Out of Context: Namekian Supplement

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

By taking this Supplement you have chosen to be a Namekian with a Namekian **Alt-Form** and you will enter into that continuity as a Drop-In awakening while hatching from a Namekian Egg.

Namekians are alien humanoids with plant and slug-like characteristics, including green skin, pointed ears and antennae. They exist in the Dragon Ball Continuity living on Planet Namek in both Universe 6 and Universe 7, having moved to these planets from the Dragon Ball continuity's Demon Realm.

+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:

You are now a member of the Namekian race but which Clan are you a member of?
For Namekians this is similar to gender, or ethnicity as it tends to be something a Namekian is born with.

Dragon Clan

As a member of the Dragon Clan you are a more magical member of your Spices with a number of abilities that pertain to magic. The greatest unique trait of the Dragon Clan is the ability to magically create objects with the genius-class members benign able to create Dragon Balls.

Warrior Clan

The Warrior Clan are Namekians who are proficient in combat, and tend to be far more muscular than other Namekian and tend to be slightly more aggressive than the Dragon Clan. The average power levels of a Warrior Clan member tends to be around the 3,000 range.

Demon Clans

The Demon Clan are Namekians who have been severely warped by Demon Ki. Their appearance varies, most look like normal Namekian's with darker skin tones but others take on strange features such as gaining scalded skin, leathery wings, unnatural hair or sometimes becoming far larger but all gain a fondness for cold and dark environments.

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:

Namekian Diet - Free
As a Namekian you only require water for sustenance, as your body has enzymes that allow you to transform water into nutrients, though you are still capable of enjoying food and getting sustenance from it.

Namekian Lifespan - Free
Namekians have a long lifespan with ordinary members of their species being able to live for several hundreds before dying of old age. Some Namekians are able to extend this lifespan further through other means.

Enhanced Hearing - Free
Thanks to their large outer ear structure, Namakieans have heightened hearing that is far greater than that of Humans allowing them to hear whispering at some distance away. A side effect of this is that very high-pitched sounds like whistling can be irritating to Namekians, to the point of causing them pain but removing the ears lessens the effects.

Thermal Skin - Free
Your skin now has a thermal property that is capable of shielding you from extreme drops in temperature. With just this perk and without any other cold protection the amount of time you would be able to survive in an arctic environment without protective clothing would increase from a couple hours to a few days though you would still feel the cold.

Body Flexibility and Stretching - Free
Your body and limbs are extremely flexible with your limbs being able to elongate at will. While you could elongate your limbs about a dozen times their length without discomfort the longer you make them the more unpleasant and painful they become.

Ki Manipulation - Free
All Namekians are capable of controlling their ki allowing you to instinctively hide and raise your power level and use basic techniques such as Ki Sensing, Flight and Ki Projectile.

Egg Reproduction - Free
As a Namekian you are able to asexually reproduce by splitting off some of your life force forming it into an egg within your body which will contain your newborn infant child, you must then spit the egg from your mouth.

Egg Origin - Free (Cannot be taken with "Namekian Cells")
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 hatching from the egg of any Oviparous **Alt-Form** you possess.

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.

Telepathy -100 CP
You are now able to mentally contact anyone you know of so long as you have a general understanding of who or where they are. Using this you can maintain mental conversation instantly while being galaxies apart.

Telekinesis -200 CP
You are able to manipulate objects and other people with the power of your mind. This can be used for a variety of techniques including paralysis, disturbing internal organs, leveling shades of ground and lifting large amounts of materials.

Namekian Fusion -400 CP
You now have access to the Namekians forbidden technique assimilation. Through this technique you can permanently join with other Namekians or part Namekians being's in order to gain a massive boost in power. You can choose to perfectly merge or for one of you to gain the skills, memories and traits of the other without changing physically or mentally. The Namekian fusion will not obtain any clan specific abilities from the other so a warrior clan namekian would be unable to restore Dragon Balls even if fused with a member of the Dragon Clan.

Super Namekian -600 CP
The Super Namekian state is not a transformation but a state of being that is unlocked when a Namekian achieves a higher level of consciousness allowing them to improve their energy control and improving their physical capabilities a hundred fold. This greater control over energy lets you lower and or increase the power you put into any spell or Ki technique in an instant while optimising them so that they require less energy.

Namekian Fusion Booster: Namekian Fission
The conflicting art of fusing allows a Namekian to split into different copies of themself at the cost of weakening them. This can be done to create self duplicates, to undo Namekian Fusion or to selectively remove aspects from a Namekian though this results in a new life linked Nemekian being created from those aspects. When Self-Duplicating both halves will be identical but will only have a tenth of the original power. If the duplicates remerge or one die the remaining copy will gain the collective memories, experience and improvements but will require rest to return to full strength. When unfusing both Namekians will retain the knowledge and experience the fusion used but otherwise will become independent again though they may feel a sense of loss from the separation. When creating a life linked Nemekian this way both are able to read each other's thoughts and should one die the other would as well unless the life force has passed to someone else.

Dragon Clan Perk Tree:

Magic -100 CP (Free for Dragon Clan)
You have access to some magical capabilities allowing you to perform a variety of supportive techniques. By default you will know how to perform Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation while having a number of spells for flight, energy attacks, elemental manipulation, healing, energy drain and sealing. Magic is distinct from ki and while magic user may possess low ki power, they could easily possess immense magic abilities allowing them to boost the power of themselves and others.

Magic Creation -200 CP (Discounted for Dragon Clan)
You are able to create inanimate objects such as clothing, houses and furniture by transforming objects into another form or with enough practice creating them from nothing at all. With little practice you would be able to transform one object into another such as a stone into a carrot and it would stay that way unless you chose to undo the transformation. Be warned though this could be used on living being those being will remain conscious and may be able to use abilities they possess while trapped in another form. With time and practice you will gain a greater control over your creations allowing you to make stretchy and durable clothing that is millions of kilograms in weight or creating custom blocks of metal with the combined properties of various materials that do not otherwise exist in that combination.

Soul Control -400 CP (Discounted for Dragon Clan)
You are able to interact with and manipulate the spirits, souls and ethereal energy's of yourself and other beings. From this you are able to perform a number of abilities from as simple as viewing the souls of others, instantly seeing the good and evil within them or as complex as going through the full process to manually reincarnate another being including choosing if you wish to purify their mind and soul before inserting them into a new life. You can also use this to implant your soul into another being so long as you are spiritually stronger than them, essentially possessing them or with some difficulty forcefully swapping your souls with others regardless of their strength to preform a body swap.

Namekian Fusion Booster: Dormant Power
You can now tap into the patent spiritual energies of others in order to draw out their potential and raise the power level. This is not just a normal power boost as it can not race an individual's power if they have already met their current potential.

Unleashed Potential -600 CP (Discounted for Dragon Clan)
You now have access to a powerful transformation that has your body take on a yellowish hue and your aura take on a golden glow. While in this transformation you are able to constantly access your latent potential at its highest level boosting all of your capabilities to their optimal state.

Super Namekian Booster: Orange Form
You can now push your power even further beyond as you tap into the power of the Eternal Dragons. This form makes you become noticeably taller and bulkier while gaining orange skin. The form greatly enhances the users power and forces their life energy to take on the properties of an Eternal Dragon making it virtually undetectable.

Magic Creation Booster: Dragon Balls
You now have a greater access to the powers of creation as you can now not only create wish granting dragon balls requiring you to create a statue for the Eternal Dragon to perform a birthing ritual for the dragon. This creates crystalline spheres that range in size, color and number depending on the power and energy used to create them. When all the created balls are united they can be used to call forth the associated Eternal Dragon who can grant wish(es). The limitations, power and number of wishes the Eternal Dragon can grant will be determined by the power, rules and intentions of the one who created them. If the creator of the Dragon Balls die the dragon balls become inert however they can be passed on to another Dragon Clan Namekian but the power of the Dragon's Wishes will either be changed to match the new Namekian or remain static to the power of their creator. You can also ibew any of your creations with a copy of any powers, abilities, perks or spells you have. This allows you to create a clock and ibew it with a flight spell to let those who use it fly or you could ibew a sword with the **Unleashed Potential** perk to grant those who use it the transformation.

Warrior Clan Perk Tree:

Namekian Resilience -100 CP (Free for Warrior Clan)
Your body is extremely resilient and possesses powerful regenerative capabilities with both being enhanced through the use of Ki. You are capable of using you Ki to survive damage to every part of your body other than your brain for a prolonged period of time and use your Ki to force your body to rapidly regrow most of your body. The longer you are injured and the more extreme the levels of your injuries are the more Ki you will need to use to survive and regrowing missing limbs will take a far large amount of Ki to regrow than internal injuries. The process will be painful and exhausting but if your run out of Ki before these injuries heal you are likely to die and if you lack enough Ki to parts may grow back incorrectly which itself may cause you to die.

Katana Kōgeki -200 CP (Discounted for Warrior Clan)
You can now grow additional bones within your body in order to customize weapons that you can utilise your Ki through. These weapons will be as strong as your bones and can be strengthened or sharpened further through the use of your Ki. While attacking with these weapons you will be able to perform energy attacks as though they were your limbs so if you clashed blades with another you could still file Ki blasts from the weapons tip.

Destructive Armor -400 CP (Discounted for Warrior Clan)
You have learned to coat your body with a form of offensive Ki that damages anything it touches while it remains within you. This makes it so that while it is active it has almost no drain on your Ki reserves but when striking or being struck by others they will be harmed as though you hit the point of impact with a basic energy attack.

Namekian Fusion Booster: Reactive Armor
You can alter the energy output of this technique so that it will instead produce any type of energy technique you can perform when struck, including replicating the Kamehameha, the solar flare technique or even a magic spell. Depending on the technique chosen it may alter the passive energy output of the Ki coating but this can be improved upon with practice and focus.

God Trained Namekian -600 CP (Discounted for Warrior Clan)
You have trained in the techniques of the north Kai allowing you to passively draw in Ki from your surroundings either to use for a spirit bomb or utilise for yourself. You also know how to wield the Kio-Ken which produces a temporary boost to your Strength, Endurance and Ki in exchange for damaging your body and causing you pain.

Super Namekian Booster: Red/Blue Eyed Namekian
You have now unlocked God Ki allowing you to enrich your energy reserves and take on the red-eyed form. This form increases your power exponentially and hides you Ki from those without god Ki however the only change in your physical appearance will be your eyes becoming a gentle red color. With training and experience you can push this power even further allowing you to gain the Blue eyed form which is superior to the red-eyed form increasing the control and skill of your abilities and attributes.

Destructive Armor Booster: Bone Namekian
You are now able to grow bone bio-armor around your body with spikes that can be reinforced with ki for extra penetration and red gems that can be used to store additional Ki for long term use. This Armor can be used to create environmental suits to survive in a zero atmosphere environment, it can be used to reinforce your physical capabilities and it can be used to wield your ki through this bio-armor as if it were your skin.

Demon Clan Perk Tree:

Demon Ki -100 CP (Free for Demon Clan)
You now have access to this special type of Ki that while natural to members of the Demon Realm Race will often cause those who are not a member of the Demon Realm race to go berserk. As a Namekian you are technically a Demon realm race and will find wielding this energy will allow you to power up greatly, but will encourage cruel and violent tendencies. Demon Ki when felt via Ki Sense has a sinister feeling when compared to normal Ki and those killed by Demon Ki are trapped in a limbo state of non-existence that prevents them from entering into any form of afterlife, reincarnation or spectral state of being.

Great Namekian -200 CP (Discounted for Demon Clan)
You have gained access to the Great Namekian transformation which allows you to grows in height by concentrating the nerves throughout your entire body, invigorating your cells and allowing you to how large you become. The increase of size increases your physical strength, weight and durability greatly making the impact of physical attacks and resistance to enemy attacks proportionally to your size, though it does not increase your energy level or speed at all.

Mutant Form -400 CP (Discounted for Demon Clan)
Unlike Namekian Incorrectly Mutated by Demon Ki you are not trapped within a deformed body but can choose to sprout additional features that would indicate one as a mutant. You can grow and retract the features of any animal you consume such as growing organic wings from eating bats, gaining scales from snacking on snakes or growing horns from consuming goats.

Namekian Fusion Booster: Chimeric Namekian
You are now able to release wads of flesh from your body that will take on the form of miniature mutated namekians with the properties of anything you have consumed. These mini-mutants are mindless puppets that will attack those you target and ideally drain them of energy that they can return to you or if necessary self destruct to harm your opponents. If a mini-mutant is destroyed you will lose the material used to create them.

Dark Evolution -600 CP (Discounted for Demon Clan)
You are now able to activate a demonic transformation that while influencing the evil in your heart, enhances your offensive power dramatically, allows you to ignore any harm your body takes and causes your aura to change to a dark violet-purple colour while you become a pure red. There are several more enhanced versions of this transformation that you could grow to unlock through training and experience.

Super Namekian Booster: Demon God
You can now enter into the Namekian Demon God state, that causes the Namekians skin to turn red, their Antenna to morph into horns, them to grow lengthened white hair. While in this form the user's ki and magic power both rise dramatically to the level of gods, and they are granted a form of ki that is a combination of demon ki and godly ki.

Great Namekian Booster: Super Giant
Unlike the regular Great Namekian form as you grow your energy reserves increase as you gather dark energy from the surroundings, however after reaching a certain size you will require merging with objects of power to grow further including the but not limited to the planet you are on. If you merge with a planet it will start to act as an extension of your body allowing you to reshape and move them to an extent in proportion to how large you have chosen to grow.

Drawbacks:

Namekian Cells +100 CP
You are no longer a Drop-In or from an alternate Reality instead you are a Local who was injected with Namekian DNA causing you to become an artificial Namekian Hybrid.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

King Piccolo +200 CP
Normally you would be the only Namekian within this continuity, however with this drawback the Demon King Piccolo will appear intent on concurring the world.

Singular Clan +300 CP
With this Drawback you are only able to take General Perks and the perks from your Origins Perk tree.

Perk Users +200 CP
Normally there would be no other Namekians within this continuity, however with each purchase of this drawback, a new Namekian will appear at some point during your Jump, somewhere on your Planet with all of the free perks and all the perks for the selected origin perk trees. This drawback can be taken 3 times once perk Origin.

Supreme Namekian +600 CP
A new Namekian will appear at some point during your Jump, somewhere on your Planet with all of the the perks on this Jump Document their goal will be to destroy you.

Generic Drawbacks:

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.

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
Whenever you are aimlessly wandering around, going for a recreational jog or simply not busy you will find yourself walking into the centre of trouble as it is happening.

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 shields, 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 continuities.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a deserted 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 you 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 from 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
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 falling 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.

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.
If this document is taken as a Supplement this drawback will not effect the items gained in the attached Jumpchain.
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.
If this document is taken as a Supplement this drawback will not effect the items gained in the attached Jumpchain.
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.
If this document is taken as a Supplement this drawback will not effect the perks gained in the attached Jumpchain.
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.

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.

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.

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 +600/1000 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. For **+1000 CP** all the opponents will have their raw power to reach yours but they won’t gain any extra training or proficiency.

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

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

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use 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.
If none of the settings are appropriate you may change the genre option to: Animation, Fantasy, Horror, Science Fiction.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy