Out of Context: Blacklight Supplement

V1 By **FutureMobile4,** Original Template by DeverosSphere

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

By taking this Supplement you have chosen to be infected with the Blacklight Virus from the Prototype series and you will enter into that continuity as a Drop-In awakening in a broken containment pod in an underground lab. Despite being infected with the Blacklight Virus you are visibly similar to a Human, unless you choose not to be.

+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 person infected with the Blacklight Virus how this infection manifests is often up to both the biological state of the victim and the virus itself.

Infected

You've become one of the many victims infected by the Blacklight virus, cursed to be a mindless, shambling monster for the rest of your days. Or you would have been but somehow you've retained your mind and full control of your body. Will you just be another face in a shambling horde or will you stand tall as an Alpha amongst your kind?

Hive

To become a hive is to become a living mass of Blacklight infection, creating more and more horrors to unleash upon the world. You exist as a nesting ground of Blacklight, designed to grow, spread, and consume all in your path. Who knows what nightmares you hold within or what you'll let out.

Super Soldier

Whether you volunteered for the procedure or were "convinced" to do it you've become an experimental super soldier, created by the government as a counter to the threat of the Blacklight virus. While you may be a god amongst men, be wary for there may be things out there that even you can't handle.

Runner

It would seem there's something special about you, considering your current state. Just like Alex Mercer and James Heller you've become a one-person army, a nigh-unstoppable force of destruction reducing anything in your path to nothing but scraps. Whether you'll be a hero to the people or the greatest threat the world has ever faced is up to you.

Perks:

General Perks:

Blacklight - Free

You've been infected by the Blacklight virus, a modified strain of the Redlight virus, created by Dr. Alex Mercer. This grants you increased physical abilities like strength, durability, and more. You possess heightened senses and a much higher pain tolerance along with a greatly boosted healing factor, allowing you to regrow lost limbs in an hour. Illness and disease are a non-issue for you, with the exception of the exotic. Things like food, air, and water are now suggestions rather than requirements. The most important part is the virus is slowly mutating and evolving within you, granting you more power and abilities albeit at a very slow rate.

Virus Style - Free
One interesting aspect of the Blacklight virus is its ability to shape biomatter into various forms, one such form being clothing. You can now expend a minor amount of biomass to create clothing in any size, shape, and color. This clothing will instantly repair itself should you have the necessary biomass and requires no effort to maintain.

Fearless - Free/100 CP
Considering the sheer nightmare fuel and body horror the Blacklight virus represents, it would be beneficial if you didn't have a panic attack over it. This perk makes it so that you're pretty much immune to things like fear and trauma. For the duration of this jump it's for free and for **100 CP** you can keep it and I'll even throw in an immunity to mind control.

Infectious - Free/100 CP
You now possess the ability to infect other creatures with the Blacklight virus. The rate, method, and effects of infection are for you to decide. You can also choose to selectively infect certain people or groups of people, while leaving others immune. You get this for free for the duration of the jump but can pay **100 CP** to keep it. **Can be toggled.**

Power Type Origin - 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 as if you were using this Supplement.

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

Viral Sonar - 100 CP
This power gives you the ability to send out a "pulse" to track down and find specific targets. Upon locating the target a return pulse is sent back to you, giving you a general direction of where the target is located. The faster the pulse comes back the closer the target is to you.

Notice Me Not - 200 CP
With so many virus detectors and soldiers with itchy trigger fingers sometimes it's best not to draw attention to yourself. This makes you a master of stealth, allowing you to infiltrate heavily guarded areas with some effort. In addition, it also grants you an weak aura of imperceptibility making it difficult for people to notice you. This only applies so long as you don't do something worth noticing like killing someone in a group. Advanced detection technology and very alert people will be able to detect you so be cautious.

Consume - 400 CP
You have the ability to consume the biomass of a target and absorb it into your being. You can then store this biomass within yourself for future use. In your current state you can store five times your weight in biomass. This ability grants you a whole slew of advantages. Consuming someone both heals and strengthens you, granting you a boost in power based on what you've consumed. An ordinary human would give you a minor boost while a Goliath would see your

power grow considerably. You also gain the memories of whoever you absorbed, allowing you to gain access to information only they possess, although they do have to have some level of sapiency in order to do so. Another boon is that consuming someone with special, vaguely biological abilities grants you a weaker version of that ability, one that grows stronger the more people you absorb with that ability. See **Notes** for further details. **Capstone Booster**

Patient Zero - 600 CP
It seems you're not some random person who got infected by the Blacklight virus, but the progenitor of the virus itself, Patient Zero. What this means is that you possess a pure strain of the Blacklight virus, which grants you greater abilities than any other strain. For instance any abilities purchased here will be much more powerful and efficient in you, at least five-fold. Your physical abilities have grown immensely, enough to treat cars as paperweights, keep up with those same cars, and ignore low-caliber bullets. Your regeneration allows you to regrow limbs in 30 minutes and survive massive physical trauma so long as your brain is safe. The most important part is that the pure Blacklight virus within you evolves faster, allowing you to acquire more abilities and greater strength at a quicker rate than before, approximately 10x the original rate.

Consume Booster: Viral Evolution
The virus within you has achieved sentience, becoming subservient to you the host with the goal of ensuring your continued growth and survival. As you absorb and consume the biomass of others, the virus will take the best traits from said mass and use it to enhance itself, making it more efficient and powerful. This in turn will allow it to enhance you, not only allowing your abilities to become more powerful than ever but evolve beyond their previous limits. To further increase its capabilities it can absorb and consume other viruses with similar properties to greatly speed up its goals. As the virus evolves, so too does the host.

Consume Booster: Top Of The Food Chain (Requires Alpha, Queen, Phase Two, and Critical Mass)
No longer are you and the virus two separate entities, you have achieved a perfect symbiosis. Becoming both host and virus. As a result of this harmonious fusion your body is in a constant state of evolving, to the point that the you now will be drastically inferior to the you in five minutes. Your body can now rapidly react, adapt, and evolve to hazardous situations, allowing you to survive many dangers. As an example, being exposed to intensely hot flames will see you adapt to become extremely resistant if not immune to extreme temperatures both hot and cold. Death and injury are no longer an issue as you'll regenerate faster than you're harmed while adapting to said harm. At this level the only conceivable way to kill you would be to erase you down to your last cell faster than you can adapt. In addition, you no longer need to consume others for biomass as you now can generate an infinite amount whenever you desire.

Infected:

Tough Hide - 100 CP (Free for Infected)
You are tougher than you look, able to survive and withstand blows that would've killed any other member of your kind. Your skin is thicker and harder to pierce, either by blade or by bullet. In addition, it's also more resistant to heat, cold, electricity, and more. If successfully damaged not only will your skin regrow faster but tougher than before.

Pack Mentality - 200 CP (Discounted for Infected)
When working with a small group of your kind both you and them will find your abilities grow considerably along with your teamwork. Fighting together for long periods of time will see your skills and abilities grow to compliment each other, allowing you to fight and take down stronger opponents. This perk operates even in non-combat situations, ensuring that no matter the situation you'll be able to handle it together. This perk's abilities only work while together, if separated you will lose the benefits.

Variant - 400 CP (Discounted for Infected)
Although rarely seen, there have been cases of Infected possessing abilities outside their normal capabilities. These special infected have been capable of extending their limbs, growing spiked claws and armor, spitting acid, and many more. You can now count yourself among these variants as you possess some unique ability others of your kind do not. The type of ability you possess is up to you as long as it's not something overpowered like the ability to generate black holes.

Consume Booster: New Breed
Your existence may be the sign of a new breed of Infected as you possess three unique abilities rather than one. These abilities, while not allowed to be too overpowered, can range from electricity generation, invisibility, regeneration, and so much more. Most importantly these abilities can grow beyond their current limit with training and will synergize perfectly with each other.

Alpha - 600 CP (Discounted for Infected)
Whether it's the result of genetic experimentation, natural evolution, or simply being created that way you stand far above other members of your kind. You're stronger, faster, tougher, smarter, and larger than any other infected of your type. In addition, you have total control over any member of your kind while granting them a moderate power boost while they're in your presence. You also emit an aura of terror and dominance that can send ordinary humans running for the hills.

Consume Booster: Apex Predator
You're so far beyond your own kind it wouldn't be wrong to say you've become the first of a new species. You are to alphas what alphas are to the rest of your kind, allowing you to command total obedience from them. Your physical and mental abilities are far beyond even Alphas, requiring entire hordes of Alpha-level infected to have a chance at killing you. The power boost

you now give to other infected has been increased greatly. In addition, the longer they stay in your presence the higher the chances for them to evolve into new Alpha infected.

Pack Mentality Booster: Alert The Horde
The effects of the perk now extend far beyond that of a small group and can easily enhance any amount of infected allies you add to the group. To make this even better the more infected you add to the horde the more powerful the effects become. A few hundred will see the perk's effects double in power. Even if separated from the horde both you and the infected under you will gradually lose the power-up rather than instantly. Should you ever be in serious danger the horde will immediately rush to your aid regardless of distance. This particular ability has a slight effect on time, allowing your horde to reach far quicker than they should have. Do note that this does have limits.

Hive:

Hive Sight - 100 CP (Free for Hive)
As the hive you have the ability to see everything that goes on within it. Nothing happens in the hive that you don't know about. With just a thought you can check the status of both the hive and its inhabitants. Their health, mental status, location and more are all available for you to see. If you feel the need to then you can link your senses with one of the infected lifeforms within the hive allowing you to sense everything they do. There'll be no negative effects if an infected is killed while connected to you.

Mutator - 200 CP (Discounted for Hive)
Sometimes you want a little variety in your hive, that's what this perk is for. This allows you to alter the characteristic of any infected within the hive. The bigger the change, the longer the process. Making the infected stronger, faster, and/or smarter would only take at most ten minutes, giving them something like wings or fire breath would take considerably longer to do.

Mitosis - 400 CP (Discounted for Hive)
Once you've successfully grown large enough you can split off a portion of yourself to create a new hive. This hive is subservient to you and will obey your commands without question. Every new hive increases the range of your control and the growth of the hives. You can also delegate roles to these hives, letting them focus on the minor tasks while you handle the important stuff.

Consume Boost: MEtosis
Rather than being capable of their own thought the new hives being created are weaker copies of you. This benefits you in multiple ways as this increases your processing power, allowing your mind to grow and evolve as the hives multiply. Another advantage is that so long as a single hive still exists you won't die, your mind immediately transfering to the closest hive. This also makes you a master of multitasking, allowing you to focus on multiple things at once.

Queen - 600 CP (Discounted for Hive)

As incredible as it is to be a hive, one major downside is that you're incapable of moving. Once you've chosen an area to spread and grow in you can't really leave that place. Well this perk makes that a thing of the past as you now have the ability to design and create a body for yourself, to explore the world outside the hive. In addition, your control over the infected has increased in both strength and range. Your range now encompasses an entire city the size of NYC and can completely control hives and infected that weren't made by you. If your body is damaged it can repair itself in time and if destroyed will regrow in an hour within the nearest hive.

Patient Zero Boost: Redlight
It would seem that just like Elizabeth Greene you've become a host to the Redlight Virus. As a host to the Redlight Virus your body is continuously creating new variants of the virus, which can be used for research and development. As a result of this ability creating countermeasures against the virus is virtually impossible. The most impressive aspect of this virus is the ability to rapidly infect people on a massive scale, causing those infected to be connected mentally with each other and you in a hive mind. Those infected can hide evidence of it, allowing them to act as sleeper agents until commanded to act. Only advanced scanners and people with keen eyes will be able to tell.

Mutator Boost: Flesh Sculptor
If flesh was clay then you would be a world class sculptor, able to alter the very physical form of your creations with just a thought. Changing someone into a hunter, giving it wings, the ability to breath fire, and a scorpion's tail are child's play to someone like you. You could even heal injury and illness should you desire, a single touch on someone's skin revealing everything about their body.

Super Soldier

Best of the Best - 100 CP (Free for Super Soldier)
They don't take just anyone to be a part of Project Orion, only the best of the best can join this illustrious group of super soldiers. As such you now have 20 years worth of experience in the military's elite special forces units like SAS or Navy SEALS. Your skills range from CQC, marksmanship, harsh environment survival, on-field medical care, and many more.

Bloodtox - 200 CP (Discounted for Runner)
There are so many viruses out there that can either mutate you into some horrific abomination or turn you into a mindless drone for someone to control. As such, you'll need some form of protection in order to ensure you don't meet such a ghastly fate. To do that your blood has been enhanced by Bloodtox, a specially designed chemical created to combat both the Redlight and Blacklight viruses. As a result, any virus that attempts to infect you will be immediately destroyed by the Bloodtox within your system.

Payback Time - 400 CP (Discounted for Super Soldier)
It really sucks that the squad you've trained and worked with got turned into human salsa by some guy with a sword for an arm and you couldn't do anything about it. Well, that all changes with this perk which increases your power based on how much your opponent has wronged you. Fighting someone who bumped into you or made you trip will barely give you anything, against someone who killed your friends and family, you'll see your power grow exponentially.

Consume Boost: I'll Do The Same To You
With the countless abilities that the Infected have shown to possess it can be difficult to predict what they'll do in the middle of a deadly fight. So rather than predict you've learned to adapt, allowing yourself to avoid and counter such abilities whenever they pop up. When in combat you rapidly adapt to your opponent's fighting style and abilities, allowing you to avoid any dangerous surprises and plan accordingly. They may trick you once but they'll never trick you twice.

Phase Two - 600 CP (Discounted for Super Soldier)
The Phase Two program was an attempt to combine the Phase One formula with the DNA of a Runner, giving them vastly improved physical abilities beyond even the Phase One super soldiers. As such, you possess the power to fight and kill the strongest infected and keep up with the deadliest Evolved. You also can grow stronger than you are through combat, allowing you to surpass your current limits and achieve greater power.

Consume Boost: Phase Three
This program doesn't even exist and yet here you are. The culmination of countless genetic experiments and augmentations, you stand leagues above any Infected and can match the likes of Alex Mercer and James Heller blow for blow. You also develop your own variation of their abilities, granting you a wide array of new tools for combating dangerous threats. However, the most important part of this perk is that it doubles the effectiveness of any enhancement procedure you go through.

Bloodtox Boost: Whitelight
Why should you be the only one who benefits from this immunity? Now your blood can act as a cure all for any infectious virus and disease, curing the infected person while granting them increased resistance to future infections. Most importantly, your blood is now toxic to any infected monster, their bodies rapidly decaying when in contact with your blood.

Runner:

Resilient DNA - 100 CP (Free for Runner)
Similar to James Heller and his daughter you possess the same resilient DNA as them. What this does is that it prevents you from being controlled by any form of parasite or virus. In addition, it renders you immune from being copied or cloned as your DNA rejects such attempts to do so.

Evolved - 200 CP (Discounted for Runner)

You have the ability to infect people with a variant of the Blacklight virus, turning them into weaker versions of you called Evolved. These Evolved possess one-fourth of your full capabilities, along with absolute loyalty to you, ready to act on your behalf at any moment. In addition, you possess a unique connection to them, allowing you to sense their presence anywhere in the world and communicate with them telepathically. See **Notes** for further details.

Bio-Weapon - 400 CP (Discounted for Runner)
You possess the ability to shape your biomass into a variety of devastating melee weapons to use against your foes. From razor sharp claws, to earth shaking hammerfists, to the long reaching whipfist the options are nearly endless so long as you have the imagination necessary. This even extends to more defensive options like shields and armor, allowing for more versatility. With enough time and practice you improve on their capabilities making them sharper, harder, longer, and much more.

Consume Boost: Living Arsenal
Why stop at just melee weapons when you can do so much more? You can now form any weapon or tool you can think of, the only limitations being your imagination and the amount of biomass you have available. Miniguns, missile launchers, flamethrowers, and more are all within your capabilities with the biomass being used to generate the necessary ammunition for these weapons. In addition, you can combine and create new weapons and gear.

Critical Mass - 600 CP (Discounted for Runner)
You can absorb far more biomass than your body can store, allowing you to grow stronger the more biomass you have within you. Storing double your original capacity will double your power. This comes at the cost of making you heavier, although for some this drawback isn't an issue. In addition to increasing your power you can also use the extra biomass for things like boosted healing, increased weapon power, body morphing, and more. The trade-off being the more of this extra biomass you use the weaker you become, until you're brought back to your original level. See **Notes** for further details.

Patient Zero Boost: Devastator
You can use the extra biomass to unleash an incredibly powerful attack capable of unleashing massive amounts of devastation on a target. These "Devastator" moves can range from unleashing an explosion of razor sharp tendrils to pierce everything around you, cause building sized spikes of biomass to erupt from the earth and impale anyone nearby, to a mass of hardened tendrils launched at high speeds to reduce a single target to nothing. You can even create loyal infected with said biomass to command and control, the more biomass used the bigger and stronger the infected.

Evolved Booster: Jogger
Your Evolved have become more powerful, possessing one-third of your capabilities, while also having a chance to develop new unique abilities. You can absorb these Evolved to gain a copy of their ability and increase your power. Any Evolved you absorb can be released from your body to continue working for you.

Items:

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

Infectious Design - Free
You can alter the design of your warehouse and any properties you own to resemble that of Blacklight infection.

Desolate Lab - Free
The lab you woke up in, doesn't look like it's been used in a while. Despite the state that it's in there is a large amount of state of the art lab equipment in great condition. Who knows what wonders and horrors you can create here?

Military Gear and Weapons - 100/200 CP
You gain access to a large amount of military gear and weapons, enough to arm a small army. For **100 CP** you gain standard issue equipment used by the soldiers of the U.S. military. For **200 CP** you get the equipment used by Blackwatch soldiers during their campaign in New York to combat the infected.

Virus Detectors - 200 CP
These antennas are designed to locate and detect any viruses within a certain radius, preventing infected people from entering the zone. Upon detecting any infection within the vicinity it lets out a powerful alarm, alerting the authorities.

Blackwatch Tank - 300/400 CP
These heavily modified tanks are built to withstand attacks from powerful infected like Hunters and Juggernauts and you now own one. With a top speed of 55 mph, a cannon that fires HEAP rounds and a titanium-steel alloy chassis this is one tank you want when dealing with large infected. With an extra payment of **100 CP** you can upgrade this tank to have thicker armor made of tungsten, a dozer blade for clearing obstacles and best of all, twin thermobaric cannons mounted on the sides of the tank. These cannons are more than powerful enough to critically injure, if not kill giant infected in one shot.

Viral Infector Grenade Launcher - 600 CP
This specially designed grenade launcher fires rounds of Blacklight grenades that explode upon impact, killing the target and turning anyone near them to infected. This weapon's ammunition can be altered in a variety of ways. It can be used to infect people, cure them, subdue them non-lethally and more.

Thermobaric Boomstick - 800 CP

This rocket launcher has been heavily modified to fire thermobaric rockets that, when exploding, pulls everything in its vicinity into a vacuum before exploding outward in a cloud of rapidly expanding gas, annihilating everything in its way. Almost nothing can withstand a single shot from this rocket launcher.

Drawbacks:

Not Drop In +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who has somehow been infected with the Blacklight Virus.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Enemy Power User +200 CP
Normally you would be the only one infected with the Blacklight virus within this continuity, however with this drawback new enemies infected by the Blacklight virus will appear, one of each type with only the free perks who are each going to hunt you down.

White Walker +300 CP (Exclusive to Infected)
You've become a White Walker from the Game of Thrones series, an undead creature possessing the power to control ice. As such, the perks you've purchased here will be altered to fit your new form. Because of this you are no longer able to take perks from the **Hive** Perk tree or the **Runner** Perk tree.

Zerg Overmind +300 CP (Exclusive to Hive)
You are the Zerg Overmind, supreme leader of the Zerg Swarm, controlling the entirety of the Zerg race to conquer and consume all that is in your way. As such, the perks you've purchased here will be altered to fit your new form. Because of this you are no longer able to take perks from the **Infected** Perk tree or the **Runner** Perk tree.

Hive Tyrant +300 CP (Exclusive to Runner)
You're a Hive Tyrant, the apex of the Tyranid race and the vanguard of any Tyranid attack. As such, the perks you've purchased here will be altered to fit your new form. Because of this you are no longer able to take perks from the **Infected** Perk tree or the **Hive** Perk tree.

Perk Users +200 CP/+400 CP/+600 CP/+800 CP/+1000 CP
Normally there would be no other beings infected with the Blacklight virus within this continuity, however with each purchase of this drawback, a new containment pod will appear at some point during your Jump, somewhere on your Planet.
For **+200 CP** only a **Hunter** will appear.
For **+400 CP** both a **Hunter** and **Elizabeth Greene** will appear.
For **+600 CP** the **Hunter**, **Elizabeth Greene** and **Project Orion** will appear.
For **+800 CP** the **Hunter**, **Elizabeth Greene**, **Project Orion**, and **James Heller** will appear.

For **+1000 CP** the **Hunter**, **Elizabeth Greene**, **Project Orion**, **James Heller**, and **Alex Mercer** will appear.

1. The **Hunter** will have access to all the perks on the **Infected** Perk Tree.

2. **Elizabeth Green** will have access to all the perks on the **Hive** Perk Tree.

3. **Project Orion** will have access to all the perks on the **Super Soldier** Perk Tree.

4. **James Heller** will have access to all the perks on the **Runner** Perk Tree.

5. **Alex Mercer** 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 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.

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 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.

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** your 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.

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

Notes

I would like to thank everyone who helped me make this jump as well as proofread it for any errors. In the notes are some explanations regarding certain perks and their effects.

Regarding the Consume Perk and Patient Zero
As stated in the perk you can consume 5 times your weight in biomass, but with the Patient Zero perk that amount is increased five fold for a total of 25 times your weight. When consuming someone with special powers or abilities they must be at least partially tied to their genetics in order to copy it. Once copied the ability will only be a one-fifth of its full strength unless the

Patient Zero perk is taken as well, this combo allows you to get the full power upon consuming the target.

Information About The Evolved Perk

Since they're created from you the Evolved will have access to all of your abilities albeit at a reduced level, only having one-fourth of your full capabilities, increased to one-third with the capstone. You can only turn sapient creatures into Evolved with this perk. Regarding the Jogger capstone when you absorb a Evolved with a rare ability you gain your own copy of said ability, that way you won't lose it should you release the evolved or they die. Any Evolve you absorb can either be aware while they're a part of you or placed in a form of suspended animation until you release them.

Critical Mass + Top of the Food Chain Perk

Should you have both of these perks then you can achieve a permanent state of Critical Mass whenever you want. This also lets you unleash as many Devastators as you want, although it will become tiring to do so eventually.