By the Power of Love!

A Benefactor Supplement by ThornyMu (GigglingVoid), Inspired by BeTheGirlAnon's 'A Horrible Curse 2.0'

Some Benefactors grant Jumpers power for entertainment, others for revenge, or research. Sometimes, people gain cosmic power without a Benefactor at all. You are somewhere between.

You fell in love.

One of the greatest powers in the cosmos, a genuine and lasting connection between you and one (or more) other person. But your bond went deeper, deeper than mortality. You lived a happy and loving life together, and after you died, it began again.

You didn't remember your old life. You grew up perfectly normal. Maybe you were naturally better at different skills than last time, maybe you excelled in things you'd done before, or focused on learning something new. Maybe your body was different, a new hair color, or even species. Maybe you were a new sex. It didn't matter.

After many years, you found your love once again. You flirted, dated, enjoyed each other's company fresh and new. Then, you kissed. Memory flooded back as you both recalled the lives you'd lead together before. Your inexplicable skill, your deeper wisdom, the pull you felt to each other as it seemed fate itself aligned you. All of it clicking together. You are bound for eternity.

Jumper?

You are not a Jumper, in that you do not Jump from one world to another as the stories start and end. You aren't here for 10 year stints. You reincarnate, over and over, together.

The Cycle of Love

Each life you will be born, grow up, and only remember your past lives once the two of you are together in a significant way. Sometimes it will be your first kiss, sometimes it will be when you hold hands and decide you'll never be separated. Sometimes, it won't happen until your wedding night.

Perfect Memory perks will not let you remember your past lives early.

BodyMod

You both start with a normal body of whatever you are that Jump. At the end of each Jump each of you may pick a Perk you have that directly affects your body and add that to your BodyMods.

Until you unlock each other's memories, you will only have your BodyMod and what you purchased from the current JumpDoc.

JumpDocs

You share the JumpDoc and starting CP, which must be spent by consensus (meaning you are both OK with all purchases). You may choose separate Origins/races, as long as you can make it fit together. Any Stipends, such as 'gain 300CP to spend in this section' or Discount Tokens you each gain separately and cannot combine.

Bonded Growth

You both gain a Discount to purchase anything your Partner(s) has, other than actual Items (as opposed to abilities presented in the Items section, like 'you can summon x') and Properties. Even counts for purchasing from a different Jump to catch up with them, such as a Perk that is nearly identical in purpose to one your partner got previously if it is to help you catch up with them in that regard. Cross-Jump Discounts are never granted if it would cause you to exceed them in that area, but purchases from the same JumpDoc always get the Discount, regardless of how, when, or why.

Natural Growth

You will generally acquire the Perks and Items for the current Jump in a narratively organic way before you fall in love and unlock your memories and previous Perks, but sometimes they will come after, depending on the nature of the JumpDoc.

Bonded Lockout

You cannot go to any Jump where the base premise requires you to be absolutely alone, or where everyone starts existing at the start of the Jump, since you always come together and you must be born into the setting in a way that setting would allow (based on your origin/species/perks). Note: Most Jumps that state you cannot bring Companions can still be done together. Very few Jumps literally don't work with multiple people.

Drawbacks

Drawbacks that affect the world, setting, narrative, or meta rules give their points only once and can be spent between you as you wish. Drawbacks that only affect one of you give points that only that person can use. You may both take the Drawback to both gain the points.

When?

If your JumpDoc is set at a specific point/place in the world's narrative, then you are destined to unlock each other's memories at the time/place a Jumper would appear, or shortly thereafter as best fits the narrative of the Jump. So, in a Naruto Jump, you might both be born into Leaf Village, join the ninja class with Naruto, Sakura, and Sauske, then fall in love before the Chunin Exams.

Death

Death does not cause a Chain Fail, as you are bound together forever. There is no 'return home', no 'Choice'. Death is the only way you move on to the next world. However, if you die before regaining your memories, then in future lives you won't even remember that life. It's like it didn't even happen. If either of you die before 10 years after gaining your memories (or however long that Jump was supposed to be, from here on called Jump Time) then neither of you will keep anything from that Jump except your memories (when you get those back again).

Left Alone

If your partner dies before Jump Time is complete then you are yanked from the world, losing everything from it. But if your partner dies after the Jump Time, you will be left alone. You may continue, trying to complete things, or set things

right. Maybe collecting things. Either way, if you grow old, you can decide to fall asleep and not wake up. Being born into the next life, where you will fall in love all over again.

Suicide?

That can be a way to move on to the next world early, but killing yourself to move on is a deeply traumatic experience, not just mentally, but reverberating across your cosmic bond. No Perk will prevent it. In your next life you will need to take 500CP worth of Drawbacks that won't gain you anything. If you both did it, that's 500CP worth EACH.

Immortality

If you gain Immortality you cannot grow old. Once the Jump Time has passed, you may, at any time of peace and calm, choose to fall asleep and let this world pass you by, to be born into the next. In the Jump when you buy it, or if it's part of your BodyMod you may be born far before the start of the story, waiting centuries to fall in love again to regain your memories and Perks.

Companions & Followers

How exactly your Companions and Followers join you can vary from Jump to Jump. They might only join you after you remember (probably best if they still age), or maybe, they showed up in your life earlier, guarding or guiding you. Either way, they won't be able to tell you anything about your previous lives or The Cycle of Love until you remember.

Properties & NPCs

Properties purchased with CP can be Imported into your next life at any point appropriate for the narrative. Maybe you keep building and opening up the same business in every world, even before you remember. Or maybe an Onsen closed and you were able to buy it cheap, and what do you know, it looks just like the Onsen you designed two worlds ago... Wild how that works out.

Warehouse

You both share a Warehouse doc (unless it's something like Cosmic Backpack, then you both have your own) and all privileges that normally entails. Both being able to summon a key to open a door, or both being able to redesign the layout. Any point spending must be done by consensus (you are both OK with spending it that way, even if you haven't talked about it).

Polyamory

Whether part of the bond from the outset, or someone you've both bonded with since, you are not limited to only two people.

Each additional person in the Bond adds +500CP (or suitable equivalent, based on the JumpDoc) to the starting amount. You cannot Import them as a Companion, they are always part of your Love Bond, forever.

Adding new people to your Bond requires more than just consensus. There must be enthusiastic consent of everyone in the Bond to join them to the whole. As with any relationship, the more people you add the more complicated things get. Coming to consensus on point spending may be harder, and simultaneous enthusiastic consent even more so for adding further people.

Not everyone in the Bond needs to restore their memories at the same time. Those who do know literally cannot tell those who don't. Trying to do so is impossible by any means. They must come to the same realization about their love for others in the Bond naturally, and then their memories and Perks will flood back.

Anyone in the Bond who does not survive to 10 years after they regain their memories gains nothing from that Jump. Minimum of 2 required to succeed.

Any who do not regain their memories will never remember anything from that life in the future, but others in the bond can still remember what they did in that life and tell them, or show them recordings stored in the warehouse, once they regain memories again.

The options below may be counted as part of all of your future JumpDocs. Purchases count as part of the Jump during which they are purchased. These may be purchased at any time during the Jump, not just at the start. They count as a Perk for everyone in the Bond upon purchase.

Communication Is Key (Free): Everyone in the Bond is better able to express their concerns, open up about their feelings, and otherwise work through issues with the others in their Bond, and to be open when others are doing the same. Like most Perks, this only becomes active after regaining memories. Adding it to your BodyMod allows you to open up to your Love(s) even before, but if they don't have it in theirs, they may not be so naturally receptive to the openness.

Cycle Bank (Free): At the end of each successful Jump, you can stash leftover CP in your Bond for future use as outlined below. All spending from the Cycle Bank requires consensus. By default, you may only use it to purchase anything in this Doc. As success only happens after remembering, this only needs to be in someone's BodyMod to be used after Gauntlets or with a Power Lockout Drawback.

Status (100CP): You can tell the general health and state of your partner(s) across the bond. If in the same dimension, you could always point in their direction.

Empathy (200CP): Requires Status. You can send emotions across the bond. Even if not sent, you can open yourself in a meditative state to get an idea of your partner's general emotional state. This works across all dimensions and cannot be blocked except by Drawbacks.

Telepathy (300CP): Requires Empathy. You gain telepathy between everyone in your Bond. This works across all dimensions and cannot be blocked except by Drawbacks. If only one of you has this as BodyMod, that one can still send and receive thoughts before, but it is entirely on them to be actively listening at the time the other directs thought messages at them.

Home Recordings (200CP); Your Warehouse gains a recording room. Anything anyone in the Bond does will be recorded and expertly cut into good looking video files/tape in any format. This does not need to be placed in BodyMod, it records your whole life but you can't access it until you have your memories back.

Grab Bag Store (500CP): You may spend CP from the Cycle Bank to buy from Supplements and 'Jumps' that don't offer an actual world, but just a random list of Perks and Items to buy. Qualifying Docs would be things like my [Spare Change Supplement](#), my [Chuck Tingle's Complete Guide Supplement](#), or [Jumpers Spring Catalogue](#) by Pure-Interest.

These generally don't have Discounts, but if they do, ignore them unless you've actually taken that Doc as part of a Jump directly. You always get a Discount on anything someone else in your Bond already has (even if a doc says it can't be discounted). Freebies (or anything Discounted to Free) cost 10CP each and cannot be further Discounted. As usual, Discounts don't stack.

General Store (1000CP): *Requires Grab Bag Store.* You may spend CP from the Cycle Bank to buy from any Generic Jump. Same rules as above.

Grand Opening (1000CP): *Requires General Store.* You may spend CP from the Cycle Bank on to buy from ANY JumpDoc. Same rules as above.

Black Market Store (300CP): You may spend CP from your Cycle Bank to buy from any JumpDoc you are not allowed to go to. Same rules as above.

Notes
Image credit to akaLilu on DevientArt: Cinderella