Out of Context: Resident Evil Tyrant Supplement V5

Out of Context RESIDENT EVIL Tyrant Supplement finished version

Finished By clown-kills-you

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

By taking this Supplement you have chosen to be a Tyrant and you will enter into that continuity as a Drop-In awakening in a drop pod from the umbrella corporation.
As a Tyrant 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.

Out of Context: Resident Evil Tyrant Supplement V5

Origin

Nemesis-T type
Ah. So you've chosen to be the Nemesis-T type. Standing at 7 feet 3 inches (2.21 m) tall and weighing about 1,192 kg you are a nightmare to fight with your regeneration and various forms and weapons. Tonight is a good night for S.T.A.R gazing

Ustanak
Ustanak is the true pinnacle of the J'avo In every way. From his incredible strength to his nearly indestructible body. Add in his deadly prosthetic arm and you have yourself one scary son of a bitch. Good thing you're him huh?

Thanatos Tyrant
The Thanatos Tyrant is on the scarier side because it's fast. Scary fast. And has high amounts of agility.

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:

Tyrant Physiology- Free
All Tyrants have superhuman strength and durability. Strong enough to casually punch through concrete walls with ease as well as crush human skulls with one hand and a single punch can kill a man nearly instantly. A Tyrant's durability is good enough to ignore small arms fire, though more powerful weapons can stun them. Compared to "G", the Tyrant possesses an inferior regenerative healing factor. It can easily heal from the damage done by small knives or a bullet to the head. However, sustaining catastrophic damage like having its entire torso ripped out would kill it.

Adaptive Regeneration- Free
If its power-limiting coat is lost and has suffered significant damage, a Tyrant will mutate into different forms that depend on the Tyrant. However, a lot have a similar theme of having claws.

Out of Context: Resident Evil Tyrant Supplement V5

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.

Unflinching -100 CP
Tyrants seem to know somehow when they're damaged yet feel no pain. Now you're the same as your brethren. You instantly know when you're damaged but feel no pain. And you know what type of damage it is. Burning cutting blunt. Enjoy the look on your target's face when they stab you in the hand while you're holding them only to simply pull the knife out without flinching.

Jumper -200 CP
No, not the coat or movie. You can jump great Distances. This perk would let a normal human jump onto the balcony of a second floor from the ground. They think they're safe up there? Guess again.

Combat Tendrils -400 CP
Like the Nemesis-T type you have combat tendrils that extend from your hands and back. They're powerful enough to punch through a human skull with ease and come out the back. And are dexterous enough to use guns and keypads. When cut off they grow back extremely quickly

Ever Growing -600 CP
Oh…oh dear…there was only one other like you before. A.K.A. the Hypnos Tyrant. If that doesn't make sense then this will. You now have the Hypnos gene, which results in your cells constantly fighting and trying to kill each other. Normally, this would be bad but for you it's good. The weak cells are killed off leaving only the strong cells. Thus your body is constantly refining itself to greater and greater heights. And you become more and more resistant to things that hurt you. Burned by fire? Get burnt enough and you'll be resistant to burns. Of course it never evolves into outright immunity but with how high the resistance can get it might as well be. Like if you were exposed to fire for 3 years. Then nothing short of the temperature of the sun could burn you. And if you're exposed to that enough you'll grow resistant to that heat. But you know what they say. There's always a bigger fish. Though depending on where you are you may be that bigger fish. Give it time though and you'll become a leviathan eventually.

Combat Tendrils Booster: Multi-Tasker
Well well. Your tendrils are no longer like Nemesis. They surpass them, and they will always scale to be several times stronger than your arms. Additionally they can now carry you and are much longer. You can basically be a biological horror version of Doctor Octopus. You also get multi-tasking that lets you fight with every individual tendril. Just keep the uses of those tendrils PG will ya?

Out of Context: Resident Evil Tyrant Supplement V5

Ultra Tyrant (Requires Ever Changing Retribution, and W Tyrant)
This…you've gone beyond being just a Tyrant. You're now **THE** Tyrant. You have enough strength to drag Ustanak Nemesis and the Thanatos Tyrant by casually walking while they try to pull you backward with all their might In their most powerful forms. You're durable enough to tank several shots from a rail gun, which would only take a golf ball-sized chunk of flesh out of you. You have every ability ever shown by any kind of Tyrant amped up to your level. The arm stretching of the Bandersnatch. The electrical shocks of that one Tyrant. For all intents and purposes you are the endpoint of Tyrant evolution. The king of all Tyrants so to speak. This also gives an order of magnitude greater power boost to all perks in this document

Replacement-100 CP
With this perk, if you use this Supplement to go to a setting that has Tyrants or use this Supplement on a jump that has Tyrants then you can choose to replace a Tyrant you know of at the start of the Jump. Use this in the Resident Evil 3 remake? You can replace Nemesis if you want. And this doesn't mean you have to do what the Tyrant you're replacing does. So yes you can be Nemesis and instead of hunting Jill you can help her. Or you can be Mr. X and help Leon. If you want you can take on their appearance and it doesn't affect your power, perks, or abilities. So if you replace Mr. X then you'll still have combat tendrils if you bought that. Additionally, this lets you take out-of-context supplements when the thing the supplement is about is already in the continuity. Such as using this Supplement in Resident Evil. It also lets you replace Characters and creatures whose species or powers you share due to a supplement. If you insert into something or someone that is bound or enslaved then the enslavement and binding is broken and you are free along with getting the powers, abilities and skills of the being you've replaced. You don't keep any powers or skills or abilities you don't normally have post-jump.

Brutality-100 CP
When you're a killing machine like a Tyrant you can't afford to stop and come to terms with what you do. You now have the willpower and mentality to crush a grown man's skull, then idly wipe the skull, brain, and blood on your coat and continue on as if nothing happened. There is no end to your brutality. You'll, without hesitation, jam your fingers into a foe's eyeballs and hang on until they stop moving. It doesn't make you a different person. It just increases your ability to deal with blood, gore, and brutality massively. You're still you after all.
X gonna give it to ya!- Free
Have you ever wanted a cool theme song like Mr.X or Nemesis? Well now you can! At any time you can make any music you know about or have heard or thought of in your head play out loud. You can choose if only you can hear it or if others can hear it. Or if only one certain person can hear it. Now…go have fun (:

Controlled Mutations-100 CP
Do you like The idea of mutating in response to damage and trauma to be more powerful? What's that? You don't like the unpredictability of the mutations? Don't worry I got you covered. With this perk you can perfectly control your mutations and how they manifest. Got the G virus but don't want large eyes all over you? Well you can choose to simply not manifest them. Or

make them smaller and appear in more convenient places. Want claws but don't want them permanently? Well when you mutated the claws they became retractable as well. Want increased strength but don't want to be a mass of muscle?. Your muscles get an increase in density to match a you that did take the increase in muscle mass. Want longer reach but don't want your arms to constantly drag on the floor? Your arms are now stretchy. Want combat tendrils? You can retract them and when they're retracted, it's like you never had them until you bring them out again.

Mask of Humanity-100 CP
This perk does its namesake. It makes you look human. Your face looks human. You sound human. It depends to what extent you want it to apply. You can disguise yourself as a human. Any human really. If you know their face and voice then you can take on their appearance and voice. It also lets you take on voices and appearances as long as they're humanly possible. And you keep your powers and abilities and skills. Want to look like a three month old infant but in reality have speed that surpasses Weskers and strength that overpowers Nemesis? Go ahead. And you can mix and match. Want the appearance of a cute girl but have the voice of the guy that voiced kratos in God of war? Go ahead

Sneaky Beaky -200 CP
You know, for a large titan of a man or woman, you are surprisingly sneaky. You are very very good at sneaking up on people. And it's guaranteed that this will catch people off guard the same amount of times Nemesis caught Jill off-guard. Beyond that it will function as normal stealth.

G-spliced Tyrant-200 CP
It appears you have been spliced with the GOLGOTHA virus. This massively increases your regeneration rate. You can regrow limbs in minutes

T-abyss spliced Tyrant-200 CP
It appears you have been spliced with the T-abyss virus. You now have gills and can swim at 317.59 miles per hour (511.11 kilometers per hour) and have pressure resistance that lets you casually walk on the bottom of the ocean. Your gills let you breath both salt and fresh water by the way

TG-virus spliced Tyrant-200
It appears you've been spliced with the TG-virus. This gives you the ability to generate bio-electricity powerful enough to fry a grown man in an instant and can even project beams of it similar to the ones used to take down HAOS. You can also tone the power up and down at will from full power to that of a joy buzzer.It also provides an utterly massive resistance to electricity to the point it would take an entire power plants worth of power to shock you to actually deal damage.

Plaga Tyrent-200

Out of Context: Resident Evil Tyrant Supplement V5

It seems you've had a dominant plaga implanted into you. This lets you implant submissive Plaga into people and other living things on contact. If you want your capable of putting semi Dominant Plaga into people and other living beings that can control the Ganados and other Plaga infected you make. Though your orders supersedes theirs. I wonder what you'll do with all your new Ganado friends. Play bingo perhaps?

The one who knocks-400
Just like Heisenberg you've developed bio-electric organs that let you manipulate metal. It has a greater amount of power and Precision then Heisenberg in his mutated form. You can lift multiple shipping containers with ease. The power caps out at being able to shift an aircraft carrier a bit. The sheer level of control you have over it is to the point that if you had a metal puppet the size of an elephant then you could control it so well that you can casually make it move like an actual elephant. It also boosts your multitasking so you can manipulate many many things at once. In terms of the radius of control it's strongest in a football fields area around you and gets steadily weaker the further it gets from there

Out of Context: Resident Evil Tyrant Supplement V5

Nemesis Perk Tree:

Tracker -100 CP (Free for Nemesis)
As a Tyrant usually deployed to hunt down troublesome targets you'll have to be good at tracking. Good thing you have this perk then. You are an unnaturally good tracker. If someone or something is within an area the size of, say, Raccoon City then you're guaranteed to find them.

Infection Mutation-200 CP (Discounted for Nemesis)
You can infect others with the T-virus on contact. You're able to control the infection and infected you create. And you can implant a Nemesis α parasite in zombies and other infected to give them a strength boost and give them tendrils sprouting out of their head where the parasite is

Higher Quality Unit-400 CP (Discounted for Nemesis)
You are now as strong and durable as the Nemesis itself if not more. A rocket launcher is only able to stun you temporarily and you can walk through concrete walls like they're nothing but air. A hail of machine gun bullets does nothing to you. A grenade launcher shot at you point blank would only send you flying back and that's if you weren't expecting it because if you had time to properly dig yourself in it wouldn't move you an inch. Nemesis is also quicker than he looks. And now so are you. If you know it's coming you can catch a rocket fired from a rocket launcher.

Combat Tendrils Booster: Superior Unit
Now this is getting interesting. You've gained more strength and durability. You can treat Mac trucks like shopping carts. And things that would have killed you before barely scratch you now. Your tendrils also benefit from this increase as well. And keep in mind that they're always several times stronger than your arms. Your tendrils are fast and precise enough to catch several rockets at once and you can outpace a high-quality car with ease. In terms of speed you're equal to Nemesis in his second form. The fast quadruped one

Ever Changing -600 CP (Discounted for Nemesis)
Like Nemesis you now mutate into different forms when near death or severely injured. If you die before you can mutate then the mutations will bring you back. You can only mutate three times. And with each mutation you get stronger and stronger. Reaching the zenith of power at the third. The way you mutate and the mutations are random but are guaranteed to be useful for your current situation. Your survivability has also sky-rocketed. If they didn't make sure you were dead and or didn't see you die. Then you didn't die The stages of mutation can only happen once per ten years or once per jump. Whatever comes sooner

Ever Growing Booster: Apex Mutation
Instead of 3 mutations after severe injury or death. you now have five. With the fifth mutation making you at your third mutation seem like a Muppet. Also, your mutated forms are now more powerful. The once per jump or ten years rule still applies.

Out of Context: Resident Evil Tyrant Supplement V5

Infection Mutation Booster: Mini Tyrants

When you implant a Nemesis α parasite in an infected it turns them into what is essentially a mini Tyrant with all that entails. With strength speed and durability just short of that of a T-103 Tyrant. While it takes a bit of effort for them to do a casual feat that a Tyrant can do like breaking concrete walls and one punch from them won't kill someone near instantly it will certainly do severe damage to even those in body armour

Out of Context: Resident Evil Tyrant Supplement V5

Ustanak Perk Tree:

Mechanical Adjustment -100 CP (Free for Ustanak)
When it comes to cybernetics and prosthetics they usually take time to get used to. But you don't experience that. For you it's like you've had it your whole life and like it was a natural part of you. There's no adjustment time or anything. No worries.

Teamwork -200 CP (Discounted for Ustanak)
You are a walking beacon of moral support. When your allies and comrades see you they don't see a monster…ok maybe they do but you're the monster on their side. You are an inspiration for your fellows. They don't lose hope. They fight as hard as they can and they never become overconfident. After all while it's good to be on edge…how could they lose with a titan like you on their side?

Persistence -400 CP (Discounted for Ustanak)
Everyone has goals. But your dedication to yours is stronger than most. When you dedicate yourself to a goal like serving a particular individual. Hunting an individual down. And things such as that then you will get a Boost in power. This would let a normal human tear a hunter beta apart with their bare hands and tank hits from them. Of course the boost goes away if you abandon your goal. But that doesn't stop you from devoting yourself again

Combat Tendrils Booster: Alternative Purpose
Skills and abilities can be used in different ways. Your tendrils take this to heart as whatever goal you devote yourself to your tendrils are better at than they should be. If you devote yourself to being a healer then your tendrils can apply medicine and bandage wounds and staunch bleeding better than a highly trained professional with elite tools. Devoting yourself to being an assassin will make your tendrils able to kill more quickly and quietly than any human with high-quality gear could hope to accomplish

Retribution -600 CP (Discounted for Ustanak)
Sometimes the thing or person you care for or serve is destroyed or killed. So you have to make the killer or destroyer pay. When you're out for the blood of the one who took your goal or loved one you're stronger. Faster. More durable. More skilled. This would let a normal human throw down with a T-103 Tyrant and win. All of your perks powers and abilities get a similar boost under the effects of this perk

Ever Growing Booster: Progress of Revenge
Sometimes your quest for retribution just isn't fast enough. So you try harder. As your quest to make those who destroyed your goal or harmed or killed your loved ones your boost from retribution grows. A regular human with this would go from being able to fight a T-103 Tyrant and winning to tearing through them like a Tyrant tears through regular humans. And it keeps going and going until you gain revenge for your loved one or goal. You also get the base effects of ‘Retribution when going after people or things that hurt your loved one, or killed them

Out of Context: Resident Evil Tyrant Supplement V5

Teamwork Booster: Something To Protect

Whether you've lost someone or something before. Your resolve to protect your goal and or loved one enhances you to the same extent as the retribution perk. But that's not all. If you have allies who are on your side and are fighting with you to protect your goal and or loved one they get the boost of retribution as well

Out of Context: Resident Evil Tyrant Supplement V5

Thanatos Tyrant Perk Tree:

Ballerina Wrecking Ball-100 CP (Free for Thanatos Tyrant)
For something so big and bulky one wouldn't expect you to go fast or be agile for that matter. Now when you fight someone or something for the first time they'll assume you're slow due to your bulk. Imagine the look on their faces when you sprint at them like Usain Bolt on crack

Loyalty -200 CP (Discounted for Thanatos Tyrant)
It wouldn't do to have you not be trusted among your peers, correct? As long as you do the work of your “handlers” or “masters” you'll quickly gain their trust. Letting you get away with more and more as time goes on and you become the favorite. Of course it does have limitations. Intentionally injuring your “handlers” will snap them out of it if you lashing out wasn't warranted. But if that handler was beating you with a stick then it's their own fault in everyone else's eyes. After all…if you hit a dog enough it'll bite back eventually.

Agile and Precise-400 CP (Discounted for Thanatos Tyrant)
You're Agile and precise. Your agility and precision surpass that of any gymnast or parkour expert. In the eyes of trained humans you seem to almost blur with how fast you go. Additionally when you jump you can land as precisely as you want and exactly where you want so long as you could jump that distance

Combat Tendrils Booster: Grappling Tendrils
Well. Using your tendrils you can do a pretty good impression of Spiderman now. Your tendrils are far far longer able to reach the top of that clock tower thing in Nemesis boss fight where he takes on that quadruped form. While standing on the ground. And they’re much faster now too. Able to block bullets before the gunmen fully squeezes the trigger to fire the gun.

W Tyrant -600 CP (Discounted for Thanatos Tyrant)
Well. This is horrifying. You are now as fast as Albert Wesker and can move in short bursts of great speed that rival his short bursts of great speed. To others it'll look like you're teleporting. To add on you've gained a massive upgrade to your sight and reaction time to be able to properly use your newfound speed. You also get a two times multiplier to your strength and durability

Ever Growing Booster: www.speed.com
This is something else entirely. Your base speed is now on par with Wesker's great short bursts of speed. And your short bursts of great speed make him seem like he's moving at a snail's pace. And instead of a two times multiplier. It's a five times multiplier now. Now go terrorise Wesker by running literal circles around him. If he's still around and hasn't decided to get the fuck out of dodge after seeing your speed and strength

Loyalty Booster: Fear and Respect
With how great your might is, is it any surprise that the higher-ups try their best to keep you happy? You can now get away with far more than before. Kill your handler for no reason? Eh they can get another one. Destroy an expensive vehicle? You're more expensive. Break both

the arms and legs of the leader of the organization? Okay, that's too far, but anything below that is fine. They'll relent to your demands too. Want a swimming pool filled with boiling cheese?..strange but sure. A Ferrari? Don't think you're gonna fit but sure. A month off? Eh. Troublesome but they don't want to piss you off so sure.

Out of Context: Resident Evil Tyrant Supplement V5

Items:

Any lost or stolen items will be returned to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired if worked on by a capable engineer.

Tyrant Clothing - Free
This is a closet containing every outfit any Tyrant has ever worn. From limiter jackets to remake Nemeses outfit to Ustanaks duds. Have fun pal

Damaged Drop Pod - Free
It's the drop pod you arrived in. It's damaged but maybe a skilled researcher or engineer could fix or reverse-engineer it?

Tyrant Weaponry-100 CP
Here we have a collection of the weapons Nemesis uses in Raccoon City.

> **Minigun:** it's a minigun. It has infinite ammo and is guaranteed to rip through most unarmoured targets and shred through armored ones if it isn't thick enough. It also never needs to reload.
>
> **Flamethrower:** it's a Flamethrower. It has infinite fuel and burns hot enough to easily scorch flesh to the bone. And armor won't help as their armor will probably cook them alive because of the heat seeping In. The tank that the fuel is in on your back is durable to the point where one would need an anti-material rifle to damage it. Wouldn't want a cop to pop your tank would ya?
>
> **Rocket Launcher:** It's a rocket launcher. It has a laser-guided aiming system and fires rockets that can easily destroy armored vehicles and you never need to reload.

Any time you want these weapons an umbrella drop pod will land near you containing the weapon you wanted

Cybernetic Arm-100 CP
This is a cybernetic arm. At will it can replace one of your arms though it defaults to the right arm. You swap it from and back to your organic arm thus you do not need to be missing an arm. The cybernetic arm is modular and can be used to attach a variety of mechanical arms, such as a chain gun, a hydraulic-powered claw-like arm with needles for blood collection, a shotgun-like attachment, a drill and a flail. It comes with all of those attachments and they all have infinite fuel and or ammo.

Horde of Zombies -200 CP
Have you ever seen a Horde of zombies and gone "I want that" well now you can have it. By purchasing this item you gain 1000 standard zombies. 300 pale heads. 300 crimson heads. And 300 poison zombies. They are loyal unto death and beyond. They obey your commands and the

commands of those you designate without hesitation even if it ends in their certain death. They will never attack or infect your followers, you or anyone you wouldn't want them to infect. Additionally any infected zombies you create will have the same loyalty towards you as the zombies you buy here. Additionally you can halt and purge the infection and if you don't want any infection whatsoever then you can at will make your zombies and infected non-infectious. If any of the ones you bought die or are lost they are replenished every twenty four hours

Licker Pack-200 CP
With this item you gain a pack of 50 to 60 lickers. They can be of any type you want and they act towards you and those you designate and your followers and companions like how a licker ɓ acts towards someone with a dominant plauga. Aka docile and playful creatures. They hold the same levels of loyalty and obedience towards you and your followers and companions that the zombies in the above item do. If any of the ones you bought die or are lost they are replenished every twenty four hours.

Pair of T-103 Tyrants -300 CP
You gain a pair of T-103 Tyrants as bodyguards labourers and whatever else you wanna use them for. They are each on the level of Mr.X and obey you and any companions you have. If killed or damaged they will be good as new in twenty four hours. They hold the same amount of loyalty and obedience that the zombies and lickers do. They also get 900 CP to spend on peeks on this document

HOT DOGGER-200 CP
This weapon is a combat knife that looks large even in the hands of a Tyrant. It is incredibly sharp, able to part flesh like a hot knife through butter. Speaking of hot knife's the blade is able to superheat itself to the point it burns right through flesh and sets those hit with it ablaze. So in other words it's a tyrant sized HOT DOGGER.

Tyrant sized melee weapon-200/400 CP
This is a melee weapon that is Tyrant sized. If its bladed it can cut through armoured vehicles with ease. If it's a blunt weapon then it can smash an armoured vehicle like a bug. If you pay an extra 200 then you can add an element to the weapon. Electricity that can fry a human in an instant. Flames that scorch flesh and blacken bone. Poison that attacks internal organs and blood cells. Acid that melts flesh. Almost anything you can think of as long as it makes sense. The weapon looks how you want

Tyrant Sized Shotgun-400 CP
This is a Tyrant sized shotgun. One shot from it can red mist the top half of a hunter beta and turn the two behind it into a red mush. It has infinite ammo and can be any type of shotgun you want and each type has its own advantages. A double barrelled shotgun is more powerful then normal and firing both barrels at once is most likely going to kill almost anything you point it at. But can only hold two shells at once. A spas-12 can be semi-automatic but isn’t as powerful as the double barrel and so on and so forth

Out of Context: Resident Evil Tyrant Supplement V5

Tyrant armour-400 CP

If a normal tyrent weren't scary enough now they have armour. This armour doesn't slow you down in the slightest and is durable to the point it would take several artillery strikes to damage it. It looks however you want and has great temperature regulation as well as an inbuilt gas mask that can filter out almost any gas and virus and or irritant. It also gives infra-red vision

Out of Context: Resident Evil Tyrant Supplement V5

Drawbacks:

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

Enemy Tyrants +200 CP
Normally you would be the only one who's a Tyrant within this continuity, however with this drawback a Nemesis T-type an Ustanak and a Thanatos Tyrant appear, one of each type without their respective perk lines who are each going to target police forces and other law enforcement and or people of authority to draw you out

Nemesis T-type+300 CP (Exclusive to Nemesis-T type)
You have become the Nemesis and you are no longer able to take perks from the Ustanak tree or the Thanatos Tyrant Perk tree

Ustanak +300 CP (Exclusive to Ustanak)
You have become the Ustanak, you are no longer able to take perks from the Nemesis Perk tree or the Thanatos Tyrant Perk tree

Thanatos Tyrant +300 CP (Exclusive to Thanatos Tyrant)
You have become the Thanatos Tyrant, you are no longer able to take perks from the Nemesis Perk tree or the Ustanak Perk Tree

Out of Context: Resident Evil Tyrant Supplement V5

Tyrants +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other Tyrants within this continuity, however with each purchase of this drawback, a new umbrella drop pod will appear at some point during your Jump, somewhere on your Planet.
For **+200 CP** only Nemesis-T type will appear.
For **+400 CP** both Nemesis-T type and Ustanak will appear.
For **+600 CP** the Nemesis-T type, Ustanak and Thanatos Tyrant will appear.
For **+1000 CP** the Nemesis-T type Ustanak Thanatos and King Tyrant will appear.

1. Nemesis-T type will have access to all the perks on the **Nemesis** Perk Tree.

2. Ustanak will have access to all the perks on the **Ustanak** Perk Tree.

3. Thanatos Tyrant will have access to all the perks on the **Thanatos Tyrant** Perk Tree.

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

Out of Context: Resident Evil Tyrant Supplement V5

Generic Drawbacks:

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.

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 shields, 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.

Out of Context: Resident Evil Tyrant Supplement V5

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 continuities.

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

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.

Out of Context: Resident Evil Tyrant Supplement V5

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.

Out of Context: Resident Evil Tyrant Supplement V5

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.

Out of Context: Resident Evil Tyrant Supplement V5

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

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.

Out of Context: Resident Evil Tyrant Supplement V5

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.

Out of Context: Resident Evil Tyrant Supplement V5

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.

Out of Context: Resident Evil Tyrant Supplement V5

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
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.

Out of Context: Resident Evil Tyrant Supplement V5

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 falling into compromising positions.

Stealthless +200
You are very bad at sneaking.

Out of Context: Resident Evil Tyrant Supplement V5

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.

Out of Context: Resident Evil Tyrant Supplement V5

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.

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.

Out of Context: Resident Evil Tyrant Supplement V5

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.

Out of Context: Resident Evil Tyrant Supplement V5

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.

Out of Context: Resident Evil Tyrant Supplement V5

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 +600/1000 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all. For **+1000 CP** all the opponents will have their raw power to reach yours but they won’t gain any extra training or proficiency.

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

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

Change log:
Added The one who knocks. Tyrent Armour. TG-VIRUS spliced tyrent. G spilced Tyrent. T-abyss spliced tyrent and Plaga Tyrant

Out of Context: Resident Evil Tyrant Supplement V5

This is the final version. Have fun my friends~