Out of Context: Hulk Supplement

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This document can be used as a supplement in any Jump that would not otherwise have The Incredible Hulk or Marvel in its continuity.

By taking this Supplement you have chosen to be a Hulk or “Gamma Mutate” in science terms and you will enter into that continuity as a Drop-In awakening crashing onto the planet out of a dimensional rift from the Marvel Universe.

+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. The appearance of your Hulk form can be your choice, ranging from similar to She-Hulk to monstrous like Abomination.

Origin:

There are many types of Gamma Mutates who each draw their powers in different ways including, gamma power, advanced technology, mystical energy and cosmic forces.

Gamma Powered

Like the original Hulk you draw your power from pure gamma energy, enhancing your body far beyond that of normal human limits and allowing you to achieve feats once seemingly impossible to do. In addition, this may grant unique abilities possessed by few beings such as telekinetic powers, enhanced intelligence, and even gamma energy manipulation.

Hulk-Tech

The power of the Hulk augmented with advanced technology, granting you abilities that most Gamma Mutates can’t replicate. Be it from nanotechnology, genetic manipulation or cybernetic augmentation your Hulk form is uniquely capable. From creating high tech tools and weaponry to technological absorption and manipulation you possess a veritable arsenal for any situation.

Magically Enhanced

Through mystical means this variation of Hulk is empowered by magical energy. Oftentimes the nature of this magical energy is reflected in the form. Divine energy grants your form a golden and awe-inspiring appearance whereas more malevolent energies give you a nightmarish if not demonic look. Regardless of appearance magic grants you many unique abilities ranging from empathic senses, to possession to even self resurrection.

Cosmic Powered
Channeling the powers of the cosmos your form is suited for survival in the deadly reaches of space. Often appearing with an energy based or metallic form your new form grants you so many wondrous abilities like cosmic awareness, flight, and even immortality.

Perks:

Hulk Form - Free
You can use this Perk in order to instantly transform into any Hulk form you have in any way you choose. As a base you have strength capable of lifting 100 tons, durability to withstand a missile to the face, regeneration to heal from fatal injuries in an hour and speed to match race cars.

Color Coded - Free
Hulks come in many different colors and now you can too. From red to blue to pink to gray and even classic green the choice is yours. You can change colors once a year.

Comic Book Looks - Free
Just like 90% of all the characters in Marvel Comics you are incredible to look at, being a 10/10 with little effort. No matter how blooded, stained, or bruised you get your looks won't be tarnished a bit.

Comic Book Logic - Free
This ensures that there are no secondary consequences when using your powers. You can use your strength on buildings without them collapsing and move at extreme speeds without igniting the air.

Hulk Origin - Free (Cannot be taken with "Not Drop In")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were a Hulk using this Supplement.

Dynamic Entry - Free (Requires 3 Out of Context Origin Perks)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

JUMPER SMASH!!! - 100 CP
You are skilled in the fine art of Smashing, able to unleash incredible destruction to anything in your way be it man, monster, building, and much more. Just by looking at something and/or someone you know where to hit and how hard to hit to cause maximum destruction. Any other abilities you have you'll instinctively learn to use them in devastating ways.

LEAVE JUMPER ALONE!!! - 200 CP
Sometimes you just want to get away from all the smashing, to relax and unwind without someone shooting missiles at you. This perk is designed to make it difficult for people to find you if you don't want to be found. Radar, gamma tracker, satellite surveillance, and more will be

less effective when tracking you down and will require greater effort from those searching for you.

Gamma Reactor - 400 CP
With this perk you become a walking Gamma Reactor, able to produce massive amounts of gamma energy to strengthen yourself and your abilities. In addition, this protects you from any attempts at draining your energy as it will always replenish. With the proper technology and perks this energy can be used as a power source. With time this amount of energy will grow. **Capstone Booster.**

LEAVE JUMPER ALONE Booster: The Imperceptible Jumper
Using this Boosted "**LEAVE JUMPER ALONE!!!**" perk you can use your gamma energy to make yourself temporarily imperceptible to people. When active people will not notice or be aware of your presence unless you make it obvious. This also prevents you from being recognized by any form of technology ranging from scanners to surveillance equipment and even radars. The amount of time this ability is active depends on the amount of energy used, one day of imperceptibility equating to an entire reserve of gamma energy. With time this cost can be lessened.

The Incredible Jumper - 600 CP
You are now equal to the original Hulk, possessing all the abilities he had. Along with a massive boost to your physical abilities you also gain the ability to grow stronger the madder you get, ensuring that your power is potentially limitless. You also possess the ability to adapt to any environment ranging from the depths of the sea to the void of space. Your mind is just as strong as your body possessing both an indomitable will and a nigh-unbreakable mind, even the strongest telepaths will have trouble entering your mind especially when you fight back.

Gamma Reactor Booster: Hulk Squared
Due to being a walking source of gamma energy your Hulk form has been greatly enhanced. Doubling in size as well as power you've become a walking natural disaster, able to send people and cars flying with a wave of your arms and destroy mountains in a single blow. What's more you can now grow sharp bone spikes out from your body, these spikes are harder than titanium and can pierce nearly every material.

Gamma Reactor Booster: Man and Monster (Requires Titan, Starship Jumper, Immortal Jumper, and Silver Smasher)
While being a Hulk is an amazing thing one downside is that you only have access to these incredible powers while in your Hulk form. This perk changes all that as now you have access to all of the abilities you've purchased here in your normal form, albeit at a reduced state. Your acquired abilities will be at half effectiveness in your normal state. As a result, your Hulk form gains a 100% boost in all abilities. This also applies to any monstrous alt-form you possess.

Gamma Powered Perk Tree:

Thinks In Math - 100 CP (Free for Gamma Powered)
One unique trait that the Hulk possesses is the ability to “think in math”, subconsciously performing complex calculations to gauge how much strength is necessary to defeat a foe without killing them. And now you possess the same ability.

Gamma Genius - 200 CP (Discounted for Gamma Powered)
Your mind has been greatly enhanced by the gamma energy, increasing your intelligence to levels unheard of. Your intelligence is now equal to the likes of Bruce Banner, able to learn new subjects and fields at a blistering rate. You could build technology decades ahead of anything ever seen with very little effort and time. What’s more, you could through mental exercise and study further improve your intelligence, achieving even greater heights of brilliance.

Gamma Blast - 400 CP (Discounted for Gamma Powered)
You now have the ability to unleash a blast of pure gamma energy from any part of your body, such as eyes, mouth, hands, feet, etc. The exact effect of this gamma energy is yours to decide. Whether it’s a simple concussive blast, a mutagenic beam, a super-heated ray, or an explosive blast the choice is yours. The current power of this ability is equal to one of Cyclops’ normal beams but can be changed with perks and other abilities.

Gamma Reactor Booster: Gamma Explosion
Due to being a walking gamma reactor you can now build up and release massive amounts of gamma energy from your body in an omni-directional explosion with enough force to wipe out a small city, as a start. You can control how powerful this explosion is and the effects it has on the environment.

Titan - 600 CP (Discounted for Gamma Powered)
The answer to the question: “What happens when the Hulk hulks out?”. You have the ability to transform into an immensely destructive monster, standing several stories tall and wide with the power to destroy continents with ease. Your body constantly emits gamma energy in the form of lighting and can fire it at will. You also passively drain energy from your surroundings and can use it to further increase your power.

Gamma Reactor Booster: Gamma Genesis
In your Titan form you can unleash a blast of gamma radiation that spreads across the world, turning every person into a Hulk. These Hulks will vary in size, shape, and power but they all have one thing in common: a strong sense of loyalty, reverence, and obedience to their creator, you. This can only be done once per jump or every ten years.

Gamma Genius Booster: Psychic Green
Your gamma energy has unlocked your brain’s psionic potential, allowing you to manipulate objects with nothing but the power of your mind. At the beginning you can only lift your base level of strength but with time and training that will change.

Hulk Tech Perk Tree:

Tech Wiz - 100 CP (Free for Hulk Tech)
With this perk you gain twenty years of experience in any field regarding technology. What's more, you can pick up new skills and ideas with ease.

DNA Augmentation - 200 CP (Discounted for Hulk Tech)
You are able to incorporate the DNA of any living creature into your being, gaining any beneficial traits/qualities they possess albeit at one-fourth their full potential. Any superpowers that are tied to one's genetics can also be acquired.

Hulkverine - 400 CP (Discounted for Hulk Tech)
Your DNA has been spliced with Wolverine's giving your regenerative abilities a major boost, allowing you to recover from total body destruction in minutes. You also possess a set of retractable claws on your hands. Your senses have been heightened to that of an animal, able to see, smell, hear, and taste at levels above humans. Most importantly, your skeleton has been laced with adamantium rendering them unbreakable. Thanks to advanced nanotechnology you can shift between your human and Hulk form without issues.

Gamma Reactor Boost: Gamma Shift
You are now able to alter your gamma energy's frequency, allowing you to shift your Hulk form into different variations. A smaller, thinner form for speed and agility, a bulky, armored form for defense or a winged form for flight. Eventually, you'll be able to combine forms and make more of them.

Starship Jumper - 600 CP (Discounted for Hulk Tech)
Your body has been fitted with incredibly advanced technology, increasing your destructive capabilities by a wide margin. Powerful sensors that can detect energy signatures from across the planet, durable armor made with a tungsten alloy that can self-repair, powerful laser/plasma weapons across your body capable of destroying a small town quickly, a built in jetpack for supersonic flight and more makes up your new body. If you have the skills you can improve on your tech, making it better than ever.

Gamma Reactor Booster: Super Battleship Jumper
Your cybernetic augmentations are now far more powerful than ever, making you a weapon of mass destruction. Your armor is now composed of adamantium nanomachines, allowing you to shape and mold your armor into a variety of forms. In addition, they can repair any damage and can be used to infect your target. Your weapons have been boosted as well, able to wipe out small cities in seconds along with a jetpack that can reach FTL speeds in space. But your most powerful ability is the power to absorb and incorporate any form of technology into your being. The larger and more advanced this tech is, the longer it takes to absorb.

DNA Augmentation Booster: Perfect Integration

You can now incorporate the DNA of any lifeform into your being with total success, granting you access to one-hundred percent of their abilities with room to grow with training. In addition, you also gain whatever skills they possess, allowing you to use them as well as they do. Most importantly you can combine and merge said DNA together for more powerful effects.

Magically Enhanced Perk Tree:

Magically Inclined - 100 CP (Free for Magically Enhanced)
You have some skill regarding magical arts, able to perform minor spells and cantrips at the start. With time and training you could eventually reach the level of Scarlet Witch or Stephen Strange.

Smell A Liar - 200 CP (Discounted for Magically Enhanced)
You have the ability to sense and detect lies and deception from others. This allows you to track and find someone just by the lies they tell, both to others and themselves.

The Third Form - 400 CP (Discounted for Magically Enhanced)
Originally gamma energy was thought to only exist as both a particle and a wave. However, it is eventually found to exist in a third state, one that is supernatural in nature. This gives you a unique form of protection against magical forces. Any harmful magic used on you is weakened to half effectiveness while beneficial magic is doubled in power.

Gamma Reactor Boost: Gamma Magic
Due to the combination of being a living gamma reactor plus the supernatural nature of gamma energy you can now cast magic using it. Any spells, weapons, or artifacts that require mana can now be powered by gamma energy. A major benefit of this is that you can now use them at half the cost for double the power. Another benefit is that you're protected against anything that negatively affects magic. Spells that disrupt magic, artifacts that prevent the usage of magic, and weapons that deal greater damage against magic users now have no effect on you.

The Immortal Jumper - 600 CP (Discounted for Magically Enhanced)
Your strength is such that you could shake the world with your blows and destroy small planetoids with durability to withstand planet-busting attacks and speed to dodge lasers. Your regeneration has been boosted to the point that you could survive being cut into many pieces and regenerate near instantly. In addition, you are more powerful at night and your senses are able to detect supernatural phenomena. But your most powerful ability is the ability to resurrect yourself through the **Green Door**, once per jump or every 10 years.

Gamma Reactor Booster: The Jumper Below All
You have become a being similar to the One Below All, a living mass of pure gamma energy. As such physical attacks will have little effect on you, phasing through you at best and dispersing you at worst. The more gamma energy you have the larger and more powerful you get. In addition, you can use your gamma energy to make Hulk-like creatures that are loyal to you. You

can shift from energy to flesh at will. Eventually, you'll become strong enough to create your own dimension to rule over.

Smell A Liar Booster: Truth Seeker
Your ability to sense the truth has been bolstered tremendously, to the point that any attempt to deceive, manipulate, or hide the truth from you will fail. Illusions, hallucinogens, mind tricks and more will fail against you, and the harder someone tries to hide the truth from you the easier it'll be to uncover it.

Cosmic Powered

Smashtronaut - 100 CP (Free for Cosmic Powered)
If you're going to traverse the endless expanse of space you should have the skills to do so. You are now an accomplished space traveler, equal in skill to the best pilots and navigators.

Red Hulk - 200 CP (Discounted for Cosmic Powered)
Rather than gamma energy your body has been infused with cosmic energy, making you a Red Hulk. As a Red Hulk you can absorb massive amounts of energy to strengthen yourself. You can also release an immense amount of heat from your body, to the point that metal starts to melt and sand turns to glass when near you. Be warned however that too much heat will cause you to explode.

Old Power - 400 CP (Discounted for Cosmic Powered)
Created by the Shadow People of Sakarr, the Old Power is an artificial form of the Power Cosmic that allows users to draw on the energy of a planet for a variety of effects. By drawing on the energy of the planet they can increase their strength, speed, durability, healing factor and more at an exponential rate. They can also manipulate the very earth itself in a multitude of ways. Should someone die while wielding this power they can resurrect themselves as living stone.

Gamma Reactor Booster: New Power
Just like Hiro-Kala, Hulk's second son and brother to Skarr, you've managed to combine the Old Power with the Power Cosmic to create something…**New**. This power grants you a plethora of new abilities such as force fields capable of withstanding Galactus' attacks, energy blasts that can wipe out a planet, precognitive visions, spatial manipulation, technopathy, soul manipulation, mental control and power bestowal. This is what you're capable of now but with time and training your level of power could threaten the universe.

Silver Smasher 600 CP (Discounted for Cosmic Powered)
You have been imbued with a fragment of the Power Cosmic, a source of unlimited cosmic energy, by Galactus which grants you numerous abilities. In addition to greatly boosting your physical abilities the Power Cosmic grants you flight, cosmic awareness, immunity to extreme temperature, radiation, and extreme conditions such as the vacuum of space and black holes. You can utilize the Power Cosmic in a variety of ways such as concussive energy blasts,

rearrange matter to transmute objects from one form to another, teleportation, healing, and many more. You have the option to have your form take on a sliver, metallic appearance similar to the Silver Surfer if you want.

Gamma Reactor Booster: Blue Hulk
It would seem that you have been chosen for a great purpose as you have been imbued with the Uni-Power, turning you into Captain Universe. In addition to your other abilities gaining a massive boost in power and versatility you also gain access to two powers unique to the Uni-Power. First is the Uni-Vision, a form of cosmic consciousness that allows you to sense things on a subatomic level and across the universe. Second is the ability to manipulate all forms of matter and energy in the universe. Best of all, unlike the original Uni-Power this one will follow you across your jumps and will not abandon you should you use it for malicious purposes. You have the option to have your form take on a blue coloration or an appearance similar to Captain Universe if you want.

Red Hulk Booster: Supernova
Thanks to the Power Cosmic your body can now withstand far more heat than ever before, to the point that you could reach temperatures hotter than the core of the sun with little issue. You can also focus this heat into powerful beams capable of melting nearly anything. Should you successfully absorb and build up enough energy you can release a powerful explosion similar to that of supernovas.

Companions:

You can either use these options to import companions or bring canon characters with you.

Gamma Pet - Free
You are now a proud pet owner. This new companion of yours has been imbued with gamma energy, making them bigger and stronger than ever. This pet is completely loyal to you and won't go out of control. **Can be any animal found on Earth.**

Hulk Busters - 100 CP
A group of fully automated Hulkbuster drones ready to fight at your order. These Hulkbusters come fully fitted with plasma cannons, missiles, laser weapons, advanced targeting systems, adaptable A.I. units, and many more.

Agents of S.M.A.S.H. - 200 CP
A group of 5 gamma mutated people ready to work with you in any situation. Each of them carry a wide variety of skills and abilities suitable for any situation.

Items:

Any lost, stolen, or destroyed items will return to you after a week in the same condition as when you had it. You can import items freely.

Hulk Pants - Free

You gain seven sets of appropriate clothing to fit your Hulk Form
You gain 1 additional set of clothing for each additional Hulk Form you gain.

Hulk Sized Weapon - Free/100/200
You gain either a melee or ranged weapon for your Hulk Form to wield, with little difficulty to use or maintain. Melee weapons are heavier, hit harder and harder to break while ranged weapons have longer range, possess limitless ammo, and can be altered with the proper knowledge. For free you get basic weapons made of a titanium-steel alloy like swords and pistols, **100cp** makes your weapon more powerful like adamantium or vibranium blades and guns with adamantium rounds, **200cp** makes your weapons able to absorb and channel energy allowing them to become more powerful the more energy they absorb. **Can be bought multiple times.**

Hulk Sized Armor - Free/100
You gain a suit of armor designed how you wish that protects you against dangerous foes and weapons. This titanium-steel armor can withstand immense amounts of damage and can be modified however you like. For **100cp** your armor is upgraded with adamantium or vibranium, increasing their durability greatly. **Can be bought multiple times.**

Monster Truck - Free/100/200
Or motorcycle, jeep, car or any other type of vehicle that you can ride. You now have a vehicle that can reach 300 mph on land, air, or sea. It's fitted with state of the art utilities and systems designed to be both fashionable and functionable. With titanium-steel plating, puncture-proof tires and limitless fuel your vehicle is a force to be reckoned with. For **100cp** in addition to being upgraded with an adamantium or vibranium chassis with military grade armaments. Your upgraded vehicle can now reach mach speed and comes with a state of the art auto-pilot.

For another payment of **100cp** for a total of **200cp** you get all of the above upgraded plus an advanced AI that is loyal to you and will follow orders without fail. The chassis is made of adamantium or vibranium nanobots that can shape the vehicle into a variety of forms as well as self repair. Your vehicle can now reach Mach 5 with little effort and is fitted with the most advanced of weaponry ranging from plasma guns to gravity mines to thermobaric missiles. There is no doubt that you could fight an army with this machine. **Can be bought multiple times.**

Drawbacks:

Temper Tantrum +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow came in contact with gamma energy.
You will need to work out your Background with your Jump Chan.

Kaiju +300 CP [Exclusive to Gamma Powered]

You are a human sized kaiju from deep beneath the earth, mutated by radiation. All Hulk items and forms will be integrated into you and changed as appropriate. Because of this you are no longer able to take perks from the **Hulk-Tech, Magically Enhanced,** and **Cosmic Powered** Perk trees.

Primarch +300 CP [Exclusive to Hulk-Tech]
You are one of the primarchs, the children of the Emperor, blessed with power and abilities beyond normal humans. All Hulk items and forms will be integrated into you and altered as appropriate for a primarch. Because of this you are no longer able to take perks from the **Gamma Powered, Magically Enhanced,** and **Cosmic Powered** Perk trees.

Juggernaut +300 CP [Exclusive to Magically Enhanced]
You have found the Crimson Gem of Cyttorak and have been imbued with its power, becoming a living Juggernaut. All Hulk items and forms will be altered to be appropriate for a Juggernaut. Because of this you are no longer able to take perks from the **Gamma Powered, Hulk-Tech** and **Cosmic Powered** Perk trees.

Titan +300 CP [Exclusive to Cosmic Powered]
You have bonded with a strange alien creature, turning you into a colossal being known as a Titan. All Hulk items and forms will be altered to be appropriate for a Titan. Because of this you are no longer able to take perks from the **Gamma Powered, Hulk-Tech,** and **Magically Enhanced** Perk trees.

Gamma Squad +400 CP
Gamma Squad is an elite task force designed to hunt down and neutralize any gamma based threats to the world. After an incident where you prevented them from killing a gamma mutate they have been instructed to terminate you. This team comes with all the free perks and items from this document as well as all of the **Gamma Powered** perks.

Hulk Busters +400 CP
This team of elite, albeit extremely arrogant and condescending mercenaries hired by Roxxon to protect their interests and silence anyone who threatens their goals. After a brief altercation with you that cost Roxxon billions of dollars and legal issues they have been instructed to terminate you. This team comes with all the free perks and items from this document as well as all of the **Hulk-Tech** perks.

Gamma Cult +400 CP
This group is a cult that worships the One Below All and sees it as their master and were granted power by it to enact its will across the earth. After encountering you during one of their failed attempts to unleash the One Below All onto the earth they now believe that you are the chosen vessel for their master and will hunt you down with great fervor. Each one comes with all the free perks and items from this document as well as all of the **Magically Enhanced** perks.

Black Order +400 CP

A group of immensely powerful beings from all corners of the cosmos, united together to bring death and destruction to all in their way. After wrecking their ship and helping their latest victims escape they have sworn vengeance against you. Each one comes with all the free perks and items from this document as well as all of the **Cosmic Powered** perks.

Green Scar +600 CP
This variation of the Hulk comes from the time he was exiled from Earth and sent to Sakaar, where he would eventually become king only to lose everything after his ship exploded. His kingdom, his subjects, his wife, and his unborn children all lost supposedly at the hands of the Illuminati. Now he has returned to Earth to wreak his vengeance upon everyone he blames for his loss, unfortunately that includes you as well. This Hulk has the **The Incredible Jumper** perk and all of the **Gamma Powered** perks.

Hulkbot +600 CP
Created by Advanced Idea Mechanics for the purpose of having a near-unstoppable weapon, this Hulkbot is capable of dealing out as much damage as the original with more weapons and gadgets to use. A.I.M. has decided to field test this model by sending it after you. This Hulk has the **The Incredible Jumper** perk and all of the **Hulk Tech** perks.

Devil Hulk +600 CP
This variation of the Hulk is darker and more twisted than previous versions, possessing a cunning and cruel intellect and a thirst for brutality. This iteration of the Hulk enjoys tormenting others and is incredibly dangerous to face and has set his sights on you. Devil Hulk has **The Incredible Jumper** perk and all of the **Magically Enhanced** perks.

The Worldbreaker +600 CP
This version of the Hulk has become Galactus' herald after the destruction of his Earth, elevating his power beyond anything ever seen. Sensing your power Galactus has deemed you a threat and charged this Hulk with your destruction. This Hulk has the **The Incredible Jumper** perk and all of the **Cosmic Powered** perks.

One Below All +800 CP
This entity is formed by the One Above All's rage, taking the form of a massive cloud of gamma energy. This being's goal is the destruction of the multiverse but it requires a suitable host in order to leave its realm. Unfortunately for you it has decided that you are its ideal host and will be hunting you down with everything it has. The One Below All has access to all of the perks on this jump.

Generic Drawbacks:

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

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

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

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

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

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

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honorable +100 CP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

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

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends from beyond your dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

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

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

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

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

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

Thou shalt not kill +200 CP

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

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

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

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

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale +300 CP/+600 CP
For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.**Find and Seek +400 CP**
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP
All items gained from other jumps will not be able to be imported into this jump.

Friendly problems +400 CP
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks from outside this jump are all disabled for the duration of this jump.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Notes:

I would like to thank DeverosSphere for creating this template so that I and others can create our own supplements for others to enjoy.