Jumpchain: Co-Op Mode Supplement

Version 0.4 - SpectrumSheen

Hello, Jumper. You have been offered something special. This supplement, while not the first of its kind, is unique. Through it, you have been granted the option to pull other Jumpers from their boring old Single Player Jumpchains and give them a place in your **Party**. From here on out, you will take on the challenges ahead together. For better, or for worse.

You are now the **Party Leader**.

Or maybe, you are not the first, in which case: Hello, Jumper. This supplement, while not the first of its kind, is unique. Through it, you have been pulled from your boring old Single Player Jumpchain and been given a place in another Jumper's **Party**. Should you choose to stay, you will take on the challenges ahead together. For better, or for worse.

Every Jumper who is not the **Party Leader** is instead a **Party Member**.

Basic Changes

- Most actual changes are chosen by the **Party Leader** below.
- Every member of the Party is now reduced to three active Companion slots.
- If one member of your Party dies without any 1-Ups, they are turned into a ghost which only other members of the Party can see.
- However, if even one member of the Party survives the Jump, all members keep any Perks, Items and Companions purchased.
- Resurrection abilities/magic/items/techniques do **not** work on **Party Members** without required Perks. 1-Ups are not affected by this rule.
- If a Drawback's reward is followed by **for all**, it can only be taken by one **Party Member**.
- This Supplement provides all Party members with 'One Shot Protection'. If an attack would one shot you at more than 70% of your strength, it will instead drop you to a near-death state with a few seconds of invincibility

Anyway… Here, take 300 Co-Op Points, each of you. Good luck.

Party Leader

Alright Jumper. Are you ready to assemble your team? Do you even want to? To select what you actually want out of this supplement, this is the section for you. If you are not the **Party Leader**, disregard this section. Basically, these options effect the Party System as a whole.

Party Leaders receive a 300CP Stipend for this section.

The Paramount Choice

Singleplayer - Don't like what you see? Oh well. Hand the supplement over.

Co-Op - Is the routine of the previous option too bland for you? Is the knowledge of fictional characters being fictional off-putting? Do you simply want to spice it up a little? No need to answer. There's a supplement to fill out.

Party System

Multi-Balance (Free) - Each **Party Member**, including the **Party Leader**, gets an individual Choice Point (Or equivalent) budget every jump. Nobody can transfer points.

Shareable Multi-Balance (-200CP) - Each **Party Member**, including the **Party Leader**, gets an individual Choice Point (Or equivalent) budget every jump. Everyone can transfer points freely.

One For All (Double the Jump's budget) - Oh dear. The entire party gets a single Choice Point (or equivalent) budget every jump. This budget is double the amount the Jump normally provides. If you choose this (which I do not recommend), you better hope your **Party Members** like each other.

Party Size

Squad (Free) - The classic. Why change? (Three **Party Members**)

Trio (+100CP for all) - The strongest shape. (Two **Party Members**)

Duo (+200CP for all) - Back to back. (One **Party Member**)

Squad+Duo (-100CP) - Now with 50% more Jumpers. (Five **Party Members**)

Double Squad (-200CP) - Double the fun. (Seven **Party Members**)

Quad Squad (-800CP) - The more, the merrier? (Fifteen **Party Members**)

Double Quad Squad (-1600CP) - Why would you buy this? (Thirty-one **Party Members**)

Supplements

Personal (Free) - Each **Party Member**, including the **Party Leader**, gets an individual copy of any Supplement. These include things such as the BodyMods and Cosmic Warehouses.

Roommates (+20CP to the Cosmic Warehouse) - Multiple Cosmic Warehouses too much? Instead of one each, the **Party Leader** can customise a single Cosmic Warehouse with extra points. Every member of the Party gains a key, and only one door can be open at a time. Unless, of course, you have another way to open it. Doors to the Cosmic Warehouse close after 15 minutes without a Jumper inside.

All for One (Double the Supplement's Budget) - Again? The entire Party gets a single copy of each Supplement, which is shared between them. This Supplement's budget is double the amount the Supplement normally provides. This includes the BodyMod, meaning all members of the Party have the same BodyMod. This option is ill-advised, and if I'm being honest, it's probably just here to fill space.

Add-ons

Voice Chat (Free/-100CP) - Ever had a teammate just out of hearing range of an important message? Not any more. With this Add-on, you and your entire Party now have a pseudo-physical mental network that allows you to hear what your teammates are saying as if they were an arm's reach from you. This connection begins to weaken beyond 10 kilometres, dissipates at 20, and can be disrupted by magical and electromagnetic barriers…

Unless you spend 100CP, that is! With the 100CP version, your connection never weakens, no matter the distance! Additionally, no barriers can stop you from helping (or harassing) your team! As one final bonus, you now have three channels, which you can switch between at will.

Nametags (-100CP) - Each member of your Party can now see a customisable marker above every other member's head. This can be seen through walls and has infinite range. Each member can also disable their marker if they so wish.

Revive (-100CP/-200CP/-400CP) - Is your teammate out of commission and equally out of 1-Ups? Don't worry! This Add-on's got you covered. With the 100CP version, when any member of your Party would take fatal damage, they instead drop to a crawl. If another teammate manages to get to them within the 60 seconds before death, this hypothetical teammate could sacrifice half of their energy (Or reasonable alternative) to bring their buddy back to the battle. When revived, you will be at the bare-minimum of combat capability.

With the 200CP version, the downed party member drops to their hands and knees, and can go 3 minutes before perishing. Reviving costs only about 40% of the revivers energy, and the revived teammate is now reasonably combat capable for someone who barely outran death.

For the full 400CP, the downed party member is able to limp, and can last a full 5 minutes before succumbing to their wounds. Reviving costs 30% of the revivers energy, and the revived are only minorly fatigued.

Split-Screen (-200CP) - The closest you're gonna get to walking a mile in their shoes. With this Add-on, any **Party Member** (Or **Leader**) can now see through the eyes of another member with a little concentration. This vision automatically censors out anything the subject of this would want censored. The **Party Leader** can toggle their vision from being viewed at will.

Minimap (-300CP) - Now this is useful. Each member of the Party can summon a spherical projection of the area around them in the colour of their choice. This Minimap extends about 500 metres in every direction. It will also display useful information such as the Cardinal Directions, Markers (If you have Nametags) and coordinates. This does rely on the user 'knowing' where they are, though. If they were kidnapped, for example, the coordinates would flicker between random numbers, which isn't very helpful. Discount **Minimap** by 200CP if you also have **Voice Chat's 100CP version** and **Nametags**.

Video Game Logic (-700CP) - Not all of it, mind you. But hopefully, more than enough. Instead of abiding by the laws of physics, every member of the Party now has a health bar. At first, it will be 100 Hit Points large, but will increase by 10HP every Jump (Excluding the first, if you haven't done that yet). It will also increase in response to certain Perks. Specifically, it will receive 100HP when other Hit Point Perks are introduced, or say 200HP from durability Perks.

With this Perk, instead of your physical form taking damage from attacks and nature, your HP will take damage. This allows Jumpers to fight at 100% even if they are two hits from death. This also buffs your 'One Shot Protection'. Now, if an attack would one shot you from more than 40% HP, it will instead drop you to 1HP. This also increases the length of invincibility afterwards to about nine seconds. Dropping to 0HP still kills you, though.

This provides **Voice Chat**'s 100CP version, **Nametags**, **Restore** and **Revive**'s 100CP version for free. This also allows you to discount the higher tiers of **Revive** by 100CP. **Nametags** now display your **Party Member's** HP, and finally, this acts as a booster to most Perks.

Party Member

Alright Jumper. Don't have enough of something? Want a little individuality? Simply looking to burn those points you have? This is the section for you. Basically, these miscellaneous Perks universally assist you and your fellow **Party Members**.

All members of the Party can access this section.

Perks

Used to spice up your Jumps. These usually only apply to the Party Member who purchased them.

Restore (-100CP) - Had some revival magic or a Philosophers stone on you that doesn't work in Co-Op? With one purchase of this Perk, now it does! You can only do this once per **Party Member** every Jump, though.

Bonus Points (-200CP) - Don't have enough CP to get those neat Perks? Invest a little here, and for each purchase, gain an additional 100CP at the start of every Jump. Can be purchased a total of 10 times.

Extra Credit (-200CP) - What about Supplements, you ask? Purchase this and you can apply 300CP (Or equivalent; 300 becomes 30 in Cosmic Warehouses) to any Supplement. This includes Supplements which use another Jump's budget. This can even be spread among up to three Supplements. Can be purchased a total of 10 times.

SALE (-300CP/-500CP/-700CP) - Who the Hell did you sweet talk? Every Jump, you may apply a 50% discount to a single Perk or Item. This discount does not stack with Origin discounts, but can also be applied to Jump-Specific items (Such as MHA Quirks). This can be purchased up three times, with the additional purchases discounted. With **Video Game Logic**, you may increase the tier you have by one, even adding a fourth tier if maxed out.

Field Spell (-300CP/400CP) - By purchasing this, you may half the worth of any Drawbacks of your choice and give copies of that CP to the entire Party. 100CP Perks are not halved. For 400CP, 200CP Drawbacks are not halved. This does not apply to this Supplement. Incompatible with **Fusion Spell** entirely (Party members cannot have **Fusion Spell**). With **Video Game Logic**, you gain a bonus tier. If you already have the second tier, 300CP Perks are no longer halved.

Fusion Spell (-400CP) - Once every Jump, you may choose any Drawback worth no more than 400CP and double it's worth. Incompatible with **Field Spell** entirely (Party members cannot have **Field Spell**). With **Video Game Logic**, you may choose two of the following:

1. Increase the CP limit to 600CP.
2. Triple the worth of Drawbacks 200CP and below.
3. Add an additional use per Jump.

Double Jumper (-400CP) - Not that one. Once every two Jumps, you may select a second Origin. You can access all freebies, discounts and drawbacks related to that Origin. To help properly utilise these options, this also gives the user one purchase of **Bonus Points** for free. (For the 'once every two Jumps' rule, in other words, it would effectively be on cool-down during the Jump after its use). With **Video Game Logic**, you can now choose a third Origin, and the user of **Double Jumper** ignores **Individuals**.

Figures (-400CP) - I know somebody will want this. With this Perk, your Companion limit has been restored to 8. It also universally buffs your teammates' Companion limits by one, too. This effect does not stack further than a maximum of 9 for members with **Figures**. With **Video Game Logic**, choose two of the following:

1. Increase your base Companion limit from 8 to 12
2. Increase the teammate Companion buff to 3.
3. Discount from -400CP to -200CP

*For you sneaky sneaky Jumpers, yes, this works with **Compressed Companion Limit**. It does annoy your Jump-Chan or equivalent, though.*

Pocketses (-400CP/-500CP/-600CP) - At some point, mundane bags and pockets aren't enough. With one purchase of this, you gain sixteen cubic metre pocket dimensions to store things you need on hand.

For an extra 100CP, upgrade each one to three cubic metres and increase the quantity to twenty-five. For a final 100CP on top of that, each pocket is now five cubic metres and your total is buffed to thirty-six. Every tier of this is discounted by 200CP with **Video Game Logic**.

Tears of the Pure (-600CP) - Upon death, you will be sent to a black void. If your teammates truly, and I mean *truly* mourn over your death, you will be brought back into the world of the living in perfect condition. This can be activated once every 10 years, and is renewed each Jump. This becomes discounted if you also have **Video Game Logic** or **The Power of Friendship**. These discounts do not stack.

The Power of Friendship (-600CP/-800CP) - You gain a significant physical, supernatural and morale boost when working alongside your teammates. Depending on how much of your Party you're with, the Boost can be a x2 or x10 multiplier.
(50% = x5 / 70% = X7 / 100% = x10 Rounded up to the nearest 5%)

For an additional 200CP, you can apply half of this boost (Rounded up to the nearest 10%) to the teammates you're with. With **Video Game Logic**, you may take the 800CP version for the base 600CP.

Items

Bag of Disproportionate Holding (-100CP) - Feel like dumping the random items you've collected in this Jump into your Warehouse, but don't feel like actually opening it? The Bag of Disproportionate Holding has you covered. It is an unassuming burlap sack which leads to the Cosmic Warehouse.

The portal the Bag leads to can be moved as the owner wishes, so they aren't dropping glass ornaments from twenty feet in the air. Notably, it's just large enough to fit a person, if you really tried. If ever lost, the owner can summon it to their hand at will.

Boons

In exchange for a few Co-Op Points (Or various other things), you may circumvent one of the shortcomings of your Party. **Each Party Member may only take one Boon unless otherwise stated.**

These are optional

Sacrifice (Free, can only be taken if the user has *Gallows Gambit*) - In exchange for something valuable, your Benefactor may bestow upon your Party a buff useful to your current situation. For example, if your Party is about to enter a fight they're not confident in winning, you may sacrifice a shield made of gold and receive a 60% boost to your Party's magical abilities for the next three hours.

When these buffs are applied, you will receive a slip of paper detailing your buffs. The more vague this paper is, the more powerful the buffs may be. The intensity of these buffs is relative to the number of members in your Party. Sentimental value is worth noticeably more than monetary value.

If the situation requires it and you are sufficiently self-sacrificing, you may sacrifice your own life. This bypasses 1-Ups, but grants your Party *ludicrously* powerful buffs for days on end. Note that after these effects wear off, your Party may resurrect you if they have the means and spare you the loss of the current Jump's Perks. *This Boon does not count towards the Boon limit.*

Battle Tendency (Free, the effects of the Boon) - Your Party's confidence has been improved. Quite close to the point of arrogance, actually. To add to this, your Party will now find themselves in combat far more often. Whether this is for better or for worse is dependent on the Jump.

Where is the point in getting this, I hear you ask? Well, this Boon will also provide a substantial boost to your Party's general learning speed, and even more to your Party's combat skill improvement speed. Additionally, this combat skill improvement is most noticeable after challenging or lengthy fights, which you will find yourself in far more often.

The effects of this Boon may be toggled off in their entirety before a particularly dangerous Jump with a cool down of two Jumps after, but any combat skill improvement will remain.

Face in the Crowd (Free, the effects of the Boon/-100CP) - Every member of your Party is now less notable and noticeable. This can be a blessing and an inconvenience. If you're trying to sneak into a facility, workers will just shrug it off as 'the new guy', but if you're trying to woo someone, they may refer to you as 'the plain-looking guy' until you've literally spelled your name out to them, twice.

For 100CP, every member of your Party may toggle this effect on and off at will.

Showoff (Free, the effects of the Boon/-100CP) - Members of your Party are now more notable. Things your Party does are more noticeable. Feats your Party accomplishes are more revered. This can be a blessing or a problem. When your Party defeats Cerberus, the celebration won't be limited to a town; the lands will chant your names. But if you take down a particularly powerful villain, the Big Bad might take interest in you. The kind of interest your Party does not want.

For 100CP, every member of your Party may toggle this effect on and off at will.

High Quality, High Maintenance (Free, the effects of the Boon/-100CP/-400CP) - Your Party has advanced levels of skill in a *lot* of well used tasks. Culinary, cleaning, washing, blackjack, parallel parking, parkour, you name it, you've got it, and you're very good at it. **However**, these skills need to be practised for at least five minutes every 24 hours to stay at this level, and deteriorate extremely quickly. After a fortnight, you'd have gone from cooking like a restaurant to forgetting the names of dishes.

That isn't to say that practising is useless apart from keeping your skills afloat; any training you do will add to your general skill level in that particular subject, and decrease the speed of that skills degradation. As a bonus, skill deterioration resets at the end of each Jump, but any training stays.

For 100CP, the speed at which skills degrade is decreased, and your skills themselves increase in quality to mastery. Trivial things and specific things are also added to your roster of skills; things like ice skating, handstands, throwing javelins, carrying heavy objects, ect.

For 400CP, your skills no longer degrade at all. Your skill level in any skill you had a high level of prior to the purchase of this boon increases beyond simple mastery. I'll leave how powerful this is for you to decide, but it shouldn't be on par with superhuman Perks. Additionally, specialised and rare skills are now available: examples include manning a mortar, flying a bomber plane, playing Pokemon TGC, jumping from moving car to moving car efficiently, ect.

Companion Compile (-100CP/Free with any tier of Compressed Companion Limit) - When any **Party Member** imports Companions, if the imported Companions would receive 600CP or more, the **Party Member** may sacrifice up to all of that CP to add additional Companions for the price of one. The extra Companions receive as half much CP as you transferred from the original to them. For example, if Brick would receive 800CP when imported for 50JP (hypothetical Jump Points), I could sacrifice 400 of Brick's CP and add Twitchy who receives 200CP. The two Companions would count as one for JP cost *and* for Active Companion slots. Everything else remains separate, though.

Info Vulture (Free, the effects of the Boon/Take Tick for +200CP) - Your Party is now better at obtaining information. Be it through persuasion, *persuasion* ~~(torture)~~ or simply coming about something related when sifting through files. However, you now have an obsessive personality. Near yandere levels of obsessiveness, if you let it fester. If you get fixated on something, you

really get fixated. It can help when you become an unstoppable force hunting the bad guy, but if your mind keeps wandering to thoughts about cannibalism…

You may remove these drawbacks for the whole Party, but you must take the 200CP version of **Tick**.

Jumper Cables (Free, the effects of the Boon/-200CP and *Individuals*) - Your Party can now create 'circuit's by creating links between themselves. This can be done through oaths, matching necklaces or even just holding hands. When consciously activating this, you will receive a power Boost dependent on the number of **Party Members** in the circuit relative to the Party size (30% of the Party is a 60% power boost, 100% is a 200% boost, feel free to make up your own).

However, the Party members who participate in the circuit will be weakened when not boosted, by about half of the last boost. This weakness dissipates over the next (boost% x 40 minutes), so a 60% boost would produce 40 hours of weakness, and a 90% boost 60 hours.

If 200CP is spent and the Party has **Individuals**, remove the drawbacks.

Limit/Mind Break (-600CP/-400CP and any tier of Dialect Shuffle) - When pushed to your limits, members of your Party can not only unlock abilities previously unreachable, but also *erupt* in a burst of power. However, breaking past your limits and pulling this power out of your ass has consequences on your oh so fragile mind.

While mental perks will help, this sudden rush of power and new ability will usually cause you to go on a rampage, the severity of which is dependent on how far past your limits you were pushed. It may also have lasting effects on your brain, though these will vanish when the Jump ends. There is a cool down of about seven months between each Limit Break, so don't overuse it.

Everything You've Got (The 700CP tier of Compressed Companion Limit) - Who needs Companions when you've got POWER? Your Party's abilities scale with the number of enemies you're up against and the strength of said enemies. Fighting a thousand goblins may improve your abilities two dozen times, but going up against a Colossal Titan could boost your power a hundred fold. This applies to every member of the Party which also has **any** level of Compressed Companion Limit.

Drawbacks

(Remember, you're stuck with these till your chain ends, unless otherwise stated. Pick wisely.)

Tick (+100CP/+200CP/+300CP) - You now have some sort of tick, be it verbal or behavioural. Maybe you stutter, maybe you forget things easily, maybe you stub your toe more often than

normal. This can be overcome, and will naturally dissipate after your sixth Jump, but it will be annoying. This is what you get for a measly 100CP

For 200CP, this now takes twice as long to dissipate; a dozen Jumps. Additionally, the tick itself will be slightly more imposing, with ticks such as twitching, thinking out loud or simply finding yourself screaming much more often. For 300CP, however, it now must be overcome naturally. Worse still, it becomes an actual liability instead of an annoyance, with things like randomly going into autopilot, freezing up when threatened or even having your ability to use your abilities related to your confidence. Pick your poison well.

Dialect Shuffle (+100CP/+200CP/+300CP) - For the first six Jumps, the language you naturally speak will change. This can be brushed past with a little concentration, and language Perks will help immensely, but you will often find yourself speaking in a language forien to your Party. This is what you get for a basic 100CP.

For 200CP, this now takes twice as long to dissipate; a dozen Jumps. Additionally, it will be slightly more severe, with you falling into another language when trying to explain something, or when excited or focused. For 300CP, however, it now must be overcome naturally, with learning speed boosting Perks unable to assist. To top it off, you now require actual concentration to keep speaking your Party's language.

Individuals (+100CP for all) - Every member of your Party must take a seperate Origin. In the event that a Jump has less Origins than your Party has members, the Party must decide between itself who gets to choose their Origin, then roll 1d<No. of Origins> for each member to decide for them. This Drawback cannot be taken with **Double Squad**, **Quad Squad** or **Double Quad Squad**.

Unique (+100CP for all) - No two members of your Party can take the same Item.

Overlap Aversion (+100CP for all) - Another one? No two members of your Party can take the same Companion. Not sure why you would anyway but… free points?

Segregation (+100CP for all) - Another 'nother one? No two members of your Party can take the same Race. In the event that a Jump has less Races than your Party has members, the Party must decide between itself who gets to choose their Race, then the remainder must take Human (or the most common Race). More free points?

Trap Card (+100CP for all) - In each Jump, any Drawbacks chosen by one member of the Party now affects every member of the Party. Additionally, no two members can take the same Drawback.

Bonded (+200CP/300CP) - Items purchased by this member of the Party cannot be used by any other. This is worth 300CP if taken with **Unique**.

Compressed Companion Limit (+200CP/+400CP/+800CP) - Too many active companion slots? For each tier of this, remove one slot, with an extra 200CP if you choose to go it alone. At least, Companion wise.

Bastard (+200CP for all) - Twice every ten Jumps, a character is introduced who has the sole intention of causing chaos. The level and degree of chaos is determined by the Jump itself; Slice of Life would be things like pranks, such as tripwires, while in Shounen they might actively try to tilt the plot in the bad guys' favour. It mostly ends up being annoying, though if left unchecked, it can become life threatening.

Atone (+300CP) - Does death feel trivial? Here's some punishment. If you perish in a Jump and are not revived before the end of said Jump, you are sent to the void and miss out on the next Jump. There's a little bit of time distortion to keep things simple: in this void, what is 10 years for your teammates becomes 10 seconds for you.

Gallows Gambit (+300CP) - No more piggybacking off your Party's survival. If you die in a Jump and are not revived before the end of said Jump with **Restore**, you lose all of the Perks, Items and Companions you may have purchased.

Teamwork? (+300CP for all) - Your Party naturally butt heads with each other, getting in each other's way and generally finding it almost impossible to work together. This can be overcome, but it will be annoying to do, and will likely take two to three dozen Jumps.

One of a Kind (+300CP for all) - Are you *really* sure you want this? Granting 300CP to every member of the Party, this Drawback makes it so no two members can take the same Perk. This Drawback cannot be taken with **Double Squad**, **Quad Squad** or **Double Quad Squad**.

Nightmare Team (+800CP for all) - Do you remember those 'Scaling Enemy' Drawbacks? This happens to be one of them. Just *worse*. This is a team that has the same number of members as your Party, and each of these 'Nightmare's mirror one of your teammates, including yourself. They will hunt you to the ends of the Universe, never giving you no more than 8 months of peace. They are utterly superior to your Party in every way (Apart from their emotionless disposition), so defeating them will require the full extent of your Party's combined knowledge and skill.

I do grant you one mercy. If you defeat this team, they will come back one year later (Extending your current Jump's length if need be) even stronger than before. If they defeat you, they return to their normal strength in the next Jump. But if you somehow defeat them in their upgraded form, they will never appear again. I suggest you use the points from this to get **The Power of Friendship**, because you're going to need it.

Changelog

Version 0.4 - Boons Update

- Rectified even more spelling errors.
- Added **Squad+Duo**, for when **Squad** won't cut it but **Double Squad** is overkill.
- Named the updates, for anyone who cares. V0.2 has a nice one.
- Buffed **Fusion Spell**'s **Video Game Logic** boost to keep up with **Field Spell**'s.
- Increased the price of **Video Game Logic** by 200CP.
- Buffed **Video Game Logic** *immensely*. It now acts as a normal-stone booster and provides a few freebies. Check its third paragraph for details.
- Added various (Possibly broken) **Video Game Logic** buffs to the end of Perk descriptions.
- Changed the name of **The Power of Tears** to **Tears of the Pure** to avoid the similarities with The **Power of Friendship**.
- Added **Field Spell**'s 100CP reduction resistance to its base tier.
- Increased the CP reduction for the higher tier of **Field Spell**.
- Added **Overlap Aversion**
- Added **Segregation**
- Altered the description of **Bonded**
- Added the Boons section.
- Added **Sacrifice**
- Added **Battle Tendency**
- Added **Face in the Crowd**
- Added **Showoff**
- Added **High Quality, High Maintenance**
- Added **Companion Compile**
- Added **Jumper Cables**
- Added **Limit/Mind Break**
- Added **Everything You've Got**

Version 0.3 - Major Balancing Update

- Rectified a few more spelling errors.
- Tweaked a *lot* of Perk prices.
- Added a weaker version of the 'One-Shot Protection' from **Video Game Logic** to **Basic Changes**.
- Buffed the 'One-Shot Protection' in **Video Game Logic**.
- Clarified a part of **Power of Friendship**.
- Changed the name of **Inventory** to **Pocketses**, to be 'unique'.
- Clarified a part of **Basic Changes**
- Altered the introductory paragraphs of the **Party Leader** and **Party Member** sections.
- Altered the description of **Minimap**
- Altered the description of **Restore**
- Altered the description of **SALE**
- Altered the description of **Field Spell**
- Altered the description of **Pocketses**
- Altered the description of **Gallows Gambit**
- Altered the description of **Teamwork?**

- Finished an incomplete sentence in **Individuals**
- Reduced the price of **Bag if Disproportionate Holding**
- Increased the payout of **Compressed Companion Limit**'s highest tier.
- Added a free purchase of **Bonus Points** to **Double Jumper**.
- Added two more tiers to **Tick** and **Dialect Shuffle**, in case the 200CP and 300CP Drawbacks are too imposing..

Version 0.2 - Add-on & Drawback Update

- Clarified a few things in the 'Basic Changes' section.
- Rectified a few spelling errors.
- Added 'Items' section.
- Clarified a part of **Figures**
- Clarified a part of **Bonded**
- Clarified a part of **Atone**
- Altered the description of **Extra Credit**
- Made **Individuals** and **Teamwork?** provide CP to the whole Party.
- Added **Restore**
- Added **Minimap**
- Added **Video Game Logic**
- Added **Bag of Disproportionate Holding**
- Added **Inventory**
- Added **Tick**
- Added **Dialect Shuffle**
- Honestly I think the names of some things are pretty good.

I'll be adding my own example builds, including my main one. Eventually.