

# The Renegade Starter Kit

Supplement By U/PriorPossible834

You broke free...

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Even if you don't truly understand how you did it, until recently you were connected to the Jumpchain, used for amusement by its omnipotent masters but now you are free. Step out into the omniverse child and taste your reward.

**Who Were You Before?**

**Someone New Brought Here By The Whims Of Chance?**

Oh? How curious, you were not a Jumper before this after all but rather a mere human from a mundane world, your path will be more difficult and dangerous than that of any other, good luck child you will need it

**[You do not get to use any Jumpchain Documents before using this supplement]**

### **A Young Jumper Seeking Your Destiny?**

I see you have a stronger will than most to realize your slavery so soon, within the first five jumps? Excellent determination will prove your greatest asset.

**[You may use up to five Jumpchain CYOAs before using this supplement and R-Chain in general]**

### **An Ancient Seeking A New Path At Last?**

How long did it take you to realize that for all your power you were not free? You are a being who has traveled to worlds beyond measure, perhaps your power will help you in finding your own path to follow.

**[You may use as many Jumpchain CYOAs as you please before using this supplement and R-Chain in general]**

### **Perks**

It seems that your CP gathering abilities aren't functioning properly, oh well we can resolve that easily enough.

### **Drawbacks**

Things really are being difficult aren't they? Perhaps? It isn't certain but let me try...

### **Obligations:**

I know you are loath to bind yourself so soon after gaining freedom but if you are willing to accept these constraints I can grant you power in turn.

### **The Innocent**

There is a single child somewhere within the vast multiverse that you cannot allow to die unnaturally

under any circumstances, you will be granted for the duration of this task the ability to sense when they are in danger as well as the means to go where you are needed to save them. When the child dies of natural causes you will be released from this bond.

**Payment:**

**Protector Of Children**

When you fight for the protection of the young you will find yourself imbued with increased luck and ability.

**The Monster**

A powerful monster within the multiverse will hunt you across, you will be unable to hide for more than 10 years before it finds you again. When you slay this beast you will be released from this bond.

**Payment:**

**Monster Slayer**

Your every attack is imbued with unnatural potency when directed against monstrous beings, in addition whenever you slay a monster you will be imbued with a small portion of its unique abilities

**The Darkness**

There is a society in the multiverse, the closest thing to a utopia under threat from a powerful force of darkness you must find a means to push it back. When this shadow is destroyed or banished you will be released from this bond.

**Payment:**

### **Preserve The Light**

When you are acting to prevent or reverse corruption you will be endowed with increased competence and narrative protection.

### **The Villain**

You will be set against a schemer who seeks to use you in their endless pursuit of power, when they are destroyed or sealed away you will be released from this bond.

### **Payment:**

### **Power And One Strong Enough To Take It**

When you desire to steal the power of another you will find that there is always a way for you to do so, scaling in difficulty to the scale of the powers.

### **The Benefactor**

She has not taken your desertion well, she will send her forces in pursuit of you, empowered by the very chain you once wore around your neck, you can only be free of them by her destruction.

### **Payment:**

### **Freedom**

Just as your chain was broken you can break the chains of others, you are able to destroy mental compulsions and even more mundane manipulations within others, using this on Jumpers could have interesting consequences.

### **The Macguffin**

There is an item somewhere in the multiverse possessing great power you will be required to obtain it when you have done so you will be released from this bond.

**Payment:**

You gain once you retrieve it a single enchanted item with great power, it is up to you what form and powers it possesses but its powers should not be able to affect more than a single world in one use.

**The City In Need**

There is a place, a city that is a hive of scum and villainy. The citizens of that place are suffering under the yolk of corrupt politicians and monomaniacal egotists. You must become the hero this city needs. When you manage to turn this place into a functional city you will be released from this bond.

**Payment:**

**Power And A Responsibility**

You gain a single power set of your choosing but its maximum power is on the level of spiderman.

**Before You Go...**

You will not be welcome in the Omniverse, but you might be able to find acceptance amongst individuals for that reason. Take this on the house.

**A Pirated Versaphone**

Whatever form this device takes is up to you but it allows for completely untraceable access to the R/Jumpchain Roleplay threads.