Relationship Supplement V2

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Relationships are hard when jumping between worlds. This document is designed to make things a bit easier.
Take +1000 relationship points to use in this document.

Setting:

This jump takes place in any setting of your choice. It can also be used as a supplement to another jumpdoc.

Origin:

This document lacks origins and their associated discounts. Prices have been shifted to compensate so no need to worry.

Perks:

A Little Help - 0 rp
Upon taking this perk your social hiccups are smoothed over. You can suppress social anxiety, tics, accents, or other issues that make communication difficult. This does not make you necessarily better at communication, but can help your confidence.

A Little More Help - 100 rp
This perk serves as a rough equivalent for five years of communications training. You should be noticeably better at speaking with other people, expressing yourself, and even listening. Optionally this perk can also come with an equivalent college degree in communications that updates to each future jump.

A Friendly Face - 200 rp
The obligatory beauty perk makes its appearance once again. You gain the equivalent of two points on a scale of ten. This maxes out at ten but comes with another benefit. You may freely select a “vibe” that your appearance will shift to fulfill. Options range from having a trustworthy face to being super cute. Regardless of this choice your appearance will serve as a minor blessing in each of your travels.

You may freely give a copy of this perk to each of your companions and followers.

Mantle - 300
Instead of purchasing a companion you may instead purchase their mantle. Mantles take the form of an accessory associated with the companion (such as a ring, necklace, or belt).

When a mantle is worn the wearer gains every ability possessed by the companion. Abilities that are granted by external sources are decoupled from those sources. The same happens to abilities granted by equipment. Wearers do not gain weaknesses possessed by the original user (such as a weakness to sunlight).

There is no limit to the amount of mantles that can be worn by one person. Skilled crafters can combine multiple mantles into one item. Mantles do not take up a companion slot.

You and What Army? - 400 rp
You may freely import a number of companions equal to your companion limit. These companions receive 200 cp for free and a free origin that costs less than 200 cp.

Items:

Communication Devices - 100 rp
Upon taking this item you receive a free communication device for each companion and follower you possess. These devices take a setting appropriate appearance but otherwise function as a mundane cellular device complete with endless call and text. Communication devices do not run out of storage, battery, or service. Your communication device provides a vague gps location for each other communication device on a universal map. The universal map and tracking access can be given to other devices than your own.

Communication devices cannot be stolen, broken, or lost. Devices that are destroyed or taken merely reappear when they are next searched for. You may freely restrict access to any feature on a communication device for any companion or follower up to removing their device.

Uniforms - 200 rp
Your companions and followers receive a free set of clothing that matches your own personal style or the style of your personal organization. These uniforms are perfectly tailored for the individual. Uniforms are universally comfortable, wear resistant, and good looking. If damaged, lost, or stolen they merely reappear when next searched for. At your discretion uniforms may be tailored to fit their wearer's sensibilities as well. This will serve as a good mixture of their fashion sense and your own.

Optionally your companions and followers may receive a monthly salary for their service to you. This salary does not come from your own savings. This salary includes all legal paperwork and services required from an employer. This salary is the market rate for the jobs that your companions are performing for you. This salary is paid in legal tender and is tax exempt. Try not to crash local economies.

Teleport Tether - 300 rp
You receive a set of gemstones equal in number to the amount of companions you possess. By holding a gemstone, you may freely teleport next to another gemstone. These stones can be used in crafting and readily integrated into other items.

These stones cannot be stolen, destroyed, or lost. They reappear when they are next looked for if anything has happened to them.

Companion Options:

Recruit Anyone - 0 rp
You may freely take anyone as a companion as long as you are able to convince them to travel along with you. This perk can be used in any other jump.

Retinue - 100 rp
You receive a full retinue of followers. This includes any mundane professions you might need, butlers, doctors, chauffeurs, masseuses, etc. Any upgrades given to these followers maintain between jumps but they are otherwise mundane and unambitious people.

Companion Theme - 100 rp
For each purchase of this option, you gain a companion theme from the following list. Whenever you purchase a companion you may purchase a copy instead following the rules of your purchased theme. You may purchase this option multiple times, gaining a new theme each time.

- **Summon:** Your companion is instead a magically created copy of themselves. They may take a spiritual and incorporeal form freely but are otherwise the same. Summons have no innate loyalty for you however you gain three “commands” that can be used to force the summon to perform an action. You regenerate one “command” a day. Magical tattoo optional.
- **Cloners:** Your companion is a clone created in a lab that escapes and finds you shortly into your jump. Clones possess minorly enhanced physiques however this comes with an altered appearance (commonly a barcode tattoo). Clones are

more accustomed to following orders than the original and grateful for any help they can get.
- **Mirror Demon:** Your companion is the reflection of themselves. They appear at the start of the jump crawling from a reflective surface and join your service. Their appearance is a mirror image of the original and their personality is similarly flipped. Mirror demons are grateful for their creation and loyal to you as a result, especially if you promise to cause trouble for the original.
- **Doomed Timeline:** Your companion is from another world. This world was post-apocalyptic for several years before their timeline was destroyed. When you appeared in the jump you created a portal they were able to use to escape their doomed reality. They are grateful for your assistance and happy to have the luxuries of life back after so long.

Red String of Fate - 200 rp
A canon character is a perfect romantic or platonic match for you. When you lock eyes with this character it will be love at first sight for the both of you. You are guaranteed to meet this person within your jump (and within the first year of your jump). You do not get to pick who this character is besides a general broad description (warrior, mage, student, etc)

They will freely be imported (once) to their home jump with 600 cp and a free origin. They unlock these perks once you lock eyes.

Mail Order - (X + 50) rp
For each purchase of this perk you may purchase a companion that costs less than X cp from any other jump document. This option may be purchased multiple times.

Faction - 600 rp
You gain a number of followers equal to the amount required to become a major faction in the world you are jumping to. These followers are armed with easily available technology from the world you are jumping to. You are the leader of this faction and your followers are loyal but entirely mundane.

Drawbacks:

Drama Genre Tag - +100 rp
Your relationships seem written by an author. There is always drama resulting from your relationship from temporary breakups to comedic misunderstandings. At least these relationships always bounce back from any temporary drama.

Bad Shipping - +100 rp

It seems some truly strange relationships are in store for this world. Expect to see unlikely couples arise and your one true pair is unlikely to come to pass without jumper intervention. At least the relationships that do develop seem healthy.

Funny Following - +200 rp
Your followers seem cursed to perform slapstick comedy. This never results in true injury and is always funny, but impacts the efficiency of your followers as they end up falling, slipping around, and arguing with each other. Think b1 battledroid.

Clumsy Companions - +200 rp
Your companions always seem to get into trouble. Whether this be walking into a trap or offending the wrong person. At the very least you'll always be given a chance to rescue them from major injury or a wounded ego. Expect to spend a lot of time helping out.

Attack of the Clones - +300 rp
Select a theme from the Companion Theme option. Your greatest enemy in setting has managed to get their hands on a powerful companion using one of those themes. This companion has to be one purchasable in the attached jumpdoc, but is perfectly built to be obnoxious to you.

As usual theme companions are copies of the original. This perk can be purchased multiple times, each time selecting a new theme.

Power Loss - +400 rp
Any powers other than your bodymod + warehouse are sealed away. This does not include powers or perks gained in this document.

Changelog:

2.1: Replaced Polymerization with a less morally questionable choice (Mantles), similarly made Bad Shipping much less dark. Fixed some spelling. Replaced Follower's Folly and Companion's Chained with 200 rp drawbacks with a bit more flavor.