

Neophyte Benefactor(s) Supplement

version 1.0

A Benefactor Supplement for Jumpchain by AxstromVinoen

You're speedwalking down the hallway, trying to remember where to go. You can't be late. It's... the first day of class? A final exam? Piano Recital? Ughh. What was it? The door ahead on the left is ajar. That must be it. You walk in the door...

Your eyes can't deal with the people in front of you right now, so you look around the room - it's plain, with a big table, a whiteboard, no windows, and the single door behind you.

You finally gather your courage and look at the people watching you. They are unfamiliar, and awe-inspiring. Is that why you couldn't bear to look at first? Clearly more than human, and they seem to be expecting you...

"Welcome. Just to clarify, you are dreaming, but we've turned up your lucidity. You've been expecting us, I think. Or at least hoping? Praying? Wishing on a star perhaps? Your request was routed to me, and I've brought a friend here to discuss it."



Premise

Your interviewers introduce themselves. They are former mortals, now empowered beyond your comprehension, and they are interested in continuing that chain by empowering worthy and interested mortals themselves.

Maybe your lead interviewer is a former Jumper, or a Jumper's Companion. Maybe they're an ascended god from a resurgent pantheon. Whatever the case, this is their first time empowering a mortal, and you've earned an interview. Better make it count, or you'll wake up believing this was just a dream after all.

Buddy System

Being new to the job, your interviewer isn't quite ready to support you solo. They lack one or more of the following: raw power, finesse, or confidence in their ability to support your chain.

Choose one or more of the following:

- You have 2-5 primary Benefactors. Each has their own style, personality, and desires. Some may be more prominent during certain parts of your chain while others are less involved.
- You have a single primary Benefactor, but they call in assistance for each jump. Perhaps one of their Companions, or perhaps a God from that setting. Either way, each jump you'll answer to someone in addition to your usual Benefactor.
- You have a single primary Benefactor, but they are working with an established power. Maybe a greater god or an experienced Jump-chan. Either way, this mentoring Benefactor will make inscrutable demands, but not interact with you directly.

Remember that these Benefactors are choosing to work together, and will generally attempt to negotiate and reach internal consensus before communicating with the Jumper, even if they disagree at times.

Rules and Restrictions

You must have impressed them. They're making an offer. Of course, being former mortals, they (mostly) respect your autonomy and want you to understand what you're getting yourself into.

Jumpchain, By The Book

They slide a piece of paper to you explaining the following. A disclaimer in bold along the bottom informs you that this list is demonstrative and not exhaustive

They will make you the sole Jumper on a jumpchain, following traditional jumpchain rules, except as detailed within this document.

- **Budgeting:** You will not have access to any supplements that defy normal jumpchain rules, such as a bank supplement or a cheat supplement.

- **No Trespassing:** You will not be able to take perks or other options that defy normal jumpchain rules or step on the toes of future jumpdocs. Examples:
 - Allowing you to take multiple origins
 - Gaining extra CP for certain types of perks or items
 - Options that make certain things free in future jumps, such as a companion that freely imports with a CP budget
- **Locked Out:** Until your chain is over, you will also not be able to re-visit worlds you've already visited (or came from), except in the case that a "sequel" jumpdoc allows returning to a continuity you already jumped to in its prequel.
- **No Foreign Deliveries:** You will not be able to use any catalog or marketplace options that allow you to order perks, items, companions, or anything else from different jumpdocs. If you obtain such a catalog or marketplace, it will only offer you things from its origin jumpdoc.
- **No Meta:** You will not have access to "Meta" jumps, such as any jumpdoc that allows you to use a non-jumpchain CYOA, Essence Meta, or similar. The specifics of this will be up to your Benefactor(s).

Exceptions

There are certain ways they can bend the rules a bit, though.

- **Expanded Bodymod:** Certain jumpdocs allow perks and items to be added to your bodymod and retained when in a gauntlet or under a power or item lockout drawback - they will support those additions (but may limit access to jumps that grant them).
- **Bonus Drawbacks:** They may offer (or force) drawbacks that don't exist in a jumpdoc, and for those you will be duly compensated in Choice Points for that jump.
- **Quests:** They may offer (or require) quests or codes of conduct within some or all jumps. For some of these, your only reward is their continued

patronage. For larger demands, or jobs done especially well, they may reward you with additional Choice Points, or perhaps extra points for your bodymod or warehouse.

- **Supplement Mode:** You can occasionally benefit from single-jump supplements, where a secondary jumpdoc is applied to the setting of the first jumpdoc, maintaining separate point budgets.

Calibration Period

Being that this is their first attempt at setting up a jumpchain, they intend to follow a tried-and-true path as they and you get the hang of things.

Choose one of the following:

- **Classic:** Your first three jumps will be Quicksilver's Pokemon, Infamous, and Mystery Dungeon.
- **Generic:** Your first three jumps will be Generic First Jump, Generic Virgin Jump, and Generic First Gauntlet.
- **Adventurous:** Your first three jumps will all be jumpdocs specifically written to be viable first jumps, such as Generic Worldwalker and Example Tutorial Jump.

Extended Calibration (Optional)

They need a few more controlled-circumstance jumps to get things set up. They may impose power lockout drawbacks as well. Choose one or more of the following:

- **Growing Up:** Your next three jumps have to cover the period of mundane youth to adulthood. Your benefactor chooses one jump in which you are a child, such as Generic Childhood Gauntlet, one in which you are a middle / high schooler, such as High School Harem Comedy, and one in which you are a young adult in college or employed, such as Community. The durations and age ranges of these jumps may be adjusted by your Benefactor(s) to align.

- **Familiar Territory:** Your next three jumps are based on familiar mundane situations from your pre-jumpchain life. Perhaps Generic Cubicle, Alternative Living, or 3-Minute Cup Noodle Gauntlet.
- **Unfamiliar Territory:** Your next three jumps are all isekai jumps in which an unsuspecting mundane human (you) is drawn into a different world with no way home. Your Benefactor(s) will assign you quests during these jumps.

Additional Calibration Restrictions (optional)

Additionally, they may be wary of introducing too much at once, and will impose additional limitations during your Calibration period. If related drawbacks are available in a jumpdoc (such as a companion lockout or item lockout), you may take those for full points but still have to follow their restrictions. Choose one or more of the following:

- **Jumper Only:** You cannot import any companions until your calibration period is complete. If you gain a companion during a jump, they will be frozen in stasis until you are eligible to import them.
- **Warehouse Under Construction:** You cannot access your warehouse until your calibration period is complete. Instead, you will find an unlocked barn or shed containing all your items near the start of each jump. Any item larger than an RV is not available. The shed is not protected in any way, and any items lost or stolen will not be returned to you (but you may be able to track them down).
- **Bodymod Still Printing:** You do not get a bodymod supplement until your calibration period is complete. Any additions to your bodymod (such as from Generic First Jump) do not apply until calibration is complete. Instead, you are inserted into a healthy human body appropriate for the jump.
- **Amnestic:** You must take amnesia drawbacks in any jumpdocs that offer them during your calibration period. If one is not present, your Benefactors will impose one (see **Amnesia** drawback below).

Periodic Recalibration (optional)

Starting with your seventh jump, you must periodically attempt gauntlet jumps. You may not go more than nine jumps between gauntlets, and you must maintain a ratio of at least 1 gauntlet to every 6 non-gauntlet jumps. Your first jump counts as a gauntlet for purposes of this ratio.

Limited Companions

“Companions are almost as complex as jumpers, so we have to impose a limit to keep the fiat flowing cleanly.”

- You are limited to four Primary Companions, which are able to be imported in any jumpdoc that allows it.
- You are limited to sixteen Secondary Companions. Secondary Companions are limited to benefitting from two jumpdocs: the one in which they were recruited (or created), and one other, which may be a supplement on their origin jump or importing them into a different jump.
- You are limited to up to 64 Named Followers. Named Followers cannot be imported (unless you have a Companion slot open, in which case importing them promotes them to Companion status).
- You may have an unlimited number of nameless NPC followers. These are typically part of items, such as a spaceship which includes crew to operate it.

Companions (primary and secondary) and named followers can only enter a setting un-imported in an alt-form appropriate for that setting, and cannot change forms while present there. When they enter any setting, their powers and items are scaled back to being appropriate for a “strong mortal” in that setting, potentially being fully suppressed in a mundane setting. Nameless NPC followers can only enter a setting if they belong there naturally or they are part of an item you are using in that setting.

Documentation

“Don’t worry about whether anyone reads it, the important part is that you write it.”

Your Benefactor(s) need to understand your perspective and impressions of your jumpchain, and they don't want to bother consulting you every time. You must produce a written journal of your chain, describing your experiences, and post it on a public forum. You will remember this requirement even while suffering amnesia, and your Benefactor(s) will provide access to a terminal for posting if you do not have one.

Failure to post a record of one jump before completing the next one constitutes a chain fail. Exceptions can be made for extremely short jumps (such as 15-minute gauntlets).

Never Break The Chain

Should you complete your chain, and manage to obtain a spark of your own, you will have one final demand from your Benefactor(s). You and your Companions (if any) must continue to grow your power until you are able to serve as a Benefactor yourself and uplift another worthy mortal soul. When that time comes, your Benefactor(s) will lend you some of their power, and advice if you're willing to hear it, as you become a Neophyte Benefactor yourself. One of your Jumpers must go on to become a Benefactor themselves, and so on.

Benefactor Behavior

Jump Selection

Your Benefactor(s) will choose which jumps you are sent to. They may choose jumps that they will find interesting to observe you in, jumps that give you the opportunity to gain specific abilities, or jumps where they want you to achieve certain things. Depending on their nature and your relationship with them, they may be willing to entertain requests from you and/or your Companions.

Depending on the Benefactor, they may require you to visit some NSFW jumps. Other Benefactors may insist on an element of randomness in jump selection, or offer you a choice of jumps within a certain genre or meeting certain criteria.

Deities and Patrons

In any Jump in which you might be expected to devote yourself to a god or powerful outsider (such as The Aeneid or any D&D jump), your Benefactor(s) will be deities of an acceptable pantheon, with domains and reputation to suit them. Any perks, items, or origins which rely on or interact with a higher power will function with them.

Expectations

Your Benefactor(s) are invested in your chain and will not put you in unwinnable situations. They will acknowledge your attempts to contact them, but will not necessarily answer every request or question. They start off favorably inclined toward you, but if you do not live up to their expectations or start going in a direction they find unacceptable, they will drop you and your chain and seek a better candidate.

Jumper Decisions

Your Benefactor may require you to take certain perks, items, drawbacks, or scenarios during jumps. Others they may strongly recommend but not require. You will have the option to stay, go home, or continue as usual at the end of each jump. Any Companions and Named Followers will have that choice as well, and if they choose to leave your chain, their slot opens up.

Extras

“Just so you know what we’re talking about, here are some examples of what we’re considering.”

Example Drawbacks, Quests, and Codes of Conduct

Drawback: Amnesia (+200 CP)

You have no memories of jumpchain or your life prior to entering this jump. If you have a non-dropin origin within this jump, you have memories of that life instead. You don’t remember having any out of context abilities, though any passive abilities will continue to function and you may notice them that way, and reflexive abilities may activate despite not knowing about them.

Quest: Expand the Church (+100 CP)

The deity lending power to your Benefactor(s) wants to grow their influence in this world. Before you complete this jump, you must:

- Build and consecrate a temple to them
- Conduct weekly services in their name for at least 30 weeks during the year
- Gather at least 100 followers who attend 75% of services over the course of 6 months
- Find and train a successor who will continue to grow the faith in your absence

Code of Conduct: Any Deity - Monthly Offering (+0 CP, mandatory)

The deity lending power to your Benefactor requires a token acknowledgement. At a certain point during each lunar month, you must prepare a meal and leave it at an outdoor shrine or location appropriate to the deity. Whether it is taken by a hungry person or wild animal is not your concern. The meal should be in line with your own meals, though certain deities may have preferred foods or ingredients.

Code of Conduct: Travel Deity - Safe Passage (+50 CP)

The deity lending power to your Benefactor is a patron of travel and travellers. You are forbidden from attacking an enemy while they travel, or ambushing them at their point of arrival or departure. If you are attacked or suffer a mishap in transit, you must prioritize the safety of your fellow travellers (including possibly your attackers) over other concerns such as cargo or subduing the aggressor.

Notes

1. This jump was made by AxstromVinoen and posted first with the Reddit jumpchain community.
2. The intro image is from ChatGPT and is not art.
3. The restrictions and framework are intended to spur authorial creativity, and to preserve coherence and challenge. If this approach doesn't sit right with you, then this isn't the Benefactor Supplement for you. Design Benefactors that you will find fun to write about and play with.

Changelog

- **2026-01-21:** Initial version