

Jumpchain Connected Universe Supplement

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Have you ever wanted to boss-rush the Soulsborne games? Or perhaps writing your Legends across the entire history of Human Order is more your speed? Maybe you just want to cheat and front-load an entire IPs worth of Perks and Items. Whatever the case, this Supplement is here for you!

Here, have some Supplement Points!

+1000 SP

CP (or the currency of the related Jumps) may be turned into SP at an exchange of 1:1, SP may not be turned into CP. This Supplement may be used multiple times, however, Starting Points are only granted once.

Methods

Single Continuation

Jumps set in the same world/set of interconnected universes where travel between is natively possible and established. In this case, a Jumper will continue forward in a single continuation until the end is reached.

“Boss Rush”

For commonly related Jumps, such as the Soulsborne series, that would not otherwise be natively connected outside of references and such. Native travel is not possible, thus the Jumper will be quickly bounced along as needed.

Perks

Discounted (50% off) to the related Method. 100 SP perks are instead Free.

Single Continuation

Continuation – 100 SP

You may now stay in a Jump for as long as you please, Jump Drawbacks are removed after the initial 10 years.

Loved By Butterflies – 200 SP

The Butterfly Effect can be troublesome, removing and altering the outcomes you so desire. This will no longer be a problem for you.

So long as it has happened in canon, or it very much *could* have happened in canon, and you wish it to happen still, fate will push for it to happen again. Perhaps it will be in a different form, perhaps that is what you will, perhaps you will have to give it a push yourself. The more you work to ensure an outcome, the more to your will it will be.

This effect works best when used for the betterment of the setting and those within it. Or you can have a version for the opposite, call it **Hated By Butterflies**, you villain.

Work Beats Talent – 400 SP

You have a lot of time to kill now, do you not? Why not work for what you could buy? You may now obtain Perks and Items from the Jump Doc in universe. These abilities and items will improve to be as good as the ones in the document.

Additionally, if you buy a Perk/Item in the Jump Doc and give it up until you obtain it in-setting, then you may improve its effects in a desired manner. Purchased Perks/Items will be easier to obtain as well, fate giving you a small push.

If a Perk/Item would be impossible to obtain in-setting, your Benefactor will create a scenario where it would be possible, bending the rules of the setting by Fiat. The difficulty of obtaining something in this way scales proportionally with its price and importance in-setting.

This does not apply to any 'Forget It' type Perks/Items.

Infinite Extension – 600 SP

For 600 SP, you may ignore limits on Time-Extension Drawbacks. If no native Time-Extension Drawback exists, you may add one for 10 years per 50 CP. You must stay for at least the entire duration established.

If you possess **Continuation**: You may double the CP obtained from this in exchange for removing the protection from Jump Drawbacks in this time.

“Boss Rush”

Scenario Creation – 100 SP

This is not a Perk that the Jumper can use. Instead, it grants the Benefactor (Author) complete authority to create Scenarios and Rewards for each Jump, should they desire to do so.

Adaptation – 200 SP

Let's be real, Jumpers fight. A lot. Though there are many safe worlds, the escalation is usually inevitable. From now on, you will always have the basic capabilities to fight and survive.

If a world has magic, you can wield it. If the world has psionics, you have the potential. If a world has swords, you have the strength to swing them. This is most useful for early Jumpers, yes, but for you later game ones, this will fiat-back anything you obtain in-jump: items, skills, abilities, powers, companions.

This will only give the base capabilities of a world, you must obtain the true power yourself.

Profiles – 400 SP

So many Jumps, so many powers... Doesn't it get bothersome? Don't you wish you could return to simplicity and specialization? Well now you can!

You may now make 'Profiles' based on the different Jumps you have experienced and the titles and identities you have taken on. These 'Profiles' work best the more concentrated they are with a single identity you have taken on (anything you consider Quality of Life/Essential will not detract from this).

Why limit yourself in this way, you may ask? Well, dear Jumper, each 'Profile's power is improved in relation to how much it locks away, and switching 'Profile's when needed takes only a thought.

Scenario Jumper – 600 SP

So many Scenarios, so many options. Does the outcome you desire clash with the Reward you need? Are you limited on how many you may choose? That will no longer be the case. To begin with, any limits on which Scenarios you may take are removed.

You're already Jumping between worlds? Why not simply Jump between Scenarios? Post-Jump, you are given the option to return and complete Scenarios you could not or did not during your original run. If the outcome would leave a bad taste in your mouth, that Scenario will be a mere simulation, and only what you receive from it will be real.