Out of Context: Shadowkhan Supplement

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

By taking this Supplement you have chosen to be a Shadowkhan and you will enter into that continuity as a Drop-In awakening while falling out of the local universe's **Shadow Realm**.

+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:

There are normally nine tribes of Shadowkhan who tend to take on a number of different appearances to align with their tribe, six of them are hominoid shaped with half of those and the other three being monstrous in appearance.
You are now the tenth tribe, a new and unique type of Shadowkhan with unknown potential.

Warrior Khan

As one of the Warrior tribe Shadowkhan you look vaguely like a Human but with grayish-blue skin and glowing red eyes.
The canon Warrior tribes of Shadowkhan are the Ninja Khan, the Sumo Khan and the Samurai Khan.

Clawed Khan

As one of the Clawed tribe Shadowkhan you are hominid in shape but are clearly not human with your having some monstrous features with the most prominent of these being your powerful Claws.
The canon Clawed tribes of Shadowkhan are the Razor Khan, the Bat Khan and the Crab Khan.

Inhuman Khan

As one of the Inhuman tribe Shadowkhan you do not look anything like a human with your monstrous appearance being clear for anyone to see.
The canon Inhuman tribes of Shadowkhan are the Squid Khan, the Mini Khan and the Mantis Khan.

Perks:

Shadow Form - Free
You gain a Shadowkhan Alt-Form that although more fragile than a human body, it will not age and if it takes enough damage will dissipate returning to the **Shadow Realm**. While in the **Shadow Realm** your Shadowkhan Alt-Form will regenerate to its optimal state within 24hrs. This could be considered a weak form of immortality however anti-shadow energies can potentially kill you such as types of magic, divine light and shadow destroying weapons.

Shadow Steps - Free
As a shadowkhan you have gained the power to turn into and travel through shadow and have the ability to phase through solid matter.
Using this power you can travel to the **Shadow Realm**, an empty place that seems to go on forever, seeming to be a red and black void filled with an eerie, mist-like sky. The only beings that reside within this realm are the Shadowkhan tribes and demon-like snakes.
The **Shadow Realm** also acts as a sort of nexus that when accessed, can transport you to any shadows within the reach of the **Shadow Realm**.

Shadow Born Origin - Free (Cannot be taken with "Possessed")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were a shadowkhan falling out of the **Shadow Realm**.

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.

Shadow Sight -100 CP
You are able to see even in absolute darkness as though it were the **Shadow Realm** giving you the visible details that should be impossible even though you are only able to see in shades of red and black.

Shadow Magic -200 CP
With this Perk you gain access to the magic used by those who normally command and are consumed by the Shadowkhan. As a Shadowkhan you will not suffer the drawbacks of shadow magic being able to use It for not only replicating the abilities of Shadowkhan such as instantaneous travel but also summoning a small number of Shadowkhan Minions draining the light from an area and calling upon physical tendrils of darkness itself.

Mark of Tarakudo -400 CP
You are no lesser Shadowkhan, you have been branded by the Mark of Tarakudo elevating you to a lord of shadows. By calling upon this mark you are able to summon and control up to 50 basic Shadowkhan as if they were an extension of your will. Any Shadowkhan you summon are able to use any perks you purchase from this Supplement that are **Free** or cost **-100 CP** before Discounts are applied.

Oni General -600 CP
You are no longer a mere Shadowkhan, you are a true Oni and possess enhanced strength and durability. You are also able to summon up to 50 Shadowkhan who all take on the appearance of the tribe of Shadowkhan you would otherwise appear to be, though they do not gain any of your perks.

Shadow Magic Booster: Shadow Birth Magic
You are no longer limited to summoning Shadowkhan and can instead use this magic to bestow the shadow equivalent of life to any form of Shadow being you design though the more powerful they are supposed to be the more power they will require to come into existence.

Mark of Tarakudo Booster: Second Coming of Tarakudo
You are no longer limited to summoning your own tribe of shadowkhan and can now summon up to 100 of each tribe of shadowkhan totaling 1000 from all of the tribes.
Every shadowkhan you summon is able to use any perks you purchased that cost **-200 CP** or less before Discounts are applied.
When all nine tribes merge, they form a shadow shroud capable of covering the whole planet in shadow.

Warrior Khan Perk Tree:

Shadow Arts -100 CP (Free for Warrior Khan)
Through your existence as a Shadowkhan you instinctively become an expert at Ninjutsu, unarmed combat and Kenjutsu being able to use any one of them to hold your own with any professional martial artists in the world.

Shadow Weapons -200 CP (Discounted for Warrior Khan)
Through your mastery of shadows you are able to manifest and utilize various weapons, such as Shuriken throwing stars, katana and even jo staffs.

Sturdy Shadow -400 CP (Discounted for Warrior Khan)
Your form is now as durable as steel and possesses the physical strength to bend a steel bar as though it were made of wax.

Mark of Tarakudo Boost: Sturdy Soldiers
Every shadowkhan you summon gains the **Sturdy Shadow** perk.

Shadow Leadership -600 CP (Discounted for Warrior Khan)
You are now a natural leader as you possess enough tactical knowledge to overturn numeric disadvantages, gaining a real time awareness of your subordinate positions and utilize the mobility of your army to create advantages where none were before.
In addition to this all of your subordinates gain any advantages that any summoned shadowkhan would normally get.

Shadow Magic Booster: Leadership Magic
Through your magic you may act as a master of your war effort to boost your army's abilities including mental, physical and spiritual. When you deem it necessary you could use this magic to dominate their minds to turn them into killing machines and mandate their loyalty.

Shadow Weapons Booster: Shadow Armory
Through this you are able to create shadow weapons, armor and military equipment of every kind that you understand the internal and external composition of.
Everything you make this way will be made of pitch black cloth or a dark blue shadow metal that has no difficulty cutting through steel as though it were butter.
Your **Shadow Armory** is not limited to yourself as you can use it to outfit any of your summoned shadowkhan and control what they are capable of using.

Clawed Khan Perk Tree:

Shadow Claws -100 CP (Free for Clawed Khan)
Your fingers are now able to shift into razor-sharp claws that can function as knives. You are able to use these to climb almost any surface and cling to high speed vehicles with little difficulty.

Shadow Blast -200 CP (Discounted for Clawed Khan)
You are able to fire a beam or laser of shadowy energy from your hands or mouths, through focus or control you can make this energy act as a web or rope.

Shadow Flight -400 CP (Discounted for Clawed Khan)
You gain a form of flight such as wings or gliding that allows you to fly at speed equal to your fastest running speed.

Mark of Tarakudo Boost: Flight of Soldiers
Every shadowkhan you summon gains the **Shadow Flight** perk.

Spiritual Cuts -600 CP (Discounted for Clawed Khan)
Whenever you attack an enemy you are able to inflict an enormous level of agonizing damage to either the soul or the form of your opponent.
You can also choose that the damage you inflict is split between the spiritual being of an opponent and their physical form as well.
The harm caused to a soul may result in as little as a recoverable sense of hopelessness to permanent spiritual wounds that could potentially destroy the victims' soul, killing them in the process.

Shadow Magic Booster: Spirit Magic
You gain the magic to channel, summoning or using the power of spirits to do your bidding. This could be through summoning spirits as subordinates, using a spirit to empower weapons, or channeling a spirit into your body to gain completely new abilities.

Shadow Blast Booster: Cero
You channel and concentrate spiritual energy into a single point before firing it as a blast.
The rate for charging the spiritual energy and the maximum amount you can concentrate into a single point will improve with practice and training.
The power, force, speed, and blast area of the Cero can be manipulated as it is filed but will be dependent on the density of the concentrated spiritual energy.

Inhuman Khan Perk Tree:

Shadow Leap -100 CP (Free for Inhuman Khan)
Through this perk you gain remarkable jumping abilities allowing you to jump seven times your height in a single bound.

Shadow Edge -200 CP (Discounted for Inhuman Khan)
You are able to melt yourself into a flat shadow like form with the edges of your shadows being able to pierce and cut though what it touches as though you were a blade.

Shadow Elongation -400 CP (Discounted for Inhuman Khan)
Your body becomes very stretchy and snake-like allowing you to thin out any part of your body in order to extend it out drastically extending your reach and grasp.

Mark of Tarakudo Boost: Elongated Soldiers
Every shadowkhan you summon gains the **Shadow Elongation** perk.

Shadow Consumption -600 CP (Discounted for Inhuman Khan)
You are able to consume the shadows of any living creature causing you to grow in size proportionate to the amount of shadow you consume, putting the victim into a coma.
With enough shadows to feed from you can grow as big as a skyscraper.

Shadow Magic Booster: Consumption Magic
You are able to absorb and filter magical energy into your body in order to use it either as fuel or to replicate the spells or magical effect that you interact with such as phoenix fire. In order to copy a form of magic you may need to store a specific form of magical energy that is compatible with the casting of the spell.

Shadow Edge Booster: Gluttony or Pride
Whilst in your shadow form you are able to consume anything manipulating it as though it were a part of your body and adding it to your mass.
Through this you could absorb a statue and manipulate it so that it appears to be fully animate with its joints being a part of your shadow.

Items:

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

Dark Cloth - Free

You gain a full set of clothing made from a shadow like fabric that although not truly solid is able to be manipulated as though it were cloth.

Shadowkan Mask - Free

This powerful mask was built to imprison an Oni's spirit, the masters of the Shadowkhan you are able to enter and exit this mask at will in order to possess whoever puts it on.

Shadow Realm - Free

This pocket of the shadow realm will be an attachment to your warehouse allowing you to have a shadow realm regardless of the Jump reality you are in.

Drawbacks:

Possessed +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead a local who has put on a shadowkhan mask and you have been possessed by a mindless shadowkhan Oni.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Dark Chi Warrior +300 CP (Exclusive to Warrior Khan)
You are no longer a shadow but instead a physical manifestation of dark chi magic sculpted into an orange-skinned warrior with dark eyes, pointed ears and glowing, cyan-colored tattoo.
Because of this you are no longer able to take perks from the **Clawed Khan** Perk tree or the **Inhuman Khan** and you no longer gain the Free Items.

Hollow +300 CP (Exclusive to Clawed Khan)
No longer a shadow you are a corrupt spirit born from a Human soul with the desire to devour the souls of both the living and the dead.
Because of this you are no longer able to take perks from the **Warrior Khan** Perk tree or the **Inhuman Khan** and you no longer gain the Free Items.

Heartless +300 CP (Exclusive to Inhuman Khan)
You are the physical, living manifestations of the darkness within people's hearts seeking immense darkness so that you can consume all Light.
Because of this you are no longer able to take perks from the **Warrior Khan** Perk tree or the **Clawed Khan** and you no longer gain the Free Items.

Perk Users +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other "***People who can use your power type***" within this continuity, however with each purchase of this drawback, a new "***way that you entered***" will appear at some point during your Jump, somewhere on your Planet.
For **+200 CP** only Ikazuki will appear.
For **+400 CP** both Ikazuki and Kiiro will appear.
For **+600 CP** the Ikazuki, Kiiro and Aka will appear.
For **+1000 CP** the Ikazuki, Kiiro**,** Aka and Tarakudo will appear.

1. Ikazuki will have access to all the perks on the **Warrior Khan** Perk Tree.

2. Kiiro will have access to all the perks on the **Clawed Khan** Perk Tree.

3. Aka will have access to all the perks on the **Inhuman Khan** Perk Tree.

4. Tarakudo will have access to all the perks on this Jump Document.

Generic Drawbacks:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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