

Companion Catalog Supplement

v 1.5

Hey Jumper. Looks like you've been busy getting settled into your new hub world. It looks nice. However, I couldn't help but notice that you seem to be a bit lacking in the companion department. Not for long, mind you. I'm quite sure that you're going to fill it up with waifus and bros in no time, but until then, wouldn't it be nice to have this place be more lived-in?

Here's 3000 Companion Points for you to spend.

Your first Companion is on the house. Each Companion after that costs 50 CP. If you're worried about physique, they all get the option to take a free run through the same body mod supplement you took. If you didn't take a body mod (or if you don't want them to be modded), you get what's described to you.

Companion Origin

Roll a 1d8, then pick one from the result. 50 CP for a roll, 100 CP for a free pick.

1. For You:

a. Familiar Face

- i. What's that? Friends? *Family?! You* seriously want to have your loved ones bear witness and maybe participate in your ~~fetishistic power fantasies and/or abject self-induced suffering~~ endless misadventures through the multiverse? Alright. And yes, pets qualify as family members. Have fun roaming the multiverse with your goldfish. I'll even uplift them for you if you want.

b. You, Too

- i. It's you! A perfect double of you from your posture to your personality. If you're feeling curious, I can pull an alternate version of you instead. I'll let you pick their race, gender, sexual orientation, etc.

c. Veteran Jumper

- i. For the newbie Jumper looking for a more experienced perspective. Don't worry, they're not going to let their presence turn your jumpchain into a walk in the park. All of their original items, perks, and abilities have been sealed away to ensure that the only thing you're getting from this companion is aid, companionship, and the occasional vaguely worded piece of advice.

2. Fic Fan

a. Fictional Character

- i. Looking to get ahead of the chain, eh? With this origin, your chosen companion will come from a fictional setting of your choice. The only restriction being that they must be a named character.

b. Don'üt Steele

- i. I presume you've dabbled in creating your own original character for some reason or another, be they a glorified palette-swapped character from your favorite franchise, something from a world of your own imagination, or a spontaneously written biography inspired by someone's original art. This companion is that character.

c. Fictional Beast

- i. You can get yourself a creature from any contemporary work of fiction as a companion. They will be uplifted to average human intelligence if need be.

3. Servant:

a. Homunculus

- i. A blank slate of a companion created for the sole purpose of serving you. They know enough to function as an average person along with extensive knowledge of one of these general subjects: combat, construction, commerce, and communication. Beyond this, they have no life experience to speak of and average physique.

b. Robot

- i. An android crafted to physically suit your personal tastes. It learns quickly, but starts off knowing nothing beyond your primary language. By default, it's hardened against environmental hazards like water/heat/radiation, its physical capabilities rival Olympian athletes, and it is completely immune to small arms fire, but you may choose to reject any of these features if you don't want them.

c. Transcranially Unified Life Partner (T.U.L.Pa.)

- i. Your choice of implanted brain assistant (AI, spirit guide, demonic whisperer, etc.) to give you advice and keep you company. By default, they can communicate and project visuals and sounds directly into your mind and can detect and feel your emotions and senses, though you can block them out at any time. They have 2 abilities from the following list:
 - 1. Omnisense: your T.U.L.Pa. can project itself as an invisible, intangible outside observer, allowing it to experience sensory information for itself. Its range of movement is limited to a few meters of your physical location.
 - 2. Wi-fi: they have access to the internet and can do stuff like pull up images/information, share videos and music, and even play games. In appropriate settings, they can access wireless networks in your current jump as well.
 - 3. Helping Hand: they can move individual objects or project a force of up to 50 pounds within a small area at a brisk walking pace within their field of vision. Can be improved with training.
- ii. Importing this companion will allow them to materialize nearby in their altform and dematerialize from anywhere to return to you.

4. Big Names:

a. Celebrity

- i. Between you and me, I've never really understood this whole "celebrity" thing, but if you insist, I'll be more than happy to recruit any person you know of that has (or had) a notable following.

b. Historical Figure

- i. Hey! D'you wanna see H.P. Lovecraft actually coming face-to-face with real Lovecraftian horrors? Miyamoto Musashi in a dystopian cyberpunk future? Well now you can! Do note that the historical figures must:

1. Be someone who has notably affected the world.
2. Have a recorded name.

c. Mythic Figure

- i. Gods, demigods, heroes and tricksters from myths, legends, and folk tales. Don't ask me how, but I managed to get a hold of them as companion options. Depowering or nerfing is optional.

5. The Delivered

a. Escapist

- i. Everyone wants to be someone or somewhere else, sometimes. For some, that escapism is a deep, visceral thing, often due to circumstances outside of their control. Maybe they're permanently bedridden due to injury or disease, trapped in a hostile environment, or isolated to the point of madness. Regardless, they now have the opportunity to be free of what traps them.

b. Truck-kun Victim

- i. Thousands of people die every second, with many of them deserving a second shot at life. This is it. Take care of them, Jumper. Their future lies in your hands.

c. Old Soul

- i. You'd be surprised to know how many senior citizens there are that end up alone and forgotten in some retirement or nursing home. This companion is— was — one of them. Now restored to their physical and mental prime and armed with a lifetime of wisdom and experience, they are ready to assist you in your endeavors, whatever they may be.

6. Creature Feature:

a. Uplifted Animal

- i. Pick an animal — any animal on Earth from any point in history (up to [current year])— and I'll uplift its intelligence to that of a slightly above-average human being. It can speak a few languages, including its... native?... tongue(?). Other than that, it knows nothing. Have fun.

b. Fantastical Being

- i. For those who want a dragon, unicorn, or yokai as a companion. Basically, if it's a non-human, ex-human, or part-human from legends, mythology, or folk tales, you can find it here.

c. Paranatural Being

- i. Urban legends, bigfoot, aliens, cryptids, and the like. People swear they exist, and now that you have one as a companion, you can confirm it!

7. Nobody:

a. Joe Shmo

- i. Some rando I pulled off a street somewhere. They've had a nice, average life up until now. Don't worry, I made sure that they understood what they were signing up for.

b. Joseph Shmosephalon

- i. Some rando I pulled from some point in the past. Ex. A Victorian-era seamstress, a Neanderthal, a peasant from Ming Dynasty China, etc. You can have your choice of time period and region.

c. Jão Szha'mœ

- i. Some rando I pulled from a fictional world of your choice. Ex. A Salarian shopkeeper from Mass Effect, a wolf janitor from Zootopia, a college student with a minor quirk from My Hero Academia, etc.

8. **Free Pick:**

- a. You get to pick anyone to be your companion.

General Stuff

Oh, yes, I should probably mention that I'm also a peddler of Companion and Companion-adjacent Accessories and Augmentations. That is, I sell perks and items catered specifically to give your companions the utmost in comfort and utility.

Perks

- **Buddy System [100]**
 - Allows you to import companions into jumps that don't have the option. It costs 50 CP per import, or 200 CP for 8 imports. Each companion imported this way gets 600 CP to spend on perks and items. It goes without saying that they can't use this CP to buy more companions.
- **I Sense a Disturbance [100]**
 - Your companions can sense when you or another companion is in danger, along with a general sense for where you or your companions are.
- **Build-a-Buddy [200]**
 - Allows you to create companions in jumps that don't have the option. It costs 100 CP per companion or 400 for 8 and they receive 600 CP to spend on perks and items. To reiterate: No, they cannot use this CP to buy more companions.
- **Intalk [200]**
 - You and your companions will always understand each other, no matter what medium you are using to communicate with. You and/or your companions must be able to sense the communication in some way in order for this perk to work.
- **Metaphysical Osmosis [600]**
 - Some say that the more time you spend with someone, the more you rub off on each other. This perk takes it a step further. Perks, powers, and skills you have purchased in previous jumps can be accessed by all companions, and vice versa.
 - You start off being able to share up to 100 CP's worth of perks.
 - This increases by 100 after each successful jump.
 - This perk also works between companions.
 - The exchanged perks' values are the same as the amount of CP used to purchase them.
 - This perk can be toggled on/off at your discretion for specific companions
- **Friendly Fire... On? Off? [300]**
 - It's bound to happen: You or one of your followers will end up hurting one another through some freak accident and someone ends up wounded or in critical condition.

Well, no more! With this perk, you and your companions no longer have to worry about getting accidentally clipped by an ally, as any non-intentional damage to a friendly does no damage at all!

- **Friend of a Friend [400]**

- Your companions can recruit and import their own companions. These co-companions have basically the same benefits as your regular companions, save for one thing: you can't import them.

- Companions can only import co-companions they've recruited.
- Co-companions cannot recruit or import their own companions.
- Removes the restriction from Build-a-Buddy and Buddy System.

- **Draftanion [400]**

- Allows you to forcefully recruit anyone in your current jump into becoming your companion.
- Doesn't work on any being more powerful than you.
- Recruitment is limited to one individual per jump.

Items

- **Cosmic Closet [100]**

- All of your companions now get a spiffy little 5m x 5m x 5m pocket dimension which they can use to store their stuff. Much like a cosmic warehouse, it can only be accessed by putting a special key into any door lock and all of the restrictions that apply to the warehouse is also applied to the Cosmic Closet.
- Once an item has been placed within the closet, your companion can choose to create a new room for their closet, which is accessible via the kiosk located by the door.
- Each room comes with a set of sturdy shelves, clothing racks, and a ladder for accessing higher shelves/racks. It can be remodeled to their user's preference.
- Your companions can create as many rooms as needed, with each room being 125m³.
- For an extra 100 CP, your companions will gain the ability to open a portal into any of their rooms in the Cosmic Closet from anywhere in the multiverse.

- **Cosmic Lot [100]**

- For any vehicles that your companions own. Similar to the Cosmic Closet, they can create as many Cosmic Lots as needed for each vehicle and are accessed using a key.
 - Unlike the Cosmic Closet, however, each lot can only contain a single vehicle.
 - The lot and lot entrance will stretch to accommodate the size of the vehicle.
 - Tools and materials needed to maintain the vehicles are not provided unless you pay an additional 100 CP or if you have a workshop through a different supplement.
- **Reserve Token [100]**
 - Do you have some fictional character that you want to recruit, but you don't have the means to obtain them this jump? Well now there's a solution! With the Reserve Token™, you can hold onto that dream buddy to import them in a future jump! Don't want to leave them behind, frozen in time? No worries! With our patented Importent™ technology, your Reserved companion can be relocated to one of your companion housing complexes or personal pocket dimensions to wait until they are called upon. Hurry up, this offer is only available for a limited time!
 - Can be purchased multiple times.
 - Only works on characters within your current jump.
 - Gain 1 token per purchase.
 - At the end of each in-jump year, you will get another token +1 per purchase.
 - Token holders cannot enter your future jumps until they are imported.
 - Tokens must be accepted willingly.
- **Cosmic Armory [100]**
 - For the hoarder who doesn't want to share their shiny expensive toys for fear of losing them. This purchase grants your companions access to an exceptionally large armory filled with various weapons and armor from across time and space (up to modern/near future levels of tech, along with a section containing basic equipment from your current jump), all of which can be retrofitted to accommodate the wielder's physiology.
 - You can attach it to any out-of-jump structure or reality owned by you or a companion.
 - It contains enough arms, armor, and ammo to last a week of nonstop use.
 - By default, it provides magical items as well.
 - Refills at the end of each month.
 - Can be upgraded for 100 CP to also provide replacement parts and ammunition for any unique weapons and armor your companions may own.

- Can be upgraded for 200 CP to gain unlimited ammunition.
- **Compact Cosmic Companion Creation Catalog [100]**
 - Can't get enough of rolling random companions for some reason? With this little doohickey, you can use the spare CP from whatever jump you're building to buy more friends!
 - You know the drill: 50 CP to roll or 100 CP to pick freely.
 - No refunds for bad rolls, though you can choose to reject the rolled companion or pay another 50 CP to upgrade to a free pick.
- **Tag-Team Ticket [50]**
 - A special pair of raffle tickets. When given to two companions, it allows them to swap places with each other. If one (or both) of the companions have been imported, any perks and items they received this jump can be shared between them.
 - Can be purchased multiple times.
 - The swap happens instantly and can be done an infinite number of times.
 - The ticket's effect lasts for only 1 jump, after which you will receive a new ticket for use in your next jump.
 - Altforms obtained in the current jump can be shared between holders.
 - Post-jump, holders can choose who gets to keep the altform(s, if both were imported) and perks.
- **Cosmic Anchor [400]**
 - A handy-dandy device that allows companions to bring their homes with them! The Cosmic Anchor can tow any companion-owned property.
 - The Cosmic Anchor can tow an infinite number of structures.
 - Properties towed by the Cosmic Anchor can be attached to each other or your Warehouse/personal reality.
- **Instant Party Snappers [100]**
 - A little cardboard box with infinite party snappers. Throw one on the ground while thinking of a companion to summon them wherever the snapper makes contact. Only applicable to imported companions.
 - For another 100 CP you'll receive an additional box of snappers that will allow you to summon any companion.
 - Throwing the whole box will summon all your companions at once.

- If the box is lost or destroyed, another one will appear in your pocket or the closest equivalent.

- **Jumper Junior Badge [50]**

- A neat little badge depicting a leaping figure wearing a rainbow propeller hat and holding an oversized lollipop. It can be customized to look like something else. Can be purchased multiple times.
 - When a companion is imported with this badge, the holder's CP can be used for both the current jump AND for purchasing any perk/skill/item/etc. you may have purchased for yourself from a previous jump.
 - They can purchase from supplements if the supplement was part of a jump.
 - “Multiple-purchase” perks are bought in bulk equal to how many times you bought it and cannot be purchased additional times.
 - They buy the perk at the same price you did..