

Here, take 1000 CP and have fun.

Fiat insurance - 25CP

Each purchase of this allows you to pick one item or something per jump that you have a valid claim upon which is then brought with you and fiat protected as if you had paid CP for it.

Camping Jumper – 25CP

If a jump lacks a time extension option or drawback buying this will let you extend your time in a jump with up to another decade with the option to extend it again later up to at most a century per purchase.

More friends - 25CP

Any limit on the number of companions you can import is doubled and any Imports you pay for allows you to import twice as many for the price.

Stuffed bank account - 25CP

You start with 1000 points banked that you can use any way you wish except for Warehouse, this document or Bodymod. You cannot put any new points here, once you use up what you started with they're gone and the account vanishes.

1-up - 25CP

Rescues you from chainfailure, jumpfailure and/or death once per jump or once per 10 years, with the option to also restart the jump. Even in Gauntlets.

Boost one Perk/Power/Item - 25CP

Choose one category, Perks, Powers, Items. Once per jump, you can pick one choice you purchased or gained of that category in that jump, and double it's effect. If a Perk can be considered a Power or vice versa, this is close enough.

Minimum foundation - 25CP

This is a bit of an odd duck. Is it worth the price? Usually, probably not, but sometimes?

What it does is that it sets a minimum baseline for CP in jumps to 300. No matter what the rules, no matter what scenarios you take, no matter what weird drawbacks you add, you will never have less than 300 CP for any jump document. Including Gauntlets. Unlike most other options, this can only be bought once.

Just a moment, almost done! - 25CP

Any companion you have exported from a jump gets 300 CP (plus half of any companion import bonuses you have) to use in the jump after it has ended, before you move on to the next jump. ??? Any companion you have exported from a jump gets to use the jump document after it has ended, before you move on to the next jump.

Interior decorator - 25CP

The starting points for your Warehouse are increased by 50%

Solid foundation - 50CP

A bit of an upgrade on the Minimum foundation.

What it does is that it sets a minimum baseline for CP in jumps to 300. No matter what the rules, no matter what scenarios you take, no matter what weird drawbacks you add, you will never have less than 300 CP for any jump document. Including Gauntlets.

However, this also sets any additional points to a minimum of 300. With this you always gets 300 points for items and 300 points for any builds or stipends. And these now also affect companions. If you get more points from something else however, these points no longer counts. Unlike most other options, this can only be bought once.

Boost one X - 50CP

Once per jump, you can choose one Perk/Power/Item, and double it's effect.

Chosen start - 50CP

You can now freely choose starting location, starting situation(as long as it does not drastically alter the story and is realistic(being plausible is not required though)), age and your gender, you can also ignore 500CP of the cost of any Origin/Background/etc. for each time this is taken beyond the first.

Item stipend - 50CP

You always get a 300 CP item stipend. Can be converted to 100 CP if there's nothing fun to purchase.

More stipends - 50CP

You always get a 300 CP stipends for powers and builds if there is somewhere you could get it. Can be converted to 100 CP if there's nothing fun to purchase.

Scaling Item Stipends - 50CP

Now, you get extra points depending on how much Items there is that you could purchase. Of course, the downside with this is that much of the time, this is zero if there isn't enough on offer. If there's more than average, this gives you +300 points, if there's much more, you get +600 points instead, if there is a huge amount of items on offer, you get +900 points and finally if there is an extreme amount, you get +1200 points. If 10 purchases of this is enough to buy all items at undiscounted prices, you're being too generous.

Scaling Stipends - 50CP

Same as Scaling Item Stipends, but for powers and builds. If it uses separate points or should do so, this comes into effect.

A stronger you - 50CP

Your bodymod gets 50% extra points.

Renovation - 50CP

The starting points for your Warehouse are increased by 100%

A date with destiny - 50CP

You gain a mental switch, whenever you want to get involved in the local story, activate it and it will guide you to it and give a rough estimate about time and distance. If there are several options, you get a vague impression of what, which way and who you could get involved with depending on where you go so you can make a choice.

We are all comrades in arms - 50CP

Whenever you import companions, once you hit the limit, any other companions you want included gets imported with half the CP stipend or 200 CP whichever is higher.

If there are no import options or you do not wish to use them, this can instead be used as a generic "import anyone and everyone" option with 200 CP each for companions.

Alternate Starting Date – 50CP

If there are certain periods in a jump not available in the jump itself by purchasing this you may set your starting date to a specific place somewhere in the timeline.

Honest vaults - 50CP

Whenever you have unused CP left over from a jump, you can put them in this bankvault and save them for a future jump. Note that Stipend, Item or nonstandard points cannot be banked.

Instant service, no waiting - 50CP

You can now take on companions anytime during a jump, and they will instantly get the option of using the currently active jumpdocuments with a stipend of 300 CP for each, plus any companion import bonuses you have.

Round 2 – 50CP

At the end of a jump you may choose to revisit a previous jump from earlier in your chain. Any leftover CP that you did not spend in that jump is still available assuming you had any left to begin with and there's always the option of taking Drawbacks. Jumps are not restarted but resume wherever you last left off for however long the default time is for that jump assuming no extensions are taken.

Variations - 50CP

As Round 2 except allows you to redo them as new, alternate version Jumps. The jump reality is not and cannot be exactly like the original was, but you do not have any direct control over what is different. Your choice if the differences should be minimal or greater.

Throw Down the Gauntlet! – 50CP

Gauntlets will now give the standard 1000 CP but out of jump perks, items, powers and things of that nature remain unavailable barring in gauntlet imports or if you purchased Gauntlet-B-Gone. This also makes CP externally gained fully effective instead of halved.

Altform boost - 50CP

Any inherent altform abilities are now twice as strong. But it only works if you're actually using the relevant altform. Yes, this includes "normal human" altforms.

Shared points - 50CP

Now, whenever you do a crossover or use multiple jumpdocs together for the same jump, you can share up to half the points from any jumpdoc and use them in another.

Scaling CP - 100CP

This is like Scaling Item Stipends except for CP or whatever else the primary type of points in a jumpdoc is. In a small jump, you get nothing. In a medium-sized jump, this adds +400 points, in a large jump you get +800 points, in a jump with a huge amount of options you get +1200 points and finally in gigantic jumps, you get +1600 points. For comparison, Toaruverse is a decent example of a gigantic jump, with its 7 Origins, each with two 100, 200, 400 and 600 points perks each, as well as some non-Origin perks. Anything that would be counted by the other Scaling options, Items, Powers, Builds etc, is not counted for this.

Companions makes the world go around - 100CP

This allows you to import all Companions, Minions, Pets and Followers. Companions gets +400 CP and an Origin worth 300 CP or less for free or a reduction of 300 CP on an Origin that costs more. Minions and Pets gets +200 CP, Followers gets +100 CP and Minions also an Origin worth 100 CP or less or a reduction of 100 CP on an Origin that costs more.

Warehouse 2.0 - 100CP

The starting points for your Warehouse are increased by 200%

Great jump! - 100CP

There's more than one document for a jump? And you can't decide which you want to use? Well worry no longer, for with this, you can use them both, or ALL if there's that many!

This includes supplements or the like, as long as they are fully compatible. You might be able to sneak past a single crossover jump as well, if it is suitable enough that no one notices, or at least doesn't care too much.

This also removes any restrictions on using them as separate jumps in any way you prefer.

Perfection of self - 100CP

Your bodymod gets 100% extra points. Any choices you can purchase in steps can now be purchased one step further, with a linear improvement in the effect.

Eager to move on - 100CP

You may cut your time per jump down to at least 5 years if the jump has the normal 10 year stay. If the time in jump is longer, you can reduce it by up to 5 years or 1/4 of the total.

Capstone booster - 100CP

Every capstone perk is now roughly twice as powerful. If you wish, you can instead choose to have this apply to just a single level or type of perks instead, like all 100CP perks or all 200CP perks etc.. This can be chosen to work for Perks, Items or Powers.

The bargain bin - 100CP

Not that it's actually cheap, but with this you can purchase anything you can afford from jumps you have already visited. At twice the undiscounted price.

Great bods! - 100CP

Whenever you import a companion, they are instantly provided with access to the Bodymod. Pets and Minions gets the Bodymod at half points. Followers gets the Bodymod at 1/5th the normal points.

Gauntlet-B-Gone – 100CP

Gauntlets and Gauntlet like jumps are now normal jumps but do not grant CP by default while mandatory drawbacks and powerloss etc are no longer mandatory, also, if you fail a Gauntlet now, this is still not a chainfail, however, this also allow you to try the Gauntlet again as many times as you want to. Unless taken

with Throw Down the Gauntlet! any external CP, like from this document, are still halved. All CP gained from Gauntlet Drawbacks however are doubled.

Bonus Discount - 100CP

This provides you with a Bonus floating Discount in each Jump that can be used on anything, if used on Origin/Background/etc, it will either halve the cost or subtract 300 from the cost, whichever is better for the Jumper, if used to subtract less than 300 points, the rest can be used for anything except Perks. If used for Items/Powers/Builds/etc, it can be used to give 300 points extra instead of as a Discount. You can also use this to give you an additional Origin/Background/etc in a Jump, although that will then cost an extra 300 CP or half the Capstone value +100 in CP whichever is more.

Altform superboost - 100CP

Any inherent altform abilities are now four times as strong, including physically and mentally. But it only works if you're actually using the relevant altform. Yes, this includes "normal human" altforms.

Valuable drawbacks - 100CP

Any drawbacks you take in a jump become worth twice as much.

Body up - 100CP

Each jump, you can add a single Perk, Power or Item to your Bodymod, at twice the undiscounted cost.

Stronger baseline - 200CP

The starting points for your Warehouse are increased by 400%

More choice points (incompatible with Jumper Cheat Codes) – 200CP per purchase

Your choice points are now increased. If a jump starts with 1000 CP normally, one purchase will give you 2000CP per jump, two purchases will give you 3000CP, three purchases gives you 4000CP and so on (but at that point, why not just take the Jumper Cheat Codes instead?).

Superman! - 200CP

Well not really, but it's probably going to be easier to work towards it in any jump restricting you to bodymod. Your bodymod gets 200% extra points. Any choices you can purchase in steps can now be purchased two steps further, with a linear improvement in the effect.

Self duplicated? 200CP

You're lucky, you get to choose a 2nd Origin in every jump you make use of. Including Stipends unique to the Origin, so you only get the single largest Item stipend, but if each Origin has its own build or powers selection, you get any non-item stipends for both. You can choose freely how the 2nd Origin merges with the primary, or remains separate or hidden or whatever you wish as long as you can make it at least vaguely reasonable. Jumps that does not have Origins, you get twice the number of Discounts instead.

Crossover – 200CP

You may take two or more jumps and combine them as a crossover either as fullblown fusions, specific elements, or only limited to your tastes. Crossovers between the jumps used can only be done once in a specific combination.

Uncapper – 200CP

Anything and everything in the jump document is uncapped except choice points. Scenarios, drawbacks, items, perks, everything. If it says you can only purchase it once or require a certain background, perk, item, drawback, etc to take it ignore it. (note: this only functions for purchases in a jump, it does not uncap any potential limits on a power or skill unless the jump document restricted it in some way barring post spark abilities/functions. For that you want "There's no limit!")

There's no limit! - 200CP

Universal unlimiter.

Speedrun - 200CP

Now you have the option of leaving a jump after 2 years(or 1/2 the time or reduced by 8 years if it's longer than 10 years), or by resolving the story of the main character(s).

No, killing the main character(s) or anything similarly underhanded does not in any way, shape or form count as resolving.

Scaled duplication? - 200CP

If it's the inability of being able to take more Origins in Jumps with many rather than wanting to always pick more, this may be for you.

In jumps with 4 or less Origins, you get nothing. If there's 5-6 Origins, you get to pick 1 extra and if there's 7-8, you get to pick 2 extra. If there's 9-11 you get 3 extra. And if there's somehow 12 or more, you get 4 extra. Jumps that does not have Origins, you get twice the number of Discounts instead.

Frontloading, the cheapskate version – 200CP

Pick one or more jumps to frontload on your chain. You may go to these jumps later should you wish, meta supplements options does not affect the frontloads. Unlike the full price version of this however, you are limited to 4 jumps at most. For an extra 200CP, any and all meta effects are included.

The company store - 200CP

This is the place where you can really cheat, where you can purchase anything from any jump. At the undiscounted prices for anything from jumps you have already visited and double the undiscounted price for any jump you have not visited. Anything without a listed price costs 400/200.

Schroedinger's jumper - 200CP

You can pick 2 jumps that you are effectively doing at the same time except not but you have everything purchased from the other jump as if you had already been there, but no memories or extra knowledge.

Precious drawbacks - 200CP

Any drawbacks you take in a jump become worth three times as much.

Priceless drawbacks - 400CP

Any drawbacks you take in a jump become worth four times as much.

Build a better base - 400CP

The starting points for your Warehouse are increased by 800%

Perk boost - 400CP

Any perk you have bought now has twice the effect.

Power boost - 400CP

Any power you have bought is now twice as strong.

Item boost - 400CP

Any item you have bought is now about twice as good overall as it should have been. That is, you don't get everything about it doubled, but rather enough improved for the final total effect to roughly double. Or you get twice as many of the original. Your choice for the details.

Quantum jumping - 400CP

You can pick 5 jumps that you are effectively doing all at the same time except not but you have everything purchased from all the other 4 jumps in every jump as if you had already been there, but no memories or extra knowledge. Any companions are picked up in the order you actually do the jumps, but purchased companions are available right away.

Frontloading, the budget version – 400CP

Pick one or more jumps to frontload on your chain. You may go to these jumps later should you wish, meta supplements options does not affect the frontloads. Unlike the full price version of this however, you are limited to 10 jumps at most. For an extra 200CP, any and all meta effects are included.

Base of power - 600CP

The starting points for your Warehouse are increased by 1200%

Perk superboost - 600CP

Any perk you have bought now has four times the effect.

Power superboost - 600CP

Any power you have bought is now four times as strong.

Item superboost - 600CP

As Item boost, but quadruple instead of double.

Frontloading, the economy version – 600CP

Pick one or more jumps to frontload on your chain. You may go to these jumps later should you wish, meta supplements options does not affect the frontloads. Unlike the full price version of this however, you are limited to 20 jumps at most. For an extra 200CP, any and all meta effects are included.

Checkpoint – 800CP

Instead of your chain ending when you are killed without any 1-ups it resets the jump back to the time you started it no worse for wear. You may choose to place a single 'checkpoint' at any point in the jump to save your progress and start from that point instead. The checkpoint may only be set once per jump. Failing a jump may be counted as 'death' so that you still remain on your chain.

Frontloading – 1000CP

Pick one or more jumps to frontload on your chain. You may go to these jumps later should you wish, any supplement options DOES affects the frontloads.

Jumper Cheat Codes (incompatible with more choice points) – 1000CP

Infinite CP and points for any sub tables/power supplement sections etc, etc, for any jumps and supplements (except this supplement).

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This is not finished, there's still a fair bunch of things to add, like a Drawbacks section and possibly a set of Origins to get freebies and some discounts from.

But, i coppedasted this and cleaned it up to get a directly useable document so I can share it.

Anyone who has seen the original Meta supplement(by unknown author) will notice the remnants from it, but as it was more of a very flawed "I cheat" button than an actual tool, I've tried to fix its flaws while adding as much as I've been able to come up with. And still working on it. There are some serious exploits and silly interactions still possible, so anyone using this to merely cheat, well that's your problem(or lack of them if you cheated them away).

If there's any weirdness I missed while cleaning this up, use common sense, if you have no such thing, eh, have fun with it!

Unfinished stuff for the daring:

Optional:

Normal mode:

1000 CP

Easy mode:

1500 CP

Trainingwheels mode:

2000 CP

Not really Hard mode:

500 CP

Freebies only:

0 CP

Freebies:

Minimum item stipend - Free

Any Jump that does not have an item stipend gets a 300 CP such, or if there is one less than that, it is raised to 300 CP. Can be converted into 100 CP if you want.

Minimum build stipend - Free

Any Jump that has a separate builder/powers/non-perks of some sort but does not have a stipend for it gets a 300 CP such.

No local tax - Free

If Origins/Backgrounds/etc cost more than 0 without actually providing any advantage for the cost, ignore up to 300 CP.

Extra optional freebies:

Honest vaults

Great jump!

Strictly no crossovers allowed from this alone.

Just a moment, almost done!

Scaling Item Stipends

+0/+300/+600/+900/+1200 to Item Stipends

Scaling stipends

+0/+300/+600/+900/+1200 to Stipends

Scaling CP

+0/+400/+800/+1200/+1600 CP

A date with destiny

A stronger you

+50% points to Bodymod

Interior decorator

+50% points to Warehouse creation

Bonus discount

Variations/Round 2

Minimum foundation

Scaled duplication