Out of Context: Marvel Superpowers Supplement
V1 by "**Anonymous**"

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

By taking this Supplement you have chosen to be gifted powers from the Marvel omniverse and you will enter into that continuity as a Drop-In awakening in an abandoned field with no clothes on and gifted with new powers to use.
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 Marvel-based 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 newly empowered individual of the Marvel variety, you have three options to pick from as your origin of powers.

Accident
In the Marvel universe, individuals who gain their powers through accidents are often the product of scientific mishaps, unexpected selections, or exposure to dangerous energy sources.

Cosmic
In the vast universe of Marvel Comics, cosmic-powered individuals draw their abilities from the fundamental forces of the cosmos, tapping into energy and phenomena far beyond human comprehension.

Mutant
In the Marvel universe, individuals who discover they are mutants often experience a profound awakening as their latent powers emerge, setting them apart from ordinary humans.

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:

Comicbook Logic - Free
Aspects of the power type that all the characters who can use it do not have to worry of physics or the ontological ramifications of their powers.

Comicbook Appearance - Free
You are a certified 9.5/10 in general appearance if surveyed by the majority of the population, in addition you can alter slightly the tone of the last .5 whether it being a chiseled hunk, a curvy seductress, a bombshell tomboy, etc.

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 the Beyonder entering a new universe

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.

Friendly Neighbor -100 CP
Beyond your extraordinary powers, you still have ordinary desires and needs that require a sense of anonymity. This perk allows you to create a separate persona that conceals your true identity, ensuring that your superhuman exploits don't interfere with your everyday life. Whenever you wear any form of facial covering, you become effectively shielded from identification, allowing you to operate in the shadows while pursuing your goals. Whether you're donning a mask, a hood, or any disguise, this ability grants you the freedom to navigate the world without the burden of recognition, maintaining a balance between your endeavors and your personal life.

Silent Warrior - 200 CP
Who says you need superpowers to make a difference? Trained by the best in both martial arts and espionage, you possess unparalleled skills in unarmed and armed combat, allowing you to stand toe-to-toe with top-tier fighters like Iron Fist and Black Panther when it comes to skill. But martial prowess isn't your only asset; you excel in espionage and subterfuge, adept at infiltrating secure locations, manipulating enemies, and turning the tide without unnecessary violence.

Brainy - 400 CP
You've officially made it to the intellectual elite, rubbing shoulders with the brightest minds on Earth. Your genius is undeniable, landing you a spot among the smartest Marvel people. With raw brainpower, creativity, and adaptability, you can hold your own against the likes of Tony Stark, Reed Richards, and Bruce Banner. While you don't know everything these super-geniuses do, your understanding of most sciences and academic fields is vast, and you've honed mastery in a specialty of your choice—whether it's robotics, radiation, or even more esoteric studies like magic or cosmic energy. In your chosen field, your brilliance impresses even the greatest scientific minds.

Lee & Kirby Legacy - 600 CP
You embody the boundless creativity and collaborative genius that defined legends like Stan Lee and Jack Kirby. With this perk, you gain the ability to craft incredible stories and worlds, blending complex characters and extraordinary ideas into cohesive, unforgettable narratives. Your imagination knows no limits, and like the dynamic duo, you can inspire others, shaping

whole groups of people with sheer presence. Whether it's through innovative character design, groundbreaking world-building, or the ability to bring out the best in others, your legacy will be one that resonates for generations to come.

Friendly Neighbor Booster: Excelsior!
Once per Jump or every 10 years, the legendary creators themselves will ensure your story continues in unexpected ways:

1. In your darkest moments, when all seems lost, **Stan Lee** will appear. With his wisdom and warmth, he'll offer profound advice and guidance, helping you reach a moment of clarity that illuminates the solutions you need, no matter how complex the situation may seem.
2. Should you face doom or fail the Jump's conditions, **Jack Kirby** will arrive in his vagabond form. He will either revive you or help you resolve the loss conditions, ensuring your tale is far from over.
3. One night, you will dream a vivid, perfect recreation of all your past Jumps or even your original home. This dream will allow you to reconnect and spend time with old companions, reliving cherished memories and reinforcing the bonds you've made across worlds.

Accident

Daredevil -200 CP (Discounted for Accidents)
With unwavering determination and an indomitable spirit, you embody Daredevil's relentless pursuit of justice. Blessed with enhanced senses, you navigate the world through sound, touch, and smell, allowing you to "see" the world through all three senses each.

Silent Warrior Booster: Professional
With unparalleled skill and expertise in a chosen profession, you stand as a beacon of excellence, whether through innate talent or years of dedicated practice. Whether you're a brilliant scientist, a masterful artist, or a renowned lawyer, your accomplishments inspire others, elevating you to legendary status within your profession.

Spider-Man -400 CP (Discounted for Accidents)
Channeling the wit and resilience of Spider-Man, you possess a unique ability to adapt under pressure and face overwhelming odds. With enhanced strength, agility, and the iconic spider-sense, you can react to danger in the blink of an eye, swinging through urban landscapes with unparalleled acrobatics.

Friendly Neighbor Booster: Friendly Neighborhood Spider-Man
With an innate ability to charm and captivate, you possess a magnetic presence that draws the masses to you effortlessly. Your charisma allows you to connect deeply with others, fostering genuine affection and admiration from those of the gender(s) you are attracted to. Whether in casual conversations or public appearances, your charm transforms you into a beloved figure, ensuring that you leave a lasting impression wherever you go.

Fantastic Four -600 CP (Discounted for Accidents)
As a member of the Fantastic Four, you embody the spirit of teamwork and innovation, drawing from the unique abilities of each member.

- Mr. Fantastic: With your unmatched elasticity you can stretch your body to incredible lengths and shapes
- Invisible Woman: You possess the power of invisibility and force field generation, making you a master of stealth and defense, capable of shielding your allies in the heat of battle.
- Human Torch: With the ability to ignite your body into flames and soar through the sky, you bring both fire and speed to any conflict, unleashing explosive blasts with a flick of your wrist.
- Thing: With immense strength and ability to transform into rocky exterior, you can take on even the toughest foes, serving as a powerhouse and a steadfast protector of your friends.

Brainy Boost: FF Forever
Harnessing the power of collaboration and synergy, you have the unique ability to seamlessly blend diverse skills and abilities into a single, cohesive force. By understanding how different talents interact, you can create innovative strategies and amplify the strengths of yourself and your allies, turning individual capabilities into a unified powerhouse. Whether you're combining combat techniques, scientific knowledge, or creative talents, your knack for synergy enables you to achieve extraordinary outcomes, making you an invaluable asset in any challenge you face.

Hulk -800 CP (Discounted for Accidents)
Embodying the uncontainable rage of the Hulk, your anger triggers a transformation into a being of immense strength that grows exponentially stronger the angrier you get. With near-invulnerability and regenerative capabilities, you can withstand colossal damage while unleashing devastating blows that scale higher and higher as you get angrier

Brainy Boost: Dr. Banner
Unlike other Hulks you keep your full intelligence and rationality throughout your transformation. The angrier you get the smarter you become, the two going hand in hand.

Sentry -1000 CP (Discounted for Accidents)
With the inner power of the Sentry, you channel the power of a thousand suns, embodying immense strength, speed, and flight. You are moments ahead of the time stream and it shows in your lightning quick reflexes.

Lee & Kirby Legacy Booster: Void
Your abilities include a new power set to manipulate light and energy that grants you near-limitless power, enabling you to temporarily reshape reality itself when fully unleashed.

Molecule Man -1200CP (Discounted for Accidents)
Channeling the incredible potential of the Molecule Man, you have the rare ability to manipulate matter at a molecular level, reshaping the very fabric of reality around you. Your powers allow you to transmute elements, alter physical properties, and even resurrect the fallen, positioning you as one of the most powerful beings in the multiverse.

Cosmic

Starlord -100 CP (Free for Cosmic)
Why settle for ordinary when you can outsmart your opponents across the cosmos? With the cunning mind of a master tactician, you can devise brilliant strategies and adapt to any situation with remarkable speed. Your ability to read the battlefield allows you to anticipate enemy moves and exploit weaknesses, making you a formidable leader in any conflict. Coupled with Olympic-level athleticism, you possess unparalleled physical abilities—speed, strength, agility, and endurance—that elevate your combat skills to new heights.

Nova -200 CP (Discounted for Cosmic)
As a bearer of the Nova powerset, you can channel the incredible energy of the Nova Force, granting you enhanced strength, speed, and agility that surpass human limits. Your body is infused with the ability to generate and manipulate powerful energy blasts, creating devastating attacks that can incapacitat. With the power of flight at your command, you can soar through the skies, outmaneuvering your enemies and navigating the cosmos with ease.

Blackbolt -400 CP (Discounted for Cosmic)
With a mere whisper, you can unleash sonic energy that has the potential to rock battleships, causing chaos and destruction with barely a sound. A casual word can level mountains, reshaping the landscape in an instant, while your legendary death screech can resonate across the cosmos.This immense power is entirely under your control; you can toggle your abilities on and off at will, allowing you to choose when to unleash your devastating vocal prowess or when to remain normal.

Quantum Bands -600 CP (Discounted for Cosmic)
You can manipulate vast amounts of quantum energy, granting you the ability to generate powerful energy blasts, create protective barriers, and enhance your strength to new heights. Your newfound powers allow you to create constructs limited only by your imagination, shaping solid forms from pure energy. You can tap into the energy spectrum, enabling you to teleport across vast distances and phase through solid objects.

Gladiator -800 CP (Discounted for Cosmic)
You possess incredible strength, speed, and durability, allowing you to overpower nearly any adversary with ease. Your exceptional agility and reflexes make you a master in combat, able to dodge and counterattack with lightning-fast precision. With your ability to fly at interstellar speeds, you can traverse vast distances in the blink of an eye. Your keen senses grant you heightened awareness of your surroundings, allowing you to react swiftly to threats.

Odinson -1000 CP (Discounted for Cosmic)
With immense superhuman strength, endurance, and durability, you are a formidable force in any battle. Your mastery of combat techniques makes you a skilled warrior, capable of taking on multiple foes with ease. As an Asgardian, you possess the ability to manipulate an aspect of reality—whether it be luck, space, or elemental forces—starting with limited control that grows as you train and age.

Lee & Kirby Legacy Booster: Jumperforce
You gain a small unique energy named after yourself granting enhancements to your strength and durability. As you embark on your journey, this power begins to grow, responding to your training, experiences, and trials. With each challenge you overcome, the Jumperforce within you flourishes, unlocking greater abilities like telepathy, enhanced aspect control, and eventually the power to reshape reality around you. As you mature and refine your skills, you will ascend to become one of the most formidable beings in the universe, commanding respect and fear from allies and enemies alike.

Phoenix Force -1200CP (Discounted for Cosmic)
Gain a near-limitless reservoir of cosmic energy, granting you phenomenal abilities that scale rapidly with your growth. Initially, you can harness basic telekinesis and telepathy, allowing you to manipulate objects and communicate mentally. However, as you train and connect deeper with the Phoenix Force, your powers escalate dramatically—enabling you to unleash devastating energy blasts, create protective shields, and even resurrect yourself or others from the brink of death. With every challenge faced and every emotion experienced, the potency of your connection strengthens, unlocking the ability to manipulate life and death, alter reality, and access the memories and powers of those who have been touched by the Phoenix before you.

Mutant

Wolverine -100 CP (Free for Mutant)
Your adamantium claws can slice through virtually anything, providing you with unmatched offensive capabilities. With superhuman strength and agility, you are a master of hand-to-hand combat, able to take down multiple foes with brutal efficiency. Your keen senses and heightened reflexes allow you to detect danger before it strikes, making you a formidable opponent in any situation. Most importantly, your healing factor allows you to recover from the biggest wounds, recovering in seconds to minutes even from destruction of most of your body.

Domino -200 CP (Discounted for Mutant)
Your innate ability to manipulate probability allows you to influence outcomes in your favor, transforming seemingly impossible situations into fortuitous victories. As you hone your skills, your powers grow exponentially, enabling you to bend reality itself. Starting with subtle enhancements—like ensuring bullets miss their mark or landing critical hits with every attack—you quickly progress to the ability to alter the very fabric of events around you. With a mere thought, you can cause a series of events to unfold in a way that guarantees your success, whether it’s causing objects to fall into place or ensuring your allies always come out unscathed. As your powers reach their pinnacle, you can manifest impossible scenarios, creating chaotic distractions for enemies, redirecting attacks with ease, and even reshaping minor aspects of reality to suit your needs.

Quicksilver -400 CP (Discounted for Mutant)
Starting off, you're fast—really fast, in fact. At first, you're moving at the speed of the MCU's Quicksilver, zooming past bullets like they’re barely crawling. With reflexes sharp enough to outmaneuver gunfire and the endurance to sprint across a battlefield without breaking a sweat, you're already ahead of the game. But this is just the beginning. As you grow, your speed increases far beyond what most can imagine. Soon, you're running circles around the

average speedster, dipping into the realm of true comic book absurdity. You're not just fast anymore—you're living in a world that moves in slow motion. Reaching beyond average Quicksilver levels, you can perceive events in fractions of seconds, making reactions feel like a lifetime of options to choose from. You can perform tasks at super-speed that would normally take hours, and even your mind processes information with blinding speed.

Magneto -600 CP (Discounted for Mutant)
You begin with the ability to manipulate small metallic objects, bending them to your will with effortless precision, as you gradually enhance your powers to reach the heights of Magneto's comic prowess. Over time, your magnetic control expands to encompass larger structures, allowing you to lift and reshape entire buildings, as well as generate powerful electromagnetic fields that can deflect projectiles and disable electronic devices. Ultimately, you become a master of magnetism, capable of controlling vast quantities of metal, manipulating the Earth's magnetic field, and even generating devastating electromagnetic pulses that can reshape the battlefield in your favor.

Friendly Neighbor: Brotherhood of Evil
You possess the leadership and charisma of Magneto, commanding unwavering loyalty and respect from allies who rally to your cause without hesitation. With a keen strategic mind, you not only inspire others but also see the broader picture of your ideals, guiding movements with purpose and conviction toward the future you envision. Unyielding in your belief, you can unite individuals—even those with conflicting interests—under your banner, forging a powerful force that can reshape the world according to your will.

Elemental -800 CP (Discounted for Mutant)
You start with a basic command over an element of your choice (lightning, water, ice, fire, earth, wind) allowing you to create small bursts or constructs, like a flicker of lightning or a puddle of water, while gradually unlocking more potent abilities as your powers mature. At intermediate levels, you gain control over larger manifestations of your element, such as conjuring storms, shaping complex constructs, or even manipulating the environment to enhance your physical prowess—like adding the mass of water to boost your strength or encasing yourself in protective barriers made of your element. Eventually, you reach Omega-level mastery, enabling you to perform incredible feats such as teleporting through water or lightning, shapeshifting into your element for intangibility, duplicating yourself from elemental constructs, and manipulating your chosen element to the extreme—such as freezing entire landscapes, freezing time briefly, or reshaping environments to your will, creating colossal structures or even cities composed entirely of your element.

Scarlet Witch -1000CP (Discounted for Mutant)
You begin with a limited ability to manipulate chaos magic, allowing for minor alterations to probability and reality around you, such as slightly increasing your luck or causing small, unpredictable effects in your environment. As you advance, your command over chaos magic deepens, granting you the power to warp reality on a larger scale, creating spontaneous events, altering the outcomes of situations, and manifesting chaotic spells that can unleash destructive energy or enchantments that defy the laws of physics. At your peak, you become a master of chaos magic, capable of reshaping entire universes, manipulating time and space, casting powerful hexes, and wielding immense power to bring forth reality-altering events that can turn the tide of battles, rewrite destinies, or even create or erase entire dimensions, all while leaving a trail of unpredictable chaos in your wake.

Franklin Richards -1200CP (Discounted for Mutant)

You start with a faint spark of Franklin Richards' powers, enabling you to create small-scale illusions or minor alterations to reality, like conjuring a simple object or slightly altering your surroundings. As you gradually develop your abilities, your control over reality becomes more sophisticated, allowing you to create pocket dimensions, manipulate the molecular structure of objects, and influence the thoughts of those around you, all while maintaining a subtle influence over the fabric of existence itself. At your peak, you transcend the limits of reality manipulation, attaining a god-like status where you can reshape entire universes, create and destroy life at will, bend the laws of physics, and even rewrite the fundamental rules of existence, rivaling cosmic entities and reshaping reality on a multiversal scale with the power of your imagination.

Items:

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

Supersuit - Free

You gain a versatile supersuit that can stretch and regenerate, adapting its shape and form to protect against various physical attacks while enhancing agility and flexibility. This suit not only absorbs impacts and heals rapidly from damage, but it can also extend its limbs to create makeshift weapons or tools, offering unparalleled versatility in combat and utility scenarios.

Helicarrier - Free

You gain a state-of-the-art helicarrier equipped with advanced technology, capable of flight, stealth, and automated defense systems. This airborne fortress serves as a mobile base of operations, allowing for quick deployment, strategic reconnaissance, and safe transportation for you and your allies across vast distances.

Web Shooters - 200

You gain cutting-edge webshooters that can produce a variety of specialized web types, including ultra-strong, elastic, and electrically charged strands. With enhanced targeting systems and rapid-fire capabilities, these webshooters enable incredible agility, effective crowd control, and versatile combat options in any situation.

America's Shield - 200

You receive a vial of super soldier serum, granting enhanced strength, speed, agility, and accelerated healing, transforming them into a formidable combatant. Alongside this, they are equipped with a vibranium weapon that absorbs kinetic energy, making it nearly indestructible and allowing for devastating attacks with enhanced precision and resilience

Iron Man Armor – 400CP

You gain access to a state-of-the-art Iron Man suit, featuring cutting-edge technology that enhances their strength, speed, and durability. Equipped with an array of advanced weaponry, including repulsor beams, missile launchers, and energy shields, this suit is designed for both offense and defense. It comes with an artificial intelligence system that

assists in combat strategy, diagnostics, and suit maintenance, ensuring peak performance in any situation.

Gem of Cyttorak – 600CP

You possess the Gem of Cyttorak, granting them the ability to channel the immense power of the Juggernaut. This gem provides enhanced strength, near-invulnerability, and unstoppable momentum, allowing you to plow through obstacles and opponents alike. As you harness the gem's energy, they can also tap into dark mystical abilities, making them a formidable force on the battlefield.

Venom Symbiote – 600CP

You are bonded to a unique symbiote that combines the raw power and aggression of Carnage with the strength and adaptability of Venom. This symbiote offers immense physical enhancement, shape-shifting abilities, and the generation of organic weaponry, all while its usual weaknesses—such as fire and sound—are completely negated. It feeds off energy in a way that causes negligible stamina drain, making it an ever-present, nearly inexhaustible companion obsessed with protecting and bonding at all costs.

Cosmic Cube – 800CP

You gain control of a Cosmic Cube, granting you the ability to reshape reality itself, but only within a galactic scale. With this artifact in your hands, you can manipulate matter, energy, and even the laws of physics, making entire planets shift, creating stars, or bending the fabric of space-time to your will. While you wield cosmic-level power, your influence is limited to the galaxy you inhabit, ensuring that your reality-warping abilities remain vast but not universe-spanning, giving you near-godlike control over your immediate domain.

Asgardian Weapon – 800CP

You are gifted a weapon of legendary might, rivaling the power of Mjolnir and Stormbreaker, forged from cosmic elements and imbued with the ability to control an aspect of reality on a galactic scale. This weapon grants you dominion over a specific force—be it probability, time, luck, or lightning—allowing you to manipulate events, bend the odds, or command storms with devastating precision across entire star systems. Wielding it, you become a galactic force, shaping the chosen aspect of reality to your will while your weapon strengthens with each use, growing ever more attuned to the cosmic forces it commands.

Reality Stone – 1000CP

You possess a singular Reality Gem from the Marvel Universe, granting you the ability to manipulate its specific domain—whether it be time, reality, soul, space, power, or mind—on a universal scale. Its power allows you to reshape timelines, alter reality itself, bend space, enhance your own strength, or delve into the deepest aspects of the mind and soul with unparalleled precision. However, your influence does not extend to any other Infinity Gem’s domains, meaning your control is absolute only within the confines of the chosen gem's power, unable to affect or resist other domains..

Ultimate Nullifier – 1200CP
You gain the Ultimate Nullifier, a device capable of erasing entire universes, timelines, and even the most powerful beings in the multiverse with absolute precision. Its destructive power is unparalleled, allowing you to obliterate realities with a mere thought. However, its immense power comes with a significant danger—anyone who manages to take possession of the Nullifier can use it against you, meaning it's not exclusive to your control. Use with extreme caution, for it can just as easily be turned on its master.

Companions:

Sentinel – 400CP
You gain a new companion in a female version of Sentry, endowed with the same incredible powers that make her a beacon of light and strength. She possesses superhuman abilities, including immense strength, flight, speed, and near-invulnerability, along with the ability to manipulate energy and heal rapidly from injuries. However, what truly sets her apart is her unwavering admiration for you; she finds you irresistibly cute and feels a profound instinct to protect you at all costs.

Legion – 600CP
You gain a new companion in the form of a female version of Legion, an Omega-level mutant whose countless personalities each possess unique powers and abilities. While these personalities often vie for supremacy, they share a singular, overwhelming trait: an unyielding, madly passionate love for you.

Titan – 800CP
You gain a powerful new companion in Koll, a Titan whose immense physical abilities include superhuman strength, agility, durability, and the capability to manipulate energy and matter on a massive scale. Beyond these standard Titan attributes, Koll possesses a super genius intellect on par with Reed Richards, allowing him to devise complex strategies, innovate advanced technology, and solve intricate problems in mere moments.

Odinson – 1000CP
You gain a new companion in Anneli, a daughter of Odin, who possesses the standard Asgardian abilities, including superhuman strength, agility, durability, and longevity, as well as enhanced reflexes and the ability to heal from injuries at an accelerated rate. In addition to her inherent Asgardian traits, Anneli has a small fragment of the Odinforce, a mystical energy that has uniquely adapted to her, providing her with enhanced magical abilities, such as energy manipulation, telepathy, and the power to create powerful constructs. As Anneli continues to harness this energy, she will gradually scale toward Odin's peak prowess, becoming a force to be reckoned with in her own right.

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