Out of Context: Super Soldier Serum Supplement

V1.01 By **Deverossphere**

This document can be used as a supplement in any Jump that would not otherwise have super soldiers within its continuity.

By taking this Supplement, you have chosen to be either a super soldier or a super soldier serum. You will either enter into that continuity as a Drop-In awakening in an iceberg or as being injected into a character within the setting.
As a super soldier, you will be visibly similar to a human, whereas if you are the super soldier serum, you will be a fluid within a container.

+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.

All overlapping perks within this Jump will multiply one another's enhancements when purchased together.

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Origin:

There is a wide variety of super soldiers across the multiverse who have each gone through their own developmental processes.

Blackwatch

Your Serum is based on an inactive strain of the mutagenic Blacklight virus.

Compound V

Your Serum is based on a chemical mutagen originally developed during World War II.

F.E.V.

Your Serum is based on an artificial, pre-War bio-weapon designed by West Tek.

Skull Parasite

Your Serum is based on the one that covers a parasitic organism that mutates the host.

SPARTAN

Your Serum focuses on nanites that perform surgical and chemical augmentations.

Woden's Blood

Your Serum is based on a red crystalline substance that can produce controllable mutations.

Perks:

Perk Booster Demonstration:
To get a **Booster:** Perk, you will need to purchase the stated Perks. As a **demonstration**:

Something Rare -400 EP
This Perk is an example of something rare that the subject of this OOCS can do.

Almost Unique -600 EP
This Perk would be an almost unique thing that the subject of this OOCS can do.

Something Rare Booster: Something Unique
This Perk is an example of something unique that the subject of this OOCS can do.

To get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Goblin Formula Origin - Free (Cannot be taken with “I don't like bullies”)
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 a super soldier serum injected into a canon character of your choice.
You will be continuous within the super serum, perceiving the world through the senses of the character you're in. You can communicate with them, and should they give permission, you can take over their body.

Iceberg Origin - Free (Cannot be taken with “I don't like bullies” or “Goblin Formula Origin”)
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 you being trapped within an iceberg, with you being discovered and freed by a canon character of your choice.

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.

Injectable - Free (Requires “Goblin Formula Origin”)
You gain an **Alt-Form** of a liquid with a variety of compounds within it. Should you enter into the body of another lifeform, you will be able to bestow them any perks purchased from this Jumpdoc that do not have the word **Origin** in their name.

Synthetic Heart-Shaped Herb -100 CP
The Serum now contains trace amounts of vibranium and organic matter consistent with the heart-shaped herbs, but not quite perfect. This will grant you heightened senses and improve your reaction speed dramatically, allowing you to perceive things outside of the natural senses, including entities within the afterlife who are communicating with you. You will be able to think and move faster, showing slightly improved strength and durability thanks to reactionary optimisation.

Extremis -200 CP
The Serum contains nanite samples derived from the Extremis serum and blood platelets from the mutant Scorch. These nanites grant your body the ability to heal and regenerate from physical and psychological harm, allowing you to regrow severed limbs in a very short timespan. A side effect of this healing process is the ability to generate extreme amounts of heat. While normally this would be dangerous to you, the heat-resistant blood platelets will give your cells immunity to the heat produced. This allows you to encompass any part of your body with extreme heat for a burning strike, or you can expel the heat from your body as fire, like plasma.

Blue Gamma -400 CP
The Serum now contains samples of augmented Gamma-infused brain tissue. This allows you to selectively activate Gamma enhancements within your brain, allowing you to drastically increase your brainpower to give you superhuman intelligence.

Erskine Formula -600 CP
The Serum now contains the chemical solution originally created by Abraham Erskine; this serum enhances and perfects the recipient's physiology, enhancing it beyond their natural capabilities. It does this by causing the bones to lengthen and thicken to your genetically ideal lengths, dramatically expanding the subject's frame while also accelerating the development of dense muscle fibers, building bulk, power, and connective tissue over the newly expanded bone structure. It also gives you a greater resistance to toxins and pathogens.

Blue Gamma Booster: Gamma Plus
The Gamma-infused tissue has integrated with the Erskine formula, allowing you to activate Gamma enhancements within your bones, muscles, organs, and skin. When activated, you will double in size, your skin and organs will become more durable, and your organs more efficient. Your bones will become larger and more durable, with you being able to grow several bones into skeletal spike blades. Additionally, the enhanced muscles will increase your superhuman strength even further, improve your movement speed, and reduce your physical exertion so that you can operate at your highest energy for long periods of time without tiring.

Blackwatch Perk Tree:

D-Code -100 CP (Free for Blackwatch)
The Serum now contains the Viral Proteins of the DX-1120 strain of the Blacklight virus. This allows you to passively detect the mutations and augmentations in others. This can be used to detect the presence of mutagenic infections, supernatural possession, superpowered parasites, active meta-genes, and even synthetic implants, including a pacemaker. This will tell you what type of abnormality the target possesses and where it is in their body, but not what it does.

Blackwatch Parasite -200 CP (Discounted for Blackwatch)
The Serum now contains an inactive variant of the DX-1120 strain, which has been altered to become a host cell. This allows you to create custom parasitic bacteria that target the cells of any type of power they designate. These bacteria can be spread through direct contact or any other infection method gained in this Jumpdoc. The bacteria will immediately spread throughout the target's body, and depending on how you customize them, they will be able to cause the suppression of their supernatural abilities, cause the target immense pain, and/or restrict their physical capabilities, practically paralyzing them. You will also be able to disable and enable the effects of the bacteria at will.

Carnival_I -400 CP (Discounted for Blackwatch)
The Serum now contains an active but modified variant of the original Redlight Virus. This virus stimulates the body, resulting in a heightened intelligence and increased strength. You can choose to infect anyone you make physical contact with in order to grant them the same beneficial effects.

Blue Gamma Booster: Redlight
The Serum modifies you to become a perfect host for the Redlight virus. This allows you to act as a core hive to infect other individuals on a massive scale. Those who have been infected are joined into a subconscious hivemind, with you being the dominant consciousness, as you can communicate with and manipulate all infected. The manipulation of infected who have sentience and self-awareness will be at the level of errand thoughts or desires, but you will have full control over mindless and weak-willed individuals.

Orion Project -600 CP (Discounted for Blackwatch)
The Serum now contains augmented samples of the Blacklight Virus that are designed to bond to white blood cells. Unless continuously prevented, the Blacklight augmented white blood cells aggressively attack and absorb any cells not native to you. This acts to store any useful cells, augmenting them for your benefit, or harming any cells that attempt to consume them.

Erskine Formula Booster: Blacklight
The Blacklight virus has combined with the Erskine Formula, allowing the Blacklight virus to bond with every cell in your body. This allows you some control over their physical form, allowing them to change their appearance to some degree, to create denser material around their body to make armor-like material, to change their limbs' function as bladed or blunt weapons, and to create cloth-like material which can be used as clothing. You could use this to take on other people's appearance, but it would require detailed knowledge of the target's appearance to be accurate.

Blackwatch Parasite Booster: Whitelight
The Whitelight virus was designed to kill the Blacklight Virus; however, it was corrupted before it could be used. The Serum now contains a modified sample of the corrupted Whitelight Virus, which is incorporated into the Blackwatch Parasite. This makes it so that you can now consume individuals through absorption in order to gain their biomass and use it as food or to repair your body. When consuming a target, you also gain a perfect awareness of the consumed individual's knowledge, skills, and a full awareness of their physical form. You can designate the parasite to consume someone, but you will not gain their biomass. A shapeshifter would be able to use this knowledge to perfectly impersonate anyone they consumed.

Compound V Perk Tree:

G Fuel V -100 CP (Free for Compound V)
The Serum now contains an altered variant of compound V designed for public consumption. This sample was developed by Vought's R&D department under the development name Micro V. After the R&D department was shut down by Homelander, the remaining samples were disposed of by the then CEO of Vought International, Ashley Barrett, through a cross-promotion with G Fuel, an energy drink corporation. This variant, when introduced to a person's system, has no negative effects when failing, but has a low chance of giving people superpowers. This specific sample was altered so that it has a guaranteed effect but only provides a specific superpower. This sample provides you with super-enhanced senses that scale beyond mundane possibilities. Your eyes are enhanced, allowing you to selectively see through solid objects but without any blockages caused by lead or zinc gain X-Ray vision, and you can see miles away without difficulty. Your hearing can now detect frequencies of up to 200,000 Hz while having the selective sensitivity to hear fingertips touching a cell phone from a yard away. Your sense of smell will be increased to the point that you could smell the chemicals and adrenaline within another person's body. All of these senses will have a form of perception filter to prevent you from being overloaded by immediate changes like a flashbang.

V-Two -200 CP (Discounted for Compound V)
The Serum now contains a variety of the common version of Compound V, which was modified by Jonah Vogelbaum for the CIA. This augmented variant has a much higher success rate than regular V-Two, as it is designed to never fail but only gives an enhanced physiology. This could enhance a regular human’s strength so that they become strong enough to bend a reinforced steel beam with their bare hands, and their durability is increased by a similar proportion, so that, at a minimum, they would survive a point-blank M67 Fragmentation Grenade to the face, receiving no injuries beyond discomfort.

Temp-V -400 CP (Discounted for Compound V)
The Serum now contains an augmented variant of Temp-V, which was altered to remain within your system permanently while removing the fatal side effects. This allows you to activate the Temp-V within your body in order to temporarily gain a random superpower. The temporary superpowers will slowly weaken and be lost over approximately 24 hours. You will not be able to activate the Temp-V again until after the previous temporary power has worn off.

Blue Gamma Booster: Frederick Vought
Your Gamma-infused intelligence allows you to instinctively work out the composition of each sample of Compound V within your body. Thanks to this, you will be able to replicate each augmented version of Compound V gained through a Perk and its corresponding standard variant. This also allows you to memorise the conditions of variation from each randomised superpower gained through Temp-V. This means you can choose to regain a saved superpower instead of a random superpower, and you can make augmented variants of the available Compound V to grant specific saved powers.

V-One -600 CP (Discounted for Compound V)
The Serum now contains a modified version of the original formula of V-One, the first successful form of Compound V. This sample is considerably stronger than any modern-day variation but had a much lower chance of success. Vought discontinued the production of V-One and destroyed all of its samples in the 1950's due to how hazardous it was. Everyone compatible with V-One gains the beneficial side effect of eternal youth as their aging stops. This modified sample will grant the user enhanced lungs and environment adaptation on top of eternal youth. This means that you have the ability to adjust and adapt to any environment, you could survive in some that you normally wouldn't. This makes it so that your lungs are able to breathe in and compress enough air in a single breath to sustain you for approximately 30 hours, which you can project as a super powerful breath of a similar scale to a gale wind. Your body will not feel any discomfort from rapidly changing environments, as you can comfortably tolerate a wide range of temperatures and levels of moisture, and can even resist radiation as though your skin were made of lead.

Erskine Formula Booster: Soldier-Boy
The two different Formulas have augmented one another so that the environmental adaptive feature of V-One now applies to all stimuli. This means that whenever you experience trauma or harmful stimulation, your body will adapt to it, making it less effective the next time you experience it. This also allows you to build up a type of bio-radiation and project it at a target in order to create an explosion of force. You will be immune to this form of bio-radiation and can focus it in order to harmlessly burn out any specific components within a living target, including surgical implants, parasites, and Compound V.

V-Two Booster: Homelander
The combination of V-One and V-Two has resulted in you gaining an enhanced environmental resistance that makes you capable of surviving in the depths of space. Additionally, this has granted you the ability to fly with your maximum flight speed, reaching 0.85 light speed, and you can project concentrated heat beams that can reach up to 6,000° F if you focus. From this, you could fly from Earth into the heart of the sun, out the other side, then visit every planet in Earth's solar system and return to Earth within a week of starting.

F.E.V. Perk Tree:

F.E.V. ONE -100 CP (Free for F.E.V.)
You now contain the core components of the first-generation Forced Evolutionary Virus. This will make it so that your cells are protected from random or artificially induced mutations, such as those caused by infection and radiation, though you can selectively allow them to take place. This also optimises your natural development so that your muscle density gains increase by 60% and your potential intelligence increases by 200%.

Institute Strain -200 CP (Discounted for F.E.V.)
This sample now contains a modified version of the Institute variant of the F.E.V. This sample was designed for gen 3 synths, however this one has been modified to work on non-synthetic organisms. This gives you the ability to absorb and incorporate features of other members of the same species in order to gain versatility in your body. This will allow you to incorporate DNA through touch and store it within your own DNA. When a sample of DNA is active, your visual appearance will change to take on the properties of the sample, making you the same ethnicity as the sample, gaining facial features and other distinctive body features.

F.E.V. TWO -400 CP (Discounted for F.E.V.)
This sample contains aspects of the second-generation Forced Evolutionary Virus, which is responsible for the creation of both the first and second-generation super mutants. This variant has been altered to remove most of the negative effects via instigating the super mutant capabilities through controllable transformations. This allows you to transform into and out of a super mutant form of whatever species they are, whilst preventing any mental degradation in either state. While transformed, your skin will become predominantly gray as its composition becomes more resistant to trauma, while your body mass greatly increases, making your bone density increase threefold, and your muscle density increases eightfold.

Blue Gamma Booster: EEP Strain
The Gamma Cells have acted as a catalyst for the Forced Evolutionary Virus so that it can continue to develop at an increasing rate. This means that the physical changes that occur with the super mutant transformation can be progressively enhanced further into a Behemoth. The further the transformation is pushed, the larger the Super mutant form becomes as your muscle mass, skeletal structure, and skin density grow further. This makes skin pigmentation take on a yellowish colour, becoming green the larger you become. Through this perk alone, the body's continued growth can reach the size of a small building; however, this perk also allows you to combine the Behemoth transformation with any other perks that give you a transformation to safely combine and enhance both.

F.E.V. Curling-Thirteen -600 CP (Discounted for F.E.V.)
You are now able to select specific genetic sequences to be targeted by a contagious virus that you can passively emit in a vapor-like mist. This can be used to target any specific type of organism, including Caucasians, Mutants, Moles, Martians, Bacteria, Viruses, a specific family line, or even a specific person. This virus will have no negative effect on anyone other than the targets and will merely use them as carriers with a 0% chance of the virus mutating in order to negatively affect others. When the virus infects an international target, they will begin to feel extreme exhaustion, both mentally, physically, and emotionally, until they eventually fall unconscious. When unconscious, they will fall into a coma as their body slowly shuts down, eventually painlessly killing them. After it has been released, you can cancel the effect of this perk at any point, causing all existing samples of the virus to self-destruct, preventing further infection or death.

Erskine Formula Booster: Modified F.E.V. Curling-Thirteen
You are now able to alter the infection results of the version of the F.E.V. you release to make it act as a programmable CRISPR. Thanks to this, you can inject cell structures you understand into the virus to mutate selected individuals. Thanks to this, you could create an infectious disease that makes all humans mutants, makes all squirrels grow fish gills, cure anyone with a specific genetic disorder, cause mice to grow to elephant size, or even kill off cancer.

Institute Strain Booster: F.E.V.-P.K.R.
This strain has integrated into the adaptation components of the Institute strain, with the infectious strain created through the Curling-Thirteen variant. This makes it so that the infectious variant of the F.E.V. now records the DNA of any lifeform it infects and transmits that DNA to you. This allows you to create a complex database of DNA that they can selectively toggle on and off, allowing them to potentially gain any supernatural abilities possessed by an infected individual. Depending on the type of DNA, you may be limited to what abilities they could possess at any time, such as only being able to have 1 mutant or inhuman ability active at a time due to the powers being reliant on the X-Gene or its augmented alternative, Inhuman-Gene.

Skull Parasite Perk Tree:

The End -100 CP (Free for Skull Parasite)
Your Serum now contains a variant of the “One that covers” that gives you a form of self-sustaining photosynthesis that allows you to receive nutrients through absorbing sunlight and prevents the buildup of "progerin" within your cells, reducing the side effects of aging.

The Pain -200 CP (Discounted for Skull Parasite)
Your Serum now contains a variant of the “One that covers”, which allows you to secrete a wide variety of pheromones and receive large amounts of adrenaline in response to pain. The pheromones can be used for a number of uses, including communication, warding off an area from predators, and allowing you to control pheromone-based animals like insects.

Camouflage Unit -400 CP (Discounted for Skull Parasite)
Your Serum now contains a variant of the “One that covers”, which allows you to cloak your body camouflaging it to the point of being nearly invisible to the naked eye. This also allows you to create externally undetectable pouches hidden in your skin that you can store items within.

Blue Gamma Booster: Quiet
Thanks to the gamma infusion, your cloaking is now enhanced to near true invisibility as you phase in and out of visible spectra, hiding your clothing in the process while sound waves pass through your body unabated, and your body heat is hidden. You also have some limited density manipulation, allowing you to reinforce your body or reduce the width of your limbs. You also gain the capability to breathe and drink through your skin when you want to.

Mist Unit -600 CP (Discounted for Skull Parasite)
Your Serum now contains a variant of the “One that covers” that allows you to emit a thick cloud of cyan mist from your body. Your body gains an extreme enhancement to your agility and ability to jump, letting you travel greater heights and distances in a single bound, similar to flying or gliding for a short time.

Erskine Formula Booster: Armor Unit
The “One that covers” is enhanced by the Erskine formulae, allowing your body to generate archaea all over your body, which acts as armor, greatly enhancing your strength and durability. The mist you can emit is now able to contain metallic archaea, capable of dissolving metallic devices, including armored vehicles.

The Pain Booster: Puppet Soldiers
Your control over pheromones has combined with your mist, allowing you to release a swarm within your clouds that will infect others and control them. Those infected will become incredibly durable, withstanding any attack so long as it doesn’t impact their brain. You will be able to control them like mindless puppets, but when not under your control, they will act like a rabid animal, swatting at the uninfected and attempting to bite them, potentially infecting them.

SPARTAN Perk Tree:

Promethean Vision -100 CP (Free for SPARTAN)
Your serum now contains Forerunner optical augmentation system that gives you a full-spectrum vision enhancement. This alters how your vision functions, allowing you to see colours beyond the normal human spectrum, detect shapes and movement through solid barriers, and can easily see through visual disguises and camouflage systems such as hologram decoys.

Energy Shielding -200 CP (Discounted for SPARTAN)
Your serum now contains a Forerunner cellular augmentation system that allows your body to produce bio-emitters which project a field of energized particles around your body. This Energy shielding is an extra layer of protection that seals around your body, deflecting weapon fire and physical strikes. Too much damage will cause the bio-emitters to overheat, disabling them for a few seconds.

Mjolnir -400 CP (Discounted for SPARTAN)
The serum now contains a rapid augmentation process that replicates the Spartan II process. This process boosts the growth of skeletal and muscle tissues, increasing tissue density, making them virtually unbreakable, producing a marked visual perception increase, increasing muscle reaction for increased reflex, increasing brain plasticity, increasing intelligence, memory, and creativity, as well as decreasing recovery time for virtually unlimited stamina.

Blue Gamma Booster: UNSC
The serum now contains an organic database, which contains all the technological and scientific information that the UNSC has gained by 2560, allowing you to potentially replicate any tools and equipment that they have created with enough time and materials.

Energy Disruptor -600 CP (Discounted for SPARTAN)
The serum now contains a cellular augmentation system that alters the user's body so that they possess an organic Energy Disruptor. This disruptor is based on UNSC technology, allowing the user to emit pulses that disable energy-based tools such as plasma weapons and energy shields. This will not affect any of the organic technology gained through this Jump-Doc, but can act as a power drain for some organic energy abilities.

Erskine Formula Booster: Hologram
The Erskine formula has had an unexpected alteration on the cellular augmentation system, which allows it to process more complex processes, allowing it to create holographic implants. These implants allow you to create a pulse that leaves a visual doppelganger of yourself that lacks any physical form. You may also designate a location while activating this hologram for the holographic copy to head to that location and stop if it reaches it. The holograms will each flicker away after 10 seconds or if it is damaged.

Energy Shielding Booster: Drop Shield
The cellar augmentations, in the form of the energy shield and energy disrupter, have allowed you to create an energy shield pulse that creates a temporary bubble of protection. The Drop Shield is a spherical energy shield that protects those within from external projectiles but still allows those within to exit. The strength of the shield is approximately three times that of a Spartan's energy shielding. As it takes damage, it will change color and eventually deactivate if enough damage is taken.

Woden's Blood Perk Tree:

Panzermenschen -100 CP (Free for Woden's Blood)
Your serum now contains 4 Strength Activations, which you can have toggled on and off at will. Unless you have a perk that states otherwise, you can only have 4 activations active at a time, but you can mix and match the ones you have active. With 4 strength activations active, you become a Heavy Tank-Man, you gain an extreme boost to your physical strength and durability alongside roughly 1-2 feet of growth. You also gain a "Distortion Halo", which allows you to engulf your body in a bright blue molecular energy field that can disintegrate matter you come into contact with.

Blitzmensch -200 CP (Discounted for Woden's Blood)
Your serum now contains 4 Halo Activations, which you can have toggled on and off at will. Unless you have a perk that states otherwise, you can only have 4 activations active at a time, but you can mix and match the ones you have active. With 4 Halo activations active, you become a Halo specialist, allowing you to fire a bright blue molecular energy field as an energy projection capable of burning through armoured vehicles as though they were paper.

Zephyr -400 CP (Discounted for Woden's Blood)
Your serum now contains 4 Speed Activations, which you can have toggled on and off at will. Unless you have a perk that states otherwise, you can only have 4 activations active at a time, but you can mix and match the ones you have active. While 4 Speed activations are active, you will gain around a half-foot of growth, and you can enter into a time-dilated state. While in this state, your perception of time is hyper-accelerated so that a lazy walking speed from your perspective would be faster than the speed of sound externally. In normal time, you can keep using your speed for approximately 2 minutes; however, to your mind, it would seem like over 2 weeks had passed, which can be "psychologically arduous".

Blue Gamma Booster: Catalyst Sensitive
You now have the capacity of the original Woden’s Blood Crystal and systematic augmentation. This allows you to alter those you are in physical contact with so they can hold 4 activations and bestow them with copies of 4 activations you possess, but they will be unable to toggle them as you can. This also allows you to alter people to become compatible with any other superpower-bestowing tools, such as a stand arrow.

Destroyer -600 CP (Discounted for Woden's Blood)
Your serum now contains a stimulus booster, allowing your body to have 12 activations Toggled on at a time. This also increases the number of activations you gain in this Jumpdoc up to 8 per perk, requiring at least two Woden's Blood Perks to take advantage of this perk.

Erskine Formula Booster: Battleship
The Erskine Formula has enhanced the stimulus booster, making it so that your body is able to hold 24 activations at a time. This also increases the number of activations you possess to 12, of each type of activation you gained in this Jumpdoc.

Blitzmensch Booster: Geltsmench
Your serum now contains 8 disguise activations, which you can have toggled on and off at will. If you had 4 disguise activations active, you would be able to project a psychic image of a person into the minds of everyone around you. Their mind would change your appearance so that you looked like the person you are projecting. This form of telepathy can only project a person's likeness into an active mind, meaning that Cameras will perceive your actual likeness, and anyone not under this effect who looks at them will see who you are.

Drawbacks:

I don't like bullies +100 CP
You are no longer a Drop-In or from an alternate Reality. You are instead a local who has been injected with a super soldier serum to become a hero of some type. You will need to work out your background with your Jump-chan.

Compatible Origin +300 CP
It seems your serum has been limited to the universe it can take samples from. With this drawback, you can only take perks from your origin perk tree and the general perks section.

Shut up and Soldier Soldier +600 CP
Normally, you would be the only super soldier within this continuity. However, with this drawback, seven super soldiers will appear, one of each type, but without perks; each of them is going to target you as their enemy to return home.

Military Minds +200 CP
You may take this Drawback up to six times, and with each purchase of this drawback, you must select a different origin. With each purchase, a new super soldier will appear at some point during your Jump, somewhere on your Planet with all of their perks from that origin's perk tree. They will see you as the one responsible for them being here and target you exclusively.

Supreme Leader +2000 CP
It seems that a variant of Steve Rogers created by the reality warping abilities of a cosmic cube, raised to worship Hydra from childhood, has been brought into this continuity. They will have access to all the perks on this Jump Document and see you as the one they need to kill.

Generic Drawbacks:

Accident Prone +100 CP
You're prone to minor accidents that, while inconvenient, painful, or embarrassing, are not likely to kill you. You can expect any plans you make to suffer some kind of bad luck.

Acrophobic +100 CP
You are terrified of heights, and anything deeper than a 10-foot drop will make you weak in the knees.

Age Problems +100 CP
For the duration of this Jump, you lose all age resistance perks and powers.

Almost Entirely Dark +100 CP
Has the sun gone out or something? Everywhere you go, it seems like it's so dark that you could mistake midday for early night.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find that Companions, allies, and benefactors are always ditching you to deal with things unrelated to your current predicament.

Amnesia; Jumpdoc +100 CP
You lose all memories and knowledge of what you purchased in this Out of Context Supplement and any connected Jumpchain.

Angered Factions +100 CP
Each time you take this, a different, random local faction will consider you an enemy once they become aware of you. There isn't a limit to how many times this may be taken.

Antagonistic Timing +100 CP
Your enemies keep showing up at inappropriate times.

Artificial Flashbacks +100 CP
You have horrific flashbacks to horrible events involving your family and yourself. These events never actually took place, and the flashbacks happen randomly.

As You Know +100 CP
Everyone expects you to already know what's going on, so don't expect to get any explanations.

At Least Buy Me Dinner First +100 CP
Dangerous entities have a habit of taking an interest in you… a romantic interest.

Awkward Affection +100 CP
You are really bad at expressing your affection. Every attempt you make is extremely awkward and unpleasant for anyone who observes it.

Bad Name +100 CP
Everyone you meet will assume your name is something that you find insulting or annoying, and nothing you can do will change it in your mind.

Behind Your Back +100 CP
People always say horrible, hurtful things about you whenever they *think* you're out of earshot.

Black Cat +100 CP
Expect to see ill omens that seem to suggest terrible things coming your way. Mirrors break in your presence, lone magpies drop-dead at your feet, and other strange, malign portents follow you. Let's hope these superstitions are just that.

Bounty +100 CP
It seems you've pissed off the wrong people. You have a notable bounty on your head, and while it's not enough to get the big guys interested, it *is* enough to draw the attention of random thugs.

Culture Shock +100 CP
This world doesn't have the same cultural standards you're used to, which isn't a problem if you're quick to adapt. Unfortunately, you *won't* be. You'll constantly butt heads with anyone whose cultural norms and social mores are different from your own. While you can slowly adapt, they'll always rub you the wrong way, and your overall experience here will be much less enjoyable.

Crop Rotation +100 CP
Pests and poor weather have had a serious impact on the local farming industry. Food will be harder to come across and far more expensive as a result.

Dark Memories +100 CP
You will now gain memories of a lifetime of abuse since early childhood. Though these memories are false, you will not be able to differentiate them from real memories beyond knowing they are fake.

Didn't Read The Instructions +100 CP
You don't know how anything works and refuse to have anything explained to you. Using any sort of equipment will require trial and error.

Disinteresting +100 CP
You seem to emit an aura of monotony, causing everyone who doesn't know you to think you are a boring stick in the mud that wouldn't know fun if it hit them.

Do you Feel Lucky, Punk +100 CP
You keep unintentionally making pop culture references that no one else seems to recognise.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world, because every foe you face will have one identical copy that only you can see. The worst part is that this seems to be a Schrödinger situation, as the *real* one is never the one you defeat first.

Easily Deceived +100 CP
You're too trusting, willing to believe almost anything you're told, and become confused when you're told conflicting things.

Elites Everywhere +100 CP
Every group of opponents that you face will have at least one additional elite member.

Extended Stay +100 CP
You can increase the duration of this Jump by ten years. You can take this a maximum of ten times, increasing it by up to one hundred additional years.

Faulty Gear +100 CP
Any tools you attempt to use will rust and decay at an accelerated rate, and you won't realize how severe the damage is until it is too late to repair.

Friend List +100 CP
Random people claiming to be your friends keep showing up, but you won't remember any of them. Although some of them may be, most are trying to maliciously use you for their own benefit.

Friends to the Four Winds +100 CP
Instead of arriving at your Location Choice, your Companions are now scattered randomly throughout the setting. They won't be able to enter your Warehouse until they've found either you or one of your properties.

The Glitch +100 CP
Technology randomly fails around you, normally when you need it the most. You might be able to jury-rig a quick repair, but you'd better act quickly because while this won't be instantly fatal, it will make things more dangerous.

Gore Galore +100 CP
It seems that every creature you kill has ten times the amount of blood and viscera that you would expect, making it a real possibility of drowning in the blood of your enemies.

G-Rated +100 CP (Incompatible with "X-Rated")
This Jump is now a family feature... or so it seems when it comes to you. Any attempts to swear, drink alcohol, take recreational drugs, have sex, kill someone, or anything that might warrant a PG rating will be averted at the last moment – often painfully and humorously.

Heroic Sayings +100 CP
You have several quotes and sayings that always come across as annoying or cheesy, which you unintentionally use every time you try to talk to others.

Hidden Knowledge +100 CP
People keep forgetting to tell you important things until it's *just* about to become relevant.

Hideous Haircut +100 CP
You have a haircut that everyone finds disgusting. They'll make comments about how ugly it is, and nothing you do will change it.

The Holiday Special +100 CP
Whenever you reach an in-Jump holiday, the world around you will start to follow the tropes of a Special Holiday Episode. This will happen for every main holiday, such as Christmas or Halloween, and at least once during the Jump for each lesser-celebrated holiday like May Day or April Fools' Day.

Honorbound +100 CP
You always do things as honorably as possible, such as informing someone if you intend to arrest (or kill) them before giving them time to surrender (or prepare) before taking action.

How Do I Keep Falling Into These Situations? +100 CP
Anytime you're not busy with something - whenever you aimlessly wander around, going for a jog, or you just have free time - you'll find yourself walking right into the middle of active trouble.

I Must Nap +100 CP
You need at least seven hours of sleep per day, or you'll feel exhausted.

I Spy +100 CP
Your enemies can easily spy on you without being detected.

In Another Castle +100 CP
Each time you attempt to complete a task or objective, you will find that you have been tricked and will have to repeat the process all over again. You'll not only forget this Drawback, you'll also forget every previous time you've been affected by it whenever you start a different task. This only triggers once per task and will not become an endless loop of deception.

Inconveniences +100 CP
You will constantly encounter minor obstacles that are uncomfortable to deal with.

Kick The Cook +100 CP
You are a terrible chef, and everything you cook is disgusting. You can't even cook toast without making it *monstrously* vile.

Knowledge Lockout +100 CP
You lose all of your knowledge of the setting's universe and its continuities once you start the Jump.

Language Barrier +100 CP
You do not speak the local language, and no one here knows what you're saying until you learn.

Loser +100 CP
Anyone who doesn't know you will automatically expect you to fail at whatever you are trying to do. This will cause those who mean well to push you to work harder, and those who don't mean well to attempt to discredit you.

Low Budget +100 CP
Something about this world just seems... *cheap*, with flying wires, plastic shields, old school lights, and tatty-looking monsters.

Magnet For Misfortune +100 CP
You have *terrible* luck. You're almost constantly hit by random, unpleasant, and painful bouts of misfortune.

Money Money Money +100 CP
Your avaricious desire for money and other symbols of wealth leaves you willing to go to extreme lengths to get more.

Never Mind My Head Trauma +100 CP
People don't care when you're injured.

Nightmare +100 CP
Every night, you'll fall asleep and suffer terrible dreams.

No Hard Feelings +100 CP
There's one random person who constantly tries to outdo you… And somehow, they keep succeeding before rubbing it in your face.

Optician Required +100 CP
Your eyesight is highly restricted, as you can not see anything other than indistinct blurs without wearing glasses. No form of healing can remove this drawback, and any form of contact lens will feel incredibly itchy.

Orphan +100 CP
Your in-universe parents are dead, and you are an orphan.

Pixelated Objects +100 CP
This pixelation in this Jump would shame an NES. Everything is blocky!

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.

The Pollen +100 CP
You have hay fever, and it's really, *really* bad. Just a handful of flowers could leave you with blurred vision and sneezing for hours.

Prove Your Worth +100 CP
Every time you try to do anything, it seems that everyone wants you to complete an arbitrary task to somehow prove your worthiness. This won't be hard, but it happens all the time for even the smallest things. It may even cause you to get stuck in a worthiness spiral, requiring you to prove your worth to get things needed to prove your worth for some totally unrelated task.

Recurring Foe +100 CP
You have an enemy whom you have no way to convince to leave you alone. Each time they encounter you, they learn more about you and how to better face you in the future.

Rough Childhood +100 CP
You were not as lucky as some people. Your in-universe childhood was - or 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.
Gain an extra **+100 CP** if taken with **Just A Child**.

Scarred +100 CP
You either have horrible burns or horrible wounds, neither of which you can hide. You appear monstrous to others, causing most to feel deep fear at the sight of you.

Scripted Encounters +100 CP
You'll run into whatever threat you're dealing with more often. You won't automatically become a priority target, but sheer proximity is likely to put you at risk.

Shameful Attraction +100 CP
The worst kind of perverts keep seeking you out and trying to get you to fulfill their fetish.

Shy +100 CP
You find that it's incredibly difficult to talk with people you want to be friends with.

Sickly +100 CP
You have a poor immune system and are more susceptible to illness. You'll get sick at least once a month.

Silent Night +100 CP
Unfortunately not. An annoying narrator who constantly insults you and reiterates things that you already know will rhyme in your inner ear every. Single. Christmas.

Silent World +100 CP
The world seems emptier than it ought to be. You don't know what happened, but the population of your starting planet (or nearest equivalent) is *drastically* lower than expected. After including every named character, the population is at most **10%** of its expected total. If you would normally see eight billion humans, you can instead expect to see as few as eight *million* instead.

Simple Minded +100 CP
You find it difficult to understand somewhat complex topics, and you have trouble remembering when holidays are.

Stalker +100 CP
A random, ordinary human knows *everything* about you and is *obsessed* with you. They're also protected from any Perks or Powers that would help you find them quickly.

Stranded +100 CP
Instead of whatever your normal starting location would have been, you find yourself in the middle of a deserted island somewhere in an ocean.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse, *they* always seem to get any of the praise you may have earned, and *you* always get all the criticism for the group's failures.

They Heard You +100 CP
Any time you say something mean about someone, they'll overhear you and probably get upset. You will forget you took this Drawback.

They Took My Loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

This Is A Holdup +100 CP
For some reason, every two-bit henchman, sidekick, minor minion, and comedy relief character thinks they can kick your ass, and they're going to go out of their way to prove it! Expect to get mugged *a lot*.

This Is A Really Good Book +100 CP
Whenever you try to read a book, you get sucked into the narrative and ignore everything happening around you.

Thugs For Days +100 CP
Every day, a minimum of ten random thugs will show up and target you.

Touch Of Madness +100 CP
Things keep happening that leave you thinking you're going crazy… and maybe you are, but not because of this Drawback.

Turn-Based +100 CP
Whenever you enter into a fight with someone, you will find yourself transported into a weird pocket dimension where you are only able to take an action after each of your opponents in a fight.

Two Of A Kind +100 CP
People keep drawing parallels between you and other people, and these comparisons are *not* flattering.

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. They have abilities or a similar area of expertise to you, and they're *not* taking it well. They won't do anything to outright harm you, but they *will* try to one-up or challenge you, and there's not much you can do to get rid of them. If you beat them at their own game, they'll double down. If you try to help them beat *you* to get them to leave you alone, you'll come out on top purely by accident, which will, again, spur them to double down.

Unnecessarily Slow +100 CP
Everything that happens here seems to take forever, moving at a snail's pace. I hope you're a patient person.

Unwanted Crossover +100 CP
This drawback acts like a magnet for other settings, resulting in strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to have power consistent with the power level of the chosen setting, but you won't have any way of knowing when someone new has shown up.

Wanted +100 CP
You have a criminal record somewhere out there. It has a surprisingly high bounty, but not so much that you will be sought out. People *probably* won't go after you as long as you stay away from wherever your wanted poster is.

Wearing Underwear on the Outside +100 CP
You have terrible dress sense, with everything you wear being the worst possible combination of clothing.

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 need to speak to you.

What's His Name? +100 CP
No one seems to remember your name, so you've been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

What's That Smell? +100 CP
No matter where you go, no matter what you do, something always smells slightly off. The source of the smell varies depending on your location, but it's always distracting.

What's Wrong With His Face? +100 CP
Your face has been messed up, leaving you grotesquely ugly and near-unrecognizable to everyone who knows you. Those with a weak stomach may be sick merely at the sight of you.

Where Did I Go Wrong? +100 CP
You can't tell the difference between confidence and arrogance.

Why Am I Naked +100 CP
You start this Jump naked, and your clothing becomes incredibly fragile as it keeps getting destroyed, leaving you in the nude.

X-Rated +100 CP (Incompatible with "G-Rated")
Things in this Jump are 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 all off.

Amnesia; Local +200 CP
Until the end of this Jump, you can not remember the events of the setting you have entered.

Amnesia; Personal +200 CP
You have no memories of your personal life before entering the current Jump, but this does not affect academic, social, or media knowledge.

Amnesia; Jumper +200 CP
You lose all memories and knowledge you gained since beginning your first Jumpchain.

An Accident +200 CP
You keep accidentally falling into compromising positions.

Betrayal +200 CP
You keep trusting people who don't deserve it, and they keep betraying you.
Whether you're just that naive or it's against your better judgment, you keep trusting people who don't deserve it, and they keep betraying you.

Bigger Boss +200 CP
Any time you defeat an enemy, not only will their superior know, they'll also know *how* you did it.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

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 ants to sugar. If the setting already has creatures of darkness or evil, they are now also drawn to you en masse.

Dead Or Alive +200 CP
You have a local criminal record, and anyone who recognizes you as the target may attempt to turn you in for the bounty.

Demonic Disturbance +200 CP
Your presence has caused discomfort for the demonic entities within your chosen setting. They will attack you on sight and may go out of their way to make sure any acts of evil in your area are directed towards you. If demons didn't exist in the setting beforehand, they do now.

Discount Budget +200 CP
Anything you get your hands on is always the cheapest alternative option.

Fighting Myself +200 CP
At least once per week, you will appear within an empty space outside of time and must fight to the death against a fake copy of yourself. This copy will have all of your Perks, Items, and Abilities, but regardless of how the battle goes, you will not truly die. You will still feel pain, however.

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.

Godly Distractions +200 CP
Your presence has drawn the attention of the universe's local divinity. Though they will not take direct actions against you, they will pull strings to make things difficult for you until you choose to confront them. If no gods exist within the Jump continuity, your Jump-chan may choose to retroactively add the Gods, such as the Greek Gods, to the setting for this Drawback.

Hormone Problems +200 CP
You have a heightened state of arousal that makes it so that you are constantly in the mood and find those you are attracted to far more attractive.

Lemming Friends +200 CP
All of your in-universe allies gain an unfortunate lack of self-preservation, causing them to take actions that are obviously stupid or will likely end very poorly for them.

I Hate Fighting Me +200 CP
At least once a week, you will have to fight a counterfeit version of yourself. Some will be shapeshifters, artificial replicas, and occasionally incomplete clones, but none of them will have any Perks, Powers, or Items gained from a Jump-Doc.

Instructional Video +200 CP
Whenever you do something for the first time, you will be forced to watch a long, boring tape that doesn't actually explain anything.

Is this Blood +200 CP
You have an unfortunate habit of stumbling upon fresh corpses without any excuse or explanation.

Lemming Behaviour +200 CP
You lack any self-preservation. No matter the danger, no matter the threat, you seem to face it as though you are invulnerable. The greater the chances of you being crippled, maimed, or killed, the more excited you become.

Local Scale +200/300/400/600/800 CP
Your power, and perhaps your growth, has been restricted to align with the locals. Any Perks or Items you possess that exceed this power will be weakened if possible or otherwise made unavailable for you to use until you reacquire through normal means power roughly equal to your lost or weakened Perks and Items.
For **+200 CP,** you start the Jump with power equal to the local protagonist.
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 **+400 CP,** your level of growth will be capped to match the growth of the local protagonist.
For **+600 CP,** you'll instead be limited to 90% of the scale of growth of the local protagonist.
For **+800 CP,** your scale of growth will be limited to 85% of that of the local protagonist, while your strength shifts so that it is never enough to make you as powerful as the story arc's main villain.

Looking For Help +200 CP
You often struggle to find allies and will often find yourself alone without anyone to trust.

Mirror Match +200 CP
It seems that you have a clone out there causing chaos. They will have all the perks and race options you picked in this Jump, but their minds are empty.

Nightmares +200 CP
You will suffer terrible nightmares showing you the dark and twisted actions that your enemies might be performing while you are helpless. You can't separate these dreams from reality.

Perfection +200 CP
You are now a perfectionist and will refuse to accept anything less than perfection.

Pet Food +200 CP
Creatures of every shape and size will want to eat you, from animals as small as a flea to ones as big as a lion. The only exceptions to this are sentient creatures such as humans.

Pig +200 CP
You are always hungry, with no amount of food truly satisfying your appetite.

Poor Underestimation +200 CP
You forget this drawback, and whenever you underestimate an opponent, they will get stronger.

Publicity +200 CP
Every mistake you make will become public knowledge, and every negative misinterpretation of your actions will be highlighted. It's almost like someone is trying to make you look bad.

Read People Like A Brick +200 CP
You can't read people, you can not understand people's emotions, and you often misconstrue what they mean, causing you to be oblivious to the intentions of others.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as a foreign being to anyone who deals with anything not native to Earth or this dimension.

Stealthless +200
You are very bad at sneaking.

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.

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, and 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 that you are currently working on, people are less likely to give you new tasks.

Thou Shalt Not Kill +200 CP
You are not capable of killing anyone, from the weakest of insects to the most dangerous of gods, thus giving anyone who may be killed by you selective immortality.

Too Soon +200 CP
Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Too Nice +200 CP
You tend to be overly accommodating of others, allowing them to dictate or make decisions for you. While most of the time this will be simple things, such as what to eat or where to go, if left unchecked, you could find others determining your whole life for you.

True To Myself +200 CP
Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

What The Heart Wants +200 CP
You have a massive crush on one of the main characters, as appropriate for you. You will discover which one when the Jump starts.

Wider World +200 CP
This world is bigger than you would normally think, but this also makes it more dangerous. There are more magical schools, more super martial arts, more alien races that 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.

You’re A Joke +200 CP
No matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

You're Only Paranoid if You're Wrong! +200 CP
You expect every word to be a thinly veiled threat, every offer to be a chance of betrayal, and every moment of weakness to be an opportunity to be attacked.

The Jumper's League of Antagonism +200/400/600/1000 CP
With this drawback, enemies from your previous Jumps will enter this continuity and find one another and join forces to destroy you. Your enemies will work together, while using their abilities, technology, and resources to enhance each other. When it comes to an Organization, either the leader or the member you've fought the most will join the team with a contingent of lower-ranked members for foot soldiers of the group.
For **+200 CP,** up to three enemies will appear.
For **+400 CP,** up to six enemies will appear.
For **+600 CP,** up to ten enemies will appear.
For **+1000 CP,** every enemy from previous jumps who wanted to kill you will appear.

Amnesia: Pre-Jump +300 CP
You forget all memories and knowledge that you have gained before this Jump, but you retain all knowledge you will have gained from your In-Jump origin and background. This essentially makes you your In-Jump character after they gained your Perks, Powers, Items, and Abilities.

Cat Got your Tongue +300 CP
You are now mute and unable to speak verbally for the duration of this jump.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them, making them twice as competent.

Crippled Limbs +300 CP
This can be taken up to four times, with each time affecting a different limb for the duration of this Jump.
You may select from either a left or right crippled arm, with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.
You may select from either a left or right crippled leg, with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved, and with both legs crippled, movement speed is reduced to one-tenth.

Death Takes a Holiday +300 CP
Your enemies now seem to have some form of immortality, no matter what happens to them. While someone remains your foe, they can't die. None of your allies or enemies can slay them either. However, they can be crippled or imprisoned.

Everything Is Fine Now +300 CP
There are consequences for your actions, and it seems that after each battle, you will need to help clean up the mess.

The Ghosts Of Murder's Past +300 CP
Anyone you kill in this Jump will haunt you in the most annoying way possible.

Holy Problems +300 CP
You have an aversion to all religions and will feel weak whenever you come into the proximity of any religious symbols or objects.

I Saw You Barely Over A Year Ago +300 CP
Your sense of time is terrible. You can't tell if a week has gone by or eight years.

I'm Going To Take A Walk +300 CP
You seem to be a walking magnet for issues, as every time you go for a simple walk, you will be pulled into the middle of some kind of event, from a simple robbery to a deep, dark plot.

I've Come To Duel You! +300 CP
Your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals, or something stranger.

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.

Living In Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you. You can try to avoid interacting with them, but fate will often try to involve you regardless.

Outside Problems +300 CP
You keep getting stuck in situations outside the regular continuity, such as monsters, demons, and extraplanetary problems that never came up in the original story.

Part-Time Janitor +300 CP
There are consequences for your actions, and after each time events you are part of make a mess, you will have to help clean up.

Prepare For Evasive Actions +300 CP
Any time you are in a form of transportation, it will be attacked.

Split-Personality +300 CP
It seems that you are not alone in your own head. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you, but they seek out what desires you refuse.

Today's Kind Of A Bad Day +300 CP
During this Jump, you will have one really bad day. Someone really strong will show up, beat you up, kidnap someone you care about, and no matter what you do, you will definitely die at least once. Let's hope you have a 1-UP.

Villain of the Week +300 CP
It seems you're a magnet for odd enemies, as every week a new enemy will show up to battle you, ranging from a weakling with delusions of grandeur to those who are a genuine threat to you.

Where are the Instructions +300 CP
You have no idea how to use your perks, powers, or abilities. You require trial and error to figure out the basics, let alone the full power.

You're A Right Git +300 CP
Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

You Get One More +300 CP
If you do something annoying more than twice, you will get punished. How, why, by whom? Well, that will be situational.

Alone +400 CP
For the duration of this Jump, you can not import any out-of-Jump companions or followers.
If this document is taken as a Supplement, this drawback will not affect the companions or followers gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects. The canon events are no longer protected, and every action you take will cause reactions that change the plot dramatically.

Empty Handed +400 CP
For the duration of this Jump, all out-of-Jump Items and Warehouse options other than your Body Mod are blocked.
If this document is taken as a Supplement, this drawback will not affect the items gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Find And Seek +400 CP
Every year, you will gain a list of 12 items that will be scattered around the world. You will gain basic information about them, but failure to find them within a year will count as a Jump failure.

Here Comes The Bad Part +400
Whenever you get new information, there will always be a bad part to it.

I Am Bound By My Word +400 CP
You are bound by any promises you willingly make.

The Importance Of Education +400 CP
You will be required to attend 10% of your total time in this Jump inside an educational institute. Failure to do so will count as a Jump failure.

Known Enemy +400 CP
Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and while restraining them will buy you time, they'll find a way out.

Lost Or Found +400 CP
Your possessions keep winding up in the hands of the worst person to have them. Let's hope it's not world-shattering.

Powerless +400 CP
For the duration of this Jump, all out-of-Jump perks, powers, and abilities other than body mods are blocked.
If this document is taken as a Supplement, this drawback will not affect the perks gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

That Wasn't So Difficult +400 CP
You will forget this drawback, and any time you act overconfidently from solving an issue, a more difficult issue will occur.

Where Am I? Why Am I Here? +400 CP
You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

From the Depths of Hell +400/800 CP
For **+400 CP,** a powerful foe you've faced in a previous Jump has been brought to this Jump. They gain access to a random Jump-Doc that they can purchase Perks, Powers, and Items from as though they were a Jumper, and they want vengeance.
For **+800 CP,** they gain access to two random Jump-Docs instead of one and a random Out of Context Supplement.

Deathbound +500 CP
Every year, you will be stalked by death and suffer from dangers that are guaranteed to kill you at least once a year.

False Friends +500 CP
At least 12 times a year, an imposter will replace one of your friends or allies. They are almost identical to the person they're replacing, but they will have malicious intentions.

PS1 Game +500 CP/+1000 CP
There is something wrong with this jump. Instead of it being the normal version of the universe, you are instead in a PS1 game.
For **+500 CP,** this means that what you see of the world will be blocky with flat textures on the floors, walls, and people who are now complex NPCs.
For **+1000 CP,** the entire world will function as a PS1 video game with events forced to stick to a linear plot with optional time-sensitive subplots. You will not gain a system for extra lives or any of the in-game power-ups. However, there may be collectibles that do nothing.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Auto-Punishment +600 CP
Every time you make a mistake, you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries that build up over time. These injuries heal at a "normal" human rate, despite any healing abilities you might have.

So Weak +600 CP
At some point during this Jump, you and all your allies will be defeated. There is no way around this. You will lose, and you will all be captured.

We Humans Are Full Of Surprises +600 CP
The humans of this world are not necessarily what is expected. There are now mutants, metahumans, or otherwise superpowered people.

Boss Rush +600/1000 CP
Post-Jump, you will be forced to have a 1v1 fight against every enemy you have faced in the Jump, one after another. You will not be able to move on to the next Jump until you have beaten them all. For **+1000 CP,** all the opponents will have their raw power to reach yours, but they won't gain any extra training or proficiency.

AU Continuity +1000 CP
You are not in the canonical story, but an alternative universe randomly created from all the FanFictions and Fan Theories.

In Context Foe +1000 CP (Requires 2 or more of the following Drawbacks: "Powerless", "Empty Handed", "Alone")
To take this drawback, your Jump setting must have a Jumpchain that you have not used. A new opponent will be added to this jump, with their only goal being to destroy you. They will have double the total **CP** you gain in this Document, which they can spend however they wish in the unused Jumpchain.

Random Setting +1000 CP
By taking this drawback, you are no longer allowed to select the setting of your Jump; instead, you must use one of the following links and choose one of the six options it provides.
If that setting has a Jump Document already, you may use that Document for this Jump.
You may test each link as many times as you wish before purchasing it, but you must pay for the link before you click it when selecting a setting, and you can't change your mind afterwards.

> **TV-Show -500 CP**
> You must use this link and select a **TV show:**
> https://www.randomlists.com/random-tv?dup=false&qty=6
>
> **Animated Movie -200 CP**
> You must use this link and select an **Animated Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Animation
>
> **Science Fiction Movie - Free**
> You must use this link and select a **Science Fiction Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Science_Fiction
>
> **Fantasy Movie - Free**
> You must use this link and select a **Fantasy Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Fantasy
>
> **Horror Movie +400 CP**
> You must use this link and select a **Horror Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Horror