Out of Context: Frieza Force Soldier Supplement

V1 By **DeverosSphere**

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

By taking this Supplement you have chosen to be a low ranking Soldier within the Frieza Force also known as the PTO, the Planetary Trade Organisation. You will enter into the continuity as a Drop-In awakening in a Battle Pod which was launched through a one-way rift in space.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

As a soldier within the Planetary Trade Organisation you will need your own combat style. Which of the following will you choose?

Strategist

You tend to outmaneuver opponents with planning and tactical awareness, studying your opponents, anticipating their moves, and exploiting their weaknesses.

Brute

Your style tends to focus on overwhelming your opponents with strength and power, relying on heavy blows, powerful throws, or brute strength to dominate your foes.

Technician

You prioritise your precision and skill, executing precise techniques and maneuvers. You tend to excel at specific techniques, like striking, grappling, or throws, and use them to their advantage.

Speedster

You tend to utilize agility and quick movements in order to outmaneuvering you opponents. You are fast on their feet, quick with your hands, and are able to react quickly to your opponents.

Power Level:

In this section you must purchase 1 power level, you may only purchase 1 power level option and your initial power level for this jump will be either reduced or increased to that power level. During the jump you will be able to potentially raise your power level through training and practice however unless you take the **Supreme Power Level** option the "**Powerless**" drawback will be mandatory.
Post-Jump any restrictions on your Power Level will be realised returning your Power Level you had previously plus whatever you gained during the Jump.
If your purchase increased your Power Level you will retain the increased Power Level Post-Jump.

Pathetic Power Level +400 CP
When starting this Jump your power level will be set to 4 PL below that of even the average human farmer. While this weak you will be of little to no use for the Frieza Force.

Disappointing Power Level - Free
When starting this Jump your power level will be set to 70 PL on par with a human martial artist who has no access to Ki. While pathetic for a member of the Frieza Force it should be enough to deal with most humans.

Mundane Power Level -400 CP
When starting this Jump your power level will be set to 300 PL a super human level of power that is mundane at best on the galactic scale of the Frieza Force.

Average Power Level -800 CP
When starting this Jump your power level will be set to 1,500 PL the average Power Level of the members of the Frieza Force, mostly used as fodder.

Notable Power Level -1200 CP
When starting this Jump your power level will be set to 9,000 PL an impressive Power Level above most of the grunts of the Frieza Force.

Elite Power Level -1600 CP
When starting this Jump your power level will be set to 60,000 PL, a Power Level higher than all the members other than the Captain himself of the illustrious Ginyu Force!

Emperor's Power Level -2000 CP
When starting this Jump your power level will be set to 530,000 PL the same as Lord Frieza's most restrained Form.

Supreme Power Level -2400 CP
When starting this Jump your power level will be increased to 500,000,000 PL superior to even Lord Coolers Power Level when he is in his 5th form. If your Power Level already exceeds that your Power Level will not be affected.

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

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:

Discounted Perks are half price with **-100 CP** perks being discounted to **-50 CP** unless stated to be Free.

Ki Power - Free
Your body is now capable of producing Ki, a biological energy source that can be utilised for combat. You are able to sense and somewhat manipulate the Ki in your body however the amount of Ki you possess at the start of this Jump will be relative to your **Power Level**.

Healthy Beginnings - Free
Once every 10 years and at the start of each jump, you and all your companions will have your bodies and all of your **Alt-forms** be set to their peak condition. This will alter their physical age, fully repair any damage and remove any conditions considered defects. You and your companions can choose to toggle what things are altered such as preventing the removal of a distinctive scar.

Member Race - Free (Cannot be taken with "Rift-Touched")
You must choose a race that has been employed as soldiers of the Frieza Force before Age 764 and will gain an **Alt-Form** of that Species. No matter what race you choose it will not affect your starting Power Level and you can choose to be Brench-seijin, Kettlean, Litt, Mixxileean, Rejinean, Slug-Jin, Toasterean, Zoon-seijin or any other unnamed race shown to work for the Frieza Force. You can not however choose to be a member of Frieza's Race as they are the owners of the organisation and not employed soldiers.

Gateway to Another Realm - Free (Cannot be taken with "Rift-Touched")
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 came out of a one way dimensional rift. This Perk can also be used to keep the rift at the location of your arrival however, it will only be a plot item with the rift being permanently inert regardless of how it is interacted with.

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.

Perk Control -100 CP
You have a deeper control over your perks allowing you to toggle and scale the level of your perks even letting you set conditional timers. This allows you to disable a perk or make it function at any percentage of its capabilities between 0% with it being vertically deactivated upto 100% with it being fully active. You can set timers to disable your perks for a period of time or set them to be activated in specific ways when predetermined conditions are met.

Technological Specialist -100 CP
You are an engineer in the Frieza Force being able to build and modify any technology in your **Frieza Force Data Reference**. Your capabilities with this technology would allow you to make it your full time job if you were important enough.

Beneath Notice -200 CP
You are able to **Toggle** yourself so that you seem unimportant to others. This makes it so that anyone who sees you at a location would not find you any more interesting than anyone else at that location. Thanks to this you could walk a crowded street even as another species with no one noticing so long as your attire is not particularly attention grabbing and you are generally the same size and shape as the species expected to be there. This will not help you in restricted locations unless it is common for people to be there and you are dressed appropriately.

Retained Advantage -400 CP
Your body is always able to heal correctly for it to be in an optimal state. Though this does not accelerate your healing capabilities it will prevent the development of scar tissue while letting you regrow bones and muscle correctly in order to regrow limbs. Any harm your body does to itself such as cancer, ingrowing hairs or hernias will realign themselves to be in a correct position. Any degradation such as atrophy of your muscles from under use or starvation will heal over time with a healthy diet. Should any parts of your body grow too large such as gaining fat or your muscle's overgrowing they will compress without hindering your use of them.

Beneath Notice Booster: Positively Noticed
Whenever others see or think of you the first thoughts they will have will be about the aspects they like about you. For potentially romantic partners this could be a physical feature they find attractive despite you having multiple unattractive features, for employers or business contacts they will think of times you have been efficient and effective before any times you have not, for enemies they will think of times you have been beneficial to them before thinking of when you have been inconvenient. Be aware that this may have negative side effects on the mentally unstable such as someone may think about how beautiful your blood is or how pleasing your screams of pain are before anything else if they so mentally inclined.

Ginyu's Acknowledgment -600 CP
You now have a small amount of training in Spirit Control while it doesn't allow for the multitude of potent abilities that the Yardratians teach it does allow you to manipulate your spirit. This gives you some protection from external forms of spirit and soul manipulation such as possession and body swapping. Spirit Control allows you greater utilisation of your energy including the use of Ki and Mana giving you greater efficiency with any techniques or spells.

Retained Advantage Booster: Ginyu's Advantage
It seems your audition for the Ginyu Force has turned up some advantages as you have learned the style and Grace of the Ginyu Force Fighting Poses! Additionally your Spirit Control has synchronised with your **Alt-Forms** allowing you to internalise any improvements and reset any undesirable changes. This means that whenever you grow stronger it no longer changes your appearance unless you wish it to and while you continue to age you can choose to return your body to an age of your choice.

Perk Control Booster: Ginyu Force's Acknowledgment (Requires "Jeice's Acknowledgment", "Recoome's Acknowledgment", "Guldo's Acknowledgment" and "Burter's Acknowledgment")
Your Spirit Control has started to tap into your Perks allowing you to combine similar but different perks to make a hybrid perk slightly more powerful than the two were individually. The hybrid perk will have the ability of both perks individually but will also enhance the overlapping capabilities of the perks and utilise the beneficial differences that both perks possess.

Retained Advantage Booster: Honnerary Ginyu Force Member (Requires "Perk Control", "Jeice's Assessment", "Recoome's Strike", "Guldo's Talent" and "Burter's Perception")
With this your Spirit Control has evolved into a true **Meta-Perk** as any stolen or lost perks, powers or abilities will be restored. While this Perk is active any attempts to restrain, steal or copy any of your perks, memories, knowledge, abilities or powers without your consent will fail. This will even prevent your Jump-chan from forcefully disabling your Perks, Powers or Abilities. If you willingly choose to take a Restricting Drawback or go on a Gauntlet this Perk will be scaled down to the required level for the agreed upon period of time, however even while disabled it cannot be removed. Additionally you gain an extra copy of all items purchased with the extra set having the Ginyu Force Logo engraved in them. You may choose for either the regular or Ginyu Force set of items to be stored in your wearhouse at the start of the Jump even if the Warehouse is blocked for the duration of the Jump. You also gain 4 Dark Blue Pol's, the highest form of the currency the Frieza Force uses.

Pathetic Power Level Booster: Ginyu Force's Technician (Requires "Perk Control", "Technological Specialist", "Aesthetic Assessment", "Test Strike", "Magical Talent" and "Effort Perception")
You now have the intricate knowledge and capabilities to study and craft perks. By default you are only able to create blank perks without any capabilities but with time and understanding of your own perks you can learn how to not only create copies of your perk but how to combine parts of perks you possess to create something new.

Strategist Perk Tree:

Aesthetic Assessment -100 CP (Free for Strategist)
You now instinctively understand any cultural or social visual details such as accessories or markings that indicate power or authority. This gives you an understanding of what rank, occupation and power their appearance would suggest to a well informed group as well as allowing you to detect when these details are counterfeit.

Ki Energy Assessment -100 CP (Discounted for Strategist)
You understand the importance of ranged combat and now know how to form, compress and project your Ki in order to fire simple Ki Blasts. With training and practice you can use this to develop your own Ki attacks such as charged energy blasts or shaped Ki projectiles.

Magical Talent Booster: Mana Energy Assessment
You understand the importance of ranged combat and now know how to form, compress and project your Mana in order to fire simple Arcane Blasts. With training and practice you can use this to develop your own magical attacks similar to elemental cantrips or explosive mana balls.

Spirit Talent Booster: Spirit Energy Assessment
You understand the importance of ranged combat and now know how to form, compress and project your Spirit in order to fire simple Energy Blasts. With training and practice you can use this to imbue your spiritual attacks with effects such as causing spesific emotions or tiredness.

Team Assessment -200 CP (Discounted for Strategist)
While working with others you are able to assess their fighting styles and coordination skills allowing you to assess which individuals would be able to become the optimal team if put into a group. While working with others this also allows you to function within the team without disrupting any individual's capabilities or interfering with any pre-existing teamwork.

Precise Assessment -400 CP (Discounted for Strategist)
You have an active awareness of your surroundings as you are able to gain an accurate 3D mental map of an area using any information you have perceived. This allows you to work out where you are in relation to other locations you have seen, lets you notice any changes to an area, plot out routes using areas you've seen before and create mental simulations using the areas you've mentally mapped.

Retained Advantage Booster: Precise Advantage
You are able to effectively convert your intended plans into actions. This allows you to estimate the actions of others and plan out your own actions using your mental maps and mental avatars to plan out your actions in advance and then set your body into a semi-auto pilot to perfectly replicate your mental plans.

Jeice's Audition -600 CP (Discounted for Strategist)
You have a finer control over your energy usage meaning that when charging your energy such as Ki or Mana into an attack you can control with exact precision how much energy you put in. From this you could focus all the energy you have into a single point or suppress your energy to intentionally weaken yourself and hide from external detection.

Ginyu's Acknowledgment Booster: Jeice's Acknowledgment
Your Spirit Control has connected with the energies within you allowing you to resist your energy being manipulated by others. This allows you to protect your internal energy and external use of energy from different forms of energy manipulations including energy draining and suppression. While using this you Ki, Mana and other forms of energy will function within your body as normal however you will need to focus on any external use of it to prevent it being affected.

Team Assessment Booster: Jeice's Assessment
You are now able to combine your energy with the energy of others in order to perform combined energy attacks that are far more powerful. Not only does this cause any combo energy attack to become stronger than if the same energy attack had been fired by each person alone, but also allows multiple people to combine multiple different types of energy attacks to produce a combination with the advantages of each attack.

Brute Perk Tree:

Test Strike -100 CP (Free for Brute)
When hitting an enemy you can determine all of the defences abilities and resistances they currently have regardless of how powerful the strike you make is. This allows you to quickly determine which attacks of yours will harm or kill them. This will not however allow you to estimate the defenses of any transformation's or power-ups that they don't currently have active.

Ki Empowered Strike -100 CP (Discounted for Brute)
Sometimes it doesn't matter if you can hit someone if you can't hit them hard enough and now you know how to enhance your physical capabilities through your Ki allowing you to empower your physical strikes, speed and durability. With training and practice you can use this to develop close range Ki techniques such as creating Ki Weapons or Ki Armour.

Magical Talent Booster: Mana Empowered Strike
Sometimes it doesn't matter if you can hit someone if you can't hit them hard enough and now you know how to enhance your physical capabilities through your Mana allowing you to empower your physical strikes, speed and durability. With training and practice you can use this to develop close range Magical techniques such as primitive healing magic or cloaking yourself in defensive arcane elements.

Spirit Talent Booster: Spirit Empowered Strike
Sometimes it doesn't matter if you can hit someone if you can't hit them hard enough and now you know how to enhance your capabilities through your Spirit allowing you to empower your melee strikes, speed and durability. With training and practice you can use this to develop close range Spirit techniques such as creating spiritual limbs or the capacity to strike incorporeal, spectral, or ethereal beings such as ghosts.

Harmful Strike -200 CP (Discounted for Brute)
When looking at someone or something you can quickly determine the vulnerable and load bearing parts of it. This allows you to tell what area would be the easiest to break and which areas if struck would cause the most damage.

Painful Strike -400 CP (Discounted for Brute)
When hitting someone you can increase the amount of pain they feel from each strike by up to 10 times. Though using this to increase pain can cause mental harm it will not have any increased physical effects. For example you can not use this to cause someone to go into shock from the pain unless your normal strike would cause them to go into shock.

Retained Advantage Booster: Painful Advantage
You are now able to control not only the pain of your own attacks but also the pain caused within your perception. This allows you to Manage your own pain senses and alter the pain senses of anyone you are directly looking at allowing you to decrease the pain sensation down to 2% or increase it up to 5,000%.

Recoome's Audition -600 CP (Discounted for Brute)
When fighting it's not always the strongest who wins, sometimes it's those who can last the longest, even when outmatched. With this perk you are now far more efficient with your stamina and strength allowing you to punch with the exact strength you intend to use. This also increases your natural stamina regeneration so that you are able to recuperate in a tenth of the time it otherwise would.

Ginyu's Acknowledgment Booster: Recoome's Acknowledgment
Your Spirit Control has now seeped deeper into your body allowing you to better resist physical manipulation of your body through non-physical means, this allows you to better resist diseases, drugs, telekinesis and biokinesis. A side effect of this is that you also have a high tolerance for food and drink allowing you to consume spicy, poisonous and alcoholic beverages while only feeling 1% of its effects though this won't diminish flavor.

Harmful Strike Booster: Recoome's Strike
When striking a target with who has pre-existing damage which you're aware of you can choose to exacerbate their wounds. This makes it so that when hitting an injured enemy their injuries would slightly deepen while causing them to become slightly more exhausted. When striking an object it will cause any scratches or holes to deepen and increase in size even if you do not possess the strength to damage the object.

Technician Perk Tree:

Magical Talent -100 CP (Free for Technician)
You have an innate talent for magic however the amount of Mana you possess at the start of this Jump will be relative to your **Power Level**. Using Mana you could cast spells or perform magic rituals however this perk by itself does not grant any additional knowledge of magic.

Ginyu's Acknowledgment Booster: Spirit Talent
Thanks to your talent in Magic and Ki you are better able to utilise your Spirit Control in a practical sense. Spirit is the energy that your soul relies on and is stored within like a yoke in albumen, allowing you to use it even without your living body. However the amount of usable Spirit you possess at the start of this Jump will be relative to your **Power Level**. The energy is often utilized by ghosts and occasionally referred to as ecto-energy.

Ki Flight Talent -100 CP (Discounted for Technician)
You are able to express your Ki through an Aura allowing you to project it in any direction. This allows you to project your Ki either as harmless blasts of force or as a form of thrust allowing you to fly. With training and practice you can learn to gather your Ki into your Aura in order to amplify your power in bursts.

Magical Talent Booster: Mana Flight Talent
You are able to express your Magic through a Mana Field allowing you to project it in any direction. This allows you to project your Mana either as harmless blasts of force or as a form of thrust allowing you to fly. With training and practice you can learn to convert your Mana around you in to a small isolated pocket of sustainable air, allowing you to breathe in any environment.

Spirit Talent Booster: Spirit Flight Talent
You are able to express your Spirit through an Ethereal Aura allowing you to project it in any direction. This allows you to project your Mana either as harmless blasts of force or as a form of thrust allowing you to fly. With training and practice you can learn to gather your Spiritual energy into your Aura in order to make yourself transparent or potentially incaporial.

Psychic Talent -200 CP (Discounted for Technician)
You have an innate talent for telepathy and telekinesis allowing you to interact with the world using your mind, however the amount of psychic power you possess at the start of this Jump will be relative to your **Power Level**. You're telepathically can be used to communicate with others, reading their thoughts through telepathic eavesdropping or disrupting them through telepathic distractions. You can telekinetically move objects through mental concentration and hinder others by telekinetically grappling them. Prolonged use of your psychic abilities will be mentally exhausting causing you to get headaches if used extensively without rest or sleep.

Progressive Talent -400 CP (Discounted for Technician)
Whenever you perform a technique or ability you will be able to slightly improve it, making them more efficient, more powerful or altering its capabilities. This makes it so that you will make approximately the equivalent of an hour's worth of practice and training with the technique for each second that you are using it.

Retained Advantage Booster: Progressive Advantage
Every time you perform a technique or ability it will be the most skilled you have performed it. This means that after you perform it successfully you will never make a mistake when using it, you will never perform it with less skill or ability and every time you make improvements every future use of the technique will retain that improvement going forwards.

Guldo's Audition -600 CP (Discounted for Technician)
You have a mental resistance to exhaustion from over work, from prolonged inaction and as an extension physics exhaustion. Whenever you use up mental stamina you will now only use up a tenth you previously would. This could make it so that you are mentally capable of continuing activities even if your body can not go on.

Ginyu's Acknowledgment Booster: Guldo's Acknowledgment
Your mind is now connected to your Spirit Control allowing you to set up mental defenses from various forms of mental attacks. This allows you to resist telepathy, mind control, personality alterations and memory manipulations while setting up a fake mind for others to target and you to see how they intended to alter you.

Psychic Talent Booster: Guldo's Talent
Your psychic abilities no longer cause you any discomfort or mental exhaustion. This also grants you further flexibility with your psychic abilities allowing you to trap targets in a psychic energy, alter the memories or mind of a target, telepathically see events through the eyes of others at a distance and even halt the momentum and perception of time for a target. The more powerful the target of these effects the easier they will be able to resist these abilities.

Speedster Perk Tree:

Effort Perception -100 CP (Free for Speedster)
When someone is fighting you will be able to tell when they are going all out and what percentage of their current power they are using. While this will tell you how much power they are holding back in their current form and how confident they are in the fight, it won't tell you if they have any transformations or how powerful those transformations could be.

Ki Sense Perception -100 CP (Discounted for Speedster)
You can feel Ki and biological Life Force at a distance. The more powerful the Life Force is the more noticeable and further away you can feel them. With training and practice you can learn to use this to estimate how powerful someone is and who they are if you have sensed them before.

Magical Talent Booster: Mana Sense Perception
You can feel Mana and Magic at a distance. The more powerful the Magic is the more noticeable and further away you can feel them. With training and practice you can learn to determine the attributes of the magic being used and estimate what a spell is supposed to do.

Spirit Talent Booster: Spirit Sense Perception
You can feel Souls and Spirit energy at a distance. The more Spirit energy and more powerful the Soul is the more noticeable and further away you can feel them. With training and practice you can learn to estimate details about the Soul such as their age, race, species and if they are alive or undead.

Accelerated Perception -200 CP (Discounted for Speedster)
When moving at a heightened speed you are able to proportionally increase your thinking speed. This makes it so that if you are running 100 miles a minute your perception of your movements would be the same as if you were moving at a walking pace allowing you to better respond to high speed changes in combat.

Altered Perception -400 CP (Discounted for Speedster)
You are now able to create a mental space for yourself to exist in that is a replica of reality with you retaining your exact capabilities. While in this mental space you can experience anything you have perceived before allowing you to experience it again at a moment's notice. While in this space you can do mental training by imagining yourself combating against an imaginary foe allowing you to determine how an actual battle against that foe could play out. As this training is completely mental it allows you to gain combat experience and come up with new strategies without needing a location or opponent for physical training.

Retained Advantage Booster: Altered Advantage
While performing physical training within your mental space your body will now adapt to the mental training allowing you to physically grow as you mentally train. If you were to use the mental space for weight lifting it would have a physical reaction in the real world as though you were lifting those weights however you can only imagine weights you have experienced.

Burter's Audition -600 CP (Discounted for Speedster)
Wherever someone is moving within your perception at speeds higher than your normal perception of time, your perception will accelerate so that you are able to perceive them even if they have stopped time. This allows you to think about what they are doing and remember their actions, however it doesn't accelerate your body so it may be difficult for you to react.

Ginyu's Acknowledgment Booster: Burter's Acknowledgment
Your Spirit Control has connected to your senses allowing you to develop defences against any alterations or manipulations of your ability to perceive. This allows you to see through illusions, resist sensory overloading and bypass forms of perception blocking. While you may not be able to directly see the truth this will always allow you to tell when something is false. This also allows you to combine your senses in order to create a mental model that you can examine.

Accelerated Perception Booster: Burter's Perception
Whenever your mind is accelerated by this perk you are able to accelerate your movements to match it. While it will take a few seconds for your body to match your perception it will allow you to match the movement even if they accelerate or decelerate without causing your body to slow down.

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.

Pol - Free

These metallic cylindrical tubes are the currency used within the Frieza Force. You start off with 4 Gold Pol's, the lowest form of the currency the Frieza Force uses. This is enough money to get two items of food and a bottle of water, if you could spend it anywhere.

Frieza Force Logo - Free/200 CP

For **Free** you may choose to have your items engraved with the Frieza Force Logo.
For **-200 CP** you instead gain an extra copy of all items purchased with the extra set having the Frieza Force Logo engraved in them. You may choose for either the regular or Frieza Force set of items to be stored in your wearhouse at the start of the Jump even if the Warehouse is blocked for the duration of the Jump. You also gain 4 Silver Pol's, the middle form of the currency the Frieza Force uses.

Damaged Battle Pod - Free

This one person Space Pod is a Round spaceship used by the Frieza Force under King Cold, Cooler, and Frieza for interstellar travel. Unfortunately the structural integrity and computer systems were damaged during the ships crash landing.

Frieza Force Armour - Free

This suit of standard-issue combat attire currently mandatory throughout the Frieza Force. The combat attire consists of an under suit and more durable armour plates both of which are flexible allowing any species to put them on.

Power Pack - Free/-50/100/150/200/250/300 CP

Universal Power Packs are utilised but the Frieza Force in order to charge spaceships and weapons allowing weaker soldiers to use weapons as though they have higher Power Levels.
For **Free** you will gain a power pack capable of replicating a power level of 70 PL.
For **-50 CP** or **Free** with **Disappointing Power Level** you will gain a power pack capable of replicating a power level of 300 PL.
For **-100 CP** or **Free** with **Mundane Power Level** you will gain a power pack capable of replicating a power level of 1,500 PL.
For **-150 CP** or **Free** with **Average Power Level** you will gain a power pack capable of replicating a power level of 9,000 PL.
For **-200 CP** or **Free** with **Notable Power Level** you will gain a power pack capable of replicating a power level of 60,000 PL.
For **-250 CP** or **Free** with **Elite Power Level** you will gain a power pack capable of replicating a power level of 530,000 PL.
For **-300 CP** or **Free** with **Emperor's Power Level** or **Supreme Power Level** you will gain a power pack capable of replicating a power level of 500,000,000 PL.

Laser Sword -50 CP (Free for Brute)
This short ax like tool has a vent at the top, that when charged by Ki will produce a thin blade of Ki. The more Ki that is put into the device the more powerful the blade is.

Flight Grid -50 CP (Free for Strategist)
This harness tool is normally used by wealthy civilians. When the device is charged by Ki the user will be able to produce a thrust of Ki in order to fly. The more Ki that is put into the device the faster the user can fly.

Blaster -50 CP (Free for Technician)
This wrist gauntlet is a weapon normally used by soldiers who are incapable of using Ki. They are guns that fire laser beams capable of massive damage to a normal being. The more Ki that is put into the the more powerful the blast the weapon fires.

Scouter -50 CP (Free for Speedster)
This visor is custom made allowing you to select its screen colour and have it altered to fit your ear allowing it to rest in a stable position. When activated the device is able to measure power levels and record information. This model of device has an automatic shutdown when it reaches its maximum limit causing it to shut down instead of exploding. The Maximum Limit will default to ten times the users Power Level however if a Power Pack is plugged in the maximum limit of the device is increased accordingly.

Frieza Force Data Reference - Free/-50/100/150/200/250/300 CP
With this purchase you gain access to a data cube which through dynamic nanite adapters is able to connect to any type of computer system. The data cube will have a visual interface similar to a computer screen and touchpad. The database will contain a wide verity of information from the Frieza Force including Technology, Ki Techniques, Planetary Coordinates, Star Maps, Architecture, Magical Records and Biological Records from various species including Printable Digital Samples.
For **Free** you will gain a basic data set giving you information that would be readily available to anyone on any slave planet within the Planetary Trade Organisation.
For **-50 CP** or **Free** with **Disappointing Power Level** you will gain the dataset of a Frieza Force Uplift Package with all the information that would be given to a newly conquered slave planet.
For **-100 CP** or **Free** with **Mundane Power Level** you will gain access to the information available to any civilian employed by the Planetary Trade Organisation.
For **-150 CP** or **Free** with **Average Power Level** you will gain access to the information readily available to any soldiers within the Planetary Trade Organisation.
For **-200 CP** or **Free** with **Notable Power Level** you will gain a database containing the information restricted to high ranking officials and squadron leaders.
For **-250 CP** or **Free** with **Elite Power Level** your database contains all the information in the Frieza Force database other than information restricted by the direct orders of the Royal Family.
For **-300 CP** or **Free** with **Emperor's Power Level** or **Supreme Power Level** you now have access to all information that the Frieza Force, the Cold Empire and Cooler's Army Possess.

Drawbacks:

Technical Support +100 CP
It seems that a small support ship from Frieza Force has entered this continuity at the same time as you containing 8 crew members. Luckily the strongest Power Level among this group of scientists and engineers is only a Power Level of 64 PL.

Scout Support +100 CP
A planetary assessment vessel from Frieza Force will exit the rift into this continuity two years after you arrive. The ship will contain 4 crew members all of whom are researchers employed to determine the value of planets. Although each member of the planetary assessment vessel has been through basic combat training their Power Level's average out at about 500 PL.

Rift-Touched +200 CP
You are no longer a Drop-In or from an alternate Reality, instead you are a local who has come into contact with the rift and gained power from it. You will need to work out your Background with your Jump Chan, additionally you will not be able to gain any Items from this Supplement.

Follow Up Support +200 CP
Normally you would be the only member of the Frieza Force within this continuity, however five years into this Jump 2 more space pods will appear from the rift, each type containing a Freiza Force Soldier with a Power Level of about 1,500 PL.

Single Minded Soldier +300 CP
With this Drawback you are no longer able to take Perks other than General Perks or Perks from your selected Origin Perk Tree.

The Ginyu Force +200 CP/+600 CP
Normally there would be no other Frieza Force Soldiers within this continuity, however with each purchase of this drawback, a member of the Ginyu Force will appear about eight years into your Jump. You may take this drawback once per member of the Ginyu Force.
For **+200 CP** you may select a member of the Ginyu force to appear with access to all the perks on their Origins Perk Tree. Jeice will have access to the **Strategist Perk Tree**, Recoome will have access to the **Brute Perk Tree**, Guldo will have access to the **Technician Perk Tree** and Burter will have access to the **Speedster Perk Tree**.
For **+600 CP** the Captain Ginyu will appear with access to all the Perks on this Jump Document.

Two-Way Rift +600 CP
Normally the rift would only allow you into this continuity and it would not be possible to return to the Dragon Ball Continuity, however with this drawback the rift is now active with the jump taking place during Age 737 and the other side of the rift being above a major Frieza Force facility that King Cold frequence. Because of this the Frieza Force may enter the rift at any moment.

Time Traveler +1000 CP
With this drawback, a destroyed Time Machine will appear at some point during your Jump, somewhere on your Planet. Within the Time machine is a bio-android named **Mecha-Mira** created by a demon scientist named Towa using the technology of Dr. Gero to condense the DNA of various beings from across the timeline. This version of Mira later had cellular augmentations similar to those of the human androids before he was eventually installed with the Big Gete Star. Mecha-Mira will have access to all the perks and items in the **Out of Context: DBZ Android Supplement**.
https://drive.google.com/file/d/1sMhVOa9gOh621w9IGv2KR0ufsVxZBtfM/view?usp=sharing

Planet of the Ape +1000 CP
With this drawback, a new planet will appear within your galactic sector. **Planet Vampa** will only have one Saiyan inhabitant. **Broly**. However, this **Broly** will be a hybrid of every version of him from every continuity. He will have every perk and item in the **Out of Context: Saiyan Supplement**
and will be completely insane. He will no longer care about Kakarot but instead his madness will be targeting you.
https://drive.google.com/file/d/1339N0OfHXryPCNiC5fciBNbQJ-XvpKIk/view?usp=sharing

Supreme Namekian +1000 CP
With this drawback, A new Namekian named Gast Carcolh will appear at some point during your Jump, somewhere on your Planet with all of the perks and items in the **Out of Context: Namekian Supplement**.
https://drive.google.com/file/d/16NMGm2IIaAjpPMpYaw266q9pbWkYl5nJ/view?usp=sharing

You're a Mean One Monsieur Cooler +1000 CP
With this drawback, Lord Cooler will appear at some point during your Jump, somewhere on your Planet. Lord Cooler will have access to all the perks and items in the **Out of Context: Freeza Day Special Supplement**.
https://drive.google.com/file/d/16NMGm2IIaAjpPMpYaw266q9pbWkYl5nJ/view?usp=sharing

Superior Buu +1000 CP
With this drawback, Super Buu will enter the Jump at some point with access to all the perks and items in the **Out of Context: Majin Buu Supplement**.
https://drive.google.com/file/d/17zNR_2dTrtafTRkq7iZ6dcRZfIWOJ6cn/view

Divine Retribution +600 CP
At some point during the Jump Tournament of Destroyers Zamasu will appear, he will be offended by your existence and will go out of his way to destroy you. He will have access to all the perks and items in the **Out of Context: Kai Supplement**.
https://drive.google.com/file/d/17zNR_2dTrtafTRkq7iZ6dcRZfIWOJ6cn/view

Generic Drawbacks:

Accident Prone +100 CP
You're prone to minor accidents that, while inconvenient, painful or embarrassing, are not likely to kill you. You can expect any plans you make to suffer some kind of bad luck.

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

Always Left Behind +100 CP
Why do they keep leaving you behind?! Companions, allies, and benefactors always ditch you to deal with whatever's going on.

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.

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

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.

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

At Least Buy Me Dinner First +100 CP
Dangerous entities keep becoming romantically interested in 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.

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

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.

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.

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.

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.

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.

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.

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.

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

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.

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.

Friend List +100 CP
You will constantly find 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.

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 aiming at 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.

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.

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

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.

Honorable +100 CP
You are honor-bound 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 action.

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.

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.

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

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.

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

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.

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.

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

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

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

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.

Never Mind My Head Trauma +100 CP
People don't care when you are injured.

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

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.

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

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

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.

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.

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.

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.

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.

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

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.

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

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.

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.

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.

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

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.

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.

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.

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.

They Took My Loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

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.

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.

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

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

Two Of A Kind +100 CP
People keep making parallels between you and other people, these comparisons are not flattering.

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.

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.

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.

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.

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.

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.

What's Wrong With His Face? +100 CP
Your face has been messed up making you grotesquely ugly and nearly unrecognizable to everyone who knows you.

Where Did I Go Wrong? +100 CP
You can't tell the difference between confidence and arrogance.

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.

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

Amnesia; Personal +200 CP
You have no memories of your personal life before entering the current Jump but this does not affect academic, social or media knowledge.

Amnesia; Jumper +200 CP
You lose all memories and knowledge you gained since beginning your first Jumpchain.

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

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

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.

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

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 ants to sugar.

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

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

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

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.

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 that 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.

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

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.

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

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.

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

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

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.

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

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.

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

Read People Like A Brick +200 CP
You can’t read people, you can not understand people's emotions, and you often misconstrue what they mean causing you to be oblivious to the intentions of others.

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

Stealthless +200
You are very bad at sneaking.

Thou Shalt Not Kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Too Soon +200 CP
Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

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

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.

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.

You're 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.

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

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

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.

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.

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

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.

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.

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.

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.

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

Local Scale +300/+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.

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

Prepare For Evasive Actions +300 CP
Any time you are in a form of transportation it will be attacked.

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.

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, 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.

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.

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.

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 affect the items gained in the attached Jumpchain.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

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

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 affect the items gained in the attached Jumpchain.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

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.

Here Comes The Bad Part +400
Whenever you get new information there will always be a bad part of it.

I Am Bound By My Word +400 CP
You are bound by any promises you willingly make.

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.

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.

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.

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 affect the perks gained in the attached Jumpchain.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

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.

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.

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

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

PS1 Game +500 CP/+1000 CP
It seems that there is something wrong with this jump and instead of it being the anime universe you are instead in a PS1 game.
For **+500 CP** this means that what you see of the world will be blocky with flat textures on the floors, walls and people who are now complex NPCs.
For **+1000 CP** the entire world will function as a PS1 video game of the World with events forced to stick to a linear plot with optional time-sensitive subplots; you will not gain a lives system or any of the in-game power-ups however there may be collectibles that do nothing.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

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 despite 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 on 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.

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.

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, metahumans, or otherwise superpowered people.

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