Out of Context: Hunter Supplement

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This document can be used as a supplement in any Jump that would not otherwise have Hunters from the Bloodborne series within its continuity.

By taking this Supplement you have chosen to be a Hunter from the Bloodborne series, a human injected with the blood of eldritch gods and granted incredible abilities and you will enter into that continuity as a Drop-In awakening from a terrible nightmare in the middle of nowhere. As a Hunter you 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:

As a Hunter you're tasked with hunting down all manner of threats, big and small, all in the hopes of one day being free. But not all hunters do this for the same reason, each one possessing their own motivations for enduring the Hunt. Whether it be to relish in the power of the old blood, hunt down the mad beasts that were once your comrades, uncover the secrets of the old ones, or protect the innocent, every Hunter has a reason to hunt. So, what's yours?

Old Blood

Ever since you've been injected with the Old Blood you've felt more powerful than you've ever been. Whereas before you were nothing but a simple human, now you're capable of pulling off incredible feats and fighting creatures far beyond anything mankind has faced before. Just imagine how powerful you'll become with more Old Blood. Just remember one important thing: "**We are born of the blood, made men by the blood, undone by the blood. Fear the Old Blood.**"

Beasts

These misshapen monstrous creatures that feed on the innocent and unprepared, mutated by the Old Blood. Oftentimes these very beasts were once the people you were tasked with protecting, their souls devoured and consumed by their inner beast, leaving nothing but a bloodthirsty shell of what was once a person. Whether you despise the beasts and take great pleasure in their destruction or feel sorrow for their fate and grant them mercy the only way a hunter can, the result is the same.

Scholarly Knowledge

As a hunter, scholarly pursuits should be the last thing on your mind, and yet you can't help but be curious about the nature of Yharnam, its history, and the secrets of the Great Ones. As such while you fight the horror's that plague this city you'll also seek to uncover its secrets. From the tallest towers of the cathedral to the very depths of the catacombs you won't rest until you discover the truth behind what happened here. Just make sure that you can actually handle it.

Guardian

While most hunters saw their job as grim and bitter, there were those who believed that their role was to be a protector of people, a guardian against the dark, ensuring that innocents are safe from the twisted creatures of the night. It would seem that you are one of these people, working hard to keep Yharnam and its denizens safe from those who would threaten it and be a beacon of hope to them. Be careful not to let your optimism cloud your judgement or your reality.

The Hunt

Blood, Knowledge, Beasts, Protection, all of this is meaningless and inconsequential to the true purpose of the Hunter: to hunt. It does not matter what superficial reasons they may have for continuing the Hunt, what matters is that the Hunt goes on. And if you should finish one Hunt, there will always be another.

Perks:

General Perks:

Hunter Physiology - Free
As a Hunter you possess physical abilities beyond that of normal humans, enough to keep up with the various beasts and maddened citizens of Yharnam. As a start, you possess 10 times the physical abilities of a peak human. Thanks to the old blood coursing through your veins you are immune to any mundane illness or toxin and possess a moderate healing factor, enough to survive impalement.

Blood Echoes - Free
Despite their name Blood Echoes are not blood but rather the lingering remnants of someone's will that stays when they've died. The amount of blood echoes they leave is based on how powerful the being is, the more powerful they are the more blood echoes left behind. These blood echoes can be used to strengthen yourself, your weapons, and purchase items from certain shops.

Gothic Charm - Free
Although a mere shell of its former glory it can't be denied that there is a certain charm in Yharnam's architecture. Its haunting towers, mysterious forests, and gothic cities that make it so terrifying yet wondrous to gaze upon. Now you can apply that same visage to any setting you go to, giving it a gothic style makeover without changing anything else. You also get a free boost to your appearance, enough for the creatures that plague Yharnam to pause to admire your face before eating it.

Bloodstained Symphony - Free
One of the many things that truly makes Bloodborne so amazing is its soundtrack, an incredible ensemble of music designed to set the mood for what you'll experience. As such, you now have the entire soundtrack of Bloodborne, including your own personal theme song. You can choose if other people hear this and if so then they won't be confused about it.

Rally - Free
One unique aspect of a Hunter is the ability to heal by harming enemies. To put it simply the more damage you deal to an opponent the more your wounds are healed. Of course this perk does have a limit to its effect so you can't get unlimited heals. It can only heal you up to a certain amount, at most a quarter of your health at the most and the amount you heal is in proportion to the amount of damage you deal. So don't expect to get much from a small cut.

Visceral Attack -Free
In battle against the horrors of Yharnam any moment of weakness could mean death for the hunter. So when they see an opening they strike fast, hard, and with no mercy knowing fully that their enemy would do the same. Whenever you stun, surprise, or sneak up on a foe you can unleash a powerful, gruesome visceral attack where you plunge your arm into your opponent's

body to deal immense damage to them. Stronger opponents can survive this, albeit considerably weakened, while weaker foes can be one shot. Beastly arm transformation is optional.

Quickening - Free
A strange and supernatural ability that all hunters possess is the “Art of Quickening”, an ability that allows the user to dash at high speed as a cloud of mist, temporarily making them invulnerable to harm. This allows you an incredible degree of maneuverability in combat as you can quickly bridge the gap between you and your target than avoid their counterattack. This perk also grants you an increase to your reaction time and reflexes to ensure you can use this ability without issue.

Power Type 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 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.

Art of the Hunt - 100 CP
You possess all the necessary skills to be a Hunter of the Dream, possessing the necessary combat skill and experience to deal with the maddened hordes and beasts that plague Yharnam. This also lets you quickly learn how to use the various weapons that the Hunter uses to kill these creatures, ensuring that no matter how unique or exotic the weapon is you won’t be a novice for long.

Madness Protection - 200 CP
Considering all the horrors that Yhanam has to offer, going insane isn’t just a possibility but an inevitability. Luckily for you this perk will help prevent that by ensuring that any hazardous effects on your mind will be rendered useless. Mind control, corruption, insanity and more will not touch your mind.

Perfect Specimen - 400 CP
Although very rare there are times when the process of making new Hunter’s works exceedingly well on someone, making them far stronger than the average hunter. This now applies to you as any and all procedures, serums, and experiments designed to enhance and improve your biology will work on you with a 100% success rate with 5x the original enhancement. For example, the same process that made Captain America would make you 5x as powerful as him. In addition, all enhancements become fiat-backed, ensuring that nothing can take them from you. See **Notes** for further details.

Great Old Blood - 600 CP
It would seem that the blood used to turn you into a Hunter came directly from the source, one of the many Great Ones that inhabit Yharnam, which grants you many advantages. One

obvious advantage is that your physical abilities are far greater than that of an ordinary hunter, multiplying your original capabilities by 10 for a 100 times boost. Another more unique advantage is that you can peer into the very **[TRUTH]** of anything you gaze upon and see them for what they really are. No falsehood or deceptions will work on you anymore.

Perfect Specimen Booster: New One
Thanks to your unique physiology the Blood of the Great Ones within your veins has elevated you to levels beyond that of mere mortals, making you a baby Great One. While in your Great One form, the size and shape is yours to decide, you possess physical abilities beyond any other creature, enough to casually cause earthquakes with your attacks and withstand even stronger attacks. Any arcane abilities you have are boosted 100-fold and should you be injured you'll quickly regenerate from the damage. In addition, you represent a concept that you can control, granting you some unique abilities. You're capable of all this despite being a baby, imagine how powerful you'll be once you've matured. See **Notes** for further details.

Madness Protection Booster: Anti-Madness
In addition to being protected against madness and corruption you emit a field that heals any person inflicted with madness and/or corruption while providing them protection. This field starts out at a range of 5 meters but for every person you heal that range increases by 5 meters.

Perfect Specimen Booster: Greater New One (Requires Vileblood, The Beast Within, Eldritch Sorcery, A Better Tomorrow, and The Good Hunter)
You have transcended past your previous levels to achieve power equal to that of the strongest Great Ones, while still a baby. Rather than one concept you instead represent three and can combine them in various ways to do incredible things. In addition, you can split yourself into two forms: your true Great One form, that resides in a pocket dimension of your own design and your physical avatar, again of your own design, that you use to interact with the world. As a result, the only way to kill you is to destroy both of your forms, not an easy feat as any damage your avatar takes your true form will only suffer 1/10 of the damage. But your most impressive and terrifying power is the ability to take the power, skill, and knowledge of any being you devour. In addition to all of these new abilities you can now grow infinitely, removing any limits on your abilities.

Old Blood:

Bloodborne - 100 CP (Free for Old Blood)
Your body produces more blood than should be natural, about five times the amount of normal people, with no physical changes. In addition, you will no longer bleed out when injured, your blood replenishing faster that you lose it.

Blood Ministration - 200 CP (Discounted for Old Blood)
Just like the Healing Church you are skilled in the art of Blood Ministration, using the healing powers of the Old Blood to heal and cure disease and illness. Through this practice you can use

your blood to heal any mundane disease and illness that your patient is inflicted with, with fast results.

Crimson Power - 400 CP (Discounted for Old Blood)
You have the ability to manipulate and control blood in a variety of ways, useful both in and out of combat. You can expel your blood at bullet level speeds, ignite it when out of your body, harden it into blades, shields, armor, and more. You can also manipulate the blood of your allies, if they have blood, to prevent bleeding out or slow the spread of illness or toxins. Against your enemies, should they have blood, you can manipulate the blood in their bodies to weaken them considerably or inflict serious damage. A few downsides of this ability is that when used on others the range is small, a full meter at most, and when used against an enemy the stronger they are in comparison to you the weaker the effects.

Perfect Specimen Boost: Blood Magic
The fusion of arcane magic with your blood manipulation has led to the creation of something incredible. Due to your blood being infused with arcane energy you can channel spells through your very blood. You can also use your blood for many magical practices like alchemy and summoning, making them far more powerful than normal. Your skill with blood manipulation has also evolved into full on hemokinesis, with your range multiplying by an order of magnitude, with training and practice increasing the range further.

Vileblood - 600 CP (Discounted for Old Blood)
Just like the nobles of Cainhurst you possess a highly potent regenerative ability, allowing you to regrow limbs and withstand extreme injuries and trauma at a rapid pace. You can feed on the blood of others to rapidly increase your healing as well as boost your power greatly. In times of crisis you can call upon the spirits of the dead in order to aid you.

Great Old Blood Booster: Child Of Blood
You are the prophesied Child of Blood that Queen Annalise and her Vilebloods have waited for so long. With skin pale as the moon and eyes red as blood you possess abilities far beyond that of the Queen and other Vilebloods. Your physical abilities are such that you can match the physical avatars of the Great Ones and recover from total body annihilation in a minute. You can, with a touch, instantly drain blood from others, taking their knowledge, skills, and abilities. Those you kill this way can be brought back as loyal shades to command, albeit in a weakened form. Should you desire to share your gift with others then you can inject them with your blood, turning them into Vilebloods loyal to you alone. At night all of your abilities will be further empowered, especially under a full moon.

Blood Ministration Booster: Blood of Life
Your blood is the ultimate panacea, so powerful that you could drive the Healing Church out of business. With your blood you could regrow limbs, repair and restore damaged organs, cure most supernatural illnesses and diseases, resurrect the recently deceased, and extend someone's life with ease. Your blood also enhances them, bringing them to the peak of human physical fitness.

Beasts:

Fear No Beasts - 100 CP (Free for Beasts)
Against the wild beasts of Yharnam you feel no fear but rather empowered, your blows dealing far more damage than they should. Against any and all beast and/or beast-like creatures your attacks deal 3x the damage.

Primal Howl - 200 CP (Discounted for Beasts)
When a beast howls it's meant to strike fear in their prey and assert their dominance over all creatures, now you can do this too. By unleashing a powerful shout you can temporarily invoke fear into your enemies, paralyzing them for a short moment. This shout also moderately invigorates you and your allies.

Beastly Brawler - 400 CP (Discounted for Beasts)
Trying to fight a building sized beast with nothing but your bare hands is just asking for a painful death, weapons exist for a reason after all. For you however, you are just as deadly with your bare hands as you are with weapons. By tapping into your inner beast all of your unarmed attacks deal 5x their normal damage while protecting your hands from serious harm. You also gain claws that can rend steel as easily as flesh.

Perfect Specimen Boost: Primal Instincts
One of the many reasons beasts are so feared and dangerous is their instincts, granting them natural fighting prowess and a keen sense of danger. It's these instincts along with their power that allow these mindless beasts to pose such a major threat to even the most experienced hunters. By tapping into your inner beast you can draw on their instincts, allowing you to fight nearly with no thought required while also enhancing your senses to incredible levels. This grants a form of danger detection, warning you of threats moments before they happen.

The Beast Within - 600 CP (Discounted for Beasts)
While many Hunters see beasts as nothing more than mindless, savage animals existing only to be put down, a rare few see their power and wish to take it for their own. You are one of those rare few as you can now assume the form of your inner beast, the size and shape of which are yours to decide. In this state you have the raw power and instinct of your inner beast while maintaining your mind, making you a dangerous threat against hunter and beast alike.

Great Old Blood Booster: Man and Beast
The power and ferocity of the beasts and the skill and techniques of a hunter, once separate they now combine to create something far greater than either of them alone. You've become a perfect hybrid of man and beast, allowing you to use all the skill and abilities of a hunter while maintaining the strength and power of a beast. You can still turn into your full beast form, which is now much larger and stronger than before. In addition, you can now manipulate and control an element like lighting or ice to strengthen your attacks.

Primal Howl Booster: Beastly Roar
You now have the ability to turn your roar into a focused, concussive blast of air, strong enough to topple the largest beasts and send smaller enemies flying. The power and duration of this roar depends on how long and how loudly you roar.

Scholarly Knowledge:

Insight - 100 CP (Free for Scholarly Knowledge)
Your mind has been awakened to eldritch secrets unnoticed by normal humans. You can now detect and see things unable to be noticed by regular senses, allowing you to discover forgotten secrets and long lost histories. As a bonus your mind is strengthened against any mental threats like cognitohazards and memetic traps.

Runesmith - 200 CP (Discounted for Scholarly Knowledge)
Caryll of Byrgenwerth was able to do the impossible and take the language of the Great Ones and translate it into something understandable by humans. This led to the creation of the Caryll Runes, mystical runes that when engraved onto a person grants them incredible abilities. You are now a runesmith on par with Caryll themself, able to create and engrave the same runes as they did. This comes with a bonus of being able to learn and understand any language at a rapid pace.

Eye-Lined Brain - 400 CP (Discounted for Scholarly Knowledge)
Your search for ancient knowledge and secrets has changed you in more ways than one, in ways some would say were terrible and others say incredible. Your mind has been awakened to eldritch knowledge and arcane secrets, greatly increasing your intelligence as well as your resistance to things like madness and corruption, allowing you to read, understand, and comprehend any form of eldritch knowledge. You also gain a special sixth sense when searching for hidden secrets and knowledge, guiding you to places where they lie.

Perfect Specimen Boost: Eldritch Mind
Your mind has evolved in ways far beyond that of human comprehension, to a level matching that of the Great Ones themselves. Your intelligence is increased to such a level that even the smartest human is seen as a fool to you, allowing you to understand and learn any form of knowledge with ease. This lets your mind be immune to any form of mental tampering, causing anyone who tries to go mad. In addition, you gain incredible psychic abilities, allowing you to manipulate the physical realm with nothing more than your mind. Astral projection, telekinesis, telepathy, precognition, possession, and more are within your capabilities, increasing in power and range the more they're used.

Eldritch Sorcery - 600 CP (Discounted for Scholarly Knowledge)
Your skills with the arcane magics have evolved to rival that of the Great Ones, letting you cast spells that defy the very laws of reality. From warping space to creating pocket dimensions to traveling through time to raining stars upon your foes to summoning spirits of dead warriors the possibilities are nearly endless.

Great Old Blood Booster: Eldritch Archmage
So great are your magical abilities that even the Great Ones would admit that you've surpassed them. Casting even the most costly magic hundreds of times with little exhaustion. Mastering even the most difficult magics with ease you can advance them far beyond their original capabilities and limits. You're also just as good at teaching magic as you are at learning it, turning any student you teach into masters of magic in a short amount of time.

Runesmith Booster: Maker of Runes
Rather than just learning runes you are capable of making your own runes, their power and capabilities based on how much time, power, and effort you place into making them. You also gain access to your own unique language that can be translated and shared with others.

Guardian:

Hope - 100 CP (Free for Guardian)
Such a small thing hope is, seemingly small and fragile yet when the situation is dire it can be a guiding light even in the blackest void. Within your soul is a small flame of hope, protecting you from despair, sorrow, angst, and many more negative emotions.

Savior - 200 CP (Discounted for Guardian)
Some hunters believed themselves to be heroes, champions of the people, tasked with their protection and well being and as such would often charge head first into danger without a thought in order to save lives. Oftentimes they would succeed, albeit at the cost of their own lives. This perk gives you a sort of protection when saving lives, ensuring that no accidents, surprises, or complications impede you when helping people in danger.

Living Shield - 400 CP (Discounted for Guardian)
While most hunters saw themselves as blades to cut down the enemies of Yharnam, some saw themselves as a shield, guarding the people from the threats that plague them. This especially applies to you as when protecting others you'll find your durability, endurance, and stamina increased by an order of magnitude. In addition, your tolerance towards pain is greatly enhanced, allowing you to endure immense torment with some effort. But most importantly, this causes any enemies you're facing to focus exclusively on you before anything else, ensuring that those under your protection are not targeted during the battle. And should you suffer a fatal blow you'll survive it, although leaving you at death's door without some form of aid.

Perfect Specimen: Unbreakable Wall
Rather than a shield it would be better to call you an unbreakable wall with this perk. Your durability, endurance, and stamina is further enhanced by a factor of ten, making you nearly indestructible when protecting others. In addition, not only will you survive a fatal blow you'll also be restored to half health.

A Better Tomorrow - 600 CP (Discounted for Guardian)

The land of Yharnam was once a beautiful land filled with many wonders and hope for a brighter future, now it's become nothing more than a blood drenched land of madness where all people can do is hope that they survive another day. Don't you wish you could change that? With this perk you can as now, should you actively work for it, you'll be able to positively change the nature of a setting and ensure a brighter outcome for it. Even a setting as grimdark as WH40K will become better with enough work. See **Notes** for further details.

Great Old Blood Booster: Dawnbringer
You no longer need to work to get the brighter future you envision but merely exist, your mere presence causing the setting to become better and brighter. Should you choose, however, to put effort into making things better, you'll find this ability's rate of progress grows by an order of magnitude.

Savior Booster: Last Minute Rescue
As tragic as it is to say most times when Hunters go to save someone they arrive too late to do so. With this perk that all changes as now circumstances will conspire to ensure that you always arrive in time to save someone, even at the last minute. In addition, you gain a form of sixth sense for finding people in danger.

The Hunt:

Tracker - 100 CP (Free for The Hunt)
If you're gonna be a hunter you should at least know how to hunt. This gives you incredible tracking skills, allowing you to track and find your prey from the smallest of details. In addition, whenever you're hunting you'll find your movement speed greatly increased, ensuring that no matter how far your quarry runs you'll catch them eventually.

Weaponsmith - 200 CP (Discounted for The Hunt)
Whether it's insane humans, bloodthirsty beasts, or eldritch deities a hunter needs a quality weapon to deal with them and luckily for them you excel in providing such weapons. You are an excellent weaponsmith, able to create high quality weapons in any style, shape, or fashion. From basic weapons like swords, axes, and spears, ranged weapons like the blunderbuss and hunter's pistol, to the more complex trick weapons that hunters are known for using. And you're just as good at fixing weapons as you are at making them.

Hunter's Dream - 400 CP (Discounted for The Hunt)
You have access to a unique pocket dimension called the Hunter's Dream, a place where hunters can rest, upgrade themselves and their weapons, purchase items, and fast travel to previous locations in the setting. Also, once per jump, or every 10 years whichever happens first, should you ever die you'll wake up in the Hunter's Dream, fully rested and healed.

Perfect Specimen Boost: Dreamweaver
Your connection to the Hunter's Dream has been enhanced tremendously, to the point that you can control every facet of it. From its size to its shape to the appearance and rules within there

is no limit to what you do with it. Should you desire you can also allow other people access to the Dream and use it as either a safe haven, a prison, or both if you want.

The Good Hunter - 600 CP (Discounted for The Hunt)
You're not some newbie Hunter sent out on their first mission, but an experienced Hunter with years of combat against eldritch horrors and beastly threats. Such is your speed and reaction time that you can keep up with beasts faster than the eye can track. Your skill is such that only the best hunters, on the level of Gehrman, could hope to beat you. What's more you'll find your skills growing rapidly with each battle, your body and mind learning and adapting new techniques.

Great Old Blood Booster: The Old Hunter
You are now equal in skill to the first hunter himself, Gehrman, a hunter who even in his advanced age was more than capable of taking down younger, healthier hunters with ease. So great are your skills that even the strongest beasts and Old Ones are hardly challenges to you, with each battle evolving those skills at an exponential rate. Your instincts have been honed to a razor's edge, to the point that your body automatically reacts to threats and dangers without input from your mind. You're also very good at finding weak points in a target, striking them with incredible skill and precision. Best of all, anything killed by you will stay dead, no amount of resurrections, hax powers, or special abilities will change that.

Weaponsmith Booster: Tools of the Trade
Why should you be limited to only weapons? Now all tools of the hunters are yours to make. From poisoned daggers to traps to bombs to armored clothing and more are yours to make. In addition, with the right materials and resources you can enhance any gear you make, granting them increased attributes and potentially new abilities. What's more is that the more specific the target the gear is made for the more potent they'll be. Making gear hunting vampires will be less powerful than making gear to take down Dracula specifically.

Items:

Any lost, stolen, or used 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.

The Hunter's Clothes - Free
To combat the many beasts and horrors plaguing Yharnam the hunters realized that speed and maneuverability were far more useful than any armor or shield, as such their clothing factors in that idea. These clothes while light are surprisingly durable, able to withstand fire, bullets, and even claws from a beast with minimal damage. They also provide great protection against the elements and extreme temperatures. This allows the hunter maximum speed and flexibility while also providing them keeping them safe. You get 10 sets of clothes in any style of your choosing.

The Hunter's Tools - Free

A hunter often relies on more than just their weapons and skill, they also use a wide variety of tools to aid in their travels across Yharnam or weaken and surprise enemies to make them easier to kill. A lantern that never runs out of oil, poisoned daggers to debilitate enemies, antidotes for poison, torches to light a path or set someone on fire and many more are now a part of your arsenal.

Quicksilver Bullets - Free/50 CP
Special bullets infused with the blood of their wielder and designed to deal serious damage to the terrors of Yharnam. These bullets can take the shape of any ammunition simply by being put in the weapon. For free you get a box of 50 quicksilver bullets ready to use, but for **50cp** you can now create your own quicksilver bullets by mixing your blood into any ammunition.

Elemental Paper - Free/50 CP
These strips of paper have a unique effect on your weapons, temporarily imbuing them with powerful elemental properties like fire, lightning, poison, etc when rubbed on said weapon. For free you gain 10 papers of each element for you to use. For **50cp** you can create your own elemental paper.

Blood Vials - Free/100 CP
These vials contain the miracle healing blood of the church and when this blood is ingested it will instantly heal the user from even serious wounds. However, despite its impressive healing properties it can't regrow limbs or revive the dead. For **100cp** its healing abilities are boosted further, allowing the blood vials to heal even the most severe of injuries, regrow limbs, and bring back the recently deceased. You gain 20 vials of this miraculous liquid.

Elixirs - 100/200 CP
These two elixirs temporarily grant special enhancements when imbibed. The blue elixir greatly increases your stealth capabilities while making it harder for enemies to detect you. In contrast, the gray, metallic elixir will make your body tougher and more durable, at the cost of increasing your weight. You get 10 vials of each elixir ready for use. For an extra **100cp** the effects are boosted greatly, with the blue vial now letting you turn invisible for a short amount of time and the lead elixir temporarily turning your body into metal.

Explosives - 100/200 CP
Sometimes the best way to deal with a ravenous beast is explosives, lots of them. Incendiary, flash, smoke, poison, acid, and more are yours for the choosing, ready to take on any threat that may come your way. For **100cp** the effects, range, and power of the bombs are increased 5-fold and now come in proximity, timed, and trigger activated style.

Book of Runes - 100/200/300 CP
This book, bound in leather and covered with strange writing, possesses every rune created by the Byrgenwerth College. This allows you and anyone you choose to learn these runes and inscribe them onto people and objects. An extra payment of **100cp** makes it so that the book

also records any runes you make yourself, adding new pages to put them on. A final payment of **100cp** allows the book to instantly record any and all runes found in a setting for your usage.

Guns - 200/300 CP
Although not as powerful against the larger threats plaguing Yharnam guns have a place in the Hunter's toolkit. Capable of firing regular bullets, blood bullets, or quicksilver bullets, these weapons can be all the difference between life and death. **200cp** gets you access to the many firearms used by Hunters from the Hunter's Pistol to the Blunderbuss to the Flamesprayer and even things like the Church Cannon. An additional payment of **100cp** upgrades those weapons to max level and capable of being upgraded even further with enough blood echoes. **Can be bought multiple times.**

Trick Weapons - 200/400 CP
The ultimate tool hunters use against the many threats and horrors plaguing Yharnam, these special weapons have a second form that allows the hunter to use new moves and techniques to confuse their opponent and deal out serious damage. For **200cp** you can choose any trick weapon with the exception of the Burial Blade. For an extra payment of **200cp** the trick weapon is upgraded to max level and capable of being upgraded even further with enough blood echoes. **Can be bought multiple times.**

Old Blood - 600 CP
Think very carefully about this jumper, as there is no going back with this option. This grants you access to a large vial of Old Blood, the same old blood that created the hunters as well as the madness that plagued Yharnam. What you choose to do with this is up to you but be cautious lest you create horrors worse than those found in Yharnam.

Burial Blade - 600 CP
The legendary trick weapon wielded by the first hunter Gehrman himself, forged from a material from space known as siderite, making the weapon nigh-indestructible and able to cut the toughest materials. Able to shift from a one handed curved sword to a long scythe this weapon is useful in any combat situation. Due to constant exposure to eldritch blood and energies this weapon exists on the physical and metaphysical plane, allowing it to harm and kill any creature from spirits to eldritch horrors. This blade is maxed out with the capability of growing further through blood echoes.

Drawbacks:

Not Drop In +100 CP

You are no longer a Drop-In or from an alternate Reality. You are instead a local who somehow became a Hunter. You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Enemy Power User +200 CP
Normally you would be the only one Hunter within this continuity, however with this drawback other hunters will appear who are each going to hunt you down as they believe you pose a significant threat to their goals.

Vampire +300 CP (Exclusive to Old Blood)
Whether you were bitten or born this way you are now a Vampire, a creature of the night who feeds on blood for sustenance and power. Because of this you are no longer able to take perks from the **Beasts**, **Scholarly Knowledge**, **Guardian**, and the **Hunt** perk trees.

Werebeast +300 CP (Exclusive to Beasts)
Through infection, rituals, or just natural birth you are now a werebeast, a hybrid between man and animal granting you incredible power at the cost of new beastly instincts. Because of this you are no longer able to take perks from the **Old Blood**, **Scholarly Knowledge**, **Guardian**, and the **Hunt** perk trees.

Warlock +300 CP (Exclusive to Scholarly Knowledge)
Channeling the power of your chosen deity, you have become a Warlock. A warlock is a being who in exchange for immense power performs duties and tasks for their patron. Because of this you are no longer able to take perks from the **Old Blood**, **Beasts**, **Guardian**, and the **Hunt** perk trees.

Paladin +300 CP (Exclusive to Guardian)
Following the path of righteousness and good you've become a Paladin, a holy knight dedicated to protecting the innocent and punishing the wicked. Because of this you are no longer able to take perks from the **Old Blood**, **Beasts**, **Scholarly Knowledge**, and the **Hunt** perk trees.

Slayer +300 CP (Exclusive to The Hunt)
Born with a special mark, you are a Slayer, a hunter of supernatural threats and terrors. Because of this you are no longer able to take perks from the **Old Blood**, **Beasts**, **Scholarly Knowledge**, and the **Guardian** perk trees.

Perk Users +200 CP/+400 CP/+600 CP/+800 CP/+1000 CP/+1200 CP
Normally there would be no other Hunters within this continuity, however with each purchase of this drawback, a new portal will appear at some point during your Jump, somewhere on your Planet.

For **+200 CP** only Queen Annalise will appear.

For **+400 CP** both Queen Annalise and Father Gascoigne will appear.

For **+600 CP** the Queen Annalise, Father Gascoigne and Micolash will appear.

For **+800 CP** the Queen Annalise, Father Gascoigne, Micolash and Ludwig will appear.

For **+1000 CP** the Queen Annalise, Father Gascoigne, Micolash, Ludwig and Gehrman will appear.

For **+1200 CP** the Queen Annalise, Father Gascoigne**,** Micolash, Ludwig, Gehrman and The Good Hunter will appear.

1. Queen Annalise will have access to all the perks on the **Old Blood** Perk Tree.
2. Father Gascoigne will have access to all the perks on the **Beasts** Perk Tree.
3. Micolash will have access to all the perks on the **Scholarly Knowledge** Perk Tree.
4. Ludwig will have access to all the perks on the **Guardian** Perk Tree.
5. Gehrman will have access to all the perks on the **Hunt** Perk Tree.
6. The Good Hunter will have access to all the perks on this Jump Document.

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 sorted 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 honorable 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** your 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.

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link 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.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Notes

Perfect Specimen Explained
This perk affects any and all forms of enhancement perks and items, including scenario rewards. Regarding blood echoes you now only need ⅕ of the required blood echoes to enhance yourself and your items. This also applies to any other systems that have similar requirements like souls in Dark Souls or Falna in Danmachi.

New One + Greater New One Concepts Explained

What abilities you'll get will depend on the concept you choose to represent. For example, choosing the concept of **Moon** will grant you abilities like: greatly increased power while under moonlight for you and allies, able to fire off beams of moonlight, teleport wherever the moonlight reaches, teleport to the moon, use it to cast magical spells and rituals and many more, so fanwank responsibly.

You can combine multiple concepts together to produce a wider variety of effects than either of them alone. As an example, if you combined **Blood** with **Moon** you could create a crimson red moon that causes any creature with blood, with the exception of you and your allies, to slowly

bleed out and eventually die or drive them mad should they look at it. Power/range of the concept is continent-level for **New One**, planet-level and above for **Greater New One**.

A Better Tomorrow Explained

To put it simply, when you actively work towards improving the setting you're in for the better reality itself bends over backward to ensure that your actions succeed in the best way possible without fail. If for some reason you only want a certain group of people or location to benefit from this perk's actions then you can do so. With the boosted version you barely need to lift a finger as your mere presence is enough to make the setting a better place while still being able to choose who benefits from it. Actively working to make things better will exponentially increase the rate at which this perk improves the setting.