

The Three Boons of Jumpchain (Extended) Alt-Chain Mode:

Well Jumper, you have been selected to go on the adventure of space time, on a Jumpchain. However, you're in luck for this is a particularly empathic Jump-chan you deal with here, so she has seen fit to give you this list of boons to choose from. You may take 3 boons from this list or roll 4d20 to get four boons in exchange for not choosing yourself.

- 1. Multiplayer Chain:** It can be heartbreaking to stay away from friends and family, thus Jump-chan is willing, if you chose this, to grant another person full Jumper status. You may take one person along for the chain, they will have all the same privileges as a full Jumper though you remain in control of where the chain goes unless stated otherwise and they gain the same boons as you do here except this one. This Boon may be taken three times.
 - 2. Maximum Rewards:** Jump-chan knows that Drawbacks can get a bit... ah... complicated, I guess. You can still take them for more CP, but now you start out with the maximum amount of Drawback CP as allowed by the jump document, or if there is no limit, with 800 additional points. This may be taken three times and yes, it works as you think it would when you do so. In Gauntlets this will still be active, but will be 50% of the Gauntlet's maximum payout or 400 CP if there is no drawback limit imposed.
 - 3. Drawback Booster:** Some Drawbacks don't pay enough, Jump-chan has seen this trend in many a jump and especially on older ones or the ones on the /tg/ drive's With Images folder. With this boon your drawbacks now pay out 2x as much CP as normal. This may be taken up to three times and it stacks multiplicatively. Does not affect the payout of "Maximum Rewards" and Drawback Limits on CP are calculated based on the base prize. This may be taken three times.
 - 4. Broken Limiter:** Normally there is always some limit on Perks or powers, but unless it pertains to abilities limited to post-Spark, any and all limits are removed by this. Furthermore you will never suffer from Diminishing Returns, meaning that any perks you take with similar effects will add to one another linearly. Lastly, if there are drawbacks to a power which aren't backed by a Drawback but built into a perk such as causing harm to you or putting you into a berserker state and similar, then you can overcome it, no, you WILL overcome it. Raise your endurance, meditate to keep a calm mind, and so on, with enough work you will be able to use Full Power Mastered Ultra Instinct Kaioken Times 9000 without going up in a nuclear fireball from breaking yourself on the atomic level.
 - 5. One Free:** This is the simplest of all options, and quite obvious too. In every jump you may choose 1 item or perk and get it for free with that purchase. This boon may only be taken once.
 - 6. Body Modding Dream:** Once per jump this boon allows you to choose 1 Perk or item in a jump document you are using for your next jump. Pay 2x it's undiscounted prize, then it will be added onto your Bodymod. If free without Drawbacks they cost 50 CP
- Note: Items added to the odymod do not grant special abilities or add machine or item parts into the jumper but instead make the items available in Gauntlets and under Item Lock-Down. Furthermore this boon's choice may not be combined with One Free, so no. You can't have an item or perk added to your Bodymod for free. You can get both Boons but they don't work together.
- 7. Eternal Empire:** What it says on the tin, this boon grants you an ever expanding domain where any territory, building and other form of land will be added onto in a pocket dimension, yes this includes things you didn't get by CP. If you acquire more than just planetary holdings but entire planets then this will expand to a stellar realm, then interstellar, and so on, scaling up as needed. May only be taken once.
 - 8. The Conqueror:** Might makes right, Jumper. If you have defeated a great foe you may lay claim to all they own once per jump. This includes all of their powers, all they own and much more. May be taken up to three times.

9. Purchase Heaven: Maybe this is one of the stronger powers, maybe one of the weaker ones. In either case, this Boon has a rather unique effect. You see, if you take this boon you may purchase any single perk or item up to three times, these will stack naturally only if it would make sense for them to, such as a x400 training multiplier becoming a x160.000 multiplier if purchased a second time, or two x1000 multipliers, well, you get the picture. May be purchased three times, double the number of times you can purchase a perk or item for each additional purchase of this. It doesn't remove limits on this Alt-Mode but any Discounts you had the first time you made a purchase will also apply to additional purchases of that perk or item regardless of discount limits.

10. Friendly Friends: Most Jumpers pick up a lot of companions along the way, don't they? Well, this boon is definitely in support of that. With this boon you get infinite import capability, meaning anyone who is in your Warehouse before the jump starts can import into the world if you so choose. Furthermore you can take any companion options for free and lastly, any imports you do make with this have 400 extra CP in addition to the highest CP stipend available in-jump, or 800 CP if there is no such import. You may purchase this three times and each time double the CP Stipend allotted by this boon to your companions.

11. Temporal Distortion Room: Wouldn't it be great to have your own Hyperbolic Time Chamber? A giant room of nothingness where time moves at a ridiculous speed? Well, this boon is for you. You can summon a portal to a pocket dimension where time flows at a rate of 1 year for every day outside, meaning yes, that's a huge amount of time. Unlike the famous room from DBZ, this pocket dimension is under your control in terms of environment, atmosphere or gravity. Furthermore any structure you build or plant in this will stay there and work even while you're not inside. You can also open gates large enough to fit a moon through, though that will require enough open space. This can be purchased up to three times, doubling the inside speed for each purchase after the first.

12. Origin Boon: You know how some jumps have all the best stuff scattered all around? Well, you're in luck. With this boon you can take a second Origin, gaining all the boons but any of the baggage they come along with is optional. No you can't take multiple Pokemon forms and purely racial lists aren't included unless they're literally the Origin and have their own Discounts. Can be taken three times.

13. Instant Craft: You know how in some RTS games you can just throw resources at a building and get products? Well, now you can do that too. By sacrificing an appropriate amount of raw resources (Food for living things, metals, wood or other stuff for machines or constructs) you can have them spawn almost instantly, as long as you have the facilities in which these could be made. Take Age of Mythology as an example on where to get magical creatures or workers. You can also do this for buildings but this will require a minute of work and includes a cost in construction tools. Can only be purchased once.

14. Dyson Jumper: Infinite Power is yours jumper. This boon grants you the equivalent energy output of your supernatural energy of choice, of three Dyson Spheres. I kid you not. You can also divide this energy output to up to three different energies (Chakra, Ki, PP, whatever) as long as you've encountered the energy before. For reference, our sun, which is the measuring stick here, with a Dyson Sphere could power two galaxies worth of star systems with one inhabited, heavily industrialized planet, in two galaxies on it's own. You can also divert this energy to power anything you want around you or dedicated one of the Dyson Sphere analogues into a Matrioshka Brain, a supercomputer that uses a Dyson Sphere set up to make itself a more powerful PC. This can only be purchased twice, adding another 3 Dyson Sphere analogues into your reserves.

15. Unlimited Hub Works: Well Jumper, this is the most meta thing around. This is an inter-jump hub which means it will connect to various jumps, but this is not all. With this you may load up to 4 Jumps at a time. These will become active and available from the hub until 10 years are done in them. You gain all the perks and items from each available jump that you purchased in their documents though CP doesn't carry between them. If one is finished you can replace it with another jump or choose to reinitiate a previous one, though another must have been completed before reactivating a Jump. You can also choose to either enter the timeline you've been in or enter a new one. This can be purchased three times, doubling the number of Jumps that can be loaded with each additional purchase. Anyone caught outside their home jump after it's end can stay as a Companion until you reactivate their jump if they want to return or settle down in another jump available.

16. Hidden Power: This option is only available if you roll for boons. Once per jump you can choose one (1) unusual quality, ability or power that a Main Character or member of the same species as you, if non-human, has in either canon or fanon. Examples are the Dimensional Scream, the ability to change between Eeveelution forms as a Eevee, ignoring type immunities as a Pikachu, havinga Bijuu or something on the same level sealed in you. This can only be taken once.

17. For the Long-Haul: This boon is only available if you roll for Boons. Normally being a Jumper and dying means you get sent back home unless something else interferes. This is no longer the case. If you die in a jump or trigger a failure condition you get kicked out of the jump without anything you gained there. You can retry after one jump and even make a new build if you wish. You can also revisit old jumps in new timelines, meaning restarting it at the starting point with none of your changes from the previous visit of the same jump.

18. Double CP: This boon may only be obtained by rolling for it. This boon doubles your starting CP total, if you would have no starting CP (Gauntlet-kun or Gauntlets) then double the amount of CP you take from Universal Drawback Supplement Drawbacks instead. This may be gained twice.

19. Another Boon: This boon may only be obtained by rolling for it. Roll two more times. This may be gained twice in this manner.

20. Double the Extra Boons: This boon may only be obtained by rolling for it. You can roll 3 additional times with this. May be obtained two times.

If you roll a boon more often than it is allowed to be taken, then roll another time to replace the extra boon copy.