Out of Context: Frieza Force Soldier Supplement

V1.04 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 outmaneuver your 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. The "**Powerless**" drawback will give double CP for **Pathetic Power Level** and half the CP cost for any Power Level other than the **Supreme Power Level** option.
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 Power Level Post-Jump.

Pathetic Power Level +200 CP
When starting this Jump your power level will be set to 4 PL, below that of even the average human farmer. While you are 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 -1000 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 -1200 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 -1400 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 -1800 CP
When starting this Jump your power level will be increased to 500,000,000 PL, superior to even Lord Cooler's Power Level when he is in his 5th form. If your Power Level already exceeds that your Power Level will not be affected.

Perks:

Perk Booster Demonstration:
To get a **Booster:** Perk, you will need to purchase the stated Perks. As a **demonstration**:

Something Rare -400 EP
This Perk is an example of something rare that the subject of this OOCS can do.

Almost Unique -600 EP
This Perk would be an almost unique thing that the subject of this OOCS can do.

Something Rare Booster: Something Unique
This Perk is an example of something unique that the subject of this OOCS can do.

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 race shown to work for the Frieza Force including Saiyan. 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 virtually deactivated up to 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.

Pathetic Power Level Booster: Power Level Notice
Using this **Meta Perk** you can now use the following **Drawback** in any jump:

> **Scaled Down Level +400 CP**
> All out of jump non-bodymod perks, powers, items will gain restrictions to scale you and your companions down to a Power Level of 4 before applying in Jump purchases.

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. Additionally any type of damage that you take such as damage done to your soul will heal correctly at a slightly accelerated rate.

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: Honorary 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 scaled down to 0% it cannot be removed.

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. You will be able to bestow the perks you create to others but by default you are only able to create blank perks without any capabilities. With time and a deeper 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 specific emotions or tiredness.

Psychic Talent Booster: Psychic Energy Assessment
You understand the importance of ranged combat and now know how to gather and compress matter to a single point and project it as a blast at an accelerated rate. With training and practice you can use this to enhance the matter you project by compressing far larger objects and shaping them in order to improve the blasts density, durability, aerodynamics and sharpness.

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 others' attempts to manipulate your energy. 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 transformations 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 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 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 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.

Psychic Talent Booster: Psychic 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 reinforce your capabilities using your Psychic power to mantle your melee strikes, speed and durability. With training and practice you can use this to develop close range Psychic techniques such as creating psychic threads or how to paralyze someone through a gentle touch or through eye contact.

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. This won't diminish flavor.

Harmful Strike Booster: Recoome's Strike
When striking a target with who has pre-existing damage 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 into 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 Spirit 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 Booster: Psychic Flight Talent
You are able to express your Psychic power through tactile telekinesis allowing you to dextrously pick up and lift anything you're in range of physical contact with including the air within arms reach around you. This allows you to project your Psychiconisis either as harmless blasts of air similar to a shove or fly by Psychicly grabbing yourself and mentally lifting. With training and practice you can learn to concentrate your Psychokinetic energy in order to extend your reach, to grasp and restrain others or to create telekinetic barriers.

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**. Your telepathy 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 it more efficient, more powerful or altering its capabilities. 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 physical 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 false locations within their own mind, alter their memories of a target, twist a targets personality, 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 it is and the further away you can feel it. With training and practice you can learn to use this to estimate how powerful someone is and identify them 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 it is and the further away you can feel it. 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 it is and the further away you can feel it. With training and practice you can learn to estimate details about the soul such as their age, race, species and whether they are alive or undead.

Psychic Talent Booster: Psychic Sense Perception
You can feel minds and physical objects at a distance. The larger the object is and the more thinking minds there are the more noticeable it is, and the further away you can feel them. With training and practice you can learn to estimate details about objects such as its internal structure, shape or substance and can learn general aspects about those minds such as their level of intellect, emotional state and potentially even their language.

Accelerated Perception -200 CP (Discounted for Speedster)
When moving at a heightened speed you can 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 can now 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 proportional 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 if worked on by a capable engineer.

Rift - Free (Cannot be taken with "Rift-Touched")

This spatial anomaly gives off the readings of a tear in spacetime but unless specific drawbacks are taken these readings are false and instead this is just a strange space anomaly that this jump uses for your entry point into the jump.

Frieza Force Logo - Free/200 CP

For **Free** you may choose to have any items after this engraved with the Frieza Force logo. For **-200 CP** you instead gain an extra copy of all items purchased after this 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 warehouse at the start of the Jump even if the Warehouse is blocked for the duration of the Jump. You also gain 4 Silver colored Pol's, the middle form of the currency the Frieza Force uses.

Ginyu Force Logo - Free (Requires "*Honorary Ginyu Force Member")*

With this you gain an extra copy of all items purchased after this 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 warehouse at the start of the Jump even if the Warehouse is blocked for the duration of the Jump. You also gain 4 Dark Blue colored Pol's, the highest form of the currency the Frieza Force uses.

Pol - Free/50 CP

These metallic cylindrical tubes are the currency used within the Frieza Force. For **Free** you start off with 4 Gold colored 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. For **-50 CP** you gain double the amount of Pol's. This can be taken multiple times.

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 ship's crash landing.

Frieza Force Armor - Free

This suit of standard-issue combat attire is currently mandatory throughout the Frieza Force. The combat attire consists of an under suit and more durable armor 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 by the Frieza Force in order to charge spaceships and weapons allowing weaker soldiers to use weapons as though they have higher Power Levels. You gain 1 Power Pack plugged into each Ki Device purchased and one installed in your **Damaged Battle Pod**.
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.

Blaster -50 CP (Free for Strategist)
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.

Flight Grid -50 CP (Free for Technician)
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.

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 to ten times the Power Pack's power level limit..

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 variety 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 Frieza Force soldier with a Power Level of about 1,500 PL.

The N.S.G.L. +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 a Special Force Squad will appear about eight years into your Jump. You may take this drawback once per member of the N.S.G.L.
For **+200 CP** you may select a member of the N.S.G.L. to appear with access to all the perks on their Origins Perk Tree. Niyusu will have access to the **Strategist Perk Tree**, Sukuop will have access to the **Brute Perk Tree**, Kuruzo will have access to the **Technician Perk Tree** and Deita will have access to the **Speedster Perk Tree**.
For **+600 CP** the Captain Oniyu will appear with access to all the Perks on this Jump Document.

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.

One-Way Rift +300 CP (Requires "Power Level" of 1,500 PL or less)
Normally the **Rift** would be decretive and wouldn't be connected to the Dragon Ball continuity, however with this drawback the **Rift** will allow travelers from the other side. You will arrive in Jump at Age 731 for the Dragon Ball continuity, the **Rift** will be above a major Frieza Force facility that King Cold frequents so they may occasionally send probes or disposable soldiers through, however their experiments will not find a way to retrieve them or send messages back.

Two-Way Rift +300 CP (Requires "One-Way Rift")
With this drawback the **Rift** will become a two-way gate when the main events of the Jump continuity begin. Due to this the Frieza Force could enter and invade 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/1_UkPLcAm2KBUzgKpGNvLPhdjyQSUH76X/view

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/1ajbKtU2jGhKHbBwyqDZ3TIe9DvGZIJ8h/view

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/19yI2iGOD8LUO6Jy7P9JMOI2mBc4k82Eq/view

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/1cS_ipeFICf3NwKaFLBQXLZNdy1fPtFbm/view

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/1WcavPRWWGRw8waAy1leBfIzwH3yWpZcx/view

Divine Retribution +1000 CP
At some point during the Jump, Post-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/1JNLv6v3xM_tZjbVGt7HR0J2r0yVLqBsG/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.

Acrophobic +100 CP
You are terrified of heights, and anything deeper than a 10-foot drop will make you weak in the knees.

Age Problems +100 CP
For the duration of this Jump, you lose all age resistance perks and powers.

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?! You will find that Companions, allies, and benefactors are always ditching you to deal with things unrelated to your current predicament.

Amnesia; Jumpdoc +100 CP
You lose all memories and knowledge of what you purchased in this Out of Context Supplement and any connected Jumpchain.

Angered Factions +100 CP
Each time you take this, a different, random local faction will consider you an enemy once they become aware of you. There isn't a limit to how many times this may be taken.

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

Artificial Flashbacks +100 CP
You have horrific flashbacks to horrible events involving your family and yourself. These events never actually took place, and the flashbacks happen randomly.

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 have a habit of taking an interest in you… a romantic interest.

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

Bad Name +100 CP
Everyone you meet will assume your name is something that you find insulting or annoying, and nothing you can do will change it in your mind.

Behind Your Back +100 CP
People always say horrible, hurtful things about you whenever they *think* you're out of earshot.

Black Cat +100 CP
Expect to see ill omens that seem to suggest terrible things coming your way. Mirrors break in your presence, lone magpies drop-dead at your feet, and other strange, malign portents follow you. Let's hope these superstitions are just that.

Bounty +100 CP
It seems you've pissed off the wrong people. You have a notable bounty on your head, and while it's not enough to get the big guys interested, it *is* enough to draw the attention of random thugs.

Culture Shock +100 CP
This world doesn't have the same cultural standards you're used to, which isn't a problem if you're quick to adapt. Unfortunately, you *won't* be. You'll constantly butt heads with anyone whose cultural norms and social mores are different from your own. While you can slowly adapt, they'll always rub you the wrong way, and your overall experience here will be much less enjoyable.

Crop Rotation +100 CP
Pests and poor weather have had a serious impact on the local farming industry. Food will be harder to come across and far more expensive as a result.

Dark Memories +100 CP
You will now gain memories of a lifetime of abuse since early childhood. Though these memories are false, you will not be able to differentiate them from real memories beyond knowing they are fake.

Didn't Read The Instructions +100 CP
You don't know how anything works and refuse to have anything explained to you. Using any sort of equipment will require trial and error.

Disinteresting +100 CP
You seem to emit an aura of monotony, causing everyone who doesn't know you to think you are a boring stick in the mud that wouldn't know fun if it hit them.

Do you Feel Lucky, Punk +100 CP
You keep unintentionally making pop culture references that no one else seems to recognise.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world, because every foe you face will have one identical copy that only you can see. The worst part is that this seems to be a Schrödinger situation, as the *real* one is never the one you defeat first.

Easily Deceived +100 CP
You're too trusting, willing to believe almost anything you're told, and become confused when you're told conflicting things.

Elites Everywhere +100 CP
Every group of opponents that you face will have at least one additional elite member.

Extended Stay +100 CP
You can increase the duration of this Jump by ten years. You can take this a maximum of ten times, increasing it by up to one hundred additional years.

Faulty Gear +100 CP
Any tools you attempt to use will rust and decay at an accelerated rate, and you won't realize how severe the damage is until it is too late to repair.

Friend List +100 CP
Random people claiming to be your friends keep showing up, but you won't remember any of them. Although some of them may be, most are trying to maliciously use you for their own benefit.

Friends to the Four Winds +100 CP
Instead of arriving at your Location Choice, your Companions are now scattered randomly throughout the setting. They won't be able to enter your Warehouse until they've found either you or one of your properties.

The Glitch +100 CP
Technology randomly fails around you, normally when you need it the most. You might be able to jury-rig a quick repair, but you'd better act quickly because while this won't be instantly fatal, it will make things more dangerous.

Gore Galore +100 CP
It seems that every creature you kill has ten times the amount of blood and viscera that you would expect, making it a real possibility of drowning in the blood of your enemies.

G-Rated +100 CP (Incompatible with "X-Rated")
This Jump is now a family feature... or so it seems when it comes to you. Any attempts to swear, drink alcohol, take recreational drugs, have sex, kill someone, or anything that might warrant a PG rating will be averted at the last moment – often painfully and humorously.

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

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

Hideous Haircut +100 CP
You have a haircut that everyone finds disgusting. They'll make comments about how ugly it is, and nothing you do will change it.

The Holiday Special +100 CP
Whenever you reach an in-Jump holiday, the world around you will start to follow the tropes of a Special Holiday Episode. This will happen for every main holiday, such as Christmas or Halloween, and at least once during the Jump for each lesser-celebrated holiday like May Day or April Fools' Day.

Honorbound +100 CP
You always do things as honorably as possible, such as informing someone if you intend to arrest (or kill) them before giving them time to surrender (or prepare) before taking action.

How Do I Keep Falling Into These Situations? +100 CP
Anytime you're not busy with something - whenever you aimlessly wander around, going for a jog, or you just have free time - you'll find yourself walking right into the middle of active trouble.

I Must Nap +100 CP
You need at least seven hours of sleep per day, or you'll feel exhausted.

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

In Another Castle +100 CP
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 all over again. You'll not only forget this Drawback, you'll also forget every previous time you've been affected by it whenever you start a different task. This only triggers once per task and will not become an endless loop of deception.

Inconveniences +100 CP
You will constantly encounter minor obstacles that are uncomfortable to deal with.

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

Knowledge Lockout +100 CP
You lose all of your knowledge of the setting's universe and its continuities once you start the Jump.

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

Loser +100 CP
Anyone who doesn't know you will automatically expect you to fail at whatever you are trying to do. This will cause those who mean well to push you to work harder and those who don't mean well to attempt to discredit you.

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

Magnet For Misfortune +100 CP
You have *terrible* luck. You're almost constantly hit by random, unpleasant, and painful bouts of misfortune.

Money Money Money +100 CP
Your avaricious desire for money and other symbols of wealth leaves you willing to go to extreme lengths to get more.

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

Nightmare +100 CP
Every night, you'll fall asleep and suffer terrible dreams.

No Hard Feelings +100 CP
There's one random person who constantly tries to outdo you… And somehow, they keep succeeding before rubbing it in your face.

Optician Required +100 CP
Your eyesight is highly restricted, as you can not see anything other than indistinct blurs without wearing glasses. No form of healing can remove this drawback, and any form of contact lens will feel incredibly itchy.

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

Pixelated Objects +100 CP
This pixelation in this Jump would shame an NES. Everything is blocky!

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. Just a handful of flowers could leave you with blurred vision and sneezing for hours.

Prove Your Worth +100 CP
Every time you try to do anything, it seems that everyone wants you to complete an arbitrary task to somehow prove your worthiness. This won't be hard, but it happens all the time for even the smallest things. It may even cause you to get stuck in a worthiness spiral, requiring you to prove your worth to get things needed to prove your worth for some totally unrelated task.

Recurring Foe +100 CP
You have an enemy whom you have no way to convince to leave you alone. Each time they encounter you, they learn more about you and how to better face you in the future.

Rough Childhood +100 CP
You were not as lucky as some people. Your in-universe childhood was - or 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.
Gain an extra **+100 CP** if taken with **Just A Child**.

Scarred +100 CP
You either have horrible burns or horrible wounds, neither of which you can hide. You appear monstrous to others, causing most to feel deep fear at the sight of you.

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

Shameful Attraction +100 CP
The worst kind of perverts keep seeking you out and trying to get you to fulfill their fetish.

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

Sickly +100 CP
You have a poor immune system and are more susceptible to illness. You'll get sick at least once a month.

Silent Night +100 CP
Unfortunately not. An annoying narrator who constantly insults you and reiterates things that you already know will rhyme in your inner ear every. Single. Christmas.

Silent World +100 CP
The world seems emptier than it ought to be. You don't know what happened, but the population of your starting planet (or nearest equivalent) is *drastically* lower than expected. After including every named character, the population is at most **10%** of its expected total. If you would normally see eight billion humans, you can instead expect to see as few as eight *million* instead.

Simple Minded +100 CP
You find it difficult to understand somewhat complex topics, and you have trouble remembering when holidays are.

Stalker +100 CP
A random, ordinary human knows *everything* about you and is *obsessed* with you. They're also protected from any Perks or Powers that would help you find them quickly.

Stranded +100 CP
Instead of whatever your normal starting location would have been, you find yourself in the middle of a deserted island somewhere in an 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, *they* always seem to get any of the praise you may have earned, and *you* always get all the criticism for the group's failures.

They Heard You +100 CP
Any time you say something mean about someone, they'll overhear you and probably get upset. You will forget you took this Drawback.

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 henchman, sidekick, minor minion, and comedy relief character thinks they can kick your ass, and they're 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 get sucked into the narrative and ignore everything happening around you.

Thugs For Days +100 CP
Every day, a minimum of ten random thugs will show up and target you.

Touch Of Madness +100 CP
Things keep happening that leave you thinking you're going crazy… and maybe you are, but not because of this Drawback.

Turn-Based +100 CP
Whenever you enter into a fight with someone, you will find yourself transported into a weird pocket dimension where you are only able to take an action after each of your opponents in a fight.

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

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. They have abilities or a similar area of expertise to you, and they're *not* taking it well. They won't do anything to outright harm you, but they *will* try to one-up or challenge you, and there's not much you can do to get rid of them. If you beat them at their own game, they'll double down. 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, moving at a snail's pace. I hope you're a patient person.

Unwanted Crossover +100 CP
This drawback acts like a magnet for other settings, resulting in strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to have power consistent with the power level of the chosen setting, but you won't have any way of knowing when someone new has shown up.

Wanted +100 CP
You have a criminal record somewhere out there. It has a surprisingly high bounty, but not so much that you will be sought out. People *probably* won't go after you as long as you stay away from wherever your wanted poster is.

Wearing Underwear on the Outside +100 CP
You have terrible dress sense, with everything you wear being the worst possible combination of clothing.

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 need to speak to you.

What's His Name? +100 CP
No one seems to remember your name, so you've 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 always smells slightly off. The source of the smell varies depending on your location, but it's always distracting.

What's Wrong With His Face? +100 CP
Your face has been messed up, leaving you grotesquely ugly and near-unrecognizable to everyone who knows you. Those with a weak stomach may be sick merely at the sight of you.

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

Why Am I Naked +100 CP
You start this Jump naked, and your clothing becomes incredibly fragile as it keeps getting destroyed, leaving you in the nude.

X-Rated +100 CP (Incompatible with "G-Rated")
Things in this Jump are 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 all 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 who don't deserve it, and they keep betraying you.
Whether you're just that naive or it's against your better judgment, you keep trusting people who don't deserve it, and they keep betraying you.

Bigger Boss +200 CP
Any time you defeat an enemy, not only will their superior know, they'll also know *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. If the setting already has creatures of darkness or evil, they are now also drawn to you en masse.

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

Demonic Disturbance +200 CP
Your presence has caused discomfort for the demonic entities within your chosen setting. They will attack you on sight and may go out of their way to make sure any acts of evil in your area are directed towards you. If demons didn't exist in the setting beforehand, they do now.

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 appear within an empty space outside of time and must fight to the death against a fake copy of yourself. This copy will have all of your Perks, Items, and Abilities, but regardless of how the battle goes, you will not truly die. You will still feel pain, however.

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.

Godly Distractions +200 CP
Your presence has drawn the attention of the universe's local divinity. Though they will not take direct actions against you, they will pull strings to make things difficult for you until you choose to confront them. If no gods exist within the Jump continuity, your Jump-chan may choose to retroactively add the Gods, such as the Greek Gods, to the setting for this Drawback.

Hormone Problems +200 CP
You have a heightened state of arousal that makes it so that you are constantly in the mood and find those you are attracted to far more attractive.

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.

I Hate Fighting Me +200 CP
At least once a week, you will have to fight a counterfeit version of yourself. Some will be shapeshifters, artificial replicas, and occasionally incomplete clones, but none of them will have any Perks, Powers, or Items gained from a Jump-Doc.

Instructional Video +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.

Is this Blood +200 CP
You have an unfortunate habit of stumbling upon fresh corpses without any excuse or explanation.

Lemming Behaviour +200 CP
You lack any self-preservation. No matter the danger, no matter the threat, you seem to face it as though you are invulnerable. The greater the chances of you being crippled, maimed, or killed, the more excited you become.

Local Scale +200/300/400/600/800 CP
Your power, and perhaps your growth, has been restricted to align with the locals. Any Perks or Items you possess that exceed this power will be weakened if possible or otherwise made unavailable for you to use until you reacquire through normal means power roughly equal to your lost or weakened Perks and Items.
For **+200 CP,** you start the Jump with power equal to the local protagonist.
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 **+400 CP,** your level of growth will be capped to match the growth of the local protagonist.
For **+600 CP,** you'll instead be limited to 90% of the scale of growth of the local protagonist.
For **+800 CP,** your scale of growth will be limited to 85% of that of the local protagonist, while your strength shifts so that it is never enough to make you as powerful as the story arc's main villain.

Looking For Help +200 CP
You often struggle to find 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 that your enemies might be performing while you are helpless. You can't separate these dreams from reality.

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 animals as small as a flea to ones as big as a lion. The only exceptions 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 forget this drawback, and whenever you underestimate an opponent, they will get stronger.

Publicity +200 CP
Every mistake you make will become public knowledge, and every negative misinterpretation of your actions will be highlighted. 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.

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.

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, and 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.

Thou Shalt Not Kill +200 CP
You are not capable of killing anyone, from the weakest of insects to the most dangerous of gods, thus 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.

Too Nice +200 CP
You tend to be overly accommodating of others, allowing them to dictate or make decisions for you. While most of the time this will be simple things, such as what to eat or where to go, if left unchecked, you could find others determining your whole life for you.

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 also makes it more dangerous. There are more magical schools, more super martial arts, more alien races that 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
No matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

You're Only Paranoid if You're Wrong! +200 CP
You expect every word to be a thinly veiled threat, every offer to be a chance of betrayal, and every moment of weakness to be an opportunity to be attacked.

Amnesia: Pre-Jump +300 CP
You forget all memories and knowledge that you have gained prior to this Jump, but you retain all knowledge you will have gained from your In-Jump origin and background. This essentially makes you your In-Jump character after they gained your Perks, Powers, Items, and Abilities.

Cat Got your Tongue +300 CP
You are now mute and unable to speak verbally for the duration of this jump.

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.

Death Takes a Holiday +300 CP
Your enemies now seem to have some form of immortality, no matter what happens to them. While someone remains your foe, they can’t die. None of your allies or enemies can slay them either. However, they can be crippled or imprisoned.

Everything Is Fine Now +300 CP
There are consequences for your actions, and it seems that after each battle, you will 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 the most annoying way possible.

Holy Problems +300 CP
You have an aversion to all religions and will feel weak whenever you come into the proximity of any religious symbols or objects.

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, from a simple robbery to a deep, dark plot.

I've Come To Duel You! +300 CP
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. You can try to avoid interacting with them, but fate will often try to involve you regardless.

Outside Problems +300 CP
You keep getting stuck in situations outside the regular continuity, such as monsters, demons, and extraplanetary problems that never came up in the original story.

Part-Time Janitor +300 CP
There are consequences for your actions, and after each time events you are part of make a mess, you will have to help clean up.

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 in your own head. 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. 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. Let's hope you have a 1-UP.

Villain of the Week +300 CP
It seems you're a magnet for odd enemies, as every week a new enemy will show up to battle you, ranging from a weakling with delusions of grandeur to those who are a genuine threat to you.

Where are the Instructions +300 CP
You have no idea how to use your perks, powers, or abilities. You require trial and error to figure out the basics, let alone the full power.

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 whom? 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.
If this document is taken as a Supplement, this drawback will not affect the companions or followers 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. The canon events are no longer protected, and every action you take will cause reactions that change the plot dramatically.

Empty Handed +400 CP
For the duration of this Jump, all out-of-Jump Items and Warehouse options other than your Body Mod 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 items that will be scattered around the world. You will gain basic information about them, but 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 to 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 required to attend 10% of your total time in this jump inside an educational 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 while restraining them will buy you time, they'll find a way out.

Lost Or Found +400 CP
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 overconfidently from 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.

From the Depths of Hell +400/800 CP
For **+400 CP,** a powerful foe you've faced in a previous Jump has been brought to this Jump. They gain access to a random Jump-Doc that they can purchase Perks, Powers, and Items from as though they were a Jumper, and they want vengeance.
For **+800 CP,** they gain access to two random Jump-Docs instead of one and a random Out of Context Supplement.

Deathbound +500 CP
Every year, you will be stalked by death and suffer from dangers that are guaranteed to kill you at least once a year.

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

PS1 Game +500 CP/+1000 CP
There is something wrong with this jump. Instead of it being the normal version of the 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 with events forced to stick to a linear plot with optional time-sensitive subplots. You will not gain a system for extra lives 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 that build up over time. These injuries heal at a "normal" human rate, despite any healing abilities you might have.

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.

We Humans Are Full Of Surprises +600 CP
The humans of this world are not necessarily what is expected. There are now mutants, metahumans, or otherwise superpowered people.

Boss Rush +600/1000 CP
Post-Jump, you will be forced 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 to the next jump until you have beaten them all. For **+1000 CP,** all the opponents will have their raw power to reach yours, but they won't gain any extra training or proficiency.

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

In Context Foe +1000 CP (Requires 2 or more of the following Drawbacks: "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 one of the following links 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.
You may test each link as many times as you wish before purchasing it, but you must pay for the link before you click it when selecting a setting, and you can't change your mind afterwards.

TV-Show -500 CP
You must use this link and select a **TV show:**
https://www.randomlists.com/random-tv?dup=false&qty=6

Animated Movie -200 CP
You must use this link and select an **Animated Movie:**
https://www.bestrandoms.com/random-movie-generator?genre=Animation

Science Fiction Movie - Free
You must use this link and select a **Science Fiction Movie:**
https://www.bestrandoms.com/random-movie-generator?genre=Science_Fiction

Fantasy Movie - Free
You must use this link and select a **Fantasy Movie:**
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Horror Movie +400 CP
You must use this link and select a **Horror Movie:**
https://www.bestrandoms.com/random-movie-generator?genre=Horror