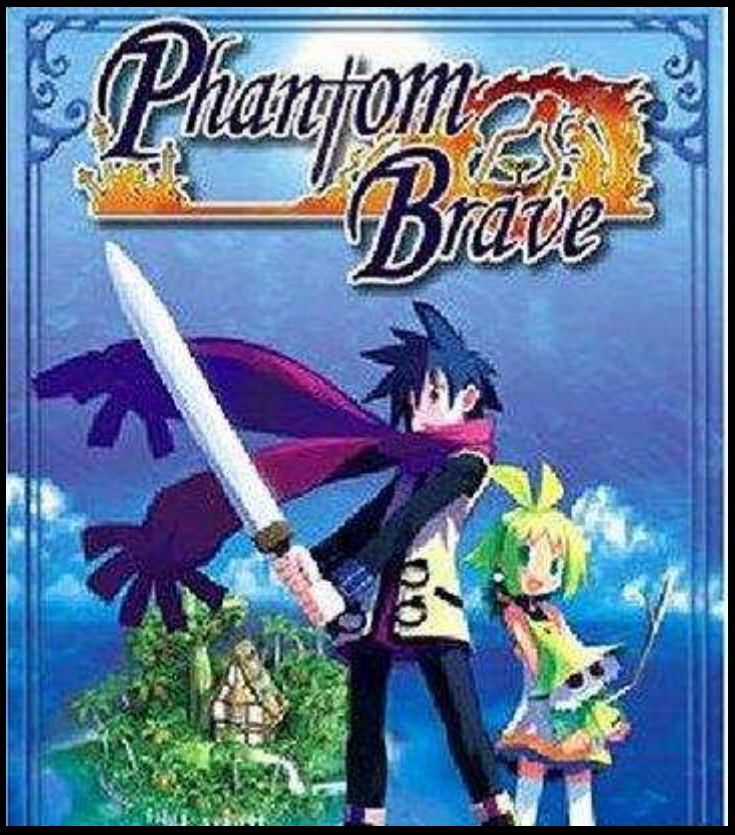
Out of Context: Phantom Brave Supplement

V1.2 By “fanficwriter1994”



This Document can be used to supplement another Jump, inserting as a Chroma, a type of supernaturally talented mercenary or Bounty Hunter from the game “Phantom Brave”, instead of normal options provided by the Jump. This is usually meant to be used on Jumps which normally have no connection to Phantom Brave or do not include Chroma.
You will by default enter as a Drop-In, brought in by any of the usual means found in the wider spectrum of Franchises which include Phantom Brave, Disgaea, Makai Kingdom and others.
To make your build and determine what you are, take these:

+1000 Brave Points

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:
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- **Chroma Perks:**
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- **Phantom Perks:**

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Origin:

Chroma
You're a Chroma, a being from the world of Phantom Brave with supernatural powers who uses them to earn a living. You're in good company as Marona, the heroine of Phantom Brave, is also one. Another way of looking at Chroma is calling them "Adventurers" like in many Isekai settings, or Mercenaries and Bounty Hunters as they also take jobs along those lines.

Chroma Oxide
Another type of Chroma this time, you're a Chroma who ambushes and attacks other Chroma to take the rewards of their jobs from them or completes their jobs. Basically, think Gengar and his gang from PMD1 on their first appearance. You don't make a whole lot of friends with this.

Phantom
You're a Phantom, a spirit. Like Ash you are an incorporeal being who can manifest in physical form if possessing an object in the environment, though this typically takes someone with certain powers to enable. As this would be fairly rare, you may find options below.

Perks:

General Perks:

Adorable- Free
You're cute, let us get that out of the way. This Perk is a simple appearance booster, which you can toggle at the start of each Jump, otherwise you will become an adorable version of whatever form you will be taking. Think Marona or Putty levels of cute.

Signing Through- Free
A bit of a surprise has been Castile managing to bridge the language barrier with a Putty using Sign Language. Now you have a similar ability, though you won't need to teach anyone first. You can communicate using Sign Language and if you speak to a mute creature it will be able to use a form of this too, and you will understand it as well as if it was speaking your Language.

Phantom Brave System- Free/50 BP
Similar to worlds such as Disgaea, and based on said IP, this isn't solely game mechanics. You now have access to this same system with all of its basic functions other than those unique to Marona. You may also pay 50 extra BP to add mechanics from other Nippon Icchi games such as the aforementioned Disgaea, Makkai Kingdom or La Pucelle. Hell, you can take some from "Soul Nomad and the World Eaters" if you want. They're all connected, believe it or not. 50 BP for each system you borrow from.

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

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

Basic Magic -100 BP
You now have the potential to learn the magic system of this world, which is fairly similar to that of Disgaea so… yeah you can use that as your basis. You get just the affinity, but you can buy this Perk multiple times to gain max level mastery over one spell for each time you purchase this after the first time.

Random Dungeon -100 BP
Whether you're a Dungeon Monk, which I doubt, or not, you now have the ability to generate a "Random Dungeon" as well as the ability to transport yourself and others into it. This Dungeon will have a random number of levels, enemies and Items with maybe some preferences, as well as a random average level. You also gain the ability to Escape from said Dungeon at will. The benefits? Aside from you being able to escape these dungeons with no repercussions, they contain Items you can take out if you know how, and you can train quite well in here.

One Day… -100 BP
Everyone will see the good in you and come to love you. This is the mantra of Marona which was passed down to her by her late parents. Girl had it hard, losing her parents at age 5 and being treated as a monster by everyone around her. She had Ash, but we know how it would have ended without him due to Carona. With this Perk however, like Marona, you can keep the childlike innocence, good nature and kind heart alive, never losing hope nor the will to keep going. This will also protect you from all manner of corruption or negative influence, and yes, unlike Marona you can't be corrupted by being in the Netherworld for too long. Not even gods can take this from you.

Fusionist -200 BP
Fusionists are an odd job-class in Phantom Brave. By sacrificing one Item you can empower another with aspects of the first Item, including increasing its level cap. This can also extend to Phantoms, allowing you to fuse two of them together to grant one of them an improvement, as well as absorbing them into yourself to the same effect. You can also switch it up, sacrificing a Phantom for an Item or vice-versa. If you use this on Phantoms, their spirits pass into the Afterlife, it is the energy their presence surrounds itself with that you absorb.

World like This -200 BP
This is quite a Meta Perk here. Combat in this world is performed in a Turn-Based Strategy RPG style, and now you can enforce this on other worlds too. Meaning that, with no chance of interference, you can perform actions, moving until you use up your movement range, Attack Action to, well, attack, cast spells or use skills, pick-up and throw, you know? The usual. This is specifically meant to be as it is in Phantom Brave, not Disgaea, which mostly affects movement.

Jobs in a Bottle -200 BP
It would be fairly difficult to be a Chroma of any kind if you couldn't receive jobs, right? In this and future worlds this Perk will cause bottles on legs with little arms to come to wherever you're staying, each carrying a newspaper, letter or job offer. This isn't one-way, as the bottles will be willing to take a package, for example money to pay rent, along when they leave. They can also be summoned to carry mail for you to anywhere in the universe though you can't send explosives.
The jobs will pay in accordance with the difficulty of the job and will come with money and various Item rewards.

Blacksmith -200 BP
Ah, going for a trade eh? You can now use accumulated Mana, a type of energy which is collected by Items over time, to improve them, granting them better performance stats and unlocking abilities they let their wielders use.

Chartreuse Gale -400 BP
Ah, the most iconic ability in Phantom Brave, Chartreuse Gale. This ability is the magical skill of Marona and her parents, a form of Necromancy which allows the caster to "Confine" a spirit, known as a Phantom, with which they have a contract to an object, manifesting them as a physical being with all of their abilities. Come with the "Create" ability, allowing you to create such Phantom Contracts. However, Phantoms can only stay for a relatively short period of time and it takes quite a bit of work to get them up to snuff from the start. Hope you're into grinding.

Jumper The Brave -600 BP
Oh, you're no ordinary hero it seems, like Scarlet the Brave, later known as Sienna, you hold the title of "Brave" to your name. Whether this is well known or not is up to you, you can spread it around the world or stay anonymous. This isn't worth 600 BP, I know, but this is: Your combat abilities become 10 times greater, your Endurance, durability and strength grow to the same, and this isn't the peak of your potential, just the beginning as you also grow stronger ten times faster.
Chartreuse Gale Booster: The Phantom Brave
Well this is something, it appears you're now gifted with incredible skills even beyond this. For starters, you're now capable of Advanced Confinement, meaning that, until you willingly give up your hold on a Phantom's confined form, they remain in physical form. Additionally when you make a contract with a Phantom, you will be able to make the contract with up to 200 Spirit Experience, which you can distribute to the stats of the Phantom along with its affinities. Lastly, said statistics and affinities have their cap raised to three times the normal cap, meaning you can increase them three times as much as normal. For Stats that would be raising the maximum to 297 points, though admittedly you don't have that many at the start, and up to 9 points can be put into each affinity, shifting them by 10% toward the positive each. Through training you can also increase the cap on the amount of points you can gain during the Contract Creation as every 5 levels you can pay for 5 additional points.

Chroma Perks:

Marona-kins -100 BP (Free for Chroma)
You have a natural charisma that can't be ignored. Even if the whole world sees you as a possessed monster, your Charisma can lead to them changing their minds, going as far as to cause some to take revenge on your behalf, such as a famous swordsman deciding to teach a town a lesson for withholding a reward from you for flimsy reasons. Additionally: The kinder you are, the greater this Perk's effect. Being The Polyanna *can* change the world!

Beware the Kind One -100 BP (Free for Chroma)
Kindness is a virtue, and to you? It is strength. The kinder you are to people, the stronger you are when you fight. Show as much kindness as possible, let small things go, and next time you decide to get the going hard, the others better get going. This can increase your stats up to 100 times their normal value but will reset when you utilize this ability, which you can unleash with a mental trigger.

Necromancy is just late-Healing -200 BP (Discounted for Chroma)
You're now naturally gifted in healing magic, allowing you to act as a White Mage. Additionally you have mastered a form of Resurrection Magic which allows you to revive the recently deceased so long as there is a body for them to inhabit. You can also sacrifice an Item to substitute for a body and do the same for Phantoms whose spirit has been shattered, allowing you to restore them and redo the Contract, which will let you pay for more points on those Phantoms when the contract is made.

Phantoms of the Living -400 BP (Discounted for Chroma)
A somewhat strange ability found in this world is for a "Phantom" to be created from a living being. This is seen with both Laharl, Overlord of the Netherworld, and his primary subordinates. With this Perk you may gain the services of such Phantoms from those who are alive if they agree to it. These phantoms will be copies of the individual they're made from at that very moment and may develop differently than them if given time. However, they will start at the equivalent of Level 1 regardless of the original's actual strength.
Chartreuse Gale Boost: Prime Phantom
Now this is Summoning Phantoms! Take everything I said above, but now you get mint condition, 1:1 copies of these donors. This means that they will be as strong as that individual, if not more so if they're no longer in their prime! Additionally any Phantom you contract, if they didn't die in their prime, will be summoned in their prime. Yes, go my child. Go and summon Primebeard after he dies at Marinefort to teach Blackbeard a lesson.

New Game+ -600 BP (Discounted for Chroma)
Many would wonder, what happens when you finish the story? And some would ask, if I had all this power at the start, all these experiences, how would things happen differently? Well, now you can answer these questions. Once the main story, the events most focused on in the source material, have been finished, such as the story of Phantom Brave or a particular point of focus in historical settings, you may reset, returning to your point of origin in this world, your starting point. You retain all knowledge and power you accumulated as well as storing all new belongings you may have gained. You also retain the allegiance and power of any Phantoms, if you have any. You can do this until your time in this Jump is over, with the Jump's duration based not on the time of the loop but your own experienced passing of time.
Jumper the Brave Booster: Early Game+
Now remember how I said you can only do this when you finish the main events? Well, no longer! You can now decide freely when to start a New Game+ after the initial NG+ above. Yes you still need to go through the events at least once before doing this.
Necromancy is just late-Healing Booster: Reincarnation
Well, this is a bit new. You can now use this Perk to reset a willing target to their youth. They do not travel back in time but will return to a childlike state. This will impact their physical powers, but their spiritual, magical and mental powers remain. This will cure them of all ailments however and they will retain 10% of their power from before you did this in return for that sacrifice. With Phantoms this can be used to pay for additional Spiritual Points you can pay for. The higher their level, the more you can give them. You can also change them to another class of Phantom.

Chroma Oxide Perks:

Sources -100 BP (Free for Chroma Oxide)
As a Chroma Oxide your livelihood depends on your ability to track down and rob other Chroma, taking either the credit of their job, or their reward money instead. You now have a variety of sources from which you can draw information on where to strike, when to strike, and which kid you need to rob. This will always be within the boundaries of your personal ethics so if you wouldn't want to rob good people, then your sources will instead target other Chroma Oxides. Whether this is for the best or not has to be seen.

Propaganda -100 BP (Free for Chroma Oxide)
You have a friend, or someone who would like to be your friend. They work in a news network, a newspaper for example, and will hype you up to the best they can. Naturally if you have a bad reputation, this may very well be a certain Sharkman willing to beat people up for mistreating you.

Battle Hardened -200 BP (Discounted for Chroma Oxide)
Life is hard, and as such, you need to be harder. Emotional distress, horrific memories and loss will still negatively impact you, but this pain, this suffering? You will now use it to your advantage, growing from it and learning, adapting, and ultimately, evolving through it. Lose your parents at age five and grow up hated by everyone? By the time you're 13 you'll be far ahead of anyone your age. Just make sure to get a therapist, or an Emotional Support AU Counterpart.

Second Chances -400 BP (Discounted for Chroma Oxide)
It can be pretty surprising to hear this, but Walnut, a Chroma Oxide, survived his Heroic Sacrifice. Yeah, believe it or not. He appears in the world of "Soul Nomad and the World Eater" and is sought out by Marona and Castile, his younger sister. Like him you have an uncanny ability to survive fatal events, if this works at any time you could escape by mundane means but once per jump, or once per 10 years, you can negate your own death even if that wouldn't normally be possible, waking up in a secure location. You may even find yourself in a world like the Netherworlds of Disgaea if you want to.
Chartreuse Gale Boost: Deal with the Death Merchant
Another improbable event, Marona of a different timeline, known colocally as "Carona", found herself unable to defeat Sulphur in her timeline and, to save it, made a deal with the Merchant of Death to enslave the timeline of Marona (Prime) in exchange for him saving her world. Like her, you can postpone catastrophic events with such a deal as beings like the Merchant will offer it. Should you manage to rally the support of the world you're meant to enslave and defeat your would-be savior, no mean feat mind you, he will still uphold his part of the bargain,

Monster Command -600 BP (Discounted for Chroma Oxide)
People outside the normal lines of Chroma, Carona and Canary most prominently, they can command living monsters. With this Perk you are able to command and control a variety of non-human creatures without establishing a master-servant relationship with them. More intelligent beasts won't be affected, but that is a small price, right? If taken with "Chartreuse Gale" this will unlock all monster-class Phantom forms. You also cannot command beings of pure evil or malice such as the Shadows of Sulphur.
Jumper the Brave Booster: Magic Capture
Before, I mentioned the beings of evil, which you cannot command. You can now call on such beings and, with Chartreuse Gale, even create them as phantoms for you to command. This won't let you manipulate Sulphur and similar beings, but those which you can command can even be turned against their former masters. Yes, sick the Blood Thirster at Khorne.
Battle Hardened Booster: Beast King
Your experiences serve you well it seems, Jumper. You exhibit an aura, a presence, which will allow you to command higher orders of beasts, even creatures as smart as humans. This won't allow you to command humans who aren't under your command already, but they won't second-guess or question your commands if they are. This caps out, however, at Centaur and the like.

Phantom Perks:

Spirit Form -100 BP (Free for Phantom)
You would be a very strange Phantom if you didn't have a spiritual body, am I right? If normally you wouldn't be (such as if you were a Chroma here) you can assume a Phantom form. You can't materialize without aid for longer than 10 minutes and only once per day on your own. If you have Chartreuse Gale, you can Confine yourself.

Item Storage -100 BP (Free for Phantom)
With this Perk you can assign a weapon to yourself and summon it to your hand at will. This weapon will deal damage proportional to your own power and skill, though more powerful weapons will in turn deal more damage without you getting stronger. In other words, apply game logic.

Experienced -200 BP (Discounted for Phantom)
You're not a greenhorn, you have experienced life and combat. While we can't say Ash is an ancient Warrior, Sprout can, and if nothing changes will, become a Phantom after sacrificing himself. Like Sprout you have 70 years of combat experience and, in game terms, this makes you start out as level 50 with three times the stats you should have. This in other words, makes you 50 times stronger than normal. This also translates to a 48x multiplier on all training of any kind, including normal and Game related grinding.

In Death… -400 BP (Discounted for Phantom)
… You have regained your Honor. At some point in the past, when you were alive, you became possessed by something, may it be Sulphur or what have you. This experience led to your demise as you would rather have died than let that thing control you or be reborn from you. This experience has granted you a great boon, making you five times stronger when fighting entities like Sulphur and his shadows, this includes the Chaos Gods, their Daemons and even renders such beings, such as Eldritch Gods, vulnerable to you. These are however, only some examples, and raw power is still something you need.
Chartreuse Gale Boost: Deader than Dead
Sulphur lives as long as hatred remains, so it is said, yet it is possible for Marona to truly kill Sulphur for good with her Phantoms. With this Perk you now not only have five times again as much power and effect on entities like Sulphur, but anything you Kill will remain dead for good, no resurrections will work no matter who was responsible to try. Moreover, immortality will not prevail against you.

Ecarlate -600 BP (Discounted for Phantom)
Ecarlate is the unique Chroma Power of Ash, a Phantom who had been given eternal life as a Phantom by Marona's late father when he, Marona's mother, and Ash died to Sulphur's Wraith. This skill in the game doubles ATK and DEF during the final turn of a Phantom being Confined, but since this largely won't apply to you, you can invoke this power at will. Furthermore, as you pay a lot of CP for this, you get a Premium version, which instead of doubling ATK and INT, it multiplies all your stats by 20 with a 10 minute limit and 1 hour cooldown.
Jumper the Brave Booster: Dark Eboreus
Typically an ability exhibited by those who have killed numerous comrades, but also is used by Sprout of the Nine Swords of Ivoire following his fall from grace. Like him you have this power which uses your HP (Vitality) to inflict damage, the more you have the more damage is dealt, and you recover HP equal to the damage. To make sure you have plenty of ammo, this increases your HP (Vitality) by a factor of 20. Additionally you can absorb defeated foes into whichever weapon you're using, powering it up.
Experienced Booster: Psycho Burgundy
Psycho Burgundy is the Heroic Power of Scarlet the Brave and shared by Chroma Oxide Walnut/Faded and his adopted sister Caliste once she comes into her own as a warrior and Chroma. Psycho Burgundy is a powerful Pyroginesis attack described as setting one's soul ablaze as well as typically harmful to the user, though powerful enough to seal Sulphur. Your version doesn't harm you, but has a powerful boost against enemies of Sulphur's ilk and in general, is incredibly powerful. Color defaults to orangish-red, but it is your choice which color the flames take.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

A Set of Weapons- Free
This is a small armory of weapons found in Phantom Brave such as swords, spears, axes, knives and the like. They start out weak but you're able to sacrifice 10 of a kind to get 1 which is stronger. This restocks every week with 100 random, weak weapons appearing. "Kind" in this context refers to the same weapon by name but not title. The strongest of the titles among those sacrificed is transferred, giving an additional boost to the new weapon.

1000 Bordeaux- Free/50 BP
This is a nice little hatch fund of 1000 Burdeaux. I know it doesn't sound impressive, especially since this is roughly equivalent to 1000 Yen, but there is more. You can buy this multiple times, 50 BP extra for every additional purchase, which will double the amount of money you get. This money restocks at the start of each Jump and is converted to an equal amount of local money. So for example, 1000 Bordeaux becomes 1000 Dollars.

Phantom Isle -100/200 BP
Marona's home, Phantom Isle. A quaint little island with a house, docking port and enough space for up to 60 Phantoms to roam about. Speaking of, unique to this isle, Phantoms will automatically, and without limit, assume physical form here. For an additional 100 BP this island is expanded to five times its normal size with a large mansion in the center.

Companions

Import- Free
You may import any companions you have into this Supplement, granting them half the total CP you had at your disposal. Additionally while taking this option, you may grant access to companions later in your chain.

Export File -100 BP
Any and all Phantoms you have hired here as well as anyone willing to come along joins you through this option.

Marona -100 BP
The Heroine of Phantom Brave, the kindest, nicest, most purehearted little Necromancer you can encounter. 13 years old, flat as a board, this orphan with hair as green as grass, may be willing to come with you. Marona has access to all the same Perks which would be gained from the Scenario below, but in return you obviously can't take it, the Drawback to replace her, or anything of the sort.

Carona -100 BP
Carona, or Kurone, real name Marona to be honest, is a parallel universe version of Marona. Growing up without Ash to guide her and shield her from the harshness of other people's prejudice, she became a Chroma Oxide after learning from Sprout of the Blades of Ivoire. A skilled fighter, Carona comes with the Perks you would become if you took the Scenario below alongside the "Another Marona" Drawback. This will disable that combination but you can still take the Scenario. She will be harder to convince to come along and, if you took the scenario below, to recruit her in the first place you must induce a New Game+ after completing the events of Phantom Brave, which will cause the next timeline to be the Another Marona timeline, resulting in this altered tale's series of events occurring in that run.

Ash -100 BP
The Guardian of Marona, Ash. He is a Chroma who died trying to protect Marona's parents and who became a Phantom by the power of Marona's father's last breath. A skilled and level-headed man, Ash will need to be convinced to come along, unless you take Marona's place.

Castile -100 BP
Marona's first friend, a sickly girl and younger adopted sister of Walnut. Kind Hearted, intelligent and compassionate, Castile has the potential to unlock Psycho Burgundy herself and will do so by the end of this Jump. Her joining you isn't guaranteed, though if you replace Marona, she won't take no for an answer.

Laharl, Flonne & Etna -500 BP
"Bwahahaha! You thought I wouldn't make an appearance? Fool!" Indeed, it is Overlord Laharl and his primary underlings, Demon Lord Etna and Fallen Angel (Trainee) Flonne as they appear in the post-game event of Phantom Brave. This happens between Disgaea 1 and Disgaea D/2, and is an alternative timeline outcome to the one that leads to their appearances in Disgaea 2. We're dealing with multiple universes here, what did you expect? They're powerful enough to take on Overlord Ba'al between the three of them and will join you IF you manage to impress Laharl during your time here as he will wash up at a beach near you, in a bottle he had been sealed in due to Etna.

Basic Team -100 BP
You get a team to work with! These are a Merchant, a Healer and a Soldier, three basic units. If you have the means to Confine them, they will come as Phantoms contracted to you, they're also level 1. They also won't hesitate to charge you for services (Merchant and Healer) though the soldier won't for fighting.

Dood Rangers -100 BP
Oh, this is odd. This is a set of 3 plu- Oh, no wait, they're alive. Right, these are three Prinnies, one blue, one red, one yellow, who used to be Prism Rangers in a past life. They're about as strong as you would expect them to be so… not very. They occupy one companion slot and share all Perks with one another, though if separated the power of these perks will be

reduced the further removed they are from one another down to half power. They can also swap items around to one another at any distance.

Scenarios

The Phantom Brave

Requires:

- Marona's Life (Doubles Value of "Another Marona")
- Attitude
- Not so Shiny Toys

Hello Jumper, this Scenario will be quite interesting I imagine. Taking this Scenario means that you take the place of Marona in Ivoire, assuming her identity, memories and history. You will by default start at the beginning of the game. Marona's personality will have a strong, but not absolute, influence on you for obvious reasons and you can freely switch between your core personality mingled with Marona's, in essence you but with Marona's experiences, or let the personality of Marona hold the primary sway and causing you to conform more closely to her interactions with others. You can switch between the two at will. You will also not have access to outside powers or your Bodymod for the duration of this Scenario. You will need to go through this adventure as Marona would. If you haven't taken this Supplement on its own, you will find a means of transportation to the other setting after the end of Phantom Brave's story with the ability to return to Phantom Isle once per day from anywhere in the other dimension but requiring notable locations you have reached as transportation points in the other world, with the first being your starting location.
In return you gain the following Perks for free at the start of this Jump:

- Adorable
- Phantom Brave System
- One Day…
- Jobs in a Bottle
- Chartreuse Gale
- Marona-Kins
- Beware the Kind One
- Phantom of the Living
- New Game+

If you purchase the "Phantom Isle" Item you will need to pay it off like Marona does.
If you took the "Another Marona" Drawback, you will receive the following at the start instead:

- Adorable
- Phantom Brave System
- Jobs in a Bottle
- Chartreuse Gale
- Jumper the Brave (Skill increase only)
- Phantom of the Living
- Sources
- Battle Hardened
- Second Chances
- Monster Command

Reward:
Your rewards will be rather plenty. First of all, everything you purchased in this Supplement and the Host Jump, and all rewards will become part of your Bodymod. Secondly you can take for free the following Perks:

- Jumper the Brave (Full)
- World Like This

As well as a "Phantom Isle" of your own. You can also, at any time, travel back to Ivoire in future Jumps for up to three weeks of relaxation and/or to work a bit if you're into that. You also gain Ash, Castile and anyone else you befriended (which I am sure you did a lot) around here as companions. They take up no import slots and can be imported for free within an Import option in any jump with a 1000 CP stipend.

Additionally, take half the CP you didn't spend on the Perks you obtained at the start and end of this Scenario, you gain these points and may either spend them here, in the host Jump, or keep them for the next Jump. Yes, you can retroactively access the jump doc after this Jump ends.
Lastly you may, from this day forward, utilize the Drawbacks from this Supplement in future Jumps as if they were native Drawbacks.

Drawbacks:

Second Supplement +0 BP
Quite simple, know another Out of Context Supplement you want to take? You may use this Toggle to add another Supplement onto this Jump alongside this Supplement.

Out-of-Context Fanfic Toggle +0 BP
A simple Toggle, you may now choose to enter this Jump in a Fanfic of your choice. You may also choose to use this Toggle to alter the setting, either to make a connection to Ivoire, as in a full on a full on Phantom Brave Crossover, or just to include tropes from fanfictions. If another Fanfic Toggle is used, you may mix and mash two fanfics.

Strange Crossover +100 BP (Cannot take "Phantom Brave Origin")
You're no longer a Drop-In.
You were born and raised in this world though the details will be up to you, you may have strange powers, but you are very much native to this world.

Marona's Life +100 BP
You're not gonna be an OC it seems, no. You will be Marona herself, the heroine of Phantom Brave. How this works… will be up to you I suppose. For the duration of this Jump you get all of Marona's abilities but lose them after this jump unless you bought them properly.

- **Another Marona +400 BP**
  Did I say Marona? No, you're Kurone, or Carona in English, though technically you're still Marona. This means you're the version of Marona who grew up in a world where Ash never became a Phantom, leading to greater hardship than normal Marona suffered. You start out as a Chroma Oxide with all of Carona's abilities until the end of this Jump unless you bought them properly here. The list can be found in the Scenario. You cannot take Ash along.
- **From the Beginning +600/+800 BP**
  Before you would begin around the time Marona's journey would, at 13 years old just after a mission where the client's daughter ruined one of your dresses. Now you won't. You're 5 years old and just learned that your parents perished on the Isle of Evil. This also means Ash will come to you soon unless you took "Another Marona" in which case you gain another 200 BP on top of the first 600 BP because now? Now you're alone.

Play the Game -100 BP (No BP if taken with Scenario)
You will now start your journey in the world of Phantom Brave and will not gain the ability to pass into the world you supplemented with this until Sulphur lays dead. If you took the scenario of this Supplement this Drawback is assumed to be in action automatically, and you do not gain BP even if you took it.

Awkward Localization +100 BP
The people who localized Phantom Brave had some… odd decisions in how they translated some things. A lot stayed the same, except they replaced Ash's Battlecry to activate Ecarlate with "You shall go no Further, for her Sake, I will not Fail!" which he says in many situations that make no sense. Yes, it is dumb indeed. You now have to deal with similar dubism.

Attitude +100 BP
People will judge you for your power, that is a sad truth of Marona's life. Like her, you will now suffer prejudice from others and while you can gain recognition and certain people won't be affected, expect to struggle in this upward battle. In fact, if you have Chartreuse Gale, then you will be feared as "The Possessed" quite like Marona.

Meek Constitution +100 BP
Marona is a 13 years old, petite girl. You will be too, your physical durability, endurance and Vitality (HP) will be cut in half. Your stats can improve in those areas, but they do so at half speed.

A-Cup Angst +100 BP
Whether you're a girl or a guy, your… equipment is rather small. Yes, small if any, growth on the chest for girls and very small Ding-Dongs for the boys. And you will be VERY conscious about it, and get upset when reminded about that. This will set in when you hit puberty just in case you start before that.

Rival +200 BP
You now have a self-proclaimed rival, a local who has decided to antagonize you. They will attempt to take credit for anything you do right and will attempt to take any rewards you may have earned, or take them before you can. Yes, they will attack you if you have taken the rewards already. By default this will be Walnut of Phantom Brave, transported as he was to Soul Nomad and the World Eaters, or some other means. Even if it isn't Walnut, at your discretion, they will possess the same abilities as him, including Psycho Burgundy. How? There is a guy in Disgaea 3 who can have it and he has no connection to Phantom Brave so there.

New Game: How Many Plus? +200 BP (Requires the Scenario)
You now have to go through the events of Phantom Brave, more than once. You can take this Drawback multiple times, each time you do, tag on another run of the events. This means you will reset to the start of Phantom Brave and must go through its events another time, as many times as you take this Drawback. You can take this Drawback up to ten times.

PTSD +200 BP
Well, this is unfortunate. You will now suffer the consequences of PTSD when something traumatic happens around you, there will be no brushing aside of the events you witnessed and no resistance to such will help. It doesn't mean you will be crippled, but what it does mean is that you will have nightmares, occasional panic attacks and will freeze up temporarily when confronted with your Trauma. You can overcome this with a lot of work, but expect that to take a long time.

Severely Sick +200 BP
It is never revealed what disease Castile has, but it could be just about anything. Ivoire, the world of Phantom Brave, isn't exactly high-tech, the closest they got is that one steampunk looking vessel at Phantom Isle. You now have a similar disease, although you're not bedridden. What it does is that you need a doctor's appointment at least twice per month for treatment or your health will steadily and rapidly decline. To get treatment you need to pay 4000 Bordeaux a month using money not obtained through Jump Documents, and if you miss a payment two months in a row, which will prevent you from getting treatment, the debilitating effects of the disease will no longer be preventable. However, you still need to pay, so hopefully you have some friends to pay for you.

Putty Panic +200 BP
Putty are a mischievous race of forest dwellers. Fully Sapient but also completely mute, their sapience and intelligence was unknown for most of history until discovered by a certain sick girl. They have the ability to open gateways into a pocket dimension where they teleport Items into for safekeeping, sadly they're bad judges of what SHOULD be put there. By taking this Drawback, you have a Putty following you, they're not malevolent but will occasionally steal Items from you. If you can locate this Putty it will return one Item before disappearing and you need to find them again. They will steal an Item at least once per week.

Cheapskate +200 BP
People who hire you will try to bully you out of proper pay, those who are friendly to you won't, and it won't be all the time, but don't expect to get a lot of money here.

Sulphur's Grasp +300 BP
Oh this is bad, Sulphur has begun to emerge in the world you've come to, the usual signs show up everywhere but nobody will know what will occur. If you took "Attitude" some people may mistakenly assume you're related or even responsible. If taken with the Scenario, a new Sulphur will appear in the world you have added this Supplement to. So better be prepared.

Kind of Heart +300 BP (Exclusive to Chromas)
You're a law abiding citizen, or at least not a jerk to other Chroma. You're going on a Virtue Run.
Can only be taken by Chromas and you may only take Perks from the Chromas and General Perk Lines.

I don't care if you Need It +300 BP (Exclusive to Chroma Oxide)
You're a Chroma Oxide, meaning you steal and rob other Chroma to get money. Doesn't matter how unethical it would be to steal from a 13 years old child trying to save up so she can buy her own home, you want the money.
Can only be taken by Chroma Oxide and you may only take Perks from the Chroma Oxide and General Perk Lines.

For Her Sake, I Shall not Fail +300 BP (Exclusive to Phantom)
A Phantom you will be and more importantly, you will take the place of Ash. Hope you have the right attitude because little Marona needs you. She will take the place of Ash in his Companion option. No you can't take the Scenario with this Drawback.
Can only be taken by Phantom and you may only take Perks from the Phantom and General Perk Lines.

Colliding Worlds +500 BP
Oh, this is troublesome. It appears another world has connected to Ivoire and the world you are taking this Supplement to. Flip a coin, on heads this will add the Disgaea Jump on top of the one you're already going to, and intermingling of people from one to the other will occur, if Tails then you must use an at least 500 Jumps long list and roll a random Jump from there. If it isn't fantasy though you may re-roll.

MC Rush +600 BP
Oh, this is bad. Choose any Main Character/Player Character from any Nippon Icchi games. They will now go out of their way to hunt you down and you need to defeat them. Not kill them necessarily, just defeat. Though Death can work too. They will all be as strong as necessary to defeat their own games. You may take this multiple times until you run out of Main Characters.

Asagi's Wrath +1000 BP
Asagi is here! Rumored to be the new protagonist of an in-development game, Makai Wars, Asagi's game was postponed indefinitely and now she seeks to claim the spot of another! And the sights of this fourth-wall-cracking maniac are set on you! Defend yourself, because this girl is level 200 and has the full Perk backing of the perks "Jumper the Brave", "Battle Hardened", two instances of "Experienced" and "Ecarlate" alongside a high-grade (15 times sacrifices) rifle as her main weapon. She is an experienced fighter who has clashed with many protagonists, and today it is your turn. You have five years to prepare or, if he appears, until after you have slain Sulphur.

Generic Drawbacks:

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

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

Silent World +100 BP
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 BP
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 BP
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 BP
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 BP
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 BP
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 BP
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 BP
Once you start this jump you will lose all of your knowledge of the setting’s universe and all its continuity’s.

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

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

Always Left Behind +100 BP
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 BP
You are honorbound and will always do things in an honourable 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 BP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

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

Extended Stay +100 BP
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 BP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 BP
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 BP
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 BP
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 BP
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 BP
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 BP
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 BP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 BP
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 BP
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 BP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

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

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

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

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

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

Just A Child +300 BP
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 BP/+600 BP
For +300 BP 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 BP your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 BP
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 BP
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 BP
All items gained from other jumpchains will not be able to be imported into this jump.

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

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

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

Random Setting +1000 BP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Notes

1. Please be mindful and fanwank appropriately with the generic purchases.

Changelog

v1.0 Finished the Supplement!
v1.1 Corrected a number of mistakes in the editing. Including the intro, and removed a Drawback required for the Scenario because in hindsight that one made no sense in context of the scenario.
v1.2 Added Marona and Carona as Companion Options, added “Play the Game” Drawback. Corrected one error and accepted helpful formatting suggestions. Thanks to everyone who did so 😀