

Bully Benefactor

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Well aren't you just adorable! What's your name cutie?

Well I don't really care that much, here's the deal Jumper I'm what you might know as a Benefactor, a being who in her infinite benevolence takes losers like you and turns them into slightly less egregious losers by sending them through a bunch of worlds until they stop being such failures.

I really like that sad little kicked puppy look you get whenever something doesn't go your way, so I've picked you to be my new Jumper, say thank you.

Rules

Of course you didn't expect a benefactor this transparently cruel to simply send you off on a chain as normal did you? She would typically let you discover all these little twists on your own, but I am kinder than she and will inform you of them in advance, not that it will help much.

Rule #1 Not As Advertised

Once every Jump your benefactor will slightly modify your build, you will roll a d6 to determine if she changes your Origin, adds a Perk, removes a Perk, adds a Item, removes a Item, or adds a Drawback. If these additions cause you to go over budget the deficit will be subtracted from your starting budget next jump, if something is removed the extra CP is lost.

Your Benefactor will always use this chance to inconvenience you as much as she possibly can, but she doesn't want you dead and so she won't sabotage a vital portion of your build that makes the setting survivable.

It's literally not that bad, Oh my Me you're lame.

Rule #2 Whoops!

Once every jump your Benefactor will randomly select one of your previous Jumps and seal away all Perks, Items, and Powers from it for the duration of your current Jump. After a Jump is sealed it cannot be sealed again for 10 Jumps

I'm just a bit of a scatter brain what can I say ;p

Rule #3 Tsun Tsun Apology

The first time every five Jumps you chainfail you will instead be sent to your next Jump unscathed with double the starting stipend and with Rule #1 and #2 not in effect for the duration of that Jump only.

*Look, I didn't mean for it to get that serious alright! See, I'm not **that** mean... don't scare me like that again jerk*

Benefits

Benefactors are bound by a set of very specific rules, for everything they take they must in some way give- your Benefactor's 'bullying' comes with a trade off that you will receive eventually if you're able to endure it.

Every 10 Jumps you endure you get **100 'Special' CP** that you can spend to add Perks or Items to your bodymod, both giving you access to them during gauntlets and preventing them from being removed under the effects of **Whoops** your Benefactor is *not* doing this on purpose as it is merely a consequence of the nature of Benefactors, in fact she'll be very annoyed with you if you flaunt these Special Perks much at all.