

# Generic True Love's Test Supplement

{Skip to TL;DR if you'd like}

Hello Jumper! I'm not your usual Benefactor if you couldn't tell. I'm a friend of your Jumpchan's, you can call me Fairychan! I saw what you and Jumpchan were up to and I was like "meh, not really my thing" but Jumpchan was all like "yea probably not, you're more of a fairytale gal" so I was like "OH IS THAT A CHALLENGE?!" And now we are here!

This Supplement is a special challenge for you and a Companion which you are in a romantic relationship with! Both of you have to consent to the process of course, 'cause consent is incredibly important in these things. During the Jump, one or both of your memories will be wiped (depending on the game mode you choose in the next section) and your objective will be to restore your memories through the all powerful strength of **True Love's Kiss** (aka a kiss which is consensual, and motivated by love on both sides). Hence it being True Love's Test! Get it?

Now, you might think to yourself, "why would I do this challenge thingy?" and the answer is that it's fun! But if that isn't a good enough answer for some reason, the leftover CP from this supplement at the end can be transferred to the Base Jump (and I guess you can transfer CP from the Base Jump to here but only at a 2:1 ratio). Plus you get to keep all the fun stuff you get here if you win! Of course, if you lose (super sad!) then you don't keep the stuff here or the stuff you got from the Base Jump. No Perks, Items, or souvenirs allowed! Just the memories of your awful failure... but that won't happen since Love always wins in the end! Right? By the way, no cheating will be allowed either! No magic, perk, power, technology, or other whatever wacky thing you can do can be used to cheat love into existence or detect compatibility. Even if it's something from the Jump you are in. Okey dokey lokey, let's start!

{TL;DR use this Supplement with a consenting romantic Companion to gain CP for the Base Jump. If you lose the Challenge you lose everything you got here and everything in the Base Jump. To win the Challenge, you have to have a **True Love's Kiss** with your partner, despite the fact one or both of you have lost your memories. No magic, perk, power, technology, or other such ability can be used to cheat love into existence or detect compatibility, whether it be in Jump or out of Jump.}

You start with +0 CP (Cupid Points!!!)

# Game Modes

Each mode gives you some CP to spend! Some are harder though so be suuuuper careful with which you choose!

Mem = Memories and Pow = Powers, specifically Out of Jump Powers (so either way, this does not affect Body Mod and, of course, whatever you have from the Base Jump) which also restore upon victory. If you have taken 5 or less previous Jumps then choosing any Mode where your Powers are Intact will give you CP as if you had chosen the most similar Mode where it is Erased. The same applies to your Partner in regards to if they have been traveling with you for 5 or less Jumps.

Choose one of the following:

Romancer: Jumper || Romancee: Partner

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Jumper and Juliet [+100]

Jumper | Mem: Intact | Pow: Intact

Partner | Mem: Erased | Pow: Erased

The classic. You'll have to go out and find your Partner living their new life out in the world and woo them with your interdimensional charm.

The Chosen Waifu [+150]

Jumper | Mem: Intact | Pow: Intact

Partner | Mem: Erased | Pow: Delayed

Your partner is living out their life in peace until suddenly, the day you arrive, they gain a bunch of powers they didn't have before! While they are confused, suddenly you, Jumper, descend to explain and help, eventually you fall in love and kiss and it's wonderful! Sorry, I just love these types of stories. Probably not a good idea if you feel like your Partner would be upset by the sudden change followed by you showing up and trying to romance them.

**Unrivaled Equals [+200]**  
**Jumper | Mem: Intact | Pow: Intact**  
**Partner | Mem: Erased | Pow: Retroactive**

Let's hope that whatever Origin they have, it won't be too disruptive for them to have whatever superpowers you've given them from the day they were born. You have my guarantee that they'll survive until you arrive (unless you take certain Drawbacks) via some quality Jumper-grade plot armor (courtesy of Jumpchan <3). Still, being a firebender in a world in which magic is outlawed may get your Partner in a spot of trouble. And of course, the plot armor is removed the moment you arrive, so make sure to protect them if necessary.

On the other hand, you may arrive to a version of your Partner who has stomped every antagonist in the Jump, and become cockier as a result so you have to put them in their place and then you start on the inevitable enemies to lover path and—er, yea, anyways that's one option.

**Power Locked by Love [+300]**  
**Jumper | Mem: Intact | Pow: Erased**  
**Partner | Mem: Erased | Pow: Erased**

In this Mode, you have to kiss to get all of your Out of Jump Powers back too! How dramaaaaatic! Just remember to keep your motivation pure, to fall in love once again is your goal, not get your powers back (but if you want to dramatically realize that you've made this mistake halfway through the movie—er Jump, and have a melancholy cry about it before going back to your partner and trying to make it up to them and—Jumpchan is informing me that I'm writing fanfiction again, apologies).

Out of Jump Powers includes your Warehouse.

## Romancer: Partner || Romancee: Jumper

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**Waifu Invader From Another Dimension [+25]**  
**Jumper | Mem: Erased | Pow: Erased**  
**Partner | Mem: Intact | Pow: Intact**

Now the tables are turned! You are the one who is witness and will be charmed by your interdimensional waifu. You're a lucky chap. No, you can't use any perks or abilities before this goes into effect to refresh or otherwise preserve your powers and memories. That would defeat the whole point! Also if you're

wondering why the ones in this section are worth so little, it's because Jumpers are very generally much easier to seduce than normal people.

Jumpchan is informing me that I'm not supposed to use CP in units of 25, to which I am informing her that I can do whatever I'd like on *my Supplement!* And then I stuck my tongue out at her but you can't see that part.

#### **With Great Power Comes A Great Waifu [+25]**

**Jumper | Mem: Erased | Pow: Delayed**

**Partner | Mem: Intact | Pow: Intact**

And now your Powers (besides your Warehouse) return to you when your Partner arrives at the start of the Jump. Will you like them because they've granted you power, or because they're genuinely good for you? Let's hope it's the latter or that "True Love's Kiss" ain't working.

#### **The Birth Of A Hero (Or Villain?) [+50]**

**Jumper | Mem: Erased | Pow: Retroactive**

**Partner | Mem: Intact | Pow: Intact**

And now your Powers (including your Warehouse) are kept with you from birth. Let's hope that you won't go mad with power in this new set of circumstances, Jumper. Wouldn't want you messing things up for the poor inhabitants of whatever Jump you invade.

#### **A Shut-In's Fantasy [+75]**

**Jumper | Mem: Erased | Pow: Erased**

**Partner | Mem: Intact | Pow: Erased**

Time to test if you love your Partner for who they are, or just for their usefulness. After all, if your companion was nothing more than a tool to you, you'll have some trouble connecting to them without their special abilities to allure you.

## Double Romances

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### Truest Test of Love [+600]

Jumper | Mem: Erased | Pow: Erased

Partner | Mem: Erased | Pow: Erased

Oh my! I'm so glad you chose this one! This is my favorite, though this whole category is nice. Now *both* of you don't have your Memories, nor anything you got from Out of Jump. You truly just have to fall in love together. Jumpchan is telling me that I should suggest Something Missing with this one because she's a spoilsport. Feel free to do that if you'd like, it'd certainly make things easier, but why come here if you're not looking for a challenge eh? Anyways, let's speed through these last few or they'll take forever.

### Touched by the Jumperverse [+175]

Jumper | Pow: Delay

Partner | Pow: Delay

### Matching Your Partner [+200]

Jumper | Pow: Delay

Partner | Pow: Retroactive

### Matching Your Jumper [+150]

Jumper | Pow: Retroactive

Partner | Pow: Delay

### Destined for Each Other [+250]

Jumper | Pow: Retroactive

Partner | Pow: Retroactive

{if you want a different permutation of these things that isn't shown here, you can find it in the Notes section}

# Difficulty Modifiers

These are options that will make the challenge harder or easier. Unlike the Perks in the next section, these don't stay with you in future Jumps, they just Modify this challenge. Options which affect the Romancee can affect either you or your Partner in Double Romancee Modes or can be used twice to affect both. Options which affect the Romancer cannot be used in Double Romancee Modes unless specified otherwise.

## Mind Reading [-400]

Requires a Romancer

Normally, if the Romancee has mind reading powers/technology (or equivalent) which could let them tell that the Romancer is telling the truth, they don't get that power, whether it be Out of Jump or native to the Base Jump. With this modifier, you DO get those abilities. That'll help smooth things over I'm sure, but it does take a lot of fun out of it don't you think? Still, if you are in a Jump which requires such powers... well it'd probably be best to use them.

## Experience Guarantee [-50/+50]

For -50 CP you can guarantee that the Romancee has never had a romantic relationship by the time the Romancer gets there. To gain +50 CP you can guarantee they have had at least one.

## V Card Guarantee [-25/+25]

For -25 CP you can guarantee that the Romancee has never had a sexual relationship by the time the Romancer gets there. To gain +25 CP you can guarantee they have had at least one.

## Taken [+150]

Incompatible with Experience Guarantee

If you take this, then the Romancee is guaranteed to have a romantic relationship by the time that the Romancer arrives. Will the Romancer break them up? Could the Romancee ever forgive them? Only time will tell...

## Available [-100]

Incompatible with Taken

Alternatively, pay up -100 CP to guarantee that by the time the Romancer gets there the Romancee is not in a relationship.

## "You've... Changed" [+150/-100]

For +150 CP, this option guarantees that the Romancee has been changed by their environment. They won't be a different person at their core of course (what would be the point in that?), but they do have vastly different surface level behaviors matching their Origin. The normally sweet, quiet, and protective Romancee becomes a bombastic and reckless member of the royal guard in their fierce protection of the

King. A calculating and thoughtful Romancee may become a paranoid and manic recluse. This means the Romancer's usual strategies are unlikely to work, however it'll be all the more satisfying when they show the Romancee a side of themselves that they didn't know they had.

Alternatively, for -100 CP you can guarantee their behaviors have not changed. Recommended for places with... less than normal social environments.

### **Something Missing [-200]**

This spoils the point in my opinion, but I do appreciate the allure. With this option, the Romancee will feel a need for something that they can't quite place. Many sighs out the window and long thoughtful glances at the sky. The missing thing of course being the Romancer(/Other Romancee in Double Romancee Modes). While with the Romancer, the hole in their heart will be filled. This may not be perceivable on more than a subconscious level at first, it will still make them more likely to want to be around the Romancer, and possibly have something more with them...

### **True Love's Home Run [+125]**

This changes the victory condition for this challenge from True Love's Kiss to... well... sex, to put it bluntly. Of course, like True Love's Kiss, it still has to be consensual and motivated by love, so you can't win via a one night stand or... nonconsensual means (which I hope you weren't considering in the first place).

### **True Love's Best Day Ever [+75]**

**Requires True Love's Home Run**

This changes the victory condition for this challenge from True Love's Home Run to getting married! I know, so exciting! If the Jump you are in has a method of marriage, you must complete that ceremony together. Your victory will be officially declared when you kiss at the end of the vows, or equivalent if the method of marriage you've chosen from those available in the Jump has a different set up. Unlike the previous victory condition, the ceremony must not only be consensual and motivated by love, but also legally binding if possible as well. In Jumps without a legal method of marriage which could be available to you, simply perform a ceremony of your choice which serves a similar purpose, make one up if you need to. Jumpchan can even officiate if you'd like (she's shaking her head no as I write this but I'll convince her to do it if you want me to, just give me the signal).

### **True Love's Best Night Ever... [+25]**

**Requires True Love's Best Day Ever**

Okay this one is a little bit silly (is this just an excuse for you to do this? Be honest with me). This changes the moment of victory from during the marriage to during the honeymoon once you two uh, "consummate" the ceremony. Follows the same rule as above.

### **True Love Is More Than Just Physical (Special)**

#### **Highly Recommended If One or Both Participants Are Asexual**

Not everyone expresses their love physically and I wouldn't want to force anyone to do anything they wouldn't be comfortable with just to express their love in the stereotypical fashion. This option freely changes the victory condition for this challenge from **True Love's Kiss** to **True Love's Spark**. This simply requires that both of you feel deep love towards each other in an intimate moment. You can also take **True Love's Best Day Ever** for +200 CP without taking **True Love's Home Run**, its victory will complete automatically after the vows are read, when you are officially married, regardless of whether or not you kiss (or equivalent moment for any other ceremony).

# Perks

To clarify, these Perks stay with you even after the challenge if you succeed. You each get one free Love Language Perk (let's hope you know which one your Partner would most enjoy).

## Love Language Perks

### Love Language: Words of Affirmation [-100]

You are now able to string words together beautifully and poetically. When you are focusing on it, you can guarantee that your words come across with the exact meaning that you want them to, communicating every ounce of passion that you put into them.

### Love Language: Acts of Service [-100]

When you help someone else, whatever you're doing becomes a lot more effortless and enjoyable. If you have an ulterior motive for what you are doing (such as wanting a promotion or flirting) it will be taken how you'd like it to be. This does not work when fighting on behalf of the person you are helping unless you'd already easily defeat the person you're fighting.

### Love Language: Physical Touch [-100]

Your physical touch can come across as platonic or romantic as you'd like as long as it is not overtly sexual (no platonic handjobs for your homies/gal pals). Your cuddles are top tier, and can put the woes of your cuddle target temporarily away from their mind. This can help (a little) against mind control type effects, but mostly just helps their emotional state.

### Love Language: Gifts [-100]

You are great at choosing gifts for people. You can mentally sort by price range, preferred message based on connotation and context, and any other criteria. It will be incredibly easy and unstressful to find/make an appropriate gift, and if it costs money to get it, it is half off (the discount does not work on material costs, only monetary ones).

### Love Language: Quality Time [-100]

When you spend time with someone (not even necessarily doing the same thing together, just as long as you are both enjoying each other's presence), you have up to 25% more time with them. Both of you will feel generally more content and empathetic towards each other, letting you communicate more openly and with more ease.

## Romancer Perks

### The Heart's Direction (-50 (Variable))

This Perk lets you summon and unsummon a small compass at will. It will point to your lover at all times.

For an additional **-25 CP**, it becomes an innate ability to know which direction they are in. For an additional **-25 CP** on top of that, you can know their exact distance from you and relative location to other locations you know, allowing you to point them out on a map you are familiar with.

It will not function if they are in another plane (time period, dimension, timeline, universe, etc) than you unless you pay **-50 CP** to have the compass display which plane they are in instead of pointing in a direction/have your innate ability know which plane they are in/have your upgraded innate ability know where they are in that plane.

### Yes, I'm From Another Universe, Get Over It (-50)

Some people freak out and don't believe you when you tell them about Alternate Dimensions, Magic, Time Travel, Multiverses, Omniverses, the Jumpverse etc. This perk helps smooth that process over, people will be a lot more accepting of these usually world-shattering revelations (at least in the moment).

### Patience of a Rapscallion's Lover (-50)

Most people don't stick around when they don't like someone, which means a bad first impression can ruin your chances with someone. Now people will have a much better patience for you as long as your intentions in befriending them (or more) are pure. If they genuinely don't like you, this wouldn't work either.

## Romancee Perks

### Not So Clueless (-50)

You can tell when someone is hitting on you vs just being nice.

### Take a Hint (-75)

When someone you are not interested in starts expressing feelings for you, you can defuse those feelings with ease. Whether letting a friend down easy, or getting some pick-up artist to scram, it's effortless for you to get people to give up on their pursuits.

For the duration of this challenge, it does not work on your partner, though if they are a Romancer and not a Romancee like yourself, they do know when you are attempting to use it on them.

### Good Judge of Character (-75)

You can tell when someone has your best intentions at heart or if they are just looking out for themselves. They may not necessarily be a bad person if they are looking out for themselves (most employees will be

like this but that doesn't mean they are out to get you) nor a good person if they are looking out for you (yandere's for example). Still helpful though.

# The End

Alrighty! I hope you enjoyed! And good luck you two! I'll be watching this one verrrry closely :))

# Notes

-As promised, here are the other possible permutations of game modes:

[+250]

Jumper | Mem: Intact | Pow: Erased  
Partner | Mem: Erased | Pow: Delayed

[+500]

Jumper | Mem: Intact | Pow: Erased  
Partner | Mem: Erased | Pow: Retroactive

[+50]

Jumper | Mem: Erased | Pow: Delayed  
Partner | Mem: Intact | Pow: Erased

[+100]

Jumper | Mem: Erased | Pow: Retroactive  
Partner | Mem: Intact | Pow: Erased

[+650]

Jumper | Mem: Erased | Pow: Delayed  
Partner | Mem: Erased | Pow: Erased

[+675]

Jumper | Mem: Erased | Pow: Erased  
Partner | Mem: Erased | Pow: Delayed

[+700]

Jumper | Mem: Erased | Pow: Retroactive  
Partner | Mem: Erased | Pow: Erased

[+800]

Jumper | Mem: Erased | Pow: Erased  
Partner | Mem: Erased | Pow: Retroactive

-I added all this flavor text at the beginning but I understand if it contradicts with your personal headcanon on how the Jumpverse functions. If that's the case, feel free to headcanon whatever flavor text you'd like!

-When it comes to what counts as cheating, fanwank responsibly, but pretty much any form of mind control, inebriation, soul manipulation, or supernatural charisma levels will not be allowed.

-You can transfer this Supplement's CP to the Base Jump (at 1:1) and back (at 2:1) but you can't transfer it to or from other Supplements.

-You must have Imported your partner in the Base Jump to use this Supplement with them (they need an origin to spawn at after all).

-Following from that (and though this should be obvious), you can't use this in Jumps where you don't have your romantic partner, such as most Gauntlets and other solo Jumps.

-The 5 Jump rule is there because the point values are balanced around Out of Jump Powers making you much more powerful than others in your Jump (late-Chain Jumpers would stand out as powerful in Lord of The Rings for example). Of course, Jumpchain is a single player experience, and if you think your Out of Jump Powers are especially strong for the Base Jump despite being less than 5 Jumps, or vice versa, then I'm sure Fairy-chan would make an exception. Fanwank responsibly as always.

-Buying **Mind Reading** will only allow the Romancee to read minds. It will not allow the Romancer to bypass any of their restrictions on manipulation.

-To be clear, the Guarantee-style modifiers are just that. guarantees for something that already could happen. The Romancee may be in a relationship with someone when the Romancer arrives whether or not you take **Taken**. I suggest rolling some dice or something to decide how they are when you get there, but you are the author so you can do as you please in that regard.

-**Experience Guarantee** and **V Card Guarantee** are not Incompatible, since you can have sex without having a relationship and vice versa.

-Difficulty Modifiers only affect one person per purchase. That means in a Double Romancee mode, you'd have to buy (for example) **Something Missing** twice if you wanted both of you to feel like something was missing.

-While taking a **Love Language** perk will help you *use* that Love Language, it won't necessarily make you more receptive to it. That means your partner taking **Love**

**Language: Gifts** will not necessarily make them more receptive/appreciative of receiving gifts.

-**Love Language: Quality Time** does not give you 25% more subjective time together, it gives you 25% more *objective* time together by dilating time around you. It will do its best to include anything you are interacting with like the internet or power cords or certain nearby people. As long as you don't look too hard into *how* it's doing all this (Fairy-chan is probably fudging it a bit with fiat-backing) then it'll basically work flawlessly all the time.

-**Love Language: Quality Time** does not give you an advantage in combat since people you are fighting would count as "things you are interacting with" and therefore also be within your dilated time.