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-`Welcome jumper, to the war to end all wars
By u/ryytytut

Well jumper, it appears we have a problem, your home world has been invaded, by who exactly is unknown at this moment, fortunately because time is currently frozen in that world we have some time to prepare you for front line combat, now you have six months in the warehouse that you can use for whatever you want, be that training, R&D, team building exercises, this time is limited so use it wisely, if you have something like the shadow clone jutsu this would be the time to use it if there ever was one.

+2000CP (we went all out for this one)

End-boons:

All UDS drawbacks are lifted for no cost. (free, but you lose the points they gave you)

Your companion import limit (if there is one) is removed. (free)

Your potential for power growth is unlocked completely. (free)

You gain access to frontload (600CP)

You gain access to the highest transformations you could feasibly unlock with your current powers, for zanpakuto welders this would be the transcendence and final transcendence states (dangi and mugetsu) for dragon ball super this would be ultra instinct, for naruto this would be six paths sage mode. These are examples, if it's powerful, and you can't get it via normal means (or it's not in the jump doc) then you can get it with this. (300CP per transformation unlocked, requires you to have taken a jump from the setting the form originated from, requires you to already have any prerequisites (transcendence from bleach requires a zanpakuto, for example))

Perks:
War Never Changes (100CP): you are now able to command an army as if you had been doing it all your life, does not come with an army (see below)

I'm Constantly Improving! (200CP): any skill you possess is now subject to constant improvement, in real time, as long as you are using it.

Tactical Pause (200CP): you can accelerate your thought process so much time appears to be standing still, yelling ZA WARUDO is optional.

Command (200CP): you can communicate with your forces across any distance just by thinking, even if you don't have any telepathic abilities.

Multi-presence (400CP): this makes the multi-shadow clone jutsu obsolete, shadow clones pop when they take any real damage, these clones do not, they have the same durability as you, you can produce 1000 clones that are you, behaving exactly like shadow clones would, just with much more durability, if you want, or if you are using an old version of the UDS that has ESSJAY'S LAW OF AEIOU which cannot be switched off by any means, then instead the clones behave like a hive mind, you control all of them in real time regardless of distance, and there is no speed of information induced delay. It's one mode or the other, choose now.

Titanium Willpower (400CP): your will is so strong it can manipulate reality on a very small scale, stuff like creating barricades out of willpower is easy, you can use any of your powers with nothing more then the energy cost, no somatic gestures, no material components, no verbal components, small stuff like the minor blood sacrifice for the summoning jutsu or slashing your palm for gran rey cero still applies since it's so minor.

Boundless Energy (600CP): if your using the three boons of jumpchain then re-roll any boons that are currently set to dyson jumper if you grab this, because this is dyson jumper on super-ultra-mega steroids, it does exactly what it says on the tin, all your power pools merge into one and you have endless energy, you still have a "max energy storage" but you energy recharges at a speed of "infinite units per second" meaning that while you can't create an infinite number of shadow clones you can fire your ultimate attack an infinite amount of times, unless your ultimate attack has some esoteric cost like taking an arm or your powers.

Yours and Yours Alone (600CP): your powers are yours and yours alone, nothing (not even you) can cause the loss of your powers, if you attempt to willingly give somebody some of your powers they receive a copy of those powers that are just as good as the original, purchasing this will cause any powers you gave to anyone in the past to reawaken in you, and they keep the power you gave them too. Additionally, not even your own actions can cause the loss of your powers. this attaches to your body mod and overrides the power loss in gauntlets, not that you'll be doing any gauntlets after this, probably.

God Killer (900CP): you can now kill anything weaker than (but not including) 6th dimensional beings, including beings who are immortal or banished from/completely immune to death, this is the old "if god bleeds, you can kill him" saying on steroids, any being (below 6th dimensional) that you can physically reach can be killed, plain and simple.

Early Awakening (1,000,000,000CP (somebody will find a way to legitimately afford this, and if you do then tag me in a post and tell me how you did it)): you have managed to awaken you spark, god knows how you did it but you did, now expanding your army to try and defend earth will be much simpler. If you've been to bleach then be careful about your spirit pressure or you might soul crush the planet you were trying to save.

Frontload:

This section is simple, if you paid 600CP for “frontload” above then you have access to this, put simply, take two jumps you have not been to, now run through the jump docs as if you were, take drawbacks for more points if you need them, three boons of jumpchain apply if you have them, the UDS drawbacks you had before I disabled them above apply for the points.

You don't actually go to the worlds in question, you just get everything you bought on the doc as if you did, the drawbacks you took for more points don't affect you byond free points. This is your last chance to gain more power, use it wisely.

War type:
Mindless Invasion (500CP, ineligible for end jump scenarios): this is one of the most destructive if you screw it up, this is also the hardest to screw up, the opposing leader just throws his entire army at you in one single strike, if you have any “nuke from orbit” type options then this could very easily be the shortest invasion, though you would also take out tons of innocent lives if you just turn the entire army into a giant crater.

XCOM style Takeover (free): well jumper, it turns out time is more malleable than I thought it was, the earth has been taken over and oppressed by the hostile force, and your going to be starting from the bottom, just taking out the guy at the top wont work, you will need to deal with his forces.

Strategic War (+200CP): this guy is like the multiverses smartest tactician, able to literally think 50 steps ahead of you, he has no precog but he is the big brain, so you’ll need nested backup plans at least five layers deep because good luck finding a plan that is actually air-tight, additional he seems to be immune to any and all “brute-force” approaches and is unaffected by any perks that allow you to brute-force your problems, you’ll have to use your noggin this time jumper.

Crisis on Infinite Worlds (+500CP): the opposing leader is a solid tactician, but hes got a literally endless stream of backup, where is he finding people who can contest your army? Who knows? How is he getting them to the battlefield? Who knows? This time you’ll need to somehow fight your way through the endless army and get to the leader and defeat him to stop the endless army

Who is leading this invasion?
A bad guy from one of the jumps you have already taken (free)

A very powerful entity able to contest you in direct combat (+200CP)

A Rogue Jumper (+500CP): use the rouge jumper supplement (if you haven't already) to design your enemy leader, if you have already fought and killed your rogue jumper then you may use the supplement a second time, or he had a time delayed 1UP that brings him back, whichever would be more painful for you to deal with.

The armys:
build your army using the races in any of the settings you have been to in the past.

The base soldiers are equal to half your power and exceptionally durable for that bracket of power, these fill the roll of “generic foot soldier” whatever you choose for your base soldiers to be, the enemy will have the in-universe (or thematic) opposite to, if your base soldiers are hollows from bleach then the base units on the enemy team will be soul reapers of equal power.

The elite units that lead small squads are the same but should be 75% of your power instead of half, for your team you can have followers or companions as elites if you so choose.

The warchiefs should be at 80-90% of your power. Beings eligible for this slot would be high tires in any story arc of their worlds plot, so vasto lorde tier hollows, espada tier arrancars, sternritters, and high lieutenant to captain class soul reapers from bleach, for an example, on your team you can have your most powerful companions in these slots as well

The enemy commander is as specified above, defeat him to end the war (XCOM style takeover notwithstanding)

Scenarios:
A bump in the chain (cannot be taken with Early awakening): you wish to continue your chain? This has shown that you can make enemies that will seek out your home, if you're absolutely sure you want this then you can keep jumping if you want.

Permanent drawback going forward: widely known: word of your battle on earth is widely known around the multiverse, people will know how powerful you are and if there is even the slightest chance you could be hostile to them then they will take it as 100% and try to end you, this is not fiat enforced, this is just the result of word getting around.

Enough is enough (cannot be taken with Early awakening): alright, I get it jumper, this hit too close to home, literally, you can go home, here, I’ll even fix all the battle damage and revive all the dead, though they will not be memory wiped since that is too many people even for me to memory wipe.

End jump: war is stressful, combat is a rush of adrenaline, as your mental state fluctuates wildly, and your hormone levels bounce between highs and lows, you feel something change, you feel a sort of… spark, you have awakened the true power of your soul, you have awakened your planeswalker spark.

Sub Scenario:
Supplement mode: put this doc into supplement mode and take any other jump, instead of the normal jump you have to do this doc but for that world instead of earth, for bleach this would be yhwach leading his army against the soul society, for example, if the setting has no big bad that could lead an army then create one using the options above, the main population being wiped out is a failure.