

Fanficwriter's Jumpchain Milestone Reward Supplement (Revised):

Rules:

Welcome to the revised Milestone Reward Supplement. I am your host, Fanficwriter, and this supplement may be used by anyone at their own discretion.

Rules are largely detailed in the respective perks and item sections.

As such I'll be laying down how this works:

- This Document may be taken to purchase rewards before jumps 5 and every tenth jump after it.
- For each Milestone you gain 2 Prize Token (PT) which you can trade for perks here.
- PT can be saved up between Milestones by not using them as they won't respawn. However, only up to 10 PT can be saved up in total.
- The Max PT cannot be increased by any means nor can additional PT be gained outside of reaching a milestone or accomplishing a goal below.
- Perks purchased here are chain-wide in effect unless stated otherwise.

Revision Details:

1. Added new Perks
2. Added New Items
3. Reworked all Reward Scenarios
4. Added Drawbacks

Version: 1.0

Perks:

- **More CP (-1 PT)**

Each purchase of this perk grants 300 CP to be added to your starting budget

- **Greater CP (-2 PT)**

Each purchase of this perk grants 800 CP to be added to your starting Budget.

- **Double CP (-8 PT)**

Each purchase of this perk doubles the base CP of the taker.

- **Stipend+ (-1 PT)**

Each purchase of this perk increases the CP given by Stipends and supplements by 300 CP

- **Stipend++ (-2 PT)**

Each purchase of this perk increases the CP given by stipends and supplements by 800 CP.

- **Stipend X (-8 PT)**

Each purchase of this perk doubles the CP given by stipends and supplements.

- **Training Booster (-1 PT)**

Each purchase of this perk multiplies your growth while training, studying and improving yourself by 5.

- **Drawback Booster (-2 PT)**

Each purchase of this perk double the CP payout of Drawbacks below 400 CP original payout.

- **Frontload Choice (-2 PT)**

First of all: This Perk can only be purchased once per milestone.

Second: You may choose 1 jump you haven't gone to yet. You have 1000 CP to buy whatever you want from it at base value. Pay 4 PT total and anything you may may be bought at 50% it's normal prize.

- **One More Turn! (-2 PT)**

Each purchase of this perk allows to extend the stay within a given jump by 10 years if so desired or, alternately, return to a previous jump for up to that number of years and to use the jump doc with normal starting CP. Returning to a setting is not allowed unless at least 2 jumps have passed since that jump had been taken.

- **Gauntlet Stipend (-2 PT)**

The first purchase of this perk grants 100 CP of starting budget for any future Gauntlets, any further purchases doubles this stipend.

- **Save Points (-4 PT)**

The first purchase of this perk grants the ability to set 1 Save Point per year that can be set and returned to if killed or so desired, but it cannot be used a second time unless set again. Further purchases of this perk doubles the number of Save Points available for setting.

- **Milestone Booster (-4 PT)**

Each purchase of this perk doubles the PT granted by Milestones in future milestone points. This is exclusive to the PT you gain for reaching the appropriate jump number, not the PT given by Drawbacks or completing tasks.

- **Personal Domain (-4 PT)**

The first purchase of this perk grants a personal pocket dimension with an 80x80 footprint and a height limit of 20 meters. Each further purchase multiplies the size of this dimension by 10. The dimension is empty until

you fill it but if you have a Cosmic Warehouse it can extend its functions and facilities onto the Personal Domain. Otherwise it serves as a storage space that can be opened at will to retrieve items or fire projectiles.

- **Bodymodder (-4 PT)**

Choose 1 Perk/Item, including from this supplement. It becomes part of your Bodymod and will not be taken from you by either Gauntlets or Powerloss/Warehouse Lock-Down Drawbacks.

- **Limit Breaker (-10 PT)**

Your limits, for this massive amount of Prize Tokens, are officially broken. No limits imposed by perks, jump documents or your own body can hold you. Have 20 Pokemon? You can take them all. Level Cap? Forget that. An item that you can purchase multiple times but only the first purchase is fiat backed to respawn? No longer an issue. Your powers are arbitrarily reduced to non-supernatural levels? Not a factor compadre. Basically, this removes any limits that are imposed by Jump Documents on your powers or items are removed, only actual Drawbacks and Gauntlets can impose limits now.

Items:

- **Discount Token (-1 PT)**

This is a set of 5 tokens which may be applied each to one item or perk in a Jump document, that item or perk becomes then discounted. Items or perks that had been discounted already become free if done so but no two tokens may be applied to the same thing.

- **Token of Fiat Approval (-1 PT)**

A set of 5 tokens which can be used to apply fiat protection to 1 item each. Do not respawn and cannot be removed or re-used.

- **Grand Credit (-1 PT)**

This item grants 1 million Dollar or it's equivalent in the local currency that you can summon to yourself at will. This money source restores itself to this amount every month. Further purchases of this item doubles the amount of money available.

- **Warehouse Token (-2 PT)**

A purchase of this item grants 1000 Warehouse Points, only a tenth of that for the traditional Warehouse supplement.

- **Shipping Error (-2 PT)**

Well, this is unfortunate, for someone else. It seems you've been given the item/perk somebody else has purchased in another jump. Aka, take this item or perk from another jump of your choice for free.

- **3D Printer (-2 PT)**

That's interesting, this device is a 200x200x100 meter 3D Printer that can construct entire machines from materials you put in. As long as you have detailed blueprints or an example of the device for copying purposes along with the needed materials it can be manufactured. Purchasing this item another time will double it's size in all dimensions. Yes you can construct Star Wars Corvette-scale starships. Yes they are fully functional on completion.

This item works at a speed equal to your own crafting speed based on the fastest you can manufacture items of quality but can be put into overdrive. Quality will be halved but the result will be completed at 1/10th the time.

- **Material Supply (-2/-4 PT)**

Have some rare material you'd like? For 2 PT you gain 5000 tons of any material you can name alongside the setting it originates from. For 4 PT this will be an unlimited supply that will become available to your manufacturing installations or workshops permanently.

- **Golden Coins (-4 PT)**

This is the only respawning item on this list, a set of four golden coins (not really gold) which boost an animal, monster or whatever else monstrous of some sort (Pokemon, Digimon etc) by 100% from the pinnacle of what their species can do and they can consume an infinite amount of this. The coins respawn one year after consumption.

Additional purchases doubles the number of coins available.

- **The Loyal Companion (-4 PT)**

This is a dream companion, quite literally. Choose an animal or monster that is commonly associated with companionship in stories, such as a Pokemon, Digimon, dog or cat. This animal/monster is now your companion and will import itself for free in future jumps if you so desire with a 600 CP stipend for them. They are the absolute pinnacle of their species and have all their common abilities with fiat backing. They cannot become human, though that is not really a problem now, is it? God-Like beings are not allowed.

- **Nation Token (-4 PT)**

This item is rather odd. It is a single token that can be used up to apply fiat backing on a nation that you're the current head of state of or related to a head of state. This means it will follow you in its entirety as part of a potentially ever growing pocket dimension whose size is determined by whether your territories are just planetary nations or entire planets, growing to accommodate them and gaining more planetary bodies available for you as needed.

- **The Fleet (-4 PT)**

You know all those starship purchase options that float around science fiction jumps and only offer one ship? Often not even a good one? Now you don't have to deal with that anymore. With this item you have the following options regarding ships:

1. Choose 1 starship option in the document and pay its base prize. You get 10 ships of the class.
2. Place a mark, provided by this item, on a ship from that universe, 10 ships of that class are then added to this item.

You can have 100 ships registered to this item, repeat purchases double the total number of ships you gain when adding them to this item as well as multiplying the max number of ships registered to this item by 5 each time.

Reward Scenarios:

- **Monster Tamer (+1)**

Jumpers have many options for recruiting non-human creatures. For every 5 non-human creatures you have captured or befriended, whether they've become Followers, Pets or Companions, you get 1 Prize Token.

- **Drawback Taker (+1)**

Drawbacks are no fun, but why wouldn't you take them for some extra cash? Well, as a reward for being a good little Jumper you get 1 Prize Token for every 10 Drawbacks you have taken since the last milestone.

- **The Writer (+1)**

This scenario is not visible to the Jumper, it is strictly Meta.

For every 5000 words you wrote since the last Milestone take one Prize Token.

- **Thousand Faces (+1)**

For every 2 Alt-Forms you gain one Prize Token.

- **Exterminators (+2)**

There are way too many assholes out there. For every four evil bastards you kill or have part in their death, you get 2 PT from me, sound fair?

- **Jumper Fix-It (+2)**

Many settings are messed up in some way shape or form. Let's make a deal, for every world you have saved, improved and *not* caused a crapton of suffering while doing so (No, killing the Imperium of Man and its Emperor is *not* fixing 40k) you get 2 PT. If you're uncertain what would work for this, ask yourself how much suffering you'd be causing with your plan and how much less a plan that has more work to do, would cause. If your plan is causing more than the least amount possible in suffering, then you screwed up.

- **Pack Rat (+2)**

Jump-chan doesn't like it when Jumpers have empty Warehouses and likes to parade their collections before others of their kind while Jumper is gone. For every 5 items you have purchased since the last milestone you get 2 PT from me.

- **Conqueror (+2)**

Jumpers are powerful beings, that cannot be denied for them once they reach a certain age. Some like to use that power to take control of places. For every territorial area (nation or world, depending on scale of conquest) you gain 2 PT.

Drawbacks:

Drawbacks stay until the next Milestone is accomplished. If you fail to complete the conditions of these drawbacks your chain will end though if it must be completed in one jump is up to the Drawback.
Drawback counts are reset at each Milestone.

- **Be the Butterfly (+1 PT)**

This is simple, you must be a massive Outside-Context-Problem for one setting. Make some huge changes to canon by your own action, like teaching Goku to go Super Saiyan before Vegeta shows up, saving Taylor Hebert from the Locker, save Katara's mother, basically? Make some massive change to one jump that has wide reaching effects,

This Drawback can be taken up to 10 times, but for each time you take this you will need to do the change in another Jump before the next milestone.

- **I Don't Wanna Be, Your Very Best (+1/+2 PT)**

Well Jumper, this makes things... interesting. Your next Jump will definitely be the Pokemon Anime Jump even if you've been there. The good news is that you gain 1200 CP to use in that jump. The bad news is you lose access to your perks, all of them, including ones from here or a previous visit, as well as no access to any of your items or Warehouse. Furthermore you will be locked in the form of a Pokemon, no you cannot take the scenario from that supplement to go human after ten years, and everyone will try to catch you. You can't avoid humans either and will have an encounter once every week at least. You must not allow yourself to be caught or it's chain failure.

For another PT this is made even worse, because now you are considered super valuable. Why? Well, the good news is you can choose to be a legendary Pokemon for free. The bad news is you'll be a Legendary Pokemon, one of the rarest Pokemon around.

You can take this Drawback up to five times, though only the first gives 2 PT out, and after the first they will add another 5 years to your stay.

- **Gender Flipper (+1/+2 PT)**

For at least one jump you will be transformed into a gender variant you're the least comfortable in and will not only find yourself in Body Dysmorphia but will also find yourself with the sexual orientation you'd be least comfortable with and know exactly that isn't you.

Yes this may be taken up to ten times so you'd have more than one jump where this happens.

For another 1 PT you will never get used to your new gender and cannot surgically change it.

- **Crippled (+2 PT)**

You lost a Limb Jumper, it must be something major like your arm or a leg, not just a finger or toe. You can also be blind or deaf, have no sense of taste or smell or double the payout for paralysis from the waist down. Point is, you'll be crippled for an entire jump.

Can be taken up to 5 times, though you must take different crippling issues each time.

- **Protagonism (+2 PT)**

Well Jumper, for one of the next few jumps you go to, you'll be the protagonist, the hero, replacing them as such. Yes, you have to either take on their identity, importing as them, or take their place in the narrative. This also means you must resolve the plot, save the princess, kill the Overlord, Lay the Dragon or whatever is needed. That wasn't a typo.

This drawback can be taken up to 5 times.

- **Dark Jumper (+2/+4 PT)**

Jumpers rarely get to meet an opponent who is their equal outside their early time. You got that issue though. There is an evil clone of yourself now in one jump of you choosing, they have the same perks that you

purchased in that jump and are roughly equal in power to you but they have none of your emotional connections or kindness.

For another 2 points they get only half the CP value in perks and items you have, but you only get the other half, as well as two of your perks of at least 400 CP in value.

This Drawback can be taken only once per Milestone.

- **Great Power Cap (+4 PT)**

For the duration of the interval between milestones your powers are capped to the lowest level with which it is possible to survive before any in-jump purchases. Even those will be reduced in power in such a way that they will match those of the protagonists and rise their own do.

This drawback can, for obvious reasons, only be taken once per milestone.

- **The Dungeon Jumper (+4 PT)**

Well, this may be a bit... complicated. For at least one jump you have to play as a Dungeon Core, meaning you will be stuck as a crystal ball in a cave, slowly trying to build a dungeon around yourself. All standard Dungeon Core cliché and the like apply but you don't get any rewards outside what you buy in the jump from them. You can give monsters perks you possess though.

This cannot be taken with any variation of Dungeon Core related jumps or Generic Isekai (any iteration of it). You won't be destroyed for at least one year.

This can be taken up to twice per milestone.

- **The Gauntlet (+6 PT)**

Rather than forcing you to take a Gauntlet, this drawback instead may be applied to any one jump. It will become a pseudo Gauntlet, thus preventing you from using previous perks or items and reducing starting CP to 0.

This may be taken only once per milestone and is incompatible if the "Gauntlet-Kun" drawback is active.