DC Aliens Out of Context Supplement

V1.0 By LJGV/Sin-God

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

By taking this Supplement you have chosen to become a DC Alien of some sort and you will enter into a continuity that lacks such alien species as a Drop-In opening your eyes somewhere in a downed spaceship with a kindly couple looking at you, curious and eager to help you.

As a DC Alien gaining this new physiology through this Out Of Context Supplement you are, for the duration of this jump, a DC Alien of some sort. You can still utilize your alt-forms freely, barring something like an OOC perk or drawback that prevents that. Take these points, they'll help you adjust to your new reality. In future jumps your chosen origin form in this jump follows you as an alt-form you can don at will (barring drawbacks).

+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.

Author's Note: This jump takes inspiration from many different bits of DC media, not just the comics though those do serve as the primary bits of inspiration for perks and takes on powers here. Additionally, perks here are not origin exclusive though for some of them to work if you are not a member of the chosen perk's origin will require fanwanking and flexibility on your part. That's part of why there is a semi-meta perk here to facilitate a logical acquisition of a hybridized form for the duration of this jump, which itself helps smooth over questions about how perks might interact with other physiologies, but even without it if you are creative and focus on your narrative you can find ways for these perks to work for you. Additionally there will always be some sort of benefit to a given perk beyond it activating some sort of origin exclusive power that will always be active and helpful regardless of your origin or even active, equipped form.

Origin:

Each of these origins confers to you an alien physiology with distinctive powers and strengths, as well as weaknesses. An origin, by itself, only gives you the baseline physiology of the given species, it doesn't guarantee you are a match for a given hero or villain who is a member of that species.

Tamaraneans (Free)

In the distant past the beings now known as Tamaraneans were actually the inhabitants of the planet Okaara, and one such being; X'Hal, is worshipped by Tamaraneans after she was experimented upon by the mighty alien race known as the Psions (who are the same race as those who experimented on both Starfire and Blackfire). In the modern era, Tamaraneans are a peaceful race of powerful aliens (relative to Earth), capable of absorbing and processing stellar radiation which powers their complex physiology. Their base powers are surprisingly simple; they can fly, have superhuman durability (and stamina), speed, and strength, and have a curious power to absorb linguistic knowledge through touching someone who knows a language

or, more effectively, through a kiss (or some other lip to lip contact). Some Tamaraneans have access to more advanced powers, such as the ability to focus solar energy and emit it as concussive energy blasts carrying tremendous power though this usually requires painful and unethical experimentation to unlock. By default, you only have the base suite of powers, not the more advanced things like *Starbolts*. Your appearance is up to you, but it is quite possible to mistake you for a human, especially from a distance or with some minor accessories to hide your more exotic features, such as the mighty crimson mane many Tamaraneans have or their oddly colored eyes.

Ma'aleca'andrans (200 CP)
The name of the origin is their formal name (and also a reference to the name Martians have for Mars; Ma'aleca'andra), but these are martians; a species of intelligent humanoids living on Mars. The inhabitants of Mars have a variety of colors for their skin, with the two most famous/infamous kinds of Martians being green and white (but other kinds such as yellow also exist) For a time the martian known as Martian Manhunter/J'onn J'onzz, believed he was the last of the Green martians and that his people had been nearly completely wiped out by the White martians. Martian powers are impressively varied and include the following abilities; shape-shifting (including size alteration to gigantic extremes), invisibility, phasing, superhuman attributes such as strength (to the extent of being able to match Kryptonians), stamina, durability, speed, agility, and reflexes, regeneration, flight, martian vision, and both telepathy and telekinesis. You are a Green Martian, though you can opt to be a White Martian for free. Additionally, Martians have a weakness to fire which you also have. Of the three origins available in this jump this is the one with the oddest or at least the least human appearance. Thankfully you can shapeshift and effortlessly look like a human.

Kryptonians (200 CP)
Inhabitants of the planet Krypton, Kryptonians are an extraterrestrial superficially human-like species with advanced scientific knowledge and a significant civilization. Kryptonians are also, in their native solar system, bathed in the light of a red star. When Kryptonians leave their native solar system and bathe in the light of a star of a different color their cells are supercharged in ways congruent with the color of the star. Yellow and blue stars hit them with wavelengths that push their physiologies in enhanced directions, giving them a litany of abilities past what they experienced on Krypton. In the light of a red star, their bodies function on an identical level to that of healthy humans. Their enhanced powers in the light of a yellow star include superhuman strength, invulnerability to a multitude of things (including many different types of weapons, many (though not all) diseases, blunt force trauma, energy attacks, the void of space, and toxins), a tremendously enhanced lifespan compared to humans, superhuman stamina, flight, super speed (to the extent that the fastest Kryptonians can phase through matter), superhuman senses, self-sustenance, enhanced healing, super-breath, heat vision, and the passive power to absorb and store conducive solar energy to allow them to use their powers away from a yellow star. In other kinds of starlight, they can exhibit a range of powers in addition to or instead of the ones listed above. Kryptonians are weak to Kryptonite. Kryptonians are superficially identical to humans, needing no additional powers or cosmetics to look human. **The baseline physiology you get from this only gives you the basic powers of a Kryptonian, ones like solar energy**

absorption, superhuman strength, speed, durability, stamina, heat vision, frost breath, and enhanced longevity. It does not give you the wackier outlier abilities some Kryptonians have exhibited such as the multitude of powers Superman has possessed over the years like memory erasing kisses or super ventriloquism.

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order 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:

Fortuitous Meeting - Free
You have a special propensity for having beneficial and positive meetings with new people. You are curiously lucky, meeting people after they had a bad day and need someone to talk to or after someone had a lucky break of their own and are in a good mood.

Kindly Couple Origin Perk - 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 by crashing a spaceship, harmlessly (to you), into a farm owned by a kindly couple.

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.

Most Common Superpower - 100 CP
You possess some variant of the *Most Common Superpower*. You are remarkably attractive, the sort of good looking that actually turns heads and gets people talking. This trait is universal across all of your alt-forms, though obviously what some find attractive others might not. This focuses on making you look good relative to a given alt-form, so you'll be naturally attractive, even among the most attractive individuals, members of whatever species you are embodying, though you'll also be quite attractive to other humanoids whenever possible.

Perfect Hybrid -200 CP
This is a special meta perk for this jump, but also has an active, normal effect you can always rely on. Its normal function is as something of an alt-form fuser, allowing you to temporarily hybridize your alt-forms, letting you take on the best traits of two different species you have

within you, fusing their powers and abilities and also giving you a higher baseline made of the best of the competing stats (letting you, for example, be a Tamaranean with the raw strength of a Kryptonian in the light of a yellow or even blue star). In time, with training, this ability grows and you can stay in a fused alt-form state for longer. When you master being a hybrid such that you can always be a hybrid you become able to be a tribrid with these same conditions and the same trainability, and this cycle continues until you can always be a maximally fused individual capable of tapping into all of your alt-forms at the same time. This also allows you to have children that are perfect hybrids of the genetic material and potential of you and anyone else involved in their conception as well. **In this jump, for this jump only, this lets you pick two or even all three origins and get a fused build that gives you discounts on every selected origin and the combined abilities (and weaknesses) of both or all three species. You still have to pay for any of this jump's non-free origin(s) as normal.**

12th Level Intellect -400 CP
Well this is a *bit* of an exaggeration Still, you are a true comic book super scientist, able to invent amazing devices that can do all sorts of incredible feats such as a device capable of controlling a planet's weather or a robot with powers that fights entire groups of superheroes or supervillains by itself. This science perk also gives you skill at reverse engineering technology you come across, letting you figure out their underlying mechanics. With time and a dedication to studying, you may become a greater *Level intellect* than you are right now, becoming better able to invent some of the super technologies of the D.C. comics multiverse, and maybe, someday, reaching the vaunted height of a 12th-level intellect. This is also an intelligence uncapper.

Latent -600 CP
Very strangely for a *Drop-In,* you seem to have a background, of sorts. You have the latent potential of your entire species, or species; plural, deep within your genes. And this is true for all of your alt-forms. With this perk this potential, particularly as it relates to powers, lays untapped within you and if you purposefully undergo strange training, intensive experimentation, and scientific therapies you can easily develop new powers, particularly ones thought lost to time or believed to be deeply dormant within the recesses of your genome. Even without training you innately understand the potential stored within you, and can vaguely sense what directions your powers might move and flow in if you are given a chance to try and awaken the dormant abilities and genes within you.

12th Level Intellect Booster: True Alien Tech
Your amplified intelligence is directly practical for you, allowing you to easily access latent abilities buried deep within your genome and even figure out how to coax out such dormant abilities in others. This understanding of both other fields of science and genetics has allowed you to delve deep into biochemistry and allows you to create potent technology that replicates and leverages the powers of lifeforms (and this is especially amplified for species that you can become through alt-forms) you know and understand, as well as empower technology with things derived from lifeforms you understand with some simple examples being spaceships that are supercharged by exposure to yellow sunlight or ray guys that hit as hard as a Kryptonian's

heat vision. You can even, eventually at least, create serums and chemical cocktails that give people synthetic versions of your own physiologies, potentially even hybridizing them to give your loved ones versions of your powers and the ability to more easily understand your experiences as a jumper. You can do this for all of your alt-forms, as well as predict what sort of traits any child of yours would have, thanks to your advanced understanding of your genetic makeup.

Tamaranean Perk Tree:

Tactile Learning -100 CP (Free for Tamaraneans)
Tamaraneans have a very unique ability in their tactile linguistic absorption power, but for some reason you've taken this further than they have. You have the ability to learn a lot more than just language through touch. This power has a curious activation mechanism, with you innately learning things based on where you touch someone until you've learned all you can in a given area and it begins to broaden what you learn. This means that if you touch someone's chest you learn about their emotions and what evokes strong emotions in them. If you touch their hands you begin to learn what skills and knowledge they possess that involves their hands. If you touch their head you begin to learn their knowledge. Eventually, you'll have learned everything someone knows, and can even rudimentarily replicate their skills, though the extent to which you can replicate their skills depends more on you and the skill in question than on anything else. But purely theoretical knowledge you absorb through this will be every bit as precise within you as it is within the original person you learned it from.

Emotional Activation -200 CP (Discounted for Tamaraneans)
Tamaraneans are innately keyed to their emotions. They draw power from their hearts and passions, and their feelings are a source of strength. Now you can take this facet and apply it to yourself, discovering how to apply emotions to your powers in ways that amplify them and make them easier for you to use. You are also more empathetic and capable of understanding both your own emotions and those of others, even others vastly unlike you (though this is still challenging).

Cat-Like -400 CP (Discounted for Tamaraneans)
Tamaraneans are believed to be descended from a feline species. That certainly explains some of their tendencies. You have taken this and embodied it to a rare degree, being an able, agile figure with the courage and ferocity of many different types of felines. You also have the independence of many types of cats and can get along well with almost any feline, even sophont ones, as such highly intelligent felines seem to naturally like you. With this even without other powers, you'd be a fierce foe for many human and human-like foes, and since you do have powers of some sort… You'll be a right menace. This comes complete with the older powers Tamaraneans have, such as claws (which you can retract), optional exaggerated feline-features, and enhanced kinesthetic senses.

12th Level Intellect Booster: Psion Protege

The *Psions* are a race of genetically minded aliens with advanced scientific understandings of a multitude of alien races. They, or at least their current state, are the products of advanced scientific experiments by another species. Replicating their creators *Psions* have taken to scientifically experimenting on many other races and are the figures who enhanced the Tamaranean heroine known as *Starfire* and her older sister the occasional villainess *Blackfire*. You have both been enhanced by them, allowing you to generate *Starbolts* (though how precisely this is an exact replica of a *Starbolt* depends on whether or not you are a Tamaranean) and have gained an exacting understanding of their sciences allowing you to discover how to awaken these kinds of powers in others, particularly those with genetics similar to a Tamaranean. In the cases of those with genetics not like tamaraneans you're likely to discover new, probably stranger, powers laying dormant within them.

Heart Of The Matter -600 CP (Discounted for Tamaraneans)
You are an intensely empathetic being, understanding emotions and knowing how to evoke them in other people. Your heart is a powerful guiding light and a potent beacon you can use to stay true to yourself, and you possess a strange ability to encourage others to follow theirs, allowing people to end fights they don't want to be in, and to find courage when they believe in something but aren't sure how to pursue it. You draw power not only from your own heart but from the hearts of those you touch empathetically and can become stronger when you encourage people to be true to themselves. You are also likely to feel jealousy, and somehow people are less capable of being jealous when it comes to you, with people accepting your relationships, regardless of the genders, sexes, species, and other such factors with remarkable ease and openness so long as everyone knows about everyone and all parties are both capable of consent and actively consent to what is going on. Unsurprisingly this also makes you more capable when it comes to romance and pleasure.

Latent Booster: Trained Combatant
Much like Starfire you are an able student of warfare and have a flexible mind that takes to battle with impressive ease. You are both skilled at mundane combat such as martial arts, and at leveraging your powers in creative, if sometimes draining ways. You intuitively understand how to supercharge your powers and unleash them in devastating ways, such as utilizing the stored energy within you in an incredibly powerful omnidirectional attack that can damage incredibly durable and powerful lifeforms. You are also a fiercely adept tactician, capable of fully utilizing your powers and the powers of those fighting alongside you to impressive ends, able to reliably overcome larger forces and greater, but untrained, foes.

Emotional Activation Booster: What Doesn't Kill You
Much like both of the sisters of the Tamaranean royal family, your emotions coupled with pressing and dire external conditions can allow you to overcome considerable weaknesses and even things that cripple your health. When you overcome something significant that has caused you great emotional turmoil you can exhibit new abilities and more well-known powers of yours grow much stronger as a result of the dangers and pain you've overcome. Character growth equals power growth for you.

Ma’aleca’andrans Perk Tree:

Malleable Form -100 CP (Free for Ma’aleca’andrans)
You have taken to the Ma’aleca’andran shapeshifting ability with remarkable ease. You can utilize any shapeshifting powers you possess as an unconscious reflex, allowing you to both do things like shapeshift without conscious awareness of what you’re doing, and shapeshift in response to harm. This also improves your ability to give yourself new abilities through shapeshifting, doing things like making your shapeshifting more effective when it comes to being a handy QOL ability like giving yourself wings, gills, or even disguising yourself with your shapeshifting.

You are perfectly comfortable in any form you take, never experiencing any sort of dysmorphia in this or any other form. This also enhances your ability to utilize your powers instinctually and without conscious thought or direction, particularly your abilities that only affect you.

Non-Verbal -200 CP (Discounted for Ma’aleca’andrans)
You are remarkably, eerily impressive at both telepathic communication and at simply reading minds, able to effortlessly pierce the mental walls people erect around themselves. Like many Martians, you are hilariously at ease communicating telepathically, to the extent that with other telepaths you and your friends can find yourself eschewing words completely.

Survivor -400 CP (Discounted for Ma’aleca’andrans)
You are stunningly resilient, even and especially to what should be some sort of critical weakness of yours. You can withstand the sun as a vampire (though the experience will likely be quite painful), and can even resist the calamitous effects of fire on your physiology if you are a Martian. You can also build up greater resistance to things you are supposedly vulnerable to through painful exposure to them, and incredible dedication, though it’s unlikely that you’ll ever truly overcome these weaknesses. Still you’ll be able to surprise and terrify your foes with your resilience, able to turn your endurance into a bludgeon to beat them with.

12th Level Intellect Booster: Biotech
Your advanced intellect, coupled with your nature as a Martian (and the sacrifice of valuable CP), has afforded you intimate knowledge of the strange *Bioships* that are one of the species living on Mars. You understand their biotechnical nature and have figured out how to take from them and transpose those principles elsewhere. This not only lets you create Bioships of your own (and other living biotech), it also allows you to create technology meant to mesh with biology such as Transciounsness Articulators and Kuru Pendants.

Martian Mimic -600 CP (Discounted for Ma’aleca’andrans)
You are a jumper, a perennial immigrant. This is a difficult reality for many people to get used to. Thankfully you are quite adept at adjusting to new circumstances, taking after one J’onn J’onzz in that respect. You adapt to new cultures with breathtaking ease. In minutes you can pick up broad understandings of a culture’s norms and values even with just the ability to pick up non-verbal cues, and if you can read the passive thoughts of those around you in hours you’ll be

able to pass for a member of a species from a specific town or settlement. This is, in many ways, a boost to your passive perception, charisma, and wisdom, but also to your ability to acclimate to new circumstances and places, an invaluable skill for a jumper.

Latent Booster: Natural State
The natural state of the Ma'aleca'andrans is vastly different from their current form. Originally known as "Burning Martians", the Martians of the distant past were a radically different race than their descendants.

The Burning Martians had an ability to feed on suffering and despair and could reproduce asexually once they'd fed on enough of it, leading to them being incredibly belligerent and dangerous, but an alien race learned of them before they developed the technological capabilities required to facilitate interstellar travel and intervened to stop them from taking to the stars and waging war on other living beings. They did this by reaching into them and programming a genetic fear of fire into them, erasing their memories of their past, as well as stripping them of a fierce power they once had; a perpetual aura of wicked fire which surrounded each of them. This mysterious race, the beings who are now known as the Guardians of the Universe, are also the race whose experiments are responsible for the current state of the Psions; the creatures who experimented on Starfire and Blackfire.

Some martians have discovered this strange history, and on at least one occasion a martian who discovered these long forgotten events has been overwhelmed by the knowledge and regained his people's long lost ferocity and ancient power (Martian Manhunter becoming the Burning Martian Fernus). **You are immune to that dark possibility, and also immune to unnatural tampering by outside forces that is meant to restrain, weaken, or erase some part of you, unless you'd consent to it, and if such things have been done to your people you'll be born rid of that artificial taint. Unsurprisingly this also completely rids you of your weakness to fire, even more completely than J'onn has rid himself of it (since he is still vulnerable to psychically significant fires such as fires of passion).**

You are also capable of, at will, becoming a Burning Martian (without losing yourself in the process!). This grants you numerous additional powers, including the eerie method of asexual reproduction they employ, the mighty telepathic powers, and the deadly pyrokinesis they can utilize. Even if you are not a Martian, you can now exhibit similar though slightly weaker powers over fire (and can train them to match the terrifying heights of a Burning Martian with enough dedication), and can give your own non-Martian abilities a bit of a Burning Martian twist, infusing them with malice, antipathy, and loathing (which can make them more deadly, harder to heal from, and also make them more painful).

Non-Verbal Booster: Miss Mentalist
It seems that you are an eerily mighty telepath and telekinetic. You have taken to the psionic side of martian powers with frightening ease, and can easily replicate incredible feats of psionic powers such as scanning the minds of entire countries or linking dozens of minds using yourself as the center of a psychic hive that can connect people separated by planetary distances. You

can remain in touch with people across interstellar distances once you connect with them, and with time and training these powers will only grow even mightier. Your telekinesis is smaller scaled, but every bit as capable of growth with you able to easily suspend or even telekinetically puppet several foes around you, allowing you to perform a staggering number of feats with your foes.

Kryptonian Perk Tree:

Control -100 CP (Free for Kryptonians)
You are like the most famous Kryptonian of them all; Kal-El, in your incredible control and precision with your powers. You never have to worry about accidentally using your powers, or losing control of your abilities in the heat of the moment and unintentionally turning someone into gooey red paste. Your powers are under your control and that will never change.

Conservation -200 CP (Discounted for Kryptonians)
Some say that Kryptonian cells are among the greatest organic power storage units in the galaxy. You exemplify this property rather extensively, even beyond what the average Kryptonian can do, possessing a stunning level of skill at conserving the supernatural resources that power your abilities. This is especially valuable for Kryptonians, as it makes your cells well and truly super batteries able to absorb tons of solar energy and allows you to use even seconds of exposure to appropriate sunlight as fuel for hours of reckless power. This property is now universal for you, allowing you as a vampire to use even drops of blood as fuel for dozens of powers or allowing even scant bits of chakra to fuel massive and costly jutsu.

Guild -400 CP (Discounted for Kryptonians)
In some continuities, every Kryptonian on Krypton participated in the rigid social system in play. This primarily involved being put into one of five guilds; the Military Guild, the Science Guild, the Artists Guild, the Religious Guild, and the Labor Guild. You can now passively benefit from this social structure by, once a year, selecting one of the five guilds to mentally place yourself in. This process enhances your talents related to the guild in question, such that if you place yourself in your mental military guild you're a stronger and more skilled warrior, or if you place yourself in the science guild you're a much better scientist better able to create technology and conduct scientific and/or academic research.

12th Level Intellect Booster: Kryptonian Tech
Your enhanced intellect and affinity for Kryptonian culture have resulted in you becoming aware of many examples of Kryptonian technology and how to create them yourself. This allows you to do feats like create your own small Fortress of Solitude, create Superman robots, and even invaluable devices like sunsuits, super-serums, Kryptonian birthing and regeneration matrixes.

Rainbow Hero -600 CP (Discounted for Kryptonians)
As is invariably the case with older superheroes, Kryptonian powers have had a multitude of explanations. The current explanation, a long-running one, is that Kryptonians have some sort of ability that allows them to be powered by the starlight of different types of stars which gives

them many, though not necessarily all, of their powers. You benefit from this as well, as a Kryptonian, but now this is enhanced further. **You benefit from the ability to access a variety of powers based on the light of any given star closest to you, even if not a Kryptonian though if not a Kryptonian than this power may well be odder to you than it is to one of them**. How you react to the strange starlight that may suffuse you is fairly freeform, with some examples of different canon powers for the man of steel himself including *Superman Vision* (the power to bestow people with base-line yellow sun Superman powers) while powered by a blue star's starlight and a purple star giving you some degree of mind over matter powers. **This also greatly enhances your resilience to having your powers taken from you, allowing you to more easily resist things like a red star's starlight or the effects of power drainers who try to sap your energy.**

Latent Booster: Flexible Man

Having the full power of your species' genome deep within you truly means something for a Kryptonian. Even having JUST every Superman power means you have things like Omnilingualism, a memory erasing kiss, hypnotic suggestions, and various other powers. This isn't even diving into things like the Super Flare attack, or the fairly new Bio-Electric aura from *My Adventures with Superman*. Beyond that there are other Kryptonians with remarkably odd powers. This perk doesn't focus on that, though, seeing as *Latent* already allows you to use those powers so long as you are a Kryptonian and take time to unlock them. **This perk grants you awareness of the total library of your powers and allows you to use them more effectively, instinctually, and creatively, and can cause you to, in moments of great tragedy or need, awaken opposites of your powers, such as Bizarro's opposite Superman powers like his *Arctic Vision* and his *Vacuum Breath*.**

Conservation Booster: Conversion

Your mastery over conservation has mutated into a new and altogether stranger ability. You know how to convert energy within you from one form to another, and this is true even of energy like sunlight that you absorb, allowing you to transform the wavelengths of the radiation you have absorbed. This incredible power means that you can control the sort of energy that suffuses your cells, allowing you to always run at maximal power so long as you have some sort of roughly equivalent energy to turn into fuel for your powers. As you train this you can learn how to turn even wildly different energy into the sort of energy you need, allowing you to turn the energy you gain from eating into energy keyed for your most costly abilities.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it unless otherwise stated.

A Humble Farm -Free

Circumstances will invariably, and quickly, arise that culminate in you becoming the owner of this humble farm. This is a simple place, but one that will always feel like home for you and will always produce enough for you to eat (if you need to do that) and make a decent living. It can also grow any kind of plants you find seeds for with some TLC. This farm follows you along your

chain, retains changes, and can be imported into places of appropriate size and environmental makeup with ease.

Downed Ship -100 CP
You have a ship corresponding to your origin that arrived when you did. It's the ship you crashed in! This ship corresponds to the basic tech of your people, and can be repaired with appropriate knowledge and scientific skill. It also comes with a small cache of your people's science and technology, which replenishes between jumps, but is primarily small, personal scale things.

Companions

Companion Import [50-200]
Standard companion section; 50 CP to import or create a custom companion with a stipend of 600 CP and the ability to select their own origin, perks, and items. If you pay 200 CP you can import or create 8 companions and they all get the same benefits.

Canon Companion [50]
This option is what allows you to bring canon characters from this setting with you as new companions. You get a token you can give to anyone you can persuade to join you on your chain, and at the end of this jump they'll be able to join you as you select your next jump as your newest companion.

Drawbacks:

Alien Mind +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow is an alien that has arrived in this world.
You will need to work out your Background with your Jump Chan.

Alien Heritage (Origin Exclusive) +200/300 CP
Whichever origin you select, you can only select perks pertaining to your origin and undiscounted perks. For 200 CP you can buy perks from other origins, but cannot use them for the duration of this jump. For 300 CP you flat out cannot purchase perks from other origins aside from your origin. **If you select the hybrid perk then you can only select one origin's form and perks to be active for this jump, with you gaining your whole build at the end of this jump.**

Alien Adventurers (Varies)
This is a tiered drawback, one that costs 200 CP per tier. For each installment of this you take, a pair of other DC aliens**,** 2 per origin appears. With this drawback the aliens do not have perks and instead have the base physiology of the type of alien they are. You select the type of alien each time you take this drawback, such that you can be a Kryptonian and have to face off against Martians.

Epic Aliens +200 CP/+400 CP/+600 CP/+800/
Sans drawbacks there are no other Aliens when you first appear here. This changes that. This drawback causes there to be uniquely powerful Aliens who appear at the same time as you. Each of these enemies has access to the full perk list of their origin. Each tier of this corresponds to a different origin, which you select when you take that tier. The final tier of this grants all of the summoned foes access to the general perks as well as the perks for their origin.

True Alien +500/800 CP
Oh… Oh no. Now you think like a stereotypical member of your alien race. This makes you an alien's alien even if you can at times power through such sentiments. For the duration of this jump expect to be stuck acting like an alien would. If you take the second, +800 CP tier of this, you cannot shapeshift out of your alien form (this includes using a Martian's actual shapeshifting power) by using alt-forms. Alternatively, you can take the second part of this without the first, but for only +300 CP.

Weaknesses Abound +300/500 CP
Whatever weaknesses your chosen origin has are now decently common. In the case of Tamaraneans it is much more difficult for you to absorb the needed energy for you to use your powers, or that you are more vulnerable to solar energy depletion (making your powers far less efficient than they should be). In other cases, fires are commonplace and Kryptonite can be found somewhat reliably by those with wealth who are fascinated by the material. The first iteration of this makes it so that anyone can find your weaknesses if they look hard enough. The second iteration makes your enemies in particular annoyingly adept at finding and exploiting your weaknesses. **If you wish you can amp up the values of these drawbacks by 200 CP, either by making all of your alt-forms weaknesses be commonplace or by making it so that you are vulnerable to the same things in all of your forms for the duration of this jump.**

Generic Drawbacks:

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.

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.

How do I keep falling into these situations +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Bounty +100 CP
It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

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.

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.

Inconveniences +100 CP
Small issues will constantly occur causing minor discomforts for you.

Behind your back +100 CP
People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

What's that Smell +100 CP

No matter where you go, no matter what you do, something will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

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

Sickly +100 CP
You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

This is a holdup +100 CP
For some reason every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and thanks to this drawback they are going to go out of their way to prove it! Expect to get mugged a lot.

Magnet for Misfortune +100 CP
You have terrible luck causing you to be near constantly hit by random, unpleasant, and painful bouts of misfortune.

What's his name +100 CP
No one seems to remember your name and you have been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

Two of a kind +100 CP
People keep making parallels between you and other people, these comparisons are not flattering.

They heard you +100 CP
You will forget you took this drawback.
Any time you say something mean about someone they will overhear you and probably get upset.

Simple minded +100 CP
You find it difficult to understand slightly complex things and have trouble remembering when holidays are.

Money Money Money +100 CP
You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

No hard feelings +100 CP
There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

Black Cat +100 CP
You are constantly finding Ill omens pointing at you, mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.

Touch of Madness +100 CP
Things keep happening that make you think you're going crazy and maybe you are.

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

What’s wrong with his face +100 CP
Your face has been messed up making you grotesquely ugly and near unrecognizable to everyone who knows you.

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

Faulty Wires +100 CP
Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.

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

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

Pixelated Objects +100 CP
This level shows pixelation that would shame a NES, as everything in this level is in blocks!

Elites Everywhere +100 CP
Every Group of opponents that you face will have at least 1 extra Elite member.

Recurring Foe +100 CP
You have an enemy who you have no way to convince to leave you alone and each time they face you they learn more about you and how better to face you.

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

Friend List +100 CP

You will constantly find a number of random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

They took my loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

Crop Rotation +100 CP
The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

In Another Castle +100 CP
You will forget this drawback and its past instances every time you start attempting a task or objective. 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 over again.

Prove your worth +100 CP
Every time you try to do anything it seems that everyone will want to to complete an arbitrary task that somehow proves your worthiness. This won't be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove you worth on something else.

Artificial Flashbacks +100 CP
At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however these events never took place.

Accident Prone +100 CP
You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

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

The Glitch +100 CP
Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is taking aim on you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal, but will make things more dangerous.

Culture Shock +100 CP
This world doesn't show the same standards culturally as the modern world, which is fine if

you're quick to adapt. You however are not so lucky. With this drawback you'll constantly butt heads with cultural norms that are different than your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the
long run.

Hideous Haircut +100 CP
You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Where did I go wrong +100 CP
You can't tell the difference between confidence and arrogance.

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

This is a really good book +100 CP
Whenever you try to read a book you keep getting sucked into the narrative ignoring everything that happens around you.

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

The Pollen +100 CP
You have hay fever and it's really really bad. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

Silent Night +100 CP
Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

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

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

Easily deceived +100 CP
You are too trusting and are willing to believe almost anything you are told and become confused when you are told conflicting things.

Didn't read the instructions +100 CP
You don't know how anything works and will never have anything explained.
This means that using any type of equipment will require trial and error.

At least buy me dinner first +100 CP
Dangerous entities keep becoming romantically interested in you.

I must nap +100 CP
You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

Never mind my head trauma +100 CP
People don't care when you are injured.

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they're not taking it well. They won't do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there's not much you can do to get rid of them; if you beat them at their challenges, they'll simply double down, and 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.

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

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.

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

Bigger Boss +200 CP
Any time you defeat an enemy their boss or superior will instantly find out that you have and how you did it.

Too soon +200 CP
Yes you did and every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Nightmares +200 CP
You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

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.

Your a Joke +200 CP
It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

Read people like a brick +200 CP
You can't read people, you can not understand people's emotions and often misconstrued what they mean causing you to be oblivious to the intentions of others.

Instruction Tape +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.

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

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

Stealthless +200
You are very bad at sneaking.

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

Looking for Help +200 CP
You have difficulty finding allies and will often find yourself alone without anyone to trust.

Betrayal +200 CP
You keep trusting people that you shouldn't and keep being betrayed.

Poor Underestimation +200 CP
You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

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.

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

Fighting myself +200 CP
At least once per week you will have to fight a fake copy of yourself.

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.

Split-Personality +300 CP
It seems that you are not alone there. 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.

I've come to duel you! +300 CP
It seems that 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.

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.

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.

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 and you couldn’t tell the difference.

You get one more +300 CP
If you do something annoying more than twice you will get punished how, why by who well that will be situational.

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

The Ghosts of Murder's past +300 CP
Anyone you kill in this Jump will haunt you in a very annoying way possible.

Outside Problems +300 CP
You keep getting stuck in situations outside of the regular continuity such as monsters, demons and extra planetary problems.

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.

Prepare for evasive actions +300 CP
Any time you are in a form of transportation it will be attacked.

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

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.

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.

Lost or Found +400 CP
It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world shattering.

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.

Empty Handed +400 CP
For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Alone +400 CP
For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Powerless +400 CP
For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

I am bound by my word +400 CP
You are bound by any promises you willingly make.

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 restraining them will buy you time but they'll find a way out.

Here comes the bad part +400
Whenever you get new information there will always be a bad part of it.

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.

That wasn't so difficult +400 CP
You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.

Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects, previously unknown gems will show up, canon events will not take place.

Deathbound +500 CP
For the duration of this Jump you will die at least once a year.

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

PS1 Game +500 CP/+1000 CP
It seems that there is something wrong with this jump and instead of it being the anime 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 of the World with events forced to stick to a linear plot with optional time sensitive subplots; you will not gain a lives system 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.

Us humans are full of surprises +600 CP
It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, meta humans or otherwise superpowered people.

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.

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 which build up over time, these injuries heal at a "normal" human rate in spite of any healing abilities you might have.

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.

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

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

Ending Options:

Return Home (End chain, return home with everything you have)

Stay here (Stay in whatever setting you used this to jump to, ending your chain)

Continue on (Proceed as usual to the next jump)