)
Those affected by Fall Asleep due to Contagious Yawns IV can now be affected by Someone To Cuddle With I & II. This only lasts for this particular nap/night's sleep.

Someone To Cuddle With IV
(50cp, requires Someone To Cuddle With III)
You can choose to make the perk sharing from Someone To Cuddle With I, II, & III permanent. Once made permanent, you can only remove these perks if they join you for another nap.

Sweet Dreams
(50cp)
You will never suffer from nightmares or bad dreams of any sort for any reason. You can also choose whether or not you will dream at all and will not suffer any negative consequences from not dreaming.

Creative Dreams
(50cp, requires Sweet Dreams)
You are a perfect lucid dreamer, with absolute control over every aspect of your dreams as well as your own actions in those dreams. No force in existence, no matter how powerful or conceptual, can alter your dreams against your will or without you knowing. You can choose to allow your dreams to be somewhat random if you would prefer.

Useful Dreams
(50cp, requires Creative Dreams)
Within your dreams, you have access to all resources you can access in the real world. Have a really nice library? You can read those books in your dreams. Have an excellent dojo? You can learn new techniques in your dreams. This also means you can manifest and use any items you own while in your dreams. This particular aspect works in any form of dream world.
You cannot bring a physical object out of your dreams or affect the physical world or your physical body, but your actions within those dreams can allow you to learn or train.

Sleep Empowerment
(50cp, requires Creative Dreams)
Activities undertaken in your dreams that would enhance or improve you if done in the real world, such as working out or training your abilities, will now have full effect on you in the real world.

Sleep Batteries
(50cp)
You now possess a well of energy that is built up while sleeping. This energy can be expended in the real world to enhance any of your abilities or attributes with the level of enhancement being based on one tenth of your normal output.
As an example, using ten minutes worth of “sleep charge” to enhance your strength would allow you to double your strength for one minute, or add 50% for two minutes and so on. The smallest increment of energy used is one minute and the shortest duration of enhancement is also one minute.