Modding (Cheating) Jumpchain 2.0v made by Dimpaulos

Hello dear Jumper(*Modder,Cheater, whatever*), i see that you found a jump to make but you think the world has too little to do or even too hard to complete.Fear not dear Jumper because here you can make any change you want into this world(*or jump*) through the use of Mods or Cheats, whatever you prefer to call them.
Basically at every jump you make, you have the option to use your CP(*Choice Points*) to change the world(or jump) in any way you want within the rules of your purchases.These Mods can be already existing ones you know of or custom-made. Before I forget to mention it, everything here can be brought multiple times(*except the Cheat Menu and Jumpchain Modifier, of course*).One more thing, none of them can be used on this Modding (Cheating) Jumpchain.Nor can they be used on Gauntlets(*except for Gauntlets, the Unrestricted Cheat Menu and/or the Ultimate Jumpchain Modifier can be used*).
If you happen to have any questions check out the **Notes**.So anyway,here are the three categories, plus the Cheat Menu.

‘’Canon” Mod(300CP):With this option, you can only make cosmetic changes in the world.You can choose to make the world more realistic, more cartoonish or anything else you want.You can also change specific characters to be different or even change their gender.But such changes mustn’t interfere with the canon story or at least need a few barely noticeable changes in things in order for your changes to be within canon.It can also add new items but only for cosmetic purposes and maybe a change on already existing items but as long as they remain canon.

Somewhat ‘’Canon” Mod(600CP):In this one, you make even further changes, by adding new locations, new content, new characters, new items etc. as long as the canon storyline remains somewhat the same.They cannot be gamebreakers or cheat items or overpowered characters or anything that bypasses the world’s norm regarding those things.The new locations, content and characters must obey the world’s norm and optionally be part of the main story if it makes sense to be included while the storyline remains canon if somewhat longer.

Canon-Killer Mod(1000CP):Now you are officially a Cheater.Basically, the canon storyline can go f itself, go crazy with your changes, give yourself cheats or god powers or anything you can imagine.The only restriction is that

it can be one thing at the time.Unlike the previous mods that could add many small ‘’canon’’ things(*or a few large ones*) or make many small ‘’canon’’ changes(*or a few large ones*), this canon-killer can only make one change at a time no matter how small it might appear to be.So if you want more cheat powers or destroy the canon story some more you must purchase this mod again.

Cheat Menu(3000CP):Now you are no longer a mere Cheater, you are now a full-fledged Hacker.You can do anything you want through the use of the cheat menu, both to yourself and the world in general.You can manipulate anything in any way you want whenever you want.Break the laws of physics, bend reality to your will, heck, you can basically become the God of any world you visit.The only restriction is that it’s so powerful that it can only be safely used 1 time per 3 days.If you use it a second time, it will put your body through great stress and greatly weaken you for the rest of the 3 days period.If you are stupid enough to use it a third time, you die on the spot.But don’t worry, through great practice, vigorous training and a couple of lifetimes, you can learn to use it more times per 3 days, with the final maximum being 5 times per 3 days(*don’t worry, the training part is pernament throughout the jumpchain*).By the way, you can also train it to be once per day but that’s the limit of uses.One last thing, if the game(*or whatever it is*) had a secret cheat menu of it’s own, you can choose to have that one without the restricted uses.

Unrestricted(10000CP):Stop cheating already, even I am getting angry at you, you little shameless piece of sh-.You are about to make Jump-Chan so freaking angry, you shameless cheat.Also everytime you purchase this it’s price raises by 25%(*because it isn’t permanent, it only lasts for one jump*).One more thing(*again*), if the game(*or whatever it is*) already had a secret cheat menu of it’s own, you can choose to have that instead.One more thing(*again,again*), STOP CHEATING ALREADY.

My Other Mods

Universal Capstone Booster(600CP):This one doesn’t really need an explanation but let’s get to it.So, it can capstone boost any perk you want, either by eliminating any drawbacks the perk may have or by doubling its effects.Or you can optionally capstone boost the perk in a different way you choose to as long as it makes sense{*Basically custom-made capstone boost that somehow makes sens*e). Also you can use it up to three times on the same perk and it can be used on already capstone boosted perks that were boosted this way by the original jumpchain.

Universal Item Booster(600CP):The same as above but this one is for items.Also the same rules applies, meaning only a maximum of three boosts in one item.The boost itself can be like, double it's power, space(*if it's a property*), capabilities or anything really but don't make it overpowered on your very first time.Also If you want the boost itself can be custom-made if that's more your thing.

Universal Compatibility(600CP):With this, you can take any perk, item,scenario or even drawback you want even if they are restricted for specific races, origins or anything that is basically unavailable to you.Of course, depending on the thing you wanted to take, it might or might not make some changes to you in order to actually be functional but it will always make sure that you will always resemble the species or origins(*or anything*) you took.

Advanced(1000CP):If you purchase it's advanced form, not only it applies to the jumpchain itself but also on the world itself.For example you can use items, materials etc. that can only be used by a specific race, person or whatever.Anything restricted to you is no longer restricted (within reason, of course).

Perk Combination(600CP):It's perfectly clear by the title but let's get to it.This one allows you to combine any number of perks you want together to provide an ever more powerful one.Those perks must have similar effects/properties.The result will be a perfect combination of them all with a suitable new name and all the effects combined will compliment each other and always work in harmony.The power increase will be like, every perk provides a 50% increase in power(*here's an example:100% + 50% = 150%, the increases add up with every new perk within the combination.*)

Scenario Combination(600CP):May sound dumb but anyway.With this one you can combine any scenario you want together.The result will be a perfect combination of them all, each one complimenting each other perfectly and always work in harmony.Their difficulty and rewards provided will also be perfectly synchronized.This can be also used even for conflicting scenarios but the results may not be so perfect anymore.

Jump Combination(1000CP):Okay, this one is like a cheaper alternative of the Jumpchain Modifier.Anyway, the point is that it allows you to combine two or more jumps together.But those jumps must take place on the same

setting/universe.The result will be that, any similar perks/items/scenarios/drawbacks they have will be perfectly combined together while anything non-similar will simply be added on the new jump without any changes.This mod is highly useful when you find two or more jumps of the same game(*or whatever it is*) that you like but each one is lacking something and combining them is the only thing that solves the problem.

Drawbacks No More(600CP):Well, it's clear by the title what this does but let's get into it.Basically, after you finish modifying your jump, at any point you can choose to remove a drawback from yourself in case you regretted taking a supposedly easy one and then that one ended up messing up your life.Or you simply took a drawback that gives back more than 600CP and you use this one to remove it while still having some gains,smartass.

Advanced(1000CP):If you take the advanced form, instead of being a one time thing, now it allows you to remove a drawback once per year.Any removals you didn't use don't stack up for balancing purposes.

CP Booster(1000CP):I know this one sounds downright stupid but just hear me out.If you sacrifice all your starting CP, then on the next jump you make, it doubles your starting CP.

Permanent(1000CP):Okay, if you pay an extra fee, you can have it's permanent form, which applies to every jump you make from now on and yes, it stacks up if you purchase this again.But in order to balance things out, it only gives you a 50% increase each time.Again, it may sound too much trouble but use it a couple of times and you won't regret it.

Meta Knowledge(300CP):This is pretty straightforward but anyway.It gives you basic knowledge of the world you are in.As if you know almost everything a regular player(*or watcher,reader, whatever*) knows about the game(*or whatever it is*) and a good enough re-collection of the game(*or whatever it is*) you are in(if you already have had such knowledge, it simply enhances what you already know and more)

Encyclopedic(600CP):It's even better form, this one gives you everything a dedicated fan knows about the game(*or whatever it is*) and you have a near-perfect re-collection of the game(*or whatever it is*).Also you know everything the wiki{if one doesn't exist, this mod will provide one for you) has access to and you can always summon it mentally whenever you want confirmation or to be reminded of something you may have forgotten.

Perfect(1200CP):You know everything, the past, the present and a bit of the future.You know exactly what happens and when will it happen.You know and have access to every bit of tiniest information and detail that ever existed about the game(*or whatever it is*).Also you now have access to information that doesn't even exist, for example, things that the creator never talked about but are there or things that the creator mentioned but didn't really shared much.You even know things that not even the creator themselves thought about explaining about but should had(*basically very extensive knowledge in everything, even just a native plant or animal or something*) .In other words, you know it even better than it's own creator.

Automatic Modification/Updater(300CP):For an extra fee,this one automatically updates your knowledge of the game(*or whatever it is*) whenever something that was never supposed to happen, happened because of your actions. It also warns you when the storyline is close to changing and what changes will happen.The amount of information and details you get, depend on your meta knowledge.

Material Knowledge(500CP):Here, you can get every game, figurines, DLCs, special editions etc. that ever was released about the game(*or whatever it is*) you are in.Also, you can get it at a discount of 200CP if you forbid yourself from taking the Meta Knowledge Mod but you can still get the Meta Knowledge Mod's perfected form.

I Will Stay As Long As I Want(300CP):It's clear what it is but anyway, it basically allows you to stay in a jump as long as you want beyond the 10 year period.So yeah, the final choices you have to make at the end of a jump can be made whenever you want after the end of the 10 year period and you can stay indefinitely as long as you can live as long as that.

Non Restricted Time(600CP):Screw the 10 year period, you will stay as long as you want and can leave whenever you want.You can basically stay 1 second and then leave right away.Basically, stay as long as you want, leave whenever you want and no one can tell you anything.Just don't abuse it too much or Jump-Chan will find other ways to punish you for ruining the (jump)chain.

Whatever Perk I Want(600CP):This one allows you to get any perk from any jump you want(even previous ones), no matter how ridiculous or downright nonsense the perk you chose to get is in this world.Also for any perk that it's price is equal to or above 600CP, this mod's price will raise accordingly and always make sure it's 25% above the perk's original price for, you know,

balancing reasons(*You must know what perk you are looking for, if you don't you can't get it.*).

Search Engine(400CP):For an extra fee, you also receive a search engine of some kind, that allows you far more easily find the perks you want.For example, you can type a specific jump and it will show you the available perks or type in a word and it will show you all the perks that have this word in their title.Very convenient if you ask me.

Whatever Item I want(600CP):Same as above but for items.And just to fill it in, let's repeat the rules.You can get any item you want from any jump you want(even previous ones and yes, you must know what item you want) but if that item is equal to or above 600CP, then it's price will rise accordingly to always be 25% above it's original price.

Search Engine(400CP):Same as above again but let's get into it.For an extra fee it gives you a search engine of some kind that allows you to more easily find the items you want.For example, type in a specific jump and it will show you all the available items or type in a word and it will show you all the items that have this word in their titles.Again, very convenient if you know what you want.

Companion Customizer(600CP):Pretty clear by the title but anyway.This one has two uses.You can either customize an already purchased companion of your's to your liking as long as their core powers and personality remain intact or you can create a companion from scratch in case the jump you chose doesn't offer such an option.Also depending on the number of changes you do, the price of the mod may decrease or increase accordingly.For example, if you just change the gender then the cost will only be 50CP but if you change their whole appearance to something else, the original price stands.

Any Time, Any Place(150CP):To put it simply, you get to choose any starting location and time you want.It may sound overpriced or stupid but in specific jumps it is highly useful when it doesn't list the location or time you want, or doesn't even offer you a free choice to begin with.

Non-Compulsory(600CP):I assume you already know how annoying it is to find a good perk or item but the jump forces you to take a specific drawback or even scenario for no reward.Now not anymore because with this, you are no longer required to do anything you don't want to.

Advanced(1000CP):If you take it's more advanced form, it will also affect the world itself.Basically you don't have to obey anyone

or anything if you don't want to.This applies for things that normally would have forced you to do things you don't want to, like mind control or soul deal or something that gives you no other choice.Even in situations that are utterly hopeless and you need to obey against your will, you will be given an opportunity to break free.But if you miss it, you will still break free eventually but it will take a while.Also, just to clarify, no breaking local laws with it or breaking the laws of physics, this one only allows you to not submit against your will, it doesn't allow you to break every rule on the book without consequences(*some rules exist for a reason*).

Lazy Adventurer Mod(1000CP):With this one, you can just reap the rewards of a scenario without the need to complete it or begin it in the first place.By the way, if the scenario offered any companions, good luck explaining to them what the hell just happened.One last thing, it cannot be used on a scenario that offers the Spark(*nice try, cheater*).

Companion Help(200CP):For an extra fee, this one will also make sure that you will be provided with a perfectly tailored explanation/story of your liking to how you acquired your new companion.It basically makes sure that you don't have to explain to them how you got them in the first place(*you lazy harem builder*).

No Power Loss(600CP):It has two uses.Firstly, in-world, you cannot lose any jump provided powers you have.Secondly, in-gauntlet you can use one power of your's to keep as long as it isn't overpowered or instant win or something.

No Item Loss(600CP):Same as above but for items.Basically in-world you cannot lose your jump provided items under any circumstances and in-gauntlet it lets you keep one item of your's as long as it isn't overpowered or instant win or something.

No Warehouse Loss(1000CP):Only for gauntlets.It allows you access to your warehouse but anything close to instant-win items you might have in there are not provided.

Jump Perfection(1000CP):Another cheaper alternative of the Jumpchain Modifier.With this mod you can make the jump of your choosing perfect.What I mean is that it will modify the entire jump to make it perfect for you, suited to your likings.The perks, items, scenarios, drawbacks, etc. will be completely to your liking both in quality and quantity.For example, you find a jump of a favorite game of your's but it's only 8 pages and you want more.With this mod

it's pages thus content will be increased to your desired amount anywhere from 1 page to 1000 pages.Also it's content will be according to your standards extremely well written and it's overall quality will be increased to your ideal jump.

Jumpchain Modifier(2000CP):This is getting out of hand.Anyway, this mod allows you to modify the jumpchain itself but it has some restrictions.In this basic modifier, you cannot add new stuff and when you increase the power of a perk, item, companion or anything else, it's price scales up to matches your changes with a limit of 1000CP,so no ultra overpowered things.It also works with drawbacks and scenarios, so when you make them even harder, their offers increases and also offer additional rewards but only if they actually offered rewards in the first place.By the way, they also have a limit of 1000CP.

No Power Limit(1000CP):For an extra fee, there is no limit to how overpowered you make things or how terrible a drawback or scenario is.So go crazy if you have the CP to support your purchases or the power to support your drawbacks.

Half As Hard(1500CP):For another extra fee, the prices of the things you make overpowered grow twice as slow and the offers of the drawbacks or scenarios you make more terrible grow twice as fast.

New is Good(1500CP):If you decide to also pay for this one, it basically lets you create new things from scratch as long as it is appropriate and suitable for this world.For example, you can't go to a medieval world and put a lightsaber on the jumpchain list of items.It must obey this world's norm and rules but it can be overpowered as long as it has a suitable price alongside it(*did you really thought they were free just because you made them*).

Ultimate Form(10000CP):To put it simply, no restrictions, do the hell you want with the jumpchain.Heck, you could even take a jump and completely change it to be a completely different jump.But, to balance things out, every time you purchase this from here, it's price increases by 25%(*Because it isn't permanent, it only lasts for one jump*).*Just so you know, both me and Jump-chan are angry at you for messing around with her Jumps, she worked so hard to make them(she's also gonna kill me for even providing such an option despite the price).*

THE SPARK(∞):*Leave before Jump-chan decides to throw you into non-existence.*

My Warehouse Mods

Instant Item Retriever(600CP):This one allows you to instantly summon at will any item you have stored within your warehouse.No longer do you need to go in each time you want something.You still need to put your items in there, except for those you summoned, in that case you can just unsummon them.

Instant Item Transportation(600CP):The opposite of the above.Instead of instantly getting items out of your warehouse, you can instantly send them there.Not just jump provided items but any item you want.But you can't transport there sentient items nor items you can't normally acquire/have.Also the items you want to transport must be either within your line of sight or within a 100 meters radius around you, whichever comes first.

Designer Mod(200CP):With this you can customize your warehouse's appearance, interior, decoration and design in any way you want as long as it doesn't provide any benefits(*it must be strictly for cosmetic purposes*).

Instant Teleportation(300CP):Basically allows you to at will, be instantly transported within your warehouse or any of your warehouse properties without the need of your key and a door.Also you can teleport any items you want alongside with you as long as it is something you can actually carry.

Changelong:
1v:I just made it.
1.1v:Added Cheat Menu, grammar fixes and more stuff i don't remember.
1.2v:Added Universal Capstone Booster, new Notes thingy.
1.3v:I just had a random creativity spark, so I added more things than I care to count.
1.4v:Added Meta Knowledge, some grammar modifications and increased the Unrestricted Cheat Menu's price for balancing purposes.
1.5v:Added a bunch of new mods and fixed a grammar mistake.Also new Notes thingy.
1.6v:New Mods, grammar fixes or modifications and new Notes thingy.Also new title change in order for people to know when an update happens and who is the creator of this jump(game) breaker(i wonder if this should have been the title in the first place).
1.7v:New Mods and some modifications on existing Mods.
1.7.5v:Grammar Modification on parts I regretted writing, plus a few changes to further highlight the rules.
1.8v:New Mod, Minor Grammar Modifications, nothing much.

1.9v:Another random creativity spark so we have, New Mods, New Warehouse Mods, Minor Grammar Modifications.
2.0v:More Mods for companions and jumps.

Notes:
This was originally only for game-based Jumpchains but now it can be used for all Jumpchains, even though it can be a bit confusing due to the grammar(*which refers to game-based things, not World Changes things*).

Also, if any of you have any ideas on adding more options or how to further expand it or just have complaints due to the grammar(*or grammar mistakes*), feel free to tell me and I will fix/improve it when I have time.

Anyone who's complaining about the prices of the Cheat Menu or the prices of the Jumpchain Modifier, just so you know, it wouldn't be fun to just have them without any restrain.Besides, they are made this way, in order to be impossible for the simplest jumps to actually acquire them, since those jumps were made to be simple in the first place.But for those who cannot live without them,well good luck finding a way to acquire them without having to take more drawbacks than you can count.

Just realized that this whole modding (cheating) jumpchain is becoming more and more like a supplement with various quality of life perks.I don't know wether to like it or not.Heck, i don't even know if i should admit it is one instead of desperately trying to keep it as a modding (cheating) jumpchain.Tell me on the comments your opinion and what i should probably do.

Just to make something clear, mods that have more modifications are separated in two categories.The first ones is the ones you must buy the original form and then it's modifications(*you can realize which one is which when their modifications mention an extra fee*).The other category is the ones you must choose/decide which one to take from your available options without the need of buying the original mod(*Those that don't mention any extra fee, are well within this category*).

One final thing, I just noticed that there is a loophole of sorts there for near unlimited CP, so whoever finds it, use it wisely. Tip:It needs a wise use of a couple of mods in order to work.