Out of Context Wizarding World Supplement

V1.0 By LJGV/Sin-God

This document can be used as a supplement in any Jump that would not otherwise have *Wizarding World Wizards* or *Witches* within its continuity.

By taking this Supplement you have chosen to become a wizard or witch of some sort and you will enter into a continuity that lacks wizards or witches as a Drop-In opening your eyes somewhere outside of the home of a family about to receive an unwanted gift; a young child.

As a wizard or witch gaining this new physiology through this Out Of Context Supplement you are, for the duration of this jump, a wizard or witch. This also means that you are a human being. You can still utilize your alt-forms freely, barring something like an OOC perk or drawback that prevents that. Take these points, they'll help you adjust to your new reality.

+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:

Each of these origins refers to different tracks of scholarly knowledge and arcane ability. Selecting an origin simply refers to the overall focus of your mystical arts and the ease with which you take to different disciplines. **Every origin here comes with a fiat-backed ability to use the magic of the *Harry Potter*/*Wizarding World* franchise, as well as a healthy knowledge of such magic.**

Scholar

Scholars are those who study the arcane, who delve into hypotheticals, and who carefully study magic itself. They diligently work to understand how magic works, and their academic, scientific approach to magic allows them to make new breakthroughs into magic with sometimes stunning ease. This is for those who wish to use magic on a grand scale, and who wish to have as rigorous and thorough an understanding of it as possible. You will also naturally discover

Auror

Aurors are wizard law enforcement tasked with the difficult job of tracking down and capturing wizards and witches who commit illegal acts, particularly those who delve too far into the Dark Arts and who fall into the corruptive snare of the most wicked magic. These highly trained witches and wizards are very skilled at practical applications of mystical combat and arcane martial arts, specializing in overcoming foes willing and able to wield brutal dark curses and use all manner of foul magic to keep themselves free.

Dark Wizard

Dark wizards and witches are those who delve into the loathsome *Dark Arts*. The term *Dark Arts* refers to magic that is primarily used to harm, control, or even kill living beings. Some forms of Dark Arts are fully illegal, such as the Unforgivable Curses, while others are simply looked down

upon. Many practitioners of the Dark Arts are themselves malicious people, though some may well be neutral scholars interested in a comprehensive and thorough examination of the full possibilities of magic unfettered by mortality.

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Advanced Caster - Free
The magic of the baseline HP/WW series is a curious thing. Some could argue that this form of magic is very finicky, with many in-universe saying that proper, directed, intentional magic necessitates a number of conditions for those who are not yet experienced with it, namely both the utterance of mystical phrases and a wand to channel and direct one's magic through. Both of these conditions are not truly necessary as in-universe there are different arcane schools of thought when it comes to different forms of magic with the school of Uagadou often producing wizards and witches who do not need wands and cast spells through gestures and non-verbal magic itself being taught to students at Hogwarts. Nonetheless having both a wand and an arcane phrase to utter seem to tremendously help many young wizards and even adult wizards tend to use magic with one or both of those conditions fulfilled. That said, you are a jumper.

This perk allows you to forgo the conditions previously mentioned while still using magic at full power. This gives you the power to cast both silently and without a wand to channel your magic through, and to do both of those things at the same time if you wish. **This also gives you the power to use this setting's magic in any alt-form, particularly seeing as several non-human lifeforms can use the same spells and magic humans do, and even cast with wands.** That said, if you wish to use magic as it is used in canon you get a minor buff for it. Magic that you cast with a wand or some kind of analogous magical focus is stronger for it, though not as much as twice as strong. Additionally, if you utter a spell as you cast it the spell is less taxing to cast, using less internal and external resources. Magic that you cast that involves both the usage of a mystical medium like a wand and an arcane phrase trigger gets both benefits. **Any magic you learn to cast *HP/WW* style is magic you can use in any alt-form.**

Dropping Off The Child Who Lived Origin Perk - Free (Cannot be taken with "Not Drop In")

This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting such that you are in the background as some people drop off a surprise baby at an unhappy family's home.

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.

Instinctual Magic -100 CP
This form of magic is sometimes referred to as *Accidental Magic*. With this perk you can wield magic with the same instinctual ease as some of this setting's more noteworthy wizards and witches even without incantations and wands, your magic spilling forth and enacting effects based on your needs and desires and your surroundings. This is best used in self-defense initially, but with time and training, it can become a handy quality-of-life ability. This perk does take into account other forms of magic you know and can grow stronger with training such that all of your supernatural powers eventually become things this power can tap into.

Hybrid -100 CP
Some characters in this series are hybrids; the offspring of a human and a magical, sapient demi-human (human-like species). This hybridization invariably comes with some benefits, such as a half-Veela being incredibly attractive, or a half-giant being large and imposing (even if they themselves are total sweethearts). You can now select a fitting canon magical race and become a hybrid of human and that species. This won't negatively affect your looks and will instead provide some sort of fitting supernatural boon. This can include magical races that are not known to have mated with humans, but this doesn't mean you can be anything as ridiculous as a half-dragon half-human. Some suitable species include Merpeople, Vampires (half and part-vampire witches and wizards are known to exist canonically), Hags, and Centaurs. This perk also makes you very attractive to humanoid and near-humanoid non-humans and ensures you can have children with such beings. **If you wish to purchase this multiple times, you can.**

Mystical Instructor -200 CP
You are very skilled at teaching, and when you weave magic into your lessons in some way you become an even better teacher. When you teach about the supernatural and/or magic in some way, your natural skill as an instructor is further enhanced, allowing you to truly shine. If you were to seek employment at some sort of school or college for the supernatural and/or magic you'd be phenomenally good at the job so long as your job actually involved teaching magic and the supernatural.

This perk also grants you the power to share this setting's breadth of magic with other people, giving them the echoes, shades, and vestiges of the arcane power you wield. With time and training you may learn how to wield this ability and improve it such that you can teach others more magic you know beyond the *Harry Potter* and *Wizarding World* magic you have become a user of. Essentially with time and training you can discover how to give even fully mundane people access to magic from other worlds, though for now you can only gift people with the

ability to use the magic you have gained through this document and any other *HP/WW* magic you may learn in the future.

Arcane Crafting -400 CP
You are an expert when it comes to the difficult but vital skill of wandcraft. You have an instinctual knowledge of wand lore and innately understand what sorts of materials make for good wand cores, as well as how different types of wood would affect a wand if you used them in your craft. This vital knowledge allows you to make real, working wands, and better yet makes you able to craft wands that are good for other, alien schools of magic from other realities. This also enhances your ability to enchant objects in general, even filling them with magically powered life, though it takes time to really specialize and figure out the ins and outs of enchanting and ensorcelling objects.

Divination -600 CP
You are a special type of wizard or witch, a *True Seer*. True seers are a type of diviner, which itself stems from an often mocked, scorned, and misunderstood school of magic. Divination is magic that attempts to pierce the veil that lies between the present and the future, in order to ascertain valuable information and knowledge that can itself either predict a more efficient route to victory or help someone avoid certain defeat. As a *True Seer* you can accurately divine knowledge about the future, in the form of visions and prophecies you sprout. At first, this will be at random, though never at a time when it'd put you in danger or would somehow be a wrong move (and you can actually remember your prophecies once you say them) but in time you can learn how to artificially induce these states, as well as how to get them to center on someone or some central theme. This perk also gives you a healthy amount of skill and accuracy when you utilize other methods of divination. You are also, fittingly, adept at understanding your own prophecies, and so won't be completely stumped after you utter them.

Arcane Crafting Booster: Portable Prophecy
You are a skilled creator and know how to create the glass balls found in the Department of Mysteries that can only be examined by those the prophecy is about. You know how to extrapolate the principles behind this curious magitech and can create devices that are only usable by those they are registered to and about, such as wands that only obey one wielder, or doors that only open when touched by people the property's owner permits them to open for. Pity fools who try to steal from you, dear jumper. This also enhances your mind, giving you much better skills at parsing through prophecies and puzzles.

Scholar Perk Tree:

Student -100 CP (Free for Scholar)
You are phenomenal at studying and understanding the supernatural, the mystical, and the arcane in both a scholarly sense and an instinctual, imaginative sense. When you see spells you begin to intuit their inner workings, and even think about how to modify them as you witness their effects. This also improves how effective you are in predicting what sort of an impact your

magic would have if you used it in any number of situations, giving you effectively a creativity booster.

Gamekeeper -200 CP (Discounted for Scholar)
You have a keen understanding of supernatural, mystical, and otherwise powered animals and non-human humanoids. You know how to care for such creatures and interact peacefully with them as well as what sort of uses their body parts have when it comes to things like alchemy and the creation of magical artifacts.

Author -400 CP (Discounted for Scholar)
You are a fantastic author, able to swiftly and skillfully write both academically and for entertainment purposes with ease. You can teach people through your texts with remarkable ease, and can also entertain those you teach. Your books on magic and fantasy are particularly riveting. That said, even your most academic textbooks will fly off the shelves.

Arcane Crafting Booster: Magical Writing
You know how to imbue your books and other such works with personality. You can easily create things like the *Monster Book of Monsters* as well as other similar things like the *Howler* that Ron gets. This also comes with general skills related to magical writing, and the knowledge to do miscellaneous journalism skills such as enchant objects to help with writing like creating both an honest or dishonest version of Rita Skeeter's quill and to create moving pictures. Your books will read themselves to their owners!

Complexity -600 CP (Discounted for Scholar)
You are an especially adept magician when it comes to the more complex forms of magic. You are an able ritualist, a skilled alchemist, and you even know how to do things like rapidly apparate from place to place. You excel at magical disciplines that require precision and are difficult to do repeatedly, allowing you to create wonders and to perform brutally difficult magic with stunning, even frightening ease. This also enhances your ability to create spells, charms, and even curses, letting you do so with far greater ease.

Gamekeeper Booster: Animagus
You are an animagus, a wizard or witch with the power to transform into an animal. This is a remarkable skill with a multitude of uses, and your version of this is particularly impressive. At first you can only turn into a single animal form (chosen when you select this perk and finalize your build), but with time you'll discover that your connection to animals has awakened something greater within you. Every jump from here on out you can select a new animal form to add to an animagus repository within yourself, which you'll be able to adopt at will. At first, these forms are only the forms of mundane animals, but in time you'll discover how to weave magic into yourself so effectively you can take on magical animal forms. With enough time and skill, you may eventually figure out how to minimize this skill and become a metamorphmagus (a witch or wizard who can magically change their physical appearance even without a polyjuice potion, fluxweed syrup, or a human transfiguration spell, through raw willpower and directed intent)!

Divination Booster: Ancient & Forgotten Magic
Your rigorous command over the most complex and difficult schools of magic, coupled with your status as a True Seer have mixed and mingled within you and produced something new. You are now able to use *Ancient Magic*, mysterious and mighty spells and enchantments that produce greater effects than are normally not doable for all but the mightiest wizards and witches. You can discover how to do things like take away pain, command the weather, build mighty structures, and other powerful feats over time. Additionally, your power to see into the future can now help you make discoveries of long-forgotten or misunderstood magic, directing you toward vital treasure troves of magic and esoteric lore.

Auror Perk Tree:

Law Enforcement -100 CP (Free for Auror)
You understand the laws of the places you visit intuitively and can sense how severely someone in your presence has broken the law. This comes with a minor aura of trustworthiness and inspiration, which grows stronger the more villains you defeat. You are also a skilled magical combatant, adept at utilizing magic to stop and stun those you're trying to detain. This also minorly enhances your skill at learning magic intended to stun and stop foes, as well as protective magic.

Non-Lethal -200 CP (Discounted for Auror)
This is an enhancer to your overall skill in battle, and comes with a powerful ability. You can now control the lethality of your magic and abilities, allowing you to hit foes with strong spells that somehow only ever stun and non-lethally incapacitate them, even protecting them from permanent or long-term harm if you genuinely just want to stop a fight. This also improves the strength of your lesser spells, making them handier in a fight without making them lethal.

Protections -400 CP (Discounted for Auror)
You are an able caster of things like shield charms and protective magic. You can create mighty arcane protections, and can easily protect yourself and your loved ones from potent offensive curses and spells. You have an instinctive understanding of how to use magic defensively, and easily learn such spells in future jumps, able to cast such magic near instantly in times when you get ambushed by hateful foes or dangerous beasts. This also enhances your skill with things like occlumency, allowing you to protect your mind from the skills of dreadful witches and wizards with skill in legilimency or, in future worlds, other forms of telepathy.

Arcane Crafting Booster: Defensive Enchanter
You are a mighty weaver of vast protections. You know how to create things that protect you and others you love from enemy magic and from harm more generally, from small objects with shield charms embedded in them to vast fields of layered wards and protections that can bring objects to life to have your back in a fight in case of home invasion. Your defensive enchantments are a thing of beauty, and something your foes will learn to fear.

Duelist -600 CP (Discounted for Auror)
You are a fantastic fighter when it comes to magic. You have a supernatural instinct when it comes to combat, allowing you to sense danger right before it strikes and be incredibly likely to dodge or counter an enemy's first strike, as well as being skilled at mobility, even able to apparate small distances to stay on your feet. You are not easy to corner, or to pressure, and understand the offensive capabilities of all of your magic and power, allowing you to seamlessly fuse magic with other supernatural abilities to pressure and hammer your foes. You also get a subtle boost when facing evil foes, with the more evil someone is, and the worse they've acted recently enhancing the strength of the boost you get.

Non-Lethal Booster: Healer
You are a remarkably skilled user of the arcane to heal people. Your passion for non-lethality is such that you are almost comically good at magic that helps and heals people, enhancing the ease with which you can perform such magic and enhancing its effectiveness. You can do things from brewing potions that take away pain and help people heal to casting spells that give people magical prosthetic limbs that work just as well as their actual limbs do. Your magic is such that defensive spells you cast can even passively reduce the amount of pain someone they are cast on is in!

Divination Booster: Power Of Love
The power of love is a protective ward that perpetually weakens dark magic. The more you love and are loved the weaker dark magic is against you. This is especially effective against the greatest dark curses, those that strive to cut stories short such as *The* unforgivable curse; Avada Kedavra. Additionally, your love is profound and grants those you love minor shields against cruel magic and supernatural abilities meant to cause pain or strip them of their autonomy, as a reflection of the power of love deep inside of you.

Dark Wizard Perk Tree:

Malevolent -100 CP (Free for Dark Wizard)
Dark magic, at least the strongest and purest kinds of it, are fueled by dark intent. You have a wellspring of malice deep inside of you that you can call upon to fuel your darkest magic, ensuring you'll never embarrass yourself or fail to cast a vital dark curse in the middle of a pitched battle. This also enhances your ability to learn and understand dark, malevolent magic.

Indomitable -200 CP (Discounted for Dark Wizard)
Dark magic is a corrupting thing. It takes an iron-like will to resist the foul allure of the forbidden knowledge secreted away in tomes of dark magic, and thankfully you have such a resilient mind and heart. You know yourself and can trust yourself to reject corruptive influences. This also gives you a boost to your willpower, allowing you to suffer through more pain without losing yourself, and gaining the other benefits of boosted willpower such as enhanced ability to do unpleasant things.

Control, Torture, Kill -400 CP (Discounted for Dark Wizard)

You are a skilled user of the three *Unforgivable Curses*; The Control curse; Imperius, the Torture curse; Cruciatus, and the Killing curse; Avada Kedavra. You can call upon the malice, steel will, and dark state needed to use all three curses reliably, even without a wand and without an utterance if you really need to do so, though doing so is a bit tougher than it would be otherwise. Beyond that you can also control the spells with eerie finesse, particularly the *Imperius* curse, allowing you to finely control other people and bend them to your will. You can also modify the sensations the *Cruciatus* curse infllicts on those who feel its unholy kiss, allowing you to modify the torture you inflict on others, or make the killing curse actually cause its victims to feel pain as they perish.

Arcane Crafting Booster: Unforgivable Objects
You know how to craft cruel objects with dark curses and powerful malevolent spells imbedded inside of them. This can range from necklaces that curse and kill those who touch them to powerful cursed regalia like the dreaded *Crown of Mneme* which can allow its master to project thoughts, memories, and even emotions into the minds of others even as a form of torture. As you learn more dark arts the range of what you can do with this greatly increases. This also gives you skill in crafting two things that by all accounts should be unforgivable, Love potions and their opposite; Hate potions.

Dark Arts-600 CP (Discounted for Dark Wizard)
You are a talented scholar and utilizer of the dark arts. Dark magics you use are naturally stronger, easier to use, and even take less energy and willpower to maintain! You also naturally attract those who wish to learn such foul sorceries and find that instilling loyalty in them in exchange for your tutelage is a simple feat. Even dark creatures are more naturally subservient around you and this strange tendency grows stronger as you absorb more dark knowledge and learn fouler magic. Provided you do not strike first many dark creatures would be passive in your presence, and easily come to accept you as a friend or even master.

Indomitable Booster: Blood
You understand the strange magics that can be found in blood, and know how to use it. You can draw out the latent magical gifts in your own blood, and those of others, and know how to cast a *Blood Malediction*, a curse so potent that it seeps into one's descendants and affects them. This also gives you powerful skill over hereditary traits, such as Parseltongue, and can share such traits with your followers or even yourself by manipulating the blood of someone with the skill or similar skills. This does make you a Parselmouth, allowing you to speak to both magical and mundane serpents and even command those of them with lesser wills than yours (which will be all mundane serpents and some magical ones, with you gaining more power over magical serpents as you become more skilled at the dart arts).

Divination Booster: Lich-Like
You have knowledge of the darkest art of them all; the eldritch skill of Horcrux creation. You know the foul spell to create a Horcrux, a phylactery-like receptacle holding a part of your soul and in so doing grant you wicked immortality, though to create one you must commit murder. Murder is also specifically defined here, as it differs from self-defense or a mercy kill, you must

take a sapient life maliciously, and in so doing weaken your soul. You can create a single Horcrux, which grants you immortality and prohibits you from needing a 1-up unless it is destroyed once you've created it, with ease, and more than one with increasing levels of difficulty. If you create a Horcrux and suffer fatal harm your spirit is severed from your body and you can do a range of feats, such as parasitically attach yourself to others, or use advanced magic to build yourself a new body.

You can also teach others the dread art of Horcrux creation, and those you teach this skill to will become incredibly loyal to you, requiring truly grievous and hateful acts of abuse before they turn against you. Curiously, you also know how to undo a Horcrux you have created; to feel true regret and remorse for what you did to make one, and you can even survive this process (which is said to be horrifyingly painful and potentially even fatal!). Horcrux creation also gives the Horcrux itself some semblance of life, giving them a bit of sentience and an identity mirroring yours at the time of its creation, as well as a will and some minor abilities such as the power to influence those who touch the Horcrux. Destruction of a Horcrux does not kill the maker, but it does render them killable again.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it unless otherwise stated.

Wand -Free

You have a wand of your own, one which is perfectly suited to you and the magic you've cast in the past or is perfect for a newcomer to magic (whichever is more appropriate for you). As you become more experienced with magic this wand subtly modifies itself to reflect your particular arcane skillset and to help you cast magic more effectively. This thing is loyal to you, and will only ever work for you or those you permit it to work for who are doing your bidding.

Broom -100 CP

You own a flying broom that is loyal to you and will not allow anyone else to fly it unless you'd tell it otherwise. You can use this to speedily zip from place to place. This can easily be transfigured into a flying car by a charm you know that only works on this specific broom, its car form has unlimited gas, self-repairing properties, and an invisibility booster fitted to it allowing you to fly in public with ease and without fear.

Grimoire -200 CP

This is a strange tome containing the collected wisdom of many different arcane scholars and historians. It is filled with spells of all sorts, and it grows in internal size as you explore the multiverse, with new spells of every sort appearing within its pages every jump. You can also use this to teach others *Harry Potter*/*Wizarding World* magic.

Companions

Companion Import [50-200]

Standard companion section; 50 CP to import or create a custom companion with a stipend of 600 CP and the ability to select their own origin, perks, and items. If you pay 200 CP you can import or create 8 companions and they all get the same benefits.

Canon Companion [50]
This option is what allows you to bring canon characters from this setting with you as new companions. You get a token you can give to anyone you can persuade to join you on your chain, and at the end of this jump they'll be able to join you as you select your next jump as your newest companion.

Drawbacks:

Magic Minded +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow is a Witch or Wizard in this world.
You will need to work out your Background with your Jump Chan.

Witch Type (Origin Exclusive) +200/300 CP
Whichever origin you select, you can only select perks pertaining to your origin and undiscounted perks. For 200 CP you can buy perks from other origins, but cannot use them for the duration of this jump. For 300 CP you flat out cannot purchase perks from other origins aside from your origin.

Magic Your Foes (Varies)
This is a tiered drawback, one that costs 200 CP per tier. For each installment of this you take, a pair of other witches or wizards, only 2 per origin appears. These witches or wizards do not have perks and have stats and attitudes matching the type of witch or wizard they are.

Epic Witches and Legendary Wizards +200 CP/+400 CP/+600 CP/+800/
Sans drawbacks there are no other witches or wizards when you first appear here. This changes that. This drawback causes there to be uniquely powerful witches or wizards who appear at the same time as you. These could be individuals like a matured Harry for the auror origin, Dumbledore at the height of his power for the scholar origin, and Grindelwald at his most Grindelwald for the Dark Wizard origin. Each of these characters has access to the full perk list of their origin. Each tier of this corresponds to a different origin, which you select when you take that tier. The final tier of this grants all of the summoned foes access to the general perks as well as the perks for their origin, allowing them access to their full perk tree in its unfettered form.

True Wizard +500/800 CP
Oh… Oh no. Now you think like a wizard! This makes you a wizard's wizard, complete with their goofy isolationism and even their discomfort around non-magical people even if you can at times power through such sentiments. For the duration of this jump expect to be stuck acting like a Blank would. If you take the second, +800 CP tier of this, you cannot use your alt-forms

for the duration of this jump (though if you have the animagus perk you can still use that to transform into your chosen animal form). Alternatively, you can take the second part of this without the first, but for only +300 CP.

Generic Drawbacks:

Companions can take drawbacks from this section that don't alter the setting but only affect them, such as *Stalker* or *Bounty*.

Extended Stay +100 CP

You can Increase the duration of this jump by 10 years.

Stalker +100 CP

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

How do I keep falling into these situations +100 CP

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

Bounty +100 CP

It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

Wanted +100 CP

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

X-rated +100 CP

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

Double Trouble +100 CP

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

Low Budget +100 CP

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

Thugs for days +100 CP

At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP

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

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

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

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

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

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

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

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

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

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

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

Always Left Behind +100 CP

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

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

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

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

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

What's that Smell +100 CP
No matter where you go, no matter what you do, something will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

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

Sickly +100 CP
You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

This is a holdup +100 CP
For some reason every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and thanks to this drawback they are going to go out of their way to prove it! Expect to get mugged a lot.

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

What's his name +100 CP
No one seems to remember your name and you have been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

Two of a kind +100 CP

People keep making parallels between you and other people, these comparisons are not flattering.

They heard you +100 CP
You will forget you took this drawback.
Any time you say something mean about someone they will overhear you and probably get upset.

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

Money Money Money +100 CP
You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

No hard feelings +100 CP
There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

Black Cat +100 CP
You are constantly finding Ill omens pointing at you, mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.

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

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

What’s wrong with his face +100 CP
Your face has been messed up making you grotesquely ugly and near unrecognizable to everyone who knows you.

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

Faulty Wires +100 CP
Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.

Unnecessarily Slow +100 CP

Everything that happens here seems to take forever and move at a snail's pace so I hope you're a patient person.

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

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

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

Recurring Foe +100 CP
You have an enemy who you have no way to convince to leave you alone and each time they face you they learn more about you and how better to face you.

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

Friend List +100 CP
You will constantly find a number of random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

They took my loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

Crop Rotation +100 CP
The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

In Another Castle +100 CP
You will forget this drawback and its past instances every time you start attempting a task or objective. Each time you attempt to complete a task or objective you will find that you have been tricked and will have to repeat the process over again.

Prove your worth +100 CP
Every time you try to do anything it seems that everyone will want to to complete an arbitrary task that somehow proves your worthiness. This won't be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove you worth on something else.

Artificial Flashbacks +100 CP

At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however these events never took place.

Accident Prone +100 CP
You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

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

The Glitch +100 CP
Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is taking aim on you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal, but will make things more dangerous.

Culture Shock +100 CP
This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback you'll constantly butt heads with cultural norms that are different than your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the long run.

Hideous Haircut +100 CP
You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Where did I go wrong +100 CP
You can't tell the difference between confidence and arrogance.

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

This is a really good book +100 CP
Whenever you try to read a book you keep getting sucked into the narrative ignoring everything that happens around you.

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

The Pollen +100 CP

You have hay fever and it's really really bad. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

Silent Night +100 CP
Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

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

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

Easily deceived +100 CP
You are too trusting and are willing to believe almost anything you are told and become confused when you are told conflicting things.

Didn't read the instructions +100 CP
You don't know how anything works and will never have anything explained.
This means that using any type of equipment will require trial and error.

At least buy me dinner first +100 CP
Dangerous entities keep becoming romantically interested in you.

I must nap +100 CP
You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

Never mind my head trauma +100 CP
People don't care when you are injured.

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they're not taking it well. They won't do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there's not much you can do to get rid of them; if you beat them at their challenges, they'll simply double down, and if you try to help them beat you to get them to leave you alone you'll come out on top purely by accident, which will again spur them to double down.

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

Mirror Match +200 CP

It seems that you have a Clone out there causing chaos. They will have all the perks and race options you picked in this Jump but their minds are empty.

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

Bigger Boss +200 CP
Any time you defeat an enemy their boss or superior will instantly find out that you have and how you did it.

Too soon +200 CP
Yes you did and every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

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

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

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

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

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

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

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the

planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

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

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

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

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

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

Your a Joke +200 CP
It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

Read people like a brick +200 CP
You can’t read people, you can not understand people's emotions and often misconstrued what they mean causing you to be oblivious to the intentions of others.

Instruction Tape +200 CP
Whenever you do something for the first time you will be forced to watch a long boring tape that doesn’t actually explain anything.

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

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

Stealthless +200

You are very bad at sneaking.

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

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

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

Poor Underestimation +200 CP
You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

What the heart wants +200 CP
You have a massive crush on one of the main characters as appropriate for you, you will discover which one when the jump starts.

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

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

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

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

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

Split-Personality +300 CP
It seems that you are not alone there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

I've come to duel you! +300 CP
It seems that your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals or something stranger.

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

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

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

You're a right git +300 CP
Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

I saw you barely over a year ago +300 CP
Your sense of time is terrible you can't tell if a week has gone by or eight years and you couldn't tell the difference.

You get one more +300 CP
If you do something annoying more than twice you will get punished how, why by who well that will be situational.

Today's Kind of a bad day +300 CP
During this Jump you will have one really bad day as someone really strong will show up, beat you up and kidnap someone you care about and no matter what you do you will definitely die at least once so let's hope you have a 1-UP.

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

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

Crippled Limbs +300 CP
This can be taken up to four times with each time affecting a different limb for the duration of this Jump.
You may select from either a left or right crippled arm with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.

You may select from either a left or right crippled leg with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved and with both legs crippled movement speed is reduced to one tenth.

Prepare for evasive actions +300 CP
Any time you are in a form of transportation it will be attacked.

Everything Is Fine Now +300 CP
There are consequences for your actions and it seems that after each battle you are going to need to help clean up the mess.

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

I'm going to take a walk +300 CP
You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

Lost or Found +400 CP
It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world shattering.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Empty Handed +400 CP
For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Alone +400 CP
For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Powerless +400 CP
For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

I am bound by my word +400 CP
You are bound by any promises you willingly make.

Known Enemy +400 CP
Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they'll find a way out.

Here comes the bad part +400
Whenever you get new information there will always be a bad part of it.

Where am I why am I here +400 CP
You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

That wasn't so difficult +400 CP
You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.

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

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.

Us humans are full of surprises +600 CP
It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, meta humans or otherwise superpowered people.

So Weak +600 CP
At some point during this Jump you and all your allies will be defeated there is no way around this you will lose and you will all be captured.

Auto-Punishment +600 CP
Every time you make a mistake you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries which build up over time, these injuries heal at a “normal” human rate in spite of any healing abilities you might have.

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

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

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.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Ending Options:

Return Home (End chain, return home with everything you have)

Stay here (Stay in whatever setting you used this to jump to, ending your chain)

Continue on (Proceed as usual to the next jump)