

Here, take 1000 CP and have fun.
Or just go with free options? Or something...

Buffer - Free, optional

At the start of a chain, you can decide how much of your regular CP income will be altered by this option. For every 200 you assign to this, you get 100 points in a buffer every jump instead of getting the points directly. This allows you to save up on points between jumps in return for getting half the points total. However, as a compensation, for every 200 assigned to this, the buffer starts with 1000 points.

This is a chainlength selection, you cannot change it once chosen.

Basic stipends - Free, optional

So many jumpdocuments are stingy with their stipends right? Well, lets fix that shall we. This adds a 300 point stipend to Items, Builds and Power sections if it's zero or less than 300. Unless it doesn't make sense.

Go walkabout - Free, optional

Maybe cosmic power isn't the most interesting thing for you? If you choose this, you do not get any regular CP, but in return, unless you do something epic level stupid to the point that even jumpchain fiat can't save you from it, you cannot chainfail. So, take the safe route? Or will you play the tourist?

Nothing stopping you from getting CP through other than regular ways though, like from Drawbacks.

Very honest! - Free, optional.

You get "Honest vaults" without having to pay for it, lucky you!

Safety net - Free, optional.

You get a single purchase of "1-up".

Lifts you up where you belong - Free, optional.

You get "Boost one" once each for Perks, Powers and Items, along with a single purchase of "Boost X"

No local tax - Free, optional.

If Origins/Backgrounds/etc cost more than 0 without actually providing any clear advantage for the cost, ignore up to 200 CP of cost.

A thin slice of cheese - Free, optional.

You get "Great jump" for free.

Princess maker - Free, optional.

You get the first purchase of "Chosen start" for free.

But a dream within a dream - Free, optional.

In return for sacrificing all normal CP, you get "I prefer local brands" either twice, or get it once plus "Self duplicated?" once. Nothing prevents you from aquiring CP through Drawbacks and the like.

Where everyone knows your name - Free, optional.

In return for sacrificing 300 of your normal CP and the ability to be a Drop-in, so that you will always have a distinct history in every Jump you go, you get a single purchase of "Stay in formation, I mean character".

Shhh, I'm undercover! - Free, optional.

By sacrificing all your normal CP, instead you get 3 purchases of "Stay in formation, I mean character".

They were like two hummingbirds who has also never met - Free, optional.

And well, now we can't have people NOT meeting now can we? So, as long as you intentionally interact with whatever the storyline is of the current Jump, you get the effects of "A date with destiny" for free.

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 millenia 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 2000 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 its 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 25%

Body up, Cheapskate version - 25CP

Every 4 jumps, you can add a single Perk, Power or Item to your Bodymod, at four times the undiscounted cost. If free without Drawbacks they cost 800 CP.

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 get 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.

Minimum stipends - 50CP

Now, any and all stipends, Items, Builds, Power sections etc, always gives a stipend of at least 300, unless it is obviously out of scale. The downside of this is that if there already is a stipend of 300 or more, this does nothing.

Boost one X - 50CP

Once per jump, you can choose one Perk/Power/Item, and double it's effect. If you have 3 purchases of this available in a jump, you can use it to instead boost an Altform.

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 50%

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 +50% stronger. But it only works if you're actually using the relevant altform. Yes, this includes "normal human" altforms. Yes, even in Gauntlets. No perks or powers affects this, if your altform in a jump is "average human", +50% based on that is what you get.

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.

Body up, Budget version - 50CP

Every 2 jumps, you can add a single Perk, Power or Item to your Bodymod, at thrice the undiscounted cost. If free without Drawbacks they cost 600 CP.

Favorable conversion rates - 50CP

In any jump with separate Builds, Powers or sections with their own stipends or conversion rates for CP to whatever they use, now those conversion rates are doubled.

Origin shift - 50CP

You can pick one Origin, but get the discounts from another one.

Stay in formation, I mean character - 50CP

Things are so much more fun when you truly act the part of the local setting, right? Well now, IF you do, then you get rewarded with extra CP, you can choose between getting the CP speculatively for the current Jump, or with the normal CP in the next Jump. If you fail to achieve these goals, you have to return purchases equalling the amount you failed at the end of the Jump or replace the points with CP from the next Jump.

For sticking with your Origin or local character background properly most of the time, you get +100CP, if you manage it perfectly all the time, you get +200CP. If you're a Drop-in, you have to play up the "Mysterious stranger" role.

If you use almost nothing of your Perks or Powers from previous Jumps, you get +100CP, and if you manage to not use them at all, you get +200CP.

If you use almost none of your Items or assets from previous Jumps, you get +100CP, and if you manage to not use them at all, you get +200CP.

If less than 10 people during the Jump realises you're not from around here, see you doing something out of context, notice how you're not really who or what you pretend to be or something similar, you get +100CP, if noone and nothing such happens, you get +200CP.

Yes, this effectively can be used to borrow CP temporarily for the duration of a Jump or to borrow CP from the next Jump. Though borrowing more from the next Jump than you are capable of repaying equals a chainfail, bad idea.

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 100%

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 noone 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.

Personal powerup - 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 1 year if the jump has the normal 10 year stay. If the time in jump is longer, you can reduce it by up to 10 years or 1/2 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. Anything without a listed price costs 600.

You can purchase this for half the price, but then you're only allowed a single purchase per jump.

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 1/4th 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 allows 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.

Altform superboost - 100CP

Any inherent altform abilities are now twice as strong, including physically and mentally. But it only works if you're actually using the relevant altform. Yes, this includes "normal human" altforms and Gauntlets. Stacks additively with any bonuses from Bodymod, based on what is normal for the altform, not after modded by Bodymod.

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 triple the undiscounted cost. If free without Drawbacks they cost 600 CP.

More choice points (incompatible with Jumper Cheat Codes) – 100CP per purchase

Your choice points are now increased. Each purchase of this provides you with 500 CP or plus 50% of the Jumpdocs starting CP, whichever is lower.

Fanfiction? - 100CP

The realities you arrive to does not have to be quite like they used to be. A tiny little twist here or there, now you can get it.

Origins? What are those? - 100CP

You get as many discounts as normal, but you can use them on the perks/items/powers at the same cost of whatever Origins you prefer.

Sidetracked - 100CP

This provides you with one floating discount each for Perks or Powers and for Items.

I prefer local brands - 100CP

You get an extra 1500 CP per Jump. But everything purchased with these points, is lost when you leave the Jump.

Bonus Discount - 200CP

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 400 from the cost, whichever is better for the Jumper, if used to subtract less than 400 points, the rest can be used for anything except Perks. If used for Items/Powers/Builds/etc, it can be used to give 400 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 200 CP.

Stronger baseline - 200CP

The starting points for your Warehouse are increased by 200%.

Perfection of self - 200CP

Your bodymod gets 200% extra points. Any choices you can purchase in steps can now be purchased one step 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.

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 5 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 price +50% for anything from jumps you have already visited and triple the undiscounted price for any jump you have not visited. Anything without a listed price costs 600/300.

You can purchase this for half the price, but then you're only allowed a single purchase per jump.

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.

Body up, Premium - 200CP

Each jump, you can add a single Perk, Power or Item of any cost to your Bodymod, at twice the undiscounted cost. Or you can add multiple choices of up to 400 CP worth combined. If free without Drawbacks they cost 400 CP.

Alternate Universe - 200CP

You know those tiny twists to the setting that "Fanfiction?" allowed you to do? Well, the setting still must be blatantly obviously recognisable, but now you can rack up a lot more changes.

Strange Origins - 200CP

You get as many discounts as normal, but you can use them on the perks/items/powers at the same cost or lower of whatever Origins you prefer, including those that are normally not discountable. This also allows you to doublestack discounts.

Out of line - 200CP

This provides you with two floating discounts each for Perks or Powers and for Items. And anything you discount with these, ignores purchase restrictions. So an Origin or Race specific perk affected by one of these discounts can now be purchased without the prerequisite.

These can also be used to acquire a freebie or to doublestack discounts.

Freebie - 200CP

You can use this to take any single one thing in a jump for free.

Better base builder - 300CP

The starting points for your Warehouse are increased by 300%.

Scaling Drawbacks - 300CP

In a jump where the drawbacks are easy or not so bad, where you don't really mind taking them, their value is doubled. In jumps where drawbacks are more unpleasant and annoying, their value is tripled. And in jumps where the drawbacks really suck and you generally don't want to take ANY of them, their value is quadrupled. If you take no drawbacks at all, you get a consolation prize of 400 CP instead.

Superman! - 300CP

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 300% extra points. Any choices you can purchase in steps can now be purchased two steps further, with a linear improvement in the effect.

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 400%

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 600%

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).

Unfinished stuff for the daring:

Optional:

Normal mode:

1000 CP for this document.

Easy mode:

1500 CP

Trainingwheels mode:

2000 CP

Not really Hard mode:

500 CP

Freebies only:

0 CP

Limited mode:

Can only purchase choices up to # points cost each. Your choice what the limit is. And whether you get anything in return.

Other potential freebie suggestions:

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 +25% points to Warehouse creation

Bonus discount Potentially VERY overpowered under some circumstances.

Variations/Round 2

Minimum foundation

Scaled duplication

Origins:

Or instead of an Origin, you can take 400 points extra to buy whatever you want as long as you can come up with a way to call it a specific Origin.

Fairness

Scaling Item Stipends x3	150
Scaling stipends x3	150
Scaling CP x2	200

Munchkin

Crossover	200
Shared points	50
Renovation	50
Perfection of self	100
Altform superboost	100

Immersion

Stay in formation, I mean character x2	100
Chosen start x2	100
Precious drawbacks	200
Sidetracked	100

Roleplayer

A date with destiny	50
Fiat insurance x2	50
1-up	25
Boost one Perk/Power/Item x3	75
Boost one X	50
Chosen start x3	150
Valuable drawbacks	100

Impatient

Stuffed bank account x12	300
Warehouse 2.0	100
Perfection of self	100

Friends!

More friends x8	200
Instant service, no waiting	50
We are all comrades in arms	50
Companions makes the world go around	100
Great bods!	100

Not enough!

Item stipend x2	100
More stipends x2	100
More choice points x2	200
Valuable drawbacks	100

Gauntleteer

Gauntlet-B-Gone OR Body up	100
Throw Down the Gauntlet!	50
Altform superboost	100
Superman!	200
Boost one X	50

Fanatically focused

Boost one Perk/Power/Item x4	100	Of the same type as chosen below.
One of:		
Perk boost	400	
Power boost	400	
Item boost	400	

Extra variety

Precious drawbacks	200	
Boost one Perk/Power/Item x4	100	One each in two category and 2 in the 3rd, your choice which one.
One of:		
Self duplicated?	200	
Scaled duplication?	200	

Freedom!

Bonus Discount x3	300	
More choice points	100	
Chosen start x2	100	

Masochist

Priceless drawbacks	400	
Altform superboost	100	

Ultracheese!

Uncapper	200	
Solid foundation x6	300	Jumper and all Companions gets 1800 CP and 1800 for all Item and Build Stipends unless the points there are already higher. There's a reason it's called ultracheese...

Solid support

Perfection of self	200	+200% to Bodymod supplement
Better base builder	300	+300% points to Warehouse supplement

Twinned

More choice points x2	200	
Self duplicated?	200	
Valuable drawbacks	100	

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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 copypasted 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 anyway! If using this breaks your chain? Not my fault! Promise! Honest gov!

0.5 update Origins added as an optional choice.

0.6 update Bit more polishing, some more additions. Added several options that essentially allows you to go jumping with completely different baseline setting, inspired by some of the more sane challenges posted in various places.

0.6a update Basically an improvised posting of the unfinished 0.6 as someone asked for it.

0.6a2 updated 0.6 cleaned up. Changed formatting a little because someone asked to make the text larger.