Soulmate Supplement



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v1.1 by u/Actual-Papaya-4830

Let's face it, Jumper. Having a big ol' harem is fun for a time, but you still yearn for The One, the one person in the multiverse that's meant for you, don't you? Well, it turns out I can help you with that.

See, it's a tale as old as time, true love. All the twists and turns of finding that love — they're all just part of the story. And you know me, Jumper. I'm a sucker for a good story.

The multiverse is a big place, however, and finding your soulmate through blind luck would be tricky. So, hey — here's a little something to help:

1000 Love Points (LP)

I think you know the drill by now. Plenty of fish out there, Jumper — and one of them is yours.

Starting Off

This supplement is intended to be attached to another Jump. There's no setting content here besides the consequences of everyone having a destined soulmate. That's a pretty big one all in itself though! With the use of this supplement, any jump becomes a bona-fide Soulmate AU. It's up to you if it's a slowburn, enemies-to-lovers, coffeeshop AU, whatever; the only caveat is that true love must prevail, or Jump-chan will feel cheated out of a happy ending.

We have to separate the Jumper and the Reader here. The Jumper, presumably, has no idea who their soulmate is. But you, the Reader, may have someone in mind. Either pick a canon character from the Jump, or an original companion or follower from said Jump, whose gender is compatible with the Jumper's sexuality. That person is now the Jumper's destined soulmate.

But what *is* a soulmate, anyway? Put simply, you are perfect for them, and they are perfect for you. There are several benefits to dating specifically your soulmate, rather than just any old person you're fond of, and those take the form of free perks down below.

One soul can only have one soulmate. This is something not even Jump-chan can circumvent. One soulmate pairing per pair of souls.

Perks

You may take one 100 LP perk for free, and one each of a 200 LP, 400 LP, and 600 LP perk at a discount (half the LP cost).

Abilities related to you and your soulmate only function once you're a couple and are aware that you're soulmates.

- **Not Fade Away (free!):** Once your soulmate and you are together, you're just about inseparable. You will never fall out of love with each other; the 'spark' will always be there. While this doesn't preclude the occasional disagreement or quarrel, no words harsh enough to break you apart will be exchanged, and circumstances will always eventually work out for you.
- **The Only One For Me (free!):** Your soulmate will never intentionally cheat on you, emotionally or physically. Of course, if you do, they'll be deeply upset unless they've already agreed or "agreed" to a polyamorous relationship.
- **Everyone's Gay For Jumper-kun (free!):** Your soulmate will be romantically and sexually attracted to you regardless of their stated or actual sexuality. Somehow they will know that they'll be happy with you, and they'll have a good incentive to overcome any sexuality-related hangups. Optionally, if you wouldn't normally be compatible, you can choose to be the only one of your gender or sex that they're attracted to. Soulmates are a special case.

- **Stickybug (free!):** Your soulmate is guaranteed to join you as a Follower or Companion, and will only truly desire to leave if you break their heart. Furthermore, whatever the rules say, they will join you wherever you go at the end of your chain, up to and including being a part of your Spark.
- **The Mark (varies):** Soulmates in this universe have some obvious way of knowing who The One is. Exactly what this is varies — perhaps the first words they'll say to you are written on your wrist, or you have half of a symbol tattooed on you and they have a matching other half.
  - For **(free)**, you will know who your soulmate is after enough time has passed, i.e. once you get to know each other. You'll just get a good feeling about it. This free perk works like a toggle - you can choose not to take it.
  - For **(100 LP)** you'll have some kind of sign that you're soulmates. This can be a mark on your body, or a timer, or you'll have a tattoo of their first words on your wrist, or you'll see in black-and-white until you meet them… something like that. The choice is yours.
- **Spidey Sense (100 LP):** You get a tingling feeling in the back of your head when your soulmate is in danger. It's strong enough to break through just about any distraction, and it's a distinctive feeling that can't be mistaken for anything else.
- **White Wedding (100 LP):** Your warehouse becomes stocked with everything you need for a beautiful wedding. Tablecloths, flowers, a cake, houres d'ouveres, tuxes and dresses aplenty, everything. Just provide a church and a priest. Nothing perishable goes off while you wait for the wedding; flowers will be freshly picked the day of, the cake freshly baked, suits pressed, etc. At your option, the supplies can be for any culture's wedding tradition, instead, rather than a contemporary Western wedding: Traditional Japanese, Indian, Islamic, etc.
- **Together In Electric Dreams (100 LP):** Your romantic moments will be the stuff of legends. Just the confession scene will have cherry blossoms scattering, romantic music at its climax, passers-by weeping. You can create an aura of romance in the air whenever you're with your soulmate.
- **I Wish I Knew How To Quit You (100 LP):** You and your soulmate will never experience prejudice about the nature of your relationship. Those around you will look past their preconceived notions and recognize you as a couple — more importantly, accepting the relationship as perfectly natural.
- **Baby Take My Hand, It'll Be Alright (200 LP):** You give off a comforting aura of safety to your soulmate. When they are with you, all but their greatest fears will seem silly.
- **You Had Me At Hello (200 LP):** Your soulmate dreamed of your coming. Somehow, they knew before you even came here that you were fated to meet and fall in love. If you combine this with **The Mark**, they'll be extra vigilant about their Mark around you.
- **I Do Love Nothing In The World So Well As You (200 LP):** Those around you two know that you're meant for each other. If you and/or your soulmate have mischievous friends, expect matchmaking hijinks and attempts to get you two to spend time together.
- **Badass Normal (200 LP):** If your soulmate has no abilities to speak of, no worries — they'll be more than capable of taking care of themselves. They get a fiat-backed talent for self-defense — your choice of martial arts, military training, combat experience, etc. — that's more than enough to take out a mook or two and to keep them safe.
- **Son Of Jumper (400 LP):** Any children born to you and your soulmate will eventually inherit their parent's supernatural abilities at the time of conception. This starts out as a weaker version of all their perks (superintelligence becomes merely being a precocious smart kid, for example), but once the child reaches full maturity it becomes a full copy. Can't have babies with your soulmate? Nonsense! See **Blessing Of Frigg**.
- **When You Know (400 LP):** Your soulmate will somehow remember their love for you even if their other memories are stolen. They'll just naturally trust you and feel the warm fuzzies when you're around, even if they can't remember your name or anything about you. Falling

back in love will be easy, even after permanent amnesia. Such amnesia won't affect their core personality traits, either, so don't worry that they'll be a different person or anything.

- **The Power Of Love (400 LP):** Your soulmate isn't just your romantic partner; they unlock something deep within you. With this, when you're fighting on behalf of your soulmate, your limits are exceeded. You can win fights you'd normally lose, hit shots you'd normally miss, etc. When your beloved is on the line, you become unstoppable. It's like the Power of Friendship, but even more so. When you fight for love, don't expect to lose.
- **Wavelength (400 LP):** Your soulmate and you share a psychic connection, even if you have no other psychic abilities. At any time, you can send a message to your soulmate using your mind, and they'll receive it the same time that you send it, no matter how far away they are. They can send messages to you in the same manner.
- **Blessing Of Inanna (600 LP):** The Queen of Heaven's blessing protects your soulmate from supernatural damage. Magic, soul-damaging abilities, or broken meta-powers will puff away harmlessly when targeting your beloved, and splash damage from said abilities will fizzle away in their wake. This means your soulmate can actually protect *you* from said effects.
- **Blessing Of Aphrodite (600 LP):** The Bringer of Victory's blessing protects your soulmate — by plot armor — from physical harm, especially sexual assault. People that want to hurt them will find themselves fighting the Fates themselves to even get to them; and once there, the attacker will trip or miss their shot, or your soulmate will find help (or you) before they get into any real trouble.
- **Blessing Of Hathor (600 LP):** The Mistress of the Stars' blessing protects your relationship from outside meddling. Once you are together with your soulmate, society will find it acceptable, your enemies will see you as a pair to be dispatched together rather than against each other, and you will not be separated by the cruel whims of the Fates.
- **Blessing Of Frigg (600 LP):** The All-Mother's blessing buffs your fertility to supernatural levels. If you and your soulmate are already biologically compatible, this will make having babies ludicrously easy — no need for expensive fertility treatments. It gets interesting if you're *not* biologically compatible. You're both AFAB? No problem, you or them (your choice) can become pregnant with a science baby! You're both AMAB? Hope you like mpreg! You or them is a robot? Guess a little botling is on the way anyway! You're of different species that can't interbreed? Time to make history! You're a vampire or another supernatural creature? No worries! Exactly how the act is done and how it results in pregnancy is left as an exercise to the Reader.

  Free of charge, you also get magic contraception. No matter what you do in the act, you (or your partner) will only get pregnant if both of you want babies and pregnancy was the objective. The Beloved One doesn't like babies *that* much.

Drawbacks

- **A World Where Love's Defeated (0 LP):** Without this toggle, the Jump in which you land will be a standard Soulmate AU - the locals all know about soulmates and it's a part of the setting. With it, the locals will not be aware of the existence of soulmates as a worldbuilding detail.
- **Red String Of Fate (100 LP):** If either you or your soulmate die, the other will also die. This circumvents the usual rule that companions respawn; them dying is a chainfail, unless you have a 1-Up, which will nonetheless be consumed as a result of this.
- **You're Waifu A Shit (100 LP):** Your oldest/most loyal companion will find something to hate about your soulmate. This will cause inter-party tension, likely at the worst possible time. You can't take this if you don't have such a companion.
- **Are You Making Fun Of Mai Waifu!? (100 LP):** You become irrationally over-protective of your soulmate. I'm not talking "defending them from monsters" over-protective, I'm talking

"fly into a bloodthirsty frenzy at the drop of a hat because someone might possibly have maybe insulted their honor" over-protective.

- **Clingy (100 LP)** Your soulmate is uh, rather fond of you. Once you get together, they'll follow you around, gas up everything you do, and generally embarrass you and get in your way. They won't be clingy in an endearing way, but in an annoying way.
- **First Impressions Are Everything (200 LP):** You will make a bad first impression on your soulmate. Whether it's a social faux-pas, an embarrassing accident, or triggering some prejudice of theirs, they will dislike you at first, even if (through perks) they already know that you're their soulmate.
- **Slowburn (200 LP):** Even if you two know about your soulmate connection, actually turning that into a relationship will be hard for you. Perhaps some trauma is getting in the way of you opening up, or the Fates are conspiring to keep you apart. Whatever it is, you'll have to work hard to get together, and it'll happen no sooner than the last leg of your Jump (the last year in a ten-year jump, the last month or so of a year-long jump, etc).
- **Soultouched (400 LP):** When you figure out who your soulmate is, you'll be overcome with emotion — and lose all sense of proper behavior. If you're not already together, you'll engage in creepiness and stalking. If you are, you'll irrationally put aside all responsibilities and duties just to be with them.
- **All I Want Is You (400 LP):** In a world where soulmates are a given, yours has watched all those around them get their happiness — and has found themselves alone. While normally people would shake this off as being destined to meet their soulmate later in life, yours has given up any hope of ever meeting you. They're depressed, possibly a shut-in. Even if they find out about you, getting through the walls they've built around them will be a challenge.
- **Jumper-kun Is Mine! (600 LP):** Your soulmate becomes violently yandere. If they suspect you're being unfaithful, they will hurt either you or the suspected homewrecker, possibly both. If they perceive someone to be taking up all "their" time with you — even platonically — they'll hurt them or otherwise take desperate measures to get them away from you. This behavior circumvents any "harem" perk or perks that circumvent jealousy. You can only take this perk if this type of behavior is contrary to your soulmate's original personality.
- **Jesse's Girl (600 LP):** Your soulmate is already taken. If they're old enough to be married, they're married; if not, they're going steady in a serious relationship with someone. They're in a healthy, loving relationship already, having long since made peace with the thought of never being with their destined soulmate. Whatever you do in this situation, someone's heart is getting broken.

Changelog

- Version 1.1:
  - Remove the gradation between different levels of **The Mark**.
  - Add new drawback, **Clingy**.
  - Add toggle drawback, **A World Where Love's Defeated**.
  - Various small wording changes
- Version 1.0: Initial release

Notes

Yes, the cover is a filter. Plus I wanted to try something a bit more fun than the Lucky Star one.