

Sparked Alt-Chain Supplement

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Congratulations, Jumper! You have achieved your Spark! Whether it has taken literal millenia or you simply awoke it and are starting on your Chain properly, a Sparked Chain can be a true power trip. This supplement aims to give some guidelines and mechanical tangible benefits as well as perhaps provide some direction for you in your future endeavors.

You have **1000 SP (Spark Points)** to help create your future adventures, gave fun Jumper!

Body Mod

While you may already have a body modification or not, you will need a full change to now accompany this newfound power. Below are options to grant you more benefits for this Chain. Everything purchased here becomes part of your Body Mod.

Jumper's Spark [Free & Mandatory]: You have awoken the slumbering Spark within you, awakening you to a world of possibilities. You gain the following benefits:

- You are no longer a physical being: you are instead made up of the energy that forms the basis of the Omniverse. You no longer need to eat, breathe or sleep.. You may do so as a courtesy to others or to indulge in the pleasures of it. You also no longer age, choosing to appear at any age you choose. You can make yourself look however you please. Should your physical form be struck down or killed, you can form a new body and continue your Jump or be instantly shunted to your next Jump. Only a fellow Jumper can truly kill you, but Sparked Jumpers have a better chance.
- You are your own source of power. Any powers, abilities, or items that draw on a source can either draw on that source or draw on your own bank of power. These powers will always harmonize with one another, even if they clash. This bank of power grows as you do, allowing you to grow an even greater reserve. At the start, your bank of power is that of a typical Planeswalker.
- You can travel across the Omniverse by Jumping to various realities. However, once you do, you must remain in these realities at a minimum of 10 years as the process is draining.

Standard Body Mod [Free / Optional]: You instantly have access to the Quicksilver Body Mod Document. Instead of 600 points, you get 1000 points to spend.

Body Mod Document [-100 SP per]: This can be purchased multiple times. With a purchase of this, you get access to a Body Mod Document of your choice. You gain the budget of the document and can only spend those points in that document. Multiple purchases stack.

Extra Origin [-100 SP]: With this, you may pick up an extra origin in a Jump Document. This carries with you throughout the Chain. If a Jump uses Discount Tokens, you double the amount of Discount Tokens.

Discount Tokens [-200 SP per]: This can be purchased multiple times. When you purchase this, you get a singular discount token that you may spend in a single purchase in a Jump Document. If the purchase is already discounted, it becomes free. This, and any other tokens you purchase, respawn at the beginning of the next Jump.

Budget Increase [-200 SP per]: This can be purchased multiple times. With a singular purchase of this perk, you may double the budget of a Jump Document or a Body Mod Supplement and its stipends. With each subsequent purchase, the budget and stipends double exponentially (x2, x4, x8, x16, etc).

Point Bank [-300 SP]: You now have a Universal Choice Point Bank. Whenever you finish selecting all your purchases in a Jump Document, any left-over points are now stored in a Point Bank. You may use these points at any time to supplement the purchases you make.

Universal Booster [-400 SP]: When you purchase this perk, all capstone boosters in Jump Documents are considered free. Should you purchase a perk that has a capstone booster effect, you now get it for free.

Gauntlet Nerf [-400 SP]: Your Spark allows you to bypass the normal restrictions of Gauntlets now. Instead of starting with 0 points, you now start with 1000 points.

Front Load [-500 SP]: You are given 5000 Choice Points. You may use all Documents in the JumpChain for this. You do not visit those worlds, instead, you are able to purchase alt-forms, items, perks and other abilities. Anything in those Documents is given a non-stacking discount, but anything priced at 50 Choice Points remains at that and cannot be discounted. All restrictions or requirements to get perks or abilities are waived.

Warehouse

Standard Warehouse [Free / Optional]: You instantly have access to the Quicksilver Cosmic Warehouse supplement. If you already have a Warehouse, you gain this as a second Warehouse you may build. You may choose to keep this Warehouse and buy another from the options below to keep separate realms.

Warehouse Supplement [-100 SP per]: This can be purchased multiple times. With a purchase of this, you get access to a Warehouse Document of your choice. You gain the budget of the document and can only spend those points on that document. Multiple purchases stack.

Warehouse Budget Increase [-200 SP per]: This can be purchased multiple times. With a single purchase of this perk, you may double the budget of a Warehouse supplement and its stipends. With each subsequent purchase, the budget and stipends double exponentially (x2, x4, x8, x16, etc.)

Warehouse Tokens [-300 SP per]: This can be purchased multiple times. When you purchase this, you get a singular discount token that you may spend on a single purchase in a Warehouse Document. If the purchase is already discounted, it becomes free. This, and any other tokens you purchase, respawn at the beginning of the next Warehouse Document.

Warehouse Discount [-400 SP]: Whenever you come across an item or perk that would be an addition to your Warehouse, it immediately is discounted. If the add-on is already discounted, it is considered free for you to take.

The Home [-500 SP]: You gain a personal home that exists outside of the Omniverse and beyond the reach of almost all entities that replaces or incorporates the aspects of your Cosmic Warehouse(s). This home is practically impenetrable to any being you do not want inside, even an Omnipotent Being could not pierce the barriers in place. The home can be of your own design, or you can let it surprise you by generating itself based on your needs and wants. As your needs change and grow, the home will expand with new facilities as needed and more land and space.

The home takes care of all necessities and does so in the greatest luxury and convenience. It has functionally infinite supplies and resources. While inside the home, you and anyone you bring will not age, will be cured of and no longer suffer from any illness, cannot be harmed and will be restored should anything horrible happen. The home may create servants to tend to its maintenance or may create its own sapience. It is entirely loyal and devoted to you. It cannot be influenced to change its mind otherwise. You may even choose to have the home itself into Jump setting should you choose, free of charge.

You can give anyone permission to enter or exit the home as you wish, simply teleporting them in. You can revoke this privilege at any point.

This is truly the ultimate form of the Cosmic Warehouse

Companions

Favored Allies [Free]: Most Jumps give you the ability to import a set of 8 Companions at a price. This is no longer the case. You have 8 slots that you can designate a Companion to be in. They will be automatically imported if there is an option to do so in the Jump. They gain an additional stipend of 1000 points on top of what they would normally get in the Jump. You may swap these Companions out at the end or beginning of a Jump.

Stipend Increase [-100 SP per]: This can be purchased multiple times. When you purchase this, Companions gain an additional 200 Point stipend. With each subsequent purchase, they gain 200 more for each purchase.

Summoned Copies [-200 SP]: Sometimes you don't want to just steal people from their settings, despite really wanting them to be a part of your journey. This little perk helps with that. When you meet someone who would want to become your Companion, you may instead copy their essence. Their abilities, personality, memories and physical forms are now part of your growing company of Companions. Additionally, you can summon them to your side or revive them by simply resummoning them, their memories still intact up until their death.

Your Own Jumper [-300 SP]: This is a powerful ability indeed, Jumper. With this, you ascend into the ranks of the Benefactors. With a purchase of this, you gain the ability to designate one Companion or someone within a Jump setting to become a Jumper of your own. They will go on a JumpChain, of which you will design. Depending on how you treat them, they may be an ally or protégé or they may become an adversary. Once this ability is spent, it is done until you purchase this ability again.

Depowered Benefactor [-400 SP]: Perhaps you bested them in combat, taking their power for yourself. Or perhaps they gave it to you, through machinations of their own or because of a succession of power. Either way, this being was once a Benefactor or Benefactor-like being with much of their powers stripped away. They can now be a Companion. When imported in, they gain double the stipend they would receive. This does stack with Favored Allies.

You [-500 SP]: This is an interesting decision. When you purchase this Companion, you make a complete copy of yourself. However, you may alter it to either change their gender, their appearance, or any physical aspect about themselves. They have your powers and abilities from when you make the purchase but may choose to get their own abilities as well.

Drawbacks

Longer Recharge [+100 SP per]: You may take this drawback a maximum of 5 times. When you make a Jump, the recharge time is significantly longer. For each time you take this drawback, you stay an extra 10 years to a maximum of an additional 50 years.

Delay [+100 SP]: When you typically start a Jump, you gain your powers almost immediately. With this Drawback, you need a little time to adjust to your new surroundings. Your perks, items and companions will not arrive until 6 months have passed. You will rely on your Body Mody until then.

No Metagaming [+200 SP]: You normally gain some amount of omniscience or knowledge of the setting before heading in. This drawback removes that, making every Jump fresh.

Origin Enforcement [+200 SP]: Many a Jumper take Origins to only just get the discounts associated with the Origin. Now, you must play the part of the Origins you take. When you are in a Jump, you will be forced to act in the roles you take, something preventing you from acting outside of it (like the mystical effect that Ainz has in Overlord).

...What Plot? [+300/400 SP]: Oh dear Jumper, it appears that the Omniverse is having some issues. The Chain you are on has a chance for the Jumps you enter to not have any semblance of the canonical plot associated with that setting. Whenever you Jump, there is a 50/50 chance the plot doesn't exist for this particular version of the setting. For an extra 100 Points this always activates.

Sparked Nemesis [+500/1000 SP]: Oh Jumper, it seems your Spark has not gone unnoticed. For some reason, another Sparked Jumper has taken it upon themselves to be your eternal enemy...perhaps even seeking to end your life and steal your Spark. They are your equal in every sense of the word, a powerful enemy to overcome. They will make your Jumps much more difficult. There is a 50/50 chance for them to appear in a Jump. For an extra 500 Points, they will always appear in your Jump.

Scenarios

The Spark's Test

With the awakening of your Spark, it seems to have a mind of its own at the moment. It's restless, trying to settle in your body. There is something it wants done, a test to prove you are truly ready to wield it.

For this scenario, you will undertake the following challenge. You will complete a series of 20 Jumps and a Gauntlet at the end. This follows the order of the *Generic First Jump*, *Generic Virgin Jump*, and *Generic First Gauntlet*. Here are the rules:

1. Fill out the *Generic First Jump* and *Generic Virgin Jump*. You are not staying 10 years in each Jump, instead this is more of a selection of perks and items you want before jumping into the challenge.
2. Select 1 Jump that fits each level category to the Jumps. You will complete those Jumps in order, or you may take the Randomizer drawbacks from the Generic First and Virgin Jumps to spice it up.
3. At the end of the 20 Jumps, you will complete the *Generic First Gauntlet*.

Upon completing this challenge, the Spark deems you worthy and fully settles into you. This grants you a few rewards:

Sparked Stipend: You gain 1000 Spark Points to spend on this Document.

Body Mod Additions: You may choose any number of perks, items or abilities gained from this mini-chain to add to your Body Mod. This includes things from the Generic First, Virgin and Gauntlet Jumps as well as the 20 Jumps you took in addition to it.

Quicksilver's Challenge

It was a normal day, until you were approached by a mysterious figure. This figure revealed themselves to be **the** Quicksilver, the first Jumper to ever exist in the Omniverse. This Sparked being has come to you to engage in a mini-Chain, the same one they underwent to Spark themselves. Intrigued, you decided to take on the challenge for whatever reason that fits you.

For this scenario, you are reduced to your Body Mod and Warehouse. You will undergo the Chain that Quicksilver introduced that started the JumpChain community. You will go in the following order:

1. Pokémon Trainer CYOA
2. Infamous CYOA
3. Pokémon Mystery Dungeon CYOA
4. Mass Effect CYOA
5. Dragon Ball Z Final Jump

Upon completing this mini-Chain, Quicksilver will be impressed at your fortitude and ingenuity within the original 5 Jumps they underwent. Therefore, they bestow you with the following rewards:

Sparked Stipend: You gain 500 Spark Points to spend on this Document.

Jumper's Stipend: You now gain an additional 500 Points to the budget of any Jumps you go to. This replenishes at the start of each Jump. This is added after any multiplications or other factors that affect Jump budgets. This includes Gauntlets.

Notes

The creator of this supplement is (as of writing) u/UnfocusedAnon. I am not them. All I did was try and reword some vague things and fix some typos, as well as making sure this magnificent creation was placed into proper PDF format into the drive.