

Out of Context: Smoker Supplement

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This document can be used as a supplement in any Jump that would not otherwise have smokers within its continuity, or does if you want.

By taking this Supplement you have chosen to be a smoker and you will enter into that continuity as a Drop-In awakening in an out of the way location, sitting on a bench, step or stool of some kind are visibly similar to a Human, unless you choose not to be.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

Smokers are effectively just normal people, though some have special conditions or even powers based around smoking. It is practically guaranteed for you to be normal in every way not related to smoking at least in some way.

Casual Smoker

You smoke just because you want to, it is not a heavy amount maybe, but enough to smoke once or twice a day.

Classy Smoker

Now while you don't smoke often you only smoke the good stuff and make sure it lasts. You might not smoke cigarettes but cigars or something else that's considered classy.

Chain Smoker

Well smoking for you is a full on addiction and it wouldn't be unreasonable for you to smoke 10-20 cigarettes a day even smoking that many in a single break at work if you've been stressed. Either way you could resemble a chimney when you smoke.

Perks:

Healthy and Hearty Lungs - (Free)

Your lungs are now at the peak human health and slightly superhuman in capacity and quality allowing you to need far fewer breaths than most and greatly boosting your stamina and ability to hold your breath to the point holding your breath for 5 minutes would be difficult and stressful but not a challenge when your actively working at a casual pace. Additionally your lungs are protected preventing things like tar buildup from smoking and harm from dangerous gasses. You'd be able to endure 10 times the toxic gas level of peak human resistance from harming your lungs and additionally your lungs recover from crippling damage within 2 weeks when harmed to the point most would need a lung replacement or iron lung.

The Comfort of a good Smoke - (Free)

Smoke of all kinds is now pleasant to you and doesn't harm or irritate you in any way unless it's dense enough to effectively be solid. Smoke doesn't harm your lungs and can't irritate your eyes in anyway and now acts as a mild comfort for you and even a very minor soothing agent, not as much as actually smoking would but if you get smoke in your eyes it would be soothing like some eyedrops had been applied for example.

Fit Body and Mind - (Free)

It's important that you are fit and healthy and now you are at least as fit and healthy as a low end professional athlete, not enough for the Olympics but someone that could be in the top 1000 competitions in all physical fields. Mentally on the other hand you have above average intellect and learning capacity and you can naturally process stress and mental strain twice as

fast as the most well adjusted humans. Additionally for some reason your finger dexterity is high enough that you could casually take out a pack of cigarettes and a lighter with one hand, pull a smoke from the pack and light it with one hand casually just as easily as a normal person could light one normally.

Smoker's Break Origin - (Free) (Cannot be taken with "Not Drop In")

This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were awakening in an out of the way location, sitting on a bench, step or stool using this Supplement.

Dynamic Entry - (Free) (Requires 3 "Out of Context Origin Perks" from other Supplements)

Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Smoke Tricks (-100 CP)

When it comes to smoke tricks you are shockingly good at learning and creating them to the point that practically every smoking trick that can be done with a cigarette and your hands you have complete knowledge of and can do so casually from the basic ring trick to something as complex as making a dragon out of smoke. You can even learn how and create more with some time and practice. This gives you a high intuitive understanding of fluid and gas dynamics.

Heavy Duty Tolerance (-200 CP)

You have some absurd levels of tolerance now thanks to this perk. From now on while you can gain the beneficial effects of any substances, powers or effects from a normal amount it would take 20 times as much before you start to endure the negative effects. You could drink as much as a regular person to get drunk but would need to drink 20 times as much before it starts getting to blackout drunk nevermind alcohol poisoning. This applies to any negative effects from powers or substances so even things like acid would need to be 20 times as damaging to start affecting you. This even stacks on with other tolerances and resistance you have like the perk **Healthy and Hearty Lungs** providers for your lungs.

Smoker's Alchemy (-400 CP)

There are many variations of alchemy and you have an intuitive form of it based around making smokes of all kinds. This isn't just knowledge on how to make good cigarettes, cigars and joints but also the knowledge on how to make versions that have supernatural boons and effects on the smoker and/or those around the smoker. While it will give you the knowledge and skill to make any form of smoking implement you encounter it doesn't provide you much knowledge on alchemy but does have a very interesting ability. Whenever you encounter any type of reagent that can be user for alchemy or smoking you will intuitively analysis it subconsciously and learn a lot if not all about how to use it in your alchemy and its effects, though working out how reagents interact would involve you at least making something with the mixes but thankfully you can just look at a mix to learn the properties of any smoke you make or encounter. Additionally you do gain the ability to implement this knowledge in normal alchemy provided you have the skills and/or knowledge of other types of alchemy. Aside from giving you the knowledge and

understanding to make alchemical smoking implements and research more, you only gain 3 recipes for alchemical cigarettes initially. The first is cleansing cigarette which has a minor soothing effect on those that smoke them as well as steadily purifies the body of any impurities with lungs being affected the strongest impurities to be exhaled via the smoke which has a lesser purifying effect as second hand smoke. The smoke is also a light blue and smells of vanilla. The second restorative cigarette which has a light bronze smoke with a red tint, and strawberry flavor and smoking one has the effect of providing 50 times your natural regeneration and recovery rates as well as small amounts of needed vitamins and minerals, the healing effect can lingue for 5-10 minutes depending on how long it's smoked for. The last is survival cigarette which has light green smoke and has the effect of providing the smoker with nutrients, fluids, vitamins and minerals they would need and can reduce needed food and drink a small amount. A single one provides enough to count as 1/10th of a normal human's daily needs. For some reason this one always tastes minty yet has a slight porky after taste that's just odd.

Smoker's Boon (-600 CP)

Smoking is normally a very hazardous thing for most, you on the other hand it will now provide benefits. What those benefits are is entirely dependent on what type of smoke you use and any properties that they have. At the very least a normal cigarette that's common and mundane will provide the benefits of 3 hours rest and recovery effectively allowing you to smoke instead of needing sleep and can heal from smoking. The higher the quality of a smoke the more potent the effects with any unique properties being boosted. For instance if you made a smoke that would have a minor effect of reducing pain like a painkiller, then this book would boost the potency that a papercut covered in lemon juice would be at most irritating instead of very painful. Supernatural properties would be boosted as well so if you had a smoke that would give you enhanced perception while smoking the potency would be 3 times as effective.

Smoker's Alchemy Booster: Typhokinesis

You now have a very nice form of power allowing you to manipulate smoke. While with this you can't just create smoke from nothing and have an initial limit of only manipulating 1 cubic meter of smoke(assuming the smoke is 75% of the volume and a naturally dense smoke), your control over the smoke is really only limited to your imagination and overall power. With time it will grow in power with use but the control is enough you could manipulate the smoke to any shape you can imagine and even do things like create complex and detailed armies as displays and simulate real battles with them(assuming you have the multitasking for that level of focus). You can manipulate the density of the smoke allowing your smoke constructs to be as tough as oak initially, though that will increase in time and effort. As long as you have a small amount of smoke within your range which is initially 15 meters, you are able to generate additional smoke from any sample though only at a rate comparable to 1% your max control capacity per second and can even vanish smoke within your range at 5% per second. You can actively sense smoke within your range and even tell the source or cause of any smoke, so you'd know when its a genuine fire or just someone having a smoke.

Casual Smoker Perk Tree:

Relaxing Smoke (-100 CP) (Free for Casual Smoker)

You are a laid back person now capable of enduring 2 times as much stress as before with ease. Additionally smoking of any kind will now be very relaxing and soothing for you and clear your head greatly reducing mental strain and putting you at ease. A 5 minute smoke break is now the equivalent of a 1 hour break and minor spa treatment meaning that with only a few minutes of smoking you could feel like you had some quality rest and relaxation. Additionally your problem solving abilities are boosted 2 fold while smoking.

Easy Breezy (-200 CP) (Discounted for Casual Smoker)

You are a natural when it comes to solving issues, this isn't because you're smarter or wiser than before but because you naturally think of simple solutions easily. This isn't to mean you can come up with a solution that isn't there but when you are faced with a problem you subconsciously cross reference the issue with all information you have in your mind. As a result even if you haven't thought of a solution in reference to a problem you're working on, but have something else as long as it's relevant and a possible solution it would pop up for you. This isn't instant but is very quick. A few seconds of working on a problem would cross reference weeks worth of possible solutions. This also makes it easier for you to work out solutions to problems you have no reference for as long as it's something you could fix without prior knowledge. Such as fixing a leaky pipe if you're just patching a hole, but not if you're trying to fix a computer without relevant knowledge.

Nourishing Inhale (-400 CP) (Discounted for Casual Smoker)

For most, smoking is a damaging thing if enjoyable for most. You on the other hand now have a number of benefits just from breathing. First breathing normal air is slightly healing and enhances recovery, it's not much but overall as long as you're still breathing you will now heal and recover twice as fast. Second smoking magnifies the healing effect 10 fold for as long as you are smoking, this stacks with any form of healing and recovery benefits(such as **Smoker's Boon**). Third breathing is now considered a very light workout, not enough to get fit on its own but enough that you simply won't get out of shape as long as your breathing. Fourth breathing now provides a small amount of nutrition and vitamins that your body needs. It's not enough to be truly self-sustaining, but it will correct your dietary imbalances and allow you to last twice as long without food and water. Lastly the effects of supernatural smoke is twice as potent for you from now on with beneficial effects being doubled and negative effects being halved.

Smoker's Alchemy Boost: Beneficial Exhale

It would be a shame if you couldn't share the benefits with others so now when you have inhaled some smoke you can now exhale it to affect others in beneficial ways. Not only that but the beneficial effects of smoke exhaled with the benefits of this perk is 5 times more potent on others. By default this makes it so that any smoke you exhale can at your whim provide a healing effect based on your own healing capabilities such as **Smoker's Boon** and **Nourishing Inhale** will affect targets. Second, any smoke you exhale can be magnified to 5 times the volume at will and will vanish harmlessly after 30 seconds, though you could apply this to

harmful smoke if you want to harm others instead. Third, the supernatural benefits of any smoke you have inhaled can be applied to the exhale to affect targets with the multiplied effects of this perk whether beneficial or negative. Lastly you need only half the amount of air as before yet breathing normally is comfortable as normal, in fact the average quality of air is now as beneficial to you as high quality air is to a normal human, imagine what high quality air would be like for you now.

Student's Smoke (-600 CP) (Discounted for Casual Smoker)

Sometimes you want to just relax but need to better yourself and now as long as you have a smoke you can. When you smoke any kind of smoke you will now be able to gain the benefits of a single desired study or training of your choice at the best quality you can afford yourself as long as it doesn't involve getting taught or tutored by others. This doesn't use any resources you have access to for studying or training but won't use objects that provide instant improvements for studying or training. All you have to do is smoke something like a cigarette, cigar, vape or other smoking implements and you can activate this perk to gain the benefits. It doesn't matter what type of thing you smoke but only how long you smoke. Smoking for 5 minutes would provide you the benefits of 6 hours study or training of your choice at the best of your conditioning. This can only be used as one instance at a time but can be used as often as you desire for anything you desire to study or train. The only caveat for this is that using it for physical training will build muscle and would make you hungry so as long as you have food you'll be fine. The studying and training are magnified by any training boosters you have.

Smoker's Boon Booster: Workman's Smoke

This perk is much like **Student's Smoke** up above but instead of affecting only yourself this can be used to affect the world around you. Smoking for 5 minutes would provide you the benefits of 6 hours work on anything that you choose to work on without consuming any resources, seemingly creating anything you produce. You could use this to create a highly complex meal in a few minutes, build a house, or even create practically anything you have the resources and knowledge to work on. This work is based on your own abilities so even if you have hundreds of people that can work with you it would only be you working on the project yourself using the benefits of this perk, on the plus side any craft or construction perks are applied to this perk's effects meaning if you had a perk that magnified your working rate 5 fold then a use of this perk would be the same as 5 continuous uses. Like the above perk it's only used when you intend to use it.

Easy Breezy Booster: Floating Past Trouble

This perk gives you a few benefits, first of all you now have a minor form of plot armor that seems to ease things along for you, not making things easier but reducing the strain of a situation on you as well as mitigating damage and fall out for you. Second you have exceptional luck now, if some would normally have 50/50 luck in something you now have 70/30 in your favor for everything. Third, your perceptions and reactions have been boosted to 3 times the theoretical human ability. Lastly you have exceptional ability to dodge with a minor danger sense and high end contortionist skills in flexibility, you could literally kiss your own ass with ease.

Classy Smoker Perk Tree:

Smoking Hot Elegance (-100 CP) (Free for Classy Smoker)

First of all you're now a 9 out of 10 in terms of looks having a naturally refined aesthetics. Second, your body naturally exudes class as your body has a refined and qualitative leap in dexterity and self control allowing you to move your body with such balance and poise you could glide across broken flooring with ease and walk a tightrope as if it's a street. Third, your dexterity and agility are in sync allowing you to move and stop with your full speed in such precise movements you could walk at exact 10cm steps without breaking stride or flick your hand out with such speed and precision to catch someone's eyelashes without hitting their eye.

Subtle Smoldering (-200 CP) (Discounted for Classy Smoker)

Class isn't just about seeming elegant and presenting yourself as better, it's about being better in some manner. Shame most deem that as financial betterment than personal betterment. You now improve at anything you do till you reach your max ability in anything and everything. Simply by acting or practicing any skill from simple walking to any other skill it will now improve as it's steadily refined. This isn't a fast process and the active use of a skill without attempts to improve it will only steadily refine it at a rate of 10% compared to actively training a skill. If you actively train a skill though the rate of improvement will improve 50% while training. You'd subconsciously refine all aspects of a skill just via practice with just this alone. Hell if you half heartedly thru trash in the bin everyday then even without training you'd eventually never miss. Though it would take time.

Where There's Smoke (-400 CP) (Discounted for Classy Smoker)

You're now comfortably comfortable in a lot of different conditions, you would be able to endure freezing temperatures or boiling heat from now on with shocking ease. This is due to your body practically being its own furnace now. Due to this your body can be comfortable in -30 celsius weather like a normally temperate weather and with appropriate clothing endure -60 celsius comfortably to the point you could sleep in that temperature just like your own bed at home. For heat, practically no heat can harm you as long as it's not more than 1500 celsius with temperatures past that starting to get too hot to actually burn you. Interestingly enough, there is enough resistance for you to comfortably stick your hand in an open fire or even sit in a bonfire. It should be noted that this does provide a minor protection to clothing you are wearing or anything you're holding but only to 10 times the clothing or objects' natural tolerances.

Smoker's Alchemy Boost: There's Fire

You are now able to generate fire or snuff it out around yourself rather easily, while you can only generate lighter size flames or short lived bursts of fire at first you can freely manipulate any fire around you now and it can grow in scale with use and time. It's not a very powerful form of fire manipulation as a lot of jumps give you much stronger versions of similar power for a fraction the price, so as a result you have a much more interesting capability. When you come across a type of fire you will know when it's within 10 meters of you. You can thru touch absorb any fire that gets within 2 inches of your skin and once absorbed it gets added to a mental archive of fire and you can now freely generate and manipulate that fire. Second, any fire you absorb this way

will cause your powers to grow proportional to the strength and abilities of the fire, though the rate of growth is slow. If you absorbed a 10 meter wide normal bonfire your power would at most increase 3 fold from the base powers capabilities. If you were to do the same for Amateratsu fire from Naruto of the same scale then it would glow 50 times the base level's potency. Lastly you can apply the different fires to any other fire based power you have so if you wanted to you could terrify the Fire Nation in Avatar The Last Airbenders jump by throwing around amaterasu, frost fire, fox fire or any other fire you collect.

Ease of Existence (-600 CP) (Discounted for Classy Smoker)

You have a natural awareness of how to deal with any problems that you encounter, provided it's something you can deal with. Whenever you face a problem you intuitively work out the details and possible solutions as if you had 24 hours of detailed analysis with all available resources you can access. This makes it so that you can rapidly come up with plans for any of these problems and implement them with shocking ease. It even accounts for all individuals you are aware of and even any details you know about them meaning you can tailor each part to each individual. If you can't work out a solution within 24 hours this perk instead gathers details to work out a plan given more time and can be used once every 10 seconds to gather more and more information till you get an effective plan or all possible details. You can even follow exact paths for any plans to execute them flawlessly similarly to how Contessa in Worm uses Path to Victory. Do keep in mind that this is just extreme levels of planning and analysis so unless you can gather absurd amounts of data rapidly then plans can still have elements that throw them off. It's not unbeatable but you do analysis as much as you can when using this power for the best odds.

Smoker's Boon Booster: Ease of Self Improvement

You know how I mentioned the above perk isn't like Path to Victory but now you have something that kind of is. Instead of making paths to follow this version gives you the ability to plan your own interactions and plans to execute them flawlessly, it makes you able to plan your training as efficiently as possible and follow them to the letter down to the millisecond. This doesn't make your training or studying any faster but makes it so efficient that it practically is faster but it's more about the quality of the studying and training meaning that when you learn something, you truly learn it and when you master something, it's properly mastered. It also makes it so that you can make the most of your capabilities in any plan you make with such flawless timing as long as you have enough information you could mirror someone's exact actions, speak and tone flawlessly.

Subtle Smoldering Booster: Smoldering Char

The benefits of **Subtle Smoldering** are improved 5 fold. Not much to really say for this booster. Oh and you have some absurd levels of self confidence now, yet you aren't arrogant or prideful because of this now. Additionally your body and mind is completely in your control and can't be affected with any form of external control preventing illusions and any form of possession from affecting you while you are alive.

Chain Smoker Perk Tree:

A Quick Couple of Smokes (-100 CP) (Free for Chain Smoker)

Chain smokers are infamous for smoking like a chimney and now you have a few benefits that blow them out of the water. When you smoke, time is slowed down for you so that time is 5 times slower giving you 5 times the amount of time to enjoy your smoking and relax for longer. This also slows your aging and needs to at the same time. Unfortunately this time dilation is only able to affect you and the world around you somewhat so if you end up having to engage with others in any way from a simple conversation to being attacked time returns to normal for you. This does mean you can effectively relax and work 5 times as much since as long as you're not interacting with another living thing its sped up to match you. It should also be noted you can comfortably smoke twice as fast as before now which halves the time for any smoke based benefits perk effects based on smoking.

Hearty Endurance (-200 CP) (Discounted for Chain Smoker)

You can smoke heavily now allowing you to smoke up to 5 times the amount as before with the same ease as smoking once all at the same time. This also provides you with a shocking boost to all forms of stamina and endurance you have, boosting them 3 fold your previous limits. It enhances your pain tolerance to the point you'd need grievous injuries to even start affecting your expression. You recover your stamina in all ways 5 fold from now on and your body is 3 times more durable than it should be. For some reason it takes 3 times as long for you to start experiencing any form of boredom from now on.

Ashes to Ashes (-400 CP) (Discounted for Chain Smoker)

You have the ability to generate and manipulate ashes and while you can only initially manipulate up to 50 cubic centimeters of ash and can generate 2 cubic centimeters per second but can grow with uses. You control in incredibly precise and more importantly this power can be used to augment and enhance the effects of any smoke or fire abilities you have allowing you to use your ash to magnify the potency of your fire and smoke abilities 3 fold. You can also absorb any type of ash that gets within 2 inches of your body which gets added to a mental archive which you can then create with this perk and can also sense ash up to a 10 meter radius around you. The type of ash you generate is by default balsa wood ash but you can generate any type of ash you absorb. Absorbing ash does enhance your growth with the more supernatural the greater the growth. For example absorbing 2 cubic meters of balsa wood ash would grow your powers by the default levels scale while absorbing the same amount of phoenix ash then the power would grow by 50 times the base perks potency.

Smoker's Alchemy Boost: Dust to Dust

Ash is a very interesting thing as it's both the waste product to a lot of things and a regent use in alchemy. It's also technically dust and now you can apply a minor disintegration effect on your ash allowing your ash to steadily erode and break down anything you target down to dust and ash. This isn't a very powerful effect on its own being that you'd have to keep the ash moving and hitting the target and it's initially only potent enough to turn things like balsa wood to ash

over 2 minutes of constant effect. The potency of this and additional effects can change depending on the type of ash used as well as be infused into your fire and smoke powers when ash is used with it. For example phoenix ash can be changed to have either a powerful fire effect enhancing the disintegration potency, or it can have the inverse and instead act as a great repairing, healing and regenerative effect on any targets instead of disintegrating them. You intuitively know the effects of any ash you have and additionally they effect change again depending on if they're mixed with fire or smoke powers though you'd know those effects as well. For instance the balsa ash would make the smoke powers thicker and have irritating effects instead of disintegrating while fire would result in the fire burning through a target much faster than before.

Self Assurance (-600 CP) (Discounted for Chain Smoker)

You're so sure of yourself that you now have a few very impressive boons. First of all your confidence is strong and self aware allowing you to be confident in your own abilities and aware when you don't meet the mark but still confident in yourself and abilities allowing you easily perform at your best regardless of how stressful a situation is. Your emotional state is balanced and sturdy, preventing all forms of supernatural manipulation without your permission and easily able to determine when your emotions are driving your actions. This means that if you do something it will be your choice as you will be aware of your emotional influence and can see things objectively even when indulging in your emotions. This control is so much that you could experience enough raw emotions to emotionally scar dozens/kill of trained and powerful psychics with just the raw emotions and not even show a single iota of emotion on your face. Hell you control your emotions now allowing you to easily generate any emotion you have experienced to any level you have on command as well as shut emotions down. Third anything that has a negative effect on your mind or an unwanted or unwilling effect is greatly weakened and resisted meaning that the negative effects of drugs, psychic influence and magic that affects your mind will have to be at least 100 times stronger to affect you to the same level as a normal person, which you're not since your self assurance also boosts your mental capabilities to the peak of your species and makes your natural mind as resistant as possible for a normal member of your species without training, but a natural talent for resistance. Lastly you are so sure of yourself that your soul can't be touched without your express permission and instant harm and death effects simply wash over you without touching you. Nobody can harm your soul without you allowing it and abilities like a D and D wizard using Power Word:Kill or Voldemort using Avada Kedavra may as well be harmless words shouted at a wall. Hell due to this self assurance your soul naturally weakens and destroys curses so unless a curse could affect someone 20 times more resistant than yourself you simply can't be affected by them now, and even if you're affected by a curse its effects would be worn down or erased within a day or 2 unless its divine in nature which could take up to a year to do the same. Hell this explicitly allows you to keep the benefits of any curse you gain and can allow yourself to be affected to gain the benefits and lose the weaknesses within a day or 2 from things like a werewolf curse to even wings like devil fruits. Hell it even makes it so that if something can't be used with something else like multiple devil fruits then you can ignore such limitations as they are treated like curses.

Smoker's Boon Booster: Repetitive Refinement

In many ways this perk is much like **Subtle Smoldering** which allows you to improve via repetition for your skills. This perk on the other hand has a few differences. First you improve when you use any skill as if you are practicing it from now on which yes does compound with the effects of **Subtle Smoldering**. Instead of you cap out any trained skill by mastering it after a while of dedicated training you can now train the skills to intuitive and natural mastery meaning that you have complete mastery of any skill you master from now on allowing you to make the most of any skill you have from now on, like the difference of a master musician whose classically trained and one that's able to master a song by ear and far more dedicated to training. One would have to take a while to apply their taught skills to any new situation, while the other could take a moment and do the same rapidly. Second, any form of training you do will be naturally optimized to improve yourself as quickly as possible with the effects being spread to train you in all ways you desire, hell it allows you to do drastically different training to get desired results like doing push ups to become more flexible. It's up to your desire on how the benefits are spread but always the results are as efficient as possible allowing you to grow as fast as you're able even if you've basically got no training method. Lastly you're innately skilled at crafting of all types allowing you to get to journeyman levels in any craft within a few days of effort almost as if you're remembering the craft skills rather than learning them with you able to push these skills to master level just by using them.

Hearty Endurance Booster: Bulwark Hearth

You are now an odd fellow since you are far more resistant to everything than you should be. Regardless of your own constitution you are now and forever more 10 times more resistant to all forms of harm and negative effects from now on, Hits would need to be 10 times harder, poison would need to be 10 times stronger and magic would need to contend with 10 times the resistance. It doesn't matter what it is, you have 10 times the resistance to it from now on, even things like suffocation would take 10 times longer now, or blood loss. The most important thing about this boon is that it stacks **after** the condition of your own body, any powers or abilities and any equipment effects meaning that a 1 millimeter thin sheet of iron would be comparable to a 10 millimeter sheet in terms of protection. At least when it's in your hands.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Setting Clothing Set(Free)

Can't send you to a random world naked could we? Yes we could but we're not going to do that since you could end up anywhere and being sent to prison as soon as you appear would be a hassle. At Least for most of you Jumpers. As a result you will gain a set of clothing that will match the setting you're going to. Nothing special, just some decent quality clothing, like shirts, trousers, pants, socks and shoes.

Pack of Smokes and a Lighter (Free)

Can't be a smoker without some smokes and a lighter, now you will always have a packet of smokes and a lighter that you can pull from any pocket or out of sight location you reach for them. By default your smokes will be Lucky Strike Red and a cheap cigarette lighter, but if you have any other types of cigarettes or lighters that you own you can pull them out at will. It will always be a pack of cigarettes(the default is infinite but others take from your supplies) and the lighter will always be full of any needed fuel. You can put them away at will as well, doing so sends them to your warehouse or targeted property you own.

Smokers Jacket (-100 CP)

A Nice comfortable leather jacket which has a few benefits, first the jacket minorly adjusts your temperature up or down up to 5 degrees celsius to keep you comfortably warm. Second it provides a small wallet which will always have £50 or equivalent of the locals currency in spending power by the year 2020. This currency always refreshes when you have the wallet put away for 5 minutes or more. Third, your jacket's inner pocket now has a small stainless steel flask which contains 250ml of any drink that costs less than £50(By 2020 buying power) which refills completely over 5 minutes and can be switched at will. Fourth, the jacket is surprisingly durable being 5 times as tough as an equally large leather jacket. Fifth, the jacker slowly regenerates any damage at a rate where it would be fully restored after near total destruction after 48 hours.Sixth in the other inner pocket you have ID such as a driver's license, Passport or other form of legal identification. Seventh the jacket has a minor SEP field which causes people to overlook your presence slightly, a slight calming effect on those around you and provides you with a minor protection to prevent others stealing your jacket from you making them subconsciously not want to and overlook it. Lastly, the jacket and anything stored within its pockets affect you as if they are only 1/5th their actual weight.

Smoke Bombs (-100 CP)

Just a simple bandolier of smoke bombs. Their standard military grade and get a replacement after 10 seconds when one is used. The bandolier has 8 smoke grenades. The only thing is that you can replace the smoke grenades in the bandoliers except for one of them with any other grenade you can fit in the bandolier as long as the grenade produces some type of smoke either intentionally or as a side effect.

Smokers Infinite Collection (-300 CP)

You now have a room in your warehouse which will now have shelves of organized smokes of any type you encounter, such as cigarettes, cigars, vapes, joints or any other type of smoke you encounter. The only caveat is that you have to have owned at least one instance of the smoke for it to register, so stolen doesn't count at least not immediately if 48 hours pass with you having a smoke you don't own in your possession then it counts as ownership and gets added. If you get given a cigarette for even a moment it gets added as well. This room has the shelves organized properly and with each smoke type in their own designated cases/boxes. At the front of the room is even a computer terminal that lists all smokes you have ever owned and their categories and is even intuitive to find any smoke you intend to find even if you don't know the exact smoke's name. This room even provides needed implements side by side with all smokes if the type of smoke needs something to work such as vaping oil needing a vape to work, or a bong to smoke weed.

Drawbacks:

Not Drop In (+100 CP)

You are no longer a Drop-In or from an alternate Reality.

You are instead Local who somehow became a smoker.

You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Smokey Scent (+100 CP)

You now have a minor issue even when you're not actively smoking. This being that no matter what you always have a light scent of smoke around you, not enough to make people think you smacked a cigarette 5 minutes ago but enough to make them know you smoked within the hour. Thankfully this scent will change to make the last smoke you took.

Enemy Power User (+200 CP)

Normally you would be the only one smoker perks from this supplement within this continuity, however with this drawback someone will appear, one of each type of origin who are each going to cause or at least try to cause you problems, though they're unlikely to try to kill you. This can be taken 3 times, 1 for each origin.

Limited to First Origin (+300 CP) (Exclusive to Casual Smoker)

Thanks to arbitrary limitations you are no longer able to take perks from the **Classy Smoker** Perk tree or the **Chain Smoker**.

Limited to Second Origin (+300 CP) (Exclusive to Classy Smoker)

Thanks to arbitrary limitations you are no longer able to take perks from the **Casual Smoker** Perk tree or the **Chain Smoker**.

Limited to First Origin (+300 CP) (Exclusive to Chain Smoker)

Thanks to arbitrary limitations you are no longer able to take perks from the **Casual Smoker** Perk tree or the **Classy Smoker**.

Generic Drawbacks:

Wanted (+100 CP)

Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sort out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated (+100 CP)

This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble (+100 CP)

You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget (+100 CP)

Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days (+100 CP)

At least 10 random thugs will randomly show up every day and target you.

Silent World (+100 CP)

The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker (+100 CP)

A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions (+100 CP)

With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings (+100 CP)

You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood (+100 CP)

You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo (+100 CP)

Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up (+100 CP)

It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout (+100 CP)

Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded (+100 CP)

Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor (+100 CP)

Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook (+100 CP)

You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred (+100 CP)

You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind (+100 CP)

Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable (+100 CP)

You are honorbound and will always do things in an honourable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare (+100 CP)

Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients (+100 CP)

Small issues will constantly occur causing minor discomforts for you.

Extended Stay (+100 CP)

You can Increase the duration of this jump by 10 years.

You can take this a maximum of 10 times increasing it up to 110 years total.

Friends from beyond your dimension (+200 CP)

A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb (+200 CP)

There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive (+200 CP)

You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People (+200 CP)

It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People (+200 CP)

For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World (+200 CP)

This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions (+200 CP)

Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded (+200 CP)

You have lost your eyesight and will not regain it this jump.

Pet Food (+200 CP)

Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity (+200 CP)

Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.

It's almost like someone is trying to make you look bad.

Thou shalt not kill (+200 CP)

You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia (+200 CP)

Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia (+200 CP)

You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia (+300 CP)

You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times (+300 CP)

Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies (+300 CP)

All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child (+300 CP)

Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale (+300 CP)/(+600 CP)

For (+300 CP) your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For (+600 CP) you're level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education (+400 CP)

You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek (+400 CP)

Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys (+400 CP)

All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems (+400 CP)

All companions, followers, and pets are barred from this jump.

Mortal (+400 CP)

All of your perks are all disabled for the duration of this jump.

Boss Rush (+600 CP)

Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.