Out of Context: Spirit Weapon Supplement

V1.1 By DeverosSphere

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

By taking this Supplement you have chosen to have a Spirit Weapon and you will enter into that continuity as a Drop-In awakening in a summoning circle in front of a procession of people excited to see their hero.
As a summoned hero and 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:

The manifestation of a person's soul could take many different forms and even if two people picked the same weapon type the two would be as different as those that picked them.

Spirit Blade

Sharp and direct your spirit takes the form of some kind of blade be it a Sword, an Axe or even a Glaive. This gives your spirit a boost to its damage.

Spirit Attire

Your manifestation of your spirit is the form of attire, something worn perhaps clothing, Armor or a shield. This gives your spirit a boost to its durability.

Spirit Projectile

A vessel for attack instead of the weapon itself your spirit is the form of a ranged weapon such as a bow, a gun or even a wand. This gives your spirit a boost to its speed.

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:

Soul - Free
Congratulations you definitely have a soul, a container of everything you are as a person. What's more, if you die your ghost should take the same form as your living body though you can change it to match any of your Alt-Forms.

Spirit Energy - Free
Not just a soul but spirit too, well spirit is kind of like blood for a soul it's the energy inside of it that you can express through your weapons in RPG terms you could consider this Soul's equivalent of MP. Your **Spirit Energy** will naturally recover over time with the amount and speed of recovery increasing the more you use it.

Spirit Weapon - Free
This weapon and its accessories are not truly objects but instead an aspect of your soul making them a perk instead of an item. The appearance of your **Spirit Weapon** will be dynamic to you and will also come with an accessory that can change between a **Spirit Container** which is an appropriate storage type for your **Spirit Weapon's** current form, such as a Quiver, Sheath, a Suitcase and a **Spirit Token** which is a miscellaneous item such as a marble, a feather or a twig which is usd to hide your Spirit Weapon and its container. If you have **Summoned Spirit** this will be stored within your soul but you will be able to summon your **Spirit Container** as an extension of your Spirit Weapon if you wish to, you will also be able to summon your **Spirit Token** in order to allow someone else to summon your **Spirit Weapon**.

Summoning Origin - Free (Cannot be taken with "Power Within")
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 to be a summoning circle 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.

Summoned Spirit -100 CP
Your Spirit Weapon and its accessories are stored within your soul and cannot be lost, stolen or confiscated. You can directly summon your **Spirit Weapon** to you from your **Soul** at will and unsummon it back to your **Soul** at will.

Weapon Integration -200 CP
You can integrate weapons of the same type into your **Spirit Weapon** with each integration giving your **Spirit Weapon** a new **Alt-Form** and template. You can use the templates to mix and match features from various integrated weapons in order to create new custom **Alt-Forms** for your **Spirit Weapon**. How similar weapons need to be to your **Spirit Weapon** to be integrated depends on your soul and if it can hold what you're trying to integrate.

Internal Automation -400 CP
From now on, you can optimize your body's use of your **Spiritual Weapon** by having your body use all the internal muscles and energy movements required to wield your weapon effectively. Over time, this automation will become embedded in you, turning it into a form of muscle memory that you will have awareness and total control of.

Summoned Spirit Booster: Spirit Automation [Requires Energy Automation, Force Automation and Magic Automation]
Whenever any conceptual aspect of you is separated from the rest, such as removing your heart, mind or soul from your body, each will contain a full backup of yourself so that even when separated from your other aspects each of them will still be you and still be able to act independently. Each of these aspects will be able to reunite simply by being within the presence of one another and any contaminant one has that the others don't will be isolated allowing you to deal with it at your leisure. Should one of these aspects be destroyed your other aspects will be able to regrow them over a period of time.

External Control -600 CP
You are now able to manipulate your **Spirit Weapon** at a distance as if controlling it through telekinesis. This allows you to use it both to combat an enemy at a distance and as a mode of transport through using your **Spirit Weapon** to lift you up.

Summoned Spirit Booster: External Summon
You are now able to call upon the connection to your **Spirit Weapon** to summon it to you even when it is outside of your **Soul**, this not only allows you to teleport your weapon to you from a distance but also allows you to summon yourself to your **Spirit Weapon** even when on opposite sides of a planet.

Internal Automation Booster: External Automation
You are now able to set your **Spirit Weapon** to move independently of you in order to attack and defend. When separated from you the **Spirit Weapon** is able to keep a connection subconsciously informing you of its actions with its intentions and priorities reflecting your own.

Spirit Automation Booster: Spirit Mod
All Perks from this document that Cost **-200 CP** or less before discounts are applied will become **Body Mods** any items that are integrated using an **Integration** Perk will remain an **Alt-Form** of your **Spirit Weapon** but will not have any additional abilities unless they would be **Body Mods** without being interrupted.

Spirit Blade Perk Tree:

Blade Intent -100 CP (Free for Spirit Blade)
You can use your **Spirit Energy** to send the intent of an attack using your **Spirit Weapon** to target any being with the ability to think and or feel. This causes them to briefly feel the strike of your attack as if you had used your **Spirit Weapon** and have a momentary delusion of the consequences of having been hit.

Weapon Integration Booster: Blade Integration
You are now able to integrate any hand held melee weapon into your **Spirit Weapon** with your **Spirit Weapon** gaining a new Alt-Form to match that weapon's appearance.

Stainless Scabbard -200 CP (Discounted for Spirit Blade)
Whenever your **Spirit Weapon** is placed within its **Spirit Container** it is fully cleaned and any form of stainage, corrosion or degradation is removed allowing your Spirit Weapon to Heal itself.

Full Quiver Booster: Full Scabbard
You are able to pull out additional copies of your **Spirit Weapon** from your **Spirit Container** at will, allowing you to dual wield your weapon or lend additional copies to your allies.

Energy Sword -400 CP (Discounted for Spirit Blade)
You can coat your **Spirit Weapon** in a type of energy created from your **Spirit Energy** giving it a lightsaber like effect with the energy type in some way representing you. This energy will not harm you or your **Spirit Weapon**. This energy type could be fire, lightning, darkness and other more esoteric energies such as willpower or love.

Internal Automation Boost: Energy Automation
You can now set your **Spirit Weapon** to dynamically activate its **Energy Sword** whenever you make a strike or contact, lowering the amount of **Spirit Energy** required in order to use this ability. You are also able to change both dynamically and automatically the type of power, force or energy your **Spirit Weapon** emits to match any power, force or energy type emitted by anything that has been integrated using an **Integration** Perk.

Hack n Slash -600 CP (Discounted for Spirit Blade)
Whatever strikes you make with your **Spirit Weapon** are more precise, allowing you to keep a clear awareness of both yours and your opponent's movements as well as what parts of your opponent are the least durable and armored.

External Control Booster: Hack Control
You can use **Spirit Energy** to change the spatial positioning of the blade of your **Spirit Weapon**, this allows you to change the angle and position of the strike to hit any part of your target in any direction.

Energy Sword Booster: Energy Slash
You can push your **Spirit Energy** into your **Spirit Weapon** to extend the length of your **Energy Sword** with it growing at a rate similar to a projectile weapon, the length of the **Spirit Weapon** increases to match the amount of **Spirit Energy** you put into it allowing it to potentially grow infinitely.

Spirit Attire Perk Tree:

Attire Assembly -100 CP (Free for Spirit Attire)
You are now able to change your clothing at record speeds allowing you to quickly don and shed clothing at an instant with any clothing or tools you use resizing itself to suit you perfectly.

Weapon Integration Booster: Attire Integration
You are now able to integrate any wearable equipment such as clothing and Armor into your Spirit Weapon with your Spirit Weapons gaining a new Alt-Form to match that attire's appearance.

Elegant Dress -200 CP (Discounted for Spirit Attire)
You can Customize the appearance and to a degree the abilities of your **Spirit Weapon**. When your **Spirit Weapon** is in your **Spirit Container** you can create a new Alt-Form that can copy the properties of any compatible materials that you store within your **Spirit Container**. You can also copy design aspects, properties and abilities of anything that has been integrated using an **Integration** Perk.

Stainless Scabbard Booster: Stainless Dress
You can Instantly repair your **Spirit Weapon** when it is placed within its **Spirit Container**. Whenever your **Spirit Weapon** is placed within its **Spirit Container** it is fully repaired to its optimal state and you can add any stainage, corrosion or degradation it has received to its list of customisable abilities.

Force Shield -400 CP (Discounted for Spirit Attire)
You are now able to create transparent shields of solid force from your **Spirit Energy** that are centered around you like an aura. These force shields can fully wrap around the user or anything they are holding like cling wrap or alternatively they can be projected as a spherical or flat shape like a bowl or plate.

Internal Automation Boost: Force Automation
You can now set your **Spirit Weapon** to designate active defense targets and dynamically activate **Force Shield** to protect them by automatically activating a forcefield whenever that target is about to be struck by an attack, lowering the amount of **Spirit Energy** required in order to use this ability. You are also able to change both dynamically and automatically the type of power, force or energy your **Spirit Weapon** creates for its **Force Shield** to match any power, force or energy type emitted by anything that has been integrated using an **Integration** Perk.

Power Armor -600 CP (Discounted for Spirit Attire)
You call forth your **Spirit Weapon** as a set of bulky multi-component armor that boosts your strength, endurance and agility while giving you the environmental protection and stabilizers that allow you withstand a fall from any height and allows you to withstand any form or lack of atmosphere for extended periods of time without taking any harm.

External Control Booster: Power Control
You can push more **Spirit Energy** into your **Power Armor** in order to make it grow to incredible sizes gaining a proportional boost to their strength, endurance and agility.

Force Shield Booster: Force Armor
You can use your **Spirit Energy** to create additional extensions to your **Power Armor** giving it extra limbs, weapons and physical capabilities.

Spirit Projectile Perk Tree:

Projectile Presistion -100 CP (Free for Spirit Projectile)
You are now able to load and fire any ranged weapon nearly instantly as well as gain a mental laser sight that perfectly accounts from distance wind and gravity to show only you where the projectile will hit if the weapon is fired.

Weapon Integration Booster: Projectile Integration
You are now able to integrate any hand held ranged weapon into your **Spirit Weapon** with your **Spirit Weapon** gaining a new **Alt-Form** to match that weapon's appearance.

Full Quiver -200 CP (Discounted for Spirit Projectile)
Your **Spirit Container** never runs out of ammunition that is compatible with your **Spirit Weapon** and when your **Spirit Weapon** is placed within your **Spirit Container** it is automatically refilled.

Elegant Dress Booster: Elegant Quiver
You can customize the appearance and to a degree the abilities of your **Spirit Weapon's** ammunition**.** At will you can customize new forms of ammunition that can copy the properties of any compatible materials that you store within your **Spirit Container**. Your ammunition can also copy design aspects, properties and abilities of any that has been integrated using an **Integration** Perk.

Magic Missile -400 CP (Discounted for Spirit Projectile)
You are now able to create projectile darts of magical power from your **Spirit Energy** that are projected from your **Spirit Weapon** that launches forth and strikes at your target.
You can designate an active projectile target for these missiles so that when fired they will move in a straight line towards it. So long the target is not fast enough to dodge the missile and nothing blocks the projectile, the missiles will hit the target every time.

Internal Automation Boost: Magic Automation
You can now fire **Magic Missiles** from any part of your body and set your active projectile target to auto-fire. While your auto-fire is active you can set a level of **Spirit Energy** so that as long as your available **Spirit Energy** is above that amount your body will automatically launch **Magic Missiles** at any part of your target body that is the least defended or armored whenever they are within range. You are also able to change both dynamically and automatically the type of power, force or energy your **Spirit Weapon** creates for its **Magic Missiles** to match any power, force or energy type emitted by anything that has been integrated using an **Integration** Perk.

Bullet Hell -600 CP (Discounted for Spirit Projectile)
You can change the shape and size of your projectiles as you fire them and make up to nine realistic or illusionary projectiles with every projectile that you fire. Their movement path will be slightly different, making it harder for your target to determine which projectiles are real.

External Control Booster: Bullet Control
You can use **Spirit Energy** to charge your projectiles with your intent. This gives you an independent extension to your consciousness which has full control over the movements of your projectile without causing any tax on your mind or concentration and allowing you to dynamically change the speed and direction of your projectiles. This allows you to curve your projectiles around obstacles and track its targets ensuring that you never miss.

Magic Missile Booster: Magic Bullet
You can charge your projectiles with **Spirit Energy** so that when fired they can turn ethereal. This allows them to bypass any solid object, phasing in and out of an interactable state in order to pass through cover and hit its target.

Drawbacks:

Power Within +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow got access to your **Spirit Weapon**.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Arrogant Weapon +200 CP
Your Spirit Weapon is a manifestation of your subconscious with a personality and option of its own which may conflict with your own or be very embarrassing.

Shirogane Origin +300 CP (Exclusive to Spirit Blade)
Your Spirit weapon is one of a Warrior-Class Savior, a Shirogane. You can manipulate your Prana as if it were **Spirit Energy** to communicate with the divine, allowing you to manifest your primary weapon from your past life and perform an assortment of superhuman feats.
Because of this you are no longer able to take Perks from the **Spirit Attire** Perk tree or the **Spirit Projectile**.

Sharmin Origin +300 CP (Exclusive to Spirit Attire)
Unlike other Sharmin seeking to be Sharmin King you are able to forcibly integrate your own spirit into the form of an Armor-type Over Soul no longer requiring the aid of other spirits. You are able to materialize your overflowing spirit as a set of clothing or armor that is composed entirely of your furyoku which in this case acts as **Spirit Energy**.
Because of this you are no longer able to take Perks from the **Spirit Blade** Perk tree or the **Spirit Projectile**.

Quincy Origin +300 CP (Exclusive to Spirit Projectile)
As a spiritually aware Human, you are able to absorb and manipulate Reishi as **Spirit Energy** that you can turn into spiritual weapons. As a quincy, you can only create ranged weapons such as bows and arrows but are able to absorb ambient Reishi for your **Spirit Weapon**.
Because of this, you are no longer able to take Perks from the **Spirit Blade** Perk tree or the **Spirit Attire**.

Spirit Weapon Users +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other "***People who can use your power type***" within this continuity, however with each purchase of this drawback, a new "***way that you entered***" will appear at some point during your Jump, somewhere on your Planet.
For **+200 CP** each you may choose either **Anubis**, **Doll** or **Shizuya Kirihara** to appear in jump with the additional purchases bringing in one you do not already have.
For **+1000 CP Anubis**, **Doll**, **Shizuya Kirihara** and **Victor Powered** will appear.

1. **Anubis** is a userless Stand bound to an ancient sword with the ability to possess whoever holds it in body and mind. Anubis is over-aggressive, entirely focused on killing people. It relishes fighting because it memorizes the techniques of its opponents to improve itself and often encourages its victims to wield it by telling them that they are the greatest swordsmen in the world. They will have access to all their powers, the Free Perks and the Perks on the **Spirit Blade** Perk Tree.

2. **Doll**, also known as **Mexiah Furan**, is one of the three artificial humans created by the Senshi Civilization with the purpose to defeat Gaia. She has little regard for the importance of human life. Her Seikijin, humanoid mecha Armor is said to be destined to destroy the world. It wields a scythe that doubles as a gun and is capable of eating parts of her opponents in order to become stronger. She will have access to all her powers, the Free Perks and the Perks on the **Spirit Attire** Perk Tree.

3. **Shizuya Kirihara** is considered the strongest Knight out of his generation, he is also a sadist and a hypocrite that revels in inflicting pain on his opponents using his Oborotsuki a green-colored bow that shoots arrows made out of magic power alongside his invisibility Noble Art, to belittle and humiliate his opponents. He will have access to all his powers, the Free Perks and the Perks on the **Spirit Projectile** Perk Tree.

4. **Victor Powered** was a former Warrior Chief of the Alchemist Army however since merging with the Black Kakugane and becoming a victor he has become cold hearted without showing concern over those whose energy he has drained. Since being transformed he has gained an incredible strength and vitality which has been strengthened even further thanks to his ability to drain the life force from other life forms making him an apocalyptic threat. He will have access to his Kakugane, all his powers and 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 honourable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Local Scale +300 CP/+600 CP
For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** 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