Out of Context: Boy Who Lived Supplement

V1.01 By Deverossphere

This document can be used as a supplement in any Jump that would not otherwise have either the books of Harry Potter or the person themself within its continuity.

By taking this Supplement, you have chosen to be the one who vanquished the Dark Lord, born to those who had thrice defied him, as the seventh month dies, marked as his equal, with power the Dark Lord knew not, and now he has died at your hand, for you could not live while he survived.

You will enter into this continuity as a Drop-In awakening within a magical array that burns the symbol of the Deathly Hallows into the ground.

You will arrive in a new, slightly customisable **Alt-Form** as a nearly 17-year-old Potter; you may choose what gender you are, as you will appear either as Harry Potter or Holly Potter. You will be visibly identical to a Human despite your magical origin.

+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.

Please note the narrative displayed in the perks is merely the jumpchain Author's notions of a complete story for each timeline, and you can customise your selected timeline as you see fit.

Origin:

You were a child, one groomed to die for the greater good; no part of your life was ever truly your choice, not really. You were manipulated not only by the self-appointed Dark Lord and Lord of Light but also by fate itself, as the prophecy bound your life and death to the Dark Lord. But how did you fulfill your prophecy, and what kind of world did you leave behind?

The Boy Who Won

Years ago, you defeated Voldemort in single combat, becoming the Ministry's poster boy in the process. Over time, you have felt a pull deep within you, hindering your connections and relationships. This pull kept drawing you somewhere like a compulsion, an instinctive desire, until you found yourself in front of the veil of death and finally stepped through.

The Boy Who Fell

You spent the last year hunting Horcruxes alone, the locket forcing you to relive the death of Dumbledore, the deaths of the Dursleys, and being abandoned by your so-called friends. Eventually, the pain turned into a rage that you forced into the locket, destroying it. You became stronger, self-sufficient, and learned to fight in new ways. At the close, while surrounded by enemies and the fake loved ones, you accepted your death, but not alone, as Voldemort and his inner circle would meet their end moments later, thanks to your preparation and self-sacrifice.

The Boy Who Lost

After Dumbledore's death, Voldemort publicly started a gruesome war against the Muggles, tearing down the Statute of Secrecy. Every day became a battlefield as you lost friends, loved ones, and even the world itself, with only the urge to end the madman pulling you back from despair. Eventually, Voldemort tried to escape the dead world he created, only for you to finally kill him, and as you were ready to meet death as a friend, you were sent away in his stead.

Perks:

Perk Booster Demonstration:
To get a **Booster:** Perk, you will need to purchase the stated Perks. As a **demonstration**:

Something Rare -400 EP
This Perk is an example of something rare that the subject of this OOCS can do.

Almost Unique -600 EP
This Perk would be an almost unique thing that the subject of this OOCS can do.

Something Rare Booster: Something Unique
This Perk is an example of something unique that the subject of this OOCS can do.

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:

Hallowed Origin - Free (Cannot be taken with “Muggleborn”)
As you awaken in a new world surrounded by the burned mark of the Deathly Hallows, you remember the events that led you to this point. 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 you awaken within a magical array that burns a symbol of your choice into the ground.

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.

Six Books but not the Seventh - Free
You were almost 17 years old during the funeral of Albus Dumbledore, which was the day the timelines of the 3 Origins diverged not only from each other but from canon. This Perk gives you the fiat-backed memories of the canonical Harry Potter up until the funeral of Albus Dumbledore on the 3rd of July 1997, going back to the 31st of July 1980, the day of your birth. This will include canonical Harry Potter’s adventures as well as his life growing up with the Dursleys and studying at Hogwarts. For each Origin Perk and Boosters you purchase, you can choose to gain the corresponding memories, gaining all that Origin’s memories with all that Origin’s Perks.

You’re a Wizard, Harry - Free (Cannot be taken with “Squib”)
When you turned 11, you found out you were a Wizard, and through this Perk, the magic of Harry Potter becomes fiat-backed for you. This magic can cast spells categorised as either Charms of Transfigurations, primarily through using wands as a focus, but you could make potions and other magical objects, though they require specialist knowledge and materials. Wielding magic requires specific incantations, hand gestures, and focused intent for each spell. This also doubles your natural lifespan and decelerates your aging by half after puberty.

False Heir of Slytherin -100 CP
During your second year at Hogwarts, you found out you were a Parseltongue, though in truth, you were an artificial Parseltongue, but you didn’t know that. With this Perk, you are able to speak to anything snakelike, not just snakes, but you do not have the domination over snakes that true Parseltongue is supposed to have. You could use this to speak with some lizards, worms, Eels, caterpillars, Lindwurm, Naga, Goa'uld, and even Nal Hutta Dragonsnakes. This will act similarly to the Adamic language, as any compatible creature you speak to will understand what you are saying on an instinctive level without confusion or misunderstanding.

Hallowed Origin Booster: True Heir of Potter (Requires “False Heir of Gryffindor”, “False Heir of Ravenclaw”, and “False Heir of Hufflepuff”)
During your third year at Hogwarts, you found out more about your family and that you were a true child of the Potters. While this perk is Toggled on, any form of test, magical or muggle, will result in you appearing to be a True Harry Potter. This will also Fiat-back your magic in any children or descendants you have, making it impossible for them to be born as Squibs or for them to have any birth defects.

Youngest Seeker in a Century -200 CP
During your first year, you were made into a Seeker for Gryffindor, a position you played for the first 3 years at Hogwarts. With this perk, you possess all the skills required to become a professional seeker. Your reflex speed and sense of perception will be doubled, while your sense of balance and situational awareness will vastly improve. This should allow you to remain on your broom, flying towards your target while darting through chaotic brawls and dodging Bludgers, tuning out the rest of the game unless things are about to collide with you, so that you can completely focus on catching the Golden Snitch.

Triwizard Champion -400 CP
During your fourth year at Hogwarts, the school hosted a deadly Tournament with two other schools, one that you were forced to participate in despite not being allowed to enter it. This perk makes it so that you can add yourself as a member regardless of its requirements while you gain a togglable form of plot armour, which will help you come out victorious.

Horcrux No Longer -600 CP
You were unknowingly a pseudo-Horcrux your whole life, holding a broken fragment of Tom Riddle's Soul, which was being held off by your mother's Sacrificial Protection. Now that the fragment is gone, this protection can finally act to protect you as it should. Your body now possesses a form of protection that will heal it and attempt to block any form of harm against you while also fending off any form of infection or unwanted parasite.

Triwizard Champion Booster: Blood of the Enemy
Voldemort feared the protection in you and stole your blood for his own resurrection, unwittingly making the Sacrificial Protection a form of Horcrux that could revive you. Thanks to this, your Sacrificial Protection can act as a **1-UP** restoring you to your optimal state upon death, but disabling itself for ten years or until the end of the Jump, whichever is first.

Triwizard Champion Booster: Master Of Death (Requires "The Elder Wand", "The Resurrection Stone", and "The Invisibility Cloak")
By gathering and mastering the 3 Deathly Hallows, you became worthy to become the master of death. Thanks to this, you can forcefully return a Soul to the body it came from by either focusing on the body or soul, but this will only maintain it for a few seconds, meaning they could simply die again if not repaired. This can be set to restore your soul back to your body automatically if you die, but depending on your wounds, you could find yourself living and dying repeatedly until you recover enough to live.

One with the Power -1000 CP (Requires “True Heir of Potter”)

You thought it was the end, but as you were pulled into another world, visions of many other worlds popped into your head, ones doomed to suffer under the Dark Lord, and where the heroes lost. You thought maybe there was something you could do to help, perhaps one day you would be the one with the power. With this **Meta Perk** at the start of each Jump and once every two weeks, this Perk will gain a single charge, with it being able to hold up to a maximum of 10 charges at a time, which can be spent once per 24 hours. When you spend a charge stored in this Perk, you will be summoned by a group of no less than 20 people to a randomised version of a famous work of fiction in order to defeat their Dark Lord. Those who summon you must fulfill whatever you ask of them so long as it is reasonably possible for them to fulfill, but anything you ask for ownership of will not be Fiatbacked unless you have another way to Fiatbacked it. By default, spending a single charge will send you to a semi-fanfic variant of the world of Harry Potter, but you can change to a variant of any setting you have visited, or you can use the randomiser setting to go potentially anywhere. You could be summoned to defeat Voldemort by the Order of the Phoenix from the First, Second, or theoretical Third Blood War, you could be summoned to defeat Dark Lord Slytherin by the Founders of Hogwarts, you could even be summoned to a morally inverted world to stop Dark Lord Dumbledore or Dark Lord Potter by the Heroic Knights of Walpurgis led by Tom Riddle the Lord of Light. You can, by expending multiple charges simultaneously, increase the difficulty to a maximum of 10 charges, increasing the difficulty of the Dark Lord summoning you to a Grimdark world under threat by the King of a Demon Realm. If you spend 1 charge, you would arrive in a world where the power of the Dark Lord maxes out at 8-A: Multi-City Block level, whereas 10 charges would summon you to a world where the maximum power of the Dark Lord is randomly between this Perk’s minimum of 5-A: Large Planet level and its maximum level of power, which also starts at 5-A. Each time you complete a 10 charge mission where the Dark Lord is at this Perk’s maximum potential power, the Perk’s maximum will slightly increase. Upon completion, you will return to where you came without time having passed, and you will gain **+5 DSP** per charge expended. When spending **CP** on any Jumpdoc created by DeverosSphere, you can convert up to a maximum of **+1000 DSP** into **CP** at an equivalent exchange rate.

The Boy Who Won Perk Tree:

False Heir of Gryffindor -100 CP (Free for The Boy Who Won)

After Dumbledore’s funeral, Minister Scrimgeour approached you and decided to show an uncharacteristic level of trust. He told you of Doubledore’s will and offered the Ministry’s full support in exchange for your trust. So began your life of bureaucracy. You now have a great resistance to boredom, as although you may feel the need for conflict or excitement, you can keep that and any other desires for activity numb until they are available.

What was Normal -200 CP (Discounted for The Boy Who Won)

Working with the Ministry to hunt down the Horcrux, you were forced to adapt to different social groups all over the world as you had to play the empty role of hero. With this, you have learned how to pick up and adapt to the norms of almost any society with little to no effort.

Auror -400 CP (Discounted for The Boy Who Won)
Thanks to this early start within the Auror Department, you managed to get a quick handle on projecting an air of authority as well as understanding the laws and responsibilities of the position. While this Perk is Toggled on, you carry a deep authoritative vibe, which makes anyone you speak with consider you to be in charge. This will give anyone you meet the feeling that you are in charge and you are the law; it also gives you an instinctive awareness of any local laws and police protocol.

Triwizard Champion Booster: Politician
While hunting the Horcruxes, you unintentionally became the Ministry's propaganda machine, forcing you to learn to play the role. With this perk, you now know how to put on the best performance for public approval and how to compel others to talk to you even against their will. While this is active, people will look at you in the best light for the situation and will continue to talk to you without realising it, however others will. Depending on the individual, you could ask leading questions to get them to unwittingly over-reveal information or undermine their lies.

A Life of Conflict -600 CP (Discounted for The Boy Who Won)
Both in the War and in your job afterwards, you have been forced into combat situations such as the raid on Malfoy Manor, where you single-handedly defeated ten Death Eaters, including Draco and his father, even going so far as to use the killing curse on Bellatrix after seeing what she had done. Thanks to this lifetime of combat, you've learned the importance of understanding an opponent's method of thinking and fighting. This allows you to better perceive and anticipate the actions of your opponent, figuring out their primary fighting style, their weaknesses, and instantly being able to determine feints and traps in their technique.

Horcrux No Longer Booster: The Elder Wand
A picture of your victory over Voldemort, the day he attempted to take the Ministry, was on the front cover of the Prophet for a month and is in countless textbooks. However, that picture didn't show how the wand he held, the same wand that once belonged to Dumbledore, flew into your hand and merged with you as it recognised you as its true master. That's when the pull towards the Department of Mystery first began. This allows you to cast spells without a focus and summon an ethereal wand to your hand at will. While using it, you can empower your spells by a sizable degree.

What was Normal Booster: Perfectly Normal
Since the day of your victory over Voldemort, you have been forced into many new situations as the golden boy of the Ministry, holding a position of authority but in name only. You were forced to attend events worldwide, entering a new city every week, but always seeing the same boring rooms and shaking hands with people you barely knew anything about, despite easily seeing what type of people they were. Due to this, you have a Toggleable situational awareness for whatever event you find yourself tangled up in, be it a mugging, a fancy ball, or coming across two parties who claim the other stole from them. This makes it so that whenever you find yourself in a new or unexpected situation, you will gain full context of what is happening, who the people involved are, and what the results of your decisions could be.

The Boy Who Fell Perk Tree:

False Heir of Ravenclaw -100 CP (Free for The Boy Who Fell)
The same day as the funeral, the Dursleys were captured while out shopping. After you returned to their home, Death Eaters slowly killed them outside of Privet Drive, attempting to lure you out, but even if you surrendered, it wouldn't save them. With the Death Eaters constantly trying to break the protection, you were forced to keep alert at all times. From your constant alertness, your body and mind became far more resistant to exhaustion. This perk soothes that exhaustion as you can continue on indefinitely without rest. While this will allow you to continue without a physical and mental decline, you will continue to feel a need for sleep that you can ignore.

What was Needed -200 CP (Discounted for The Boy Who Fell)
As your birthday approached, you knew that Voldemort and his forces would attack Privet Drive, so you prepared as best you could. You made makeshift weapons and learned how to operate and maintain Vernon's shotgun. When the wards fell two weeks early, you managed to make your way to the Weasleys using Muggle transportation and killing two Death Eaters in the process. You can activate this Perk to target any task or being. While this perk is active, you will be aware of what you can do to prepare in the time available and how effective it will be for your desired outcome. While this does not tell you how much time you have or exact details, if you follow the instructions, you will be as prepared as you can be.

Freedom Fighter -400 CP (Discounted for The Boy Who Fell)
After Ron abandoned you, Apparating away with Hermione as an accidental passenger, you waited for some time before going alone. You eventually came across the Ministry's camps for Muggleborns and managed to scope several of them out. You broke in, arming the prisoners with wands and Muggle weapons before performing simultaneous breakouts, outnumbering and overpowering the guards. Thanks to this experience, you are now an expert at discrete liberation missions, as you can build an accurate mental layout of any location you designate. This also gives you knowledge of how best to use ambushes, sabotage, and hit-and-run tactics against that location, as well as how to release any prisoners not only from the location but also from any restraints, regardless of whether they are mundane or supernatural.

Triwizard Champion Booster: Terrorist
You learned how to hit the Death Eaters hard and fast, always leaving a devastating message behind. Sometimes, you would use magic, other times you would use axes, explosives, and magical beasts. Over time, you became what Death Eaters feared, and after freeing the prisoners within, you left Malfoy Manor to burn under uncontrolled Fiendfyre the same way you destroyed the locket. With this, you gained an instinctive understanding of how to utilize any powers, creatures, or items in order to inflict intentional violence or fear, allowing you to create desertion and internal fractures within an enemy group. From this, you will know how to wield magical items, Muggle technology, and even alien equipment that you've never seen before as if you have used them daily. This also gives you a tactical awareness of what targets will be able to cause the most damage to the enemy's morale and how to make quick, devastating attacks against your enemy's forces.

A Life of Struggle -600 CP (Discounted for The Boy Who Fell)
After you learned of the Cup's location, thanks to the Cruciatus Curse and Rabastan Lestrange, your only lead on Gringotts, Griphook refused to aid you without the payment you did not have. You were eventually able to break into Gringotts on your own using a half-baked polyjuice, an umbrella attached to your invisibility cloak via cable ties, and your own quick wits. This allowed you to sneak down to the Lestrange vault, then walk out the front door with the cup in your grasp and no one the wiser, even if you lost your cloak in the process. With this perk, you are able to become completely self-sufficient as you can overcome any obstacle without outside help. You will gain the knowledge of how to complete any tasks, challenges, chores, and missions by yourself, even if realistically they should require 10 people to complete. This will also make you aware of what tools you will need, but keep in mind that if you are not capable enough, the cost of completing these may be high.

Horcrux No Longer Booster: The Resurrection Stone
Eventually, Voldemort discovered the destruction of his Horcruxes, unwittingly telling you the locations of the last two. You managed to sneak into Hogwarts and destroy the diadem before wounding the Carrows and Snape. After fending off Tom's army with surprising ease, partially due to revealing his true name to his followers, a lull in the battle began. Voldemort discreetly offered to spare everyone else if you surrendered yourself. Seeing this as an opportunity, you gathered materials from the Chamber of Secrets and other parts of Hogwarts. Finally, determining the riddle of the Golden Snitch, you found the stone, and quickly realised the deception of the phantoms, as the real Ron, Hermione, Lily, and James would never support your plan, the real Padfoot would find it seriously funny though. Thanks to seeing through the lies of the stone, you absorbed it and became connected to death in an intimate way. This allows you to ask the void questions and summon either fake copies or the real souls of anyone who knows the answer. You may speak with this summoned soul and choose who can perceive it; the soul will be incapable of lying to you.

What was Needed Booster: Perfectly Needed
As you approached Voldemort and his inner circle, you knew you had already won; you knew all of Tom's strengths, his weaknesses, and you had all the pieces needed to kill him. You threw down your wand, ignoring his taunts and self-aggrandising, simply moving towards him and his snake without stopping. Suddenly noticing how close you had gotten to him, he cast the killing curse at you almost on reflex. For a moment, Tom and his Death Eaters celebrated your demise, only for them all to meet death's embrace before your corpse could even hit the ground, thanks to a dead man's switch and shrapnel coated in basilisk venom. Putting an end to all those nearby, including Tom, his snake, the traitorous teacher, and the sniveling rat. You learned that no one is truly invincible and can target anyone with this perk to gain an awareness of what their strengths, resistances, and weaknesses are. This will allow you to know of any forms of immortality they possess and how to circumnavigate them. In the event the target's life is bound to an object or requires the creation of a god-slaying tool, you will get an awareness of where that object is and how to find that tool. If no currently existing method exists to kill the target, this perk will detail how to create one.

The Boy Who Lost Perk Tree:

False Heir of Hufflepuff -100 CP (Free for The Boy Who Lost)
The day of Dumbledore's funeral, Voldemort started a gruesome war by publicly attacking Downing Street and killing the Muggle Prime Minister Tony Blair, live on BBC News. That was the start of the magical world war. Over time, you gained improved responses to the horrors of war. This perk makes it so that when you experience severely distressing events, you can keep them in context. This will make it so that you will never suffer from any form of PTSD and will only pick up on real signals of danger, allowing you to respond with a clear mindset.

What was Necessary -200 CP (Discounted for The Boy Who Lost)
With the Dursleys happily selling you out to the Muggle government, you had to disappear, traveling the streets toward magical locations, forcing you to come up with many excuses on the fly and be selective with anything you say. Constantly having to deceive people in order to prevent the new witch hunters from catching you, but eventually you managed to rejoin the now crippled magical world. This perk allows you to instinctively work out what you want to say as though you had days to plan out the conversation. This will also give you an instant response to anything that is said back to you, as though you had ample time to think about their points and come up with a response.

Survivor -400 CP (Discounted for The Boy Who Lost)
Due to the constant attacks from Death Eaters and Muggle soldiers, most magical facilities were destroyed, resulting in you having to scavenge anything you can get your hands on just to survive, whether for tools, potion ingredients, or just to get food. With this perk, you will gain an almost magnetic pull towards anything that would be useful for your continued survival. In some situations, this could make you aware of hidden food, the best weapon for you in a shop, or seemingly worthless trinkets that could be exactly what you need.

Triwizard Champion Booster: Scavenger
Between the diverse and strange skills of Mr Weasley, Mrs Weasley, and Mr Lovegood, you learned a great deal about creating a wide variety of useful things, both magical and Muggle. You learned how to make tools, medicine, and food out of the random materials you managed to gather, even if it wasn't always pleasant. This Perk supports these learned skills as you gain an instinctive knowledge of what damaged items are salvageable, how to disassemble items that aren't salvageable, and how to reassemble salvaged parts into something useful. While this won't give you an encyclopedic knowledge of the disassembly/assembly of technology, medicine, or food, you will remember and understand the knowledge you gain through this perk.

A Life of Suffering -600 CP (Discounted for The Boy Who Lost)
The war became worse the longer it went on; the more you tried to save people, the worse you got hurt. You were forced into often having to use the Imperius Curse just to send soldiers away without killing them. But the more mercy you showed, the worse you seemed to suffer not only from your wounds but from the constant failure to save lives. Eventually, your body and mind seem to have adapted to this life of pain and suffering to such a degree that pain no longer incapacitates or debilitates you, as your body has adapted. Now you will be able to disassociate from the pain you take, making it so that while you are aware of the pain, it will not afflict you. This means you will be able to think clearly and continue to move without even flinching despite a grievous injury or attempts of torture, including the Cruciatus Curse. Should your body take damage, you will instinctively know exactly what you can do to best repair it and even how to use what's at hand to potentially repair or restore lost limbs and organs.

Horcrux No Longer Booster: The Invisibility Cloak
You constantly lost friends, loved ones, and even the world itself when the bombs dropped, and despite you feeling the urge to meet death as a friend, it just couldn't find you. You kept waking up when you knew you should just die, not from any form of immortality but from something unfulfilled that prevented you from completely giving up, as it just kept pulling you back to that next great adventure. Eventually, you realized that your father's cloak had become part of you. Through this, at will, you can turn any part of your body visually invisible or selectively transparent. However, the true power of this cloak is not merely to hide from sight but to hide from fate, allowing you to prevent any person or group you designate from being able to find you. This will cause people to overlook where you're hidden, to be distracted by something else, or simply to give up just before they can find you.

What was Necessary Booster: Perfectly Necessary
You wandered for what felt like years, seeing no one living either magic or muggle, before you felt an old familiar pull. This pull led you to Voldemort, who was sacrificing a familiar locket, a diadem, a cup, and his snake in a ritual. Realising what those were and what he was doing, you knew that this was your chance to finally finish things. You planned and waited as each item burst into hellish flames and screams. You slowly moved into position, and as he finally slit the throat of Nagini, you silently approached and shoved his own knife into his throat. Finally, with this pyrrhic victory, you could die in peace, but instead, you felt a yanking sensation similar to but far more disorienting than a portkey activation. This sensation was the result of Tom's ritual, but with him dead, it sent you away in Voldemort's stead, arriving in the burned mark of the Deathly Hallows. This perk reinforces your planning capability, as within an instant, you can pre-plan your every action with a subconscious grace period equivalent to days to examine the situation and determine what actions you intend to do. While this doesn't give you any extra insight you will allow you to take anything you learn into consideration and replan using this Perk on the fly.

Items:

Any lost or stolen items will be returned to you after a week in the same condition as when you had them.

Hogwarts Uniform - Free

Your Hogwarts School uniform, you may not have worn it in some time, but it is better to have it than to be naked. This clothing consists of plain black work robes, undergarments, a pair of black trousers, a white buttoned shirt, black dress shoes, and grey V-neck jumpers showing Gryffindor's crest, while parts of the clothing are adorned in Gryffindor colours of red and yellow stripes on its necktie, the neck lining, the waist, and at the end of the sleeves.

Wand - Free

The wand you got as an 11-year-old from Ollivanders' wand shop. This wand is made from holly and a phoenix feather; it is 11" long. You have used this wand throughout the majority of your life and can use it or another wand to cast magic, unless you learn to cast magic wandlessly.

Cleansweep Five - Free

This old broomstick belonged to Hogwarts, and compared to most modern broomsticks, it's little better than firewood. This model was manufactured by the Cleansweep Broom Company before 1953.

Drawbacks:

The Other Chosen One +100 CP (Cannot be taken with "Muggleborn")

You are no longer an incarnation of Harry Potter, but instead one of Neville Longbottom from a world where he was the Boy Who Lived who experienced the past you selected for an Origin. With this Drawback every instance of the word Harry will be changed to Neville, and every instance of the word Potter will be changed to Longbottom.

Faded Scar +100 CP

Though the Horcrux is gone, the scar remains. Every so often, it will ache, burn, or give you dramatic headaches that become increasingly annoying.

Wandless +100 CP

You lose all items that you would normally get from the item section of this supplement.

Acceptance Letter +100 CP

It seems that instead of awakening as a 16-year-old, you will instead awaken as a 10-year-old or an 11-year-old if the jump starts between the 31st of July and the 1st of September.

Death Eaters +200 CP
It seems you are not the only Magic user to arrive from the magical world of Harry Potter. You must select a named Death Eater to arrive in this world from a world similar to each Origin option. They will arrive with their wand and magic Fiatbacked, but without perks; their core goal will be to kill the boy who lived.

Witches and Wizards of a Darker Persuasion +200 CP
Normally, there would be no other magic users from the Wizarding World within this continuity. However, with each purchase of this drawback, a new magic user will appear at some point during your Jump, somewhere on your Planet.
This Drawback can be taken up to 3 times, with each purchase summoning a different magic user from **Delphini Riddle**, **Quirinus Quirrell,** or **Victor Rookwood,** each of whom will designate you as a target of their revenge.

- **Delphini Riddle**, the daughter of Voldemort, she is convinced that by killing you, she will be able to revive her mother and father and finally live a happy life. She will have access to all the perks on **The Boy Who Won** Perk Tree and her own wand.
- **Quirinus Quirrell**, the once Muggle studies teacher turned Voldemort's host, he remembers teaching you, he remembers drinking unicorn blood, and remembers you burning him alive. Now that his body is free and healthy again, he intends to get his revenge against you. He will have access to all the perks on **The Boy Who Fell** Perk Tree and his wand.
- **Victor Rookwood** was a powerful Dark wizard who led a criminal faction of wizards for profit and power. He believes he has a very profitable contract to take your life. He will have access to all the perks on **The Boy Who Lost** Perk Tree and his wand.

Muggleborn +300 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead a local who has gained the powers and knowledge of Harry Potter. You will need to work out your background with your Jump-chan.

Singular Origin +300 CP
You are now only able to take perks from your selected Origins Perk tree or the general perks section.

Squib +400 CP
It seems that you have somehow become one of the unlucky ones born without magic, as for the duration of this jump, you will not be able to wield magic of any type.

The Dark Lord +600 CP
Though you may have succeeded in killing Voldemort, they, too, have been given a second chance. The Self-Stylized Dark Lord Voldemort will awaken within this new world with all the memories they had in each of the origin worlds and access to all the perks and his own equivalent to the items in this Jump Document, including his own wand.

Generic Drawbacks:

Accident Prone +100 CP
You're prone to minor accidents that, while inconvenient, painful, or embarrassing, are not likely to kill you. You can expect any plans you make to suffer some kind of bad luck.

Acrophobic +100 CP
You are terrified of heights, and anything deeper than a 10-foot drop will make you weak in the knees.

Age Problems +100 CP
For the duration of this Jump, you lose all age resistance perks and powers.

Almost Entirely Dark +100 CP
Has the sun gone out or something? Everywhere you go, it seems like it's so dark that you could mistake midday for early night.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find that Companions, allies, and benefactors are always ditching you to deal with things unrelated to your current predicament.

Amnesia; Jumpdoc +100 CP
You lose all memories and knowledge of what you purchased in this Out of Context Supplement and any connected Jumpchain.

Angered Factions +100 CP
Each time you take this, a different, random local faction will consider you an enemy once they become aware of you. There isn't a limit to how many times this may be taken.

Antagonistic Timing +100 CP
Your enemies keep showing up at inappropriate times.

Artificial Flashbacks +100 CP
You have horrific flashbacks to horrible events involving your family and yourself. These events never actually took place, and the flashbacks happen randomly.

As You Know +100 CP
Everyone expects you to already know what's going on, so don't expect to get any explanations.

At Least Buy Me Dinner First +100 CP
Dangerous entities have a habit of taking an interest in you… a romantic interest.

Awkward Affection +100 CP
You are really bad at expressing your affection. Every attempt you make is extremely awkward and unpleasant for anyone who observes it.

Bad Name +100 CP
Everyone you meet will assume your name is something that you find insulting or annoying, and nothing you can do will change it in your mind.

Behind Your Back +100 CP
People always say horrible, hurtful things about you whenever they *think* you're out of earshot.

Black Cat +100 CP
Expect to see ill omens that seem to suggest terrible things coming your way. Mirrors break in your presence, lone magpies drop-dead at your feet, and other strange, malign portents follow you. Let's hope these superstitions are just that.

Bounty +100 CP
It seems you've pissed off the wrong people. You have a notable bounty on your head, and while it's not enough to get the big guys interested, it *is* enough to draw the attention of random thugs.

Culture Shock +100 CP
This world doesn't have the same cultural standards you're used to, which isn't a problem if you're quick to adapt. Unfortunately, you *won't* be. You'll constantly butt heads with anyone whose cultural norms and social mores are different from your own. While you can slowly adapt, they'll always rub you the wrong way, and your overall experience here will be much less enjoyable.

Crop Rotation +100 CP
Pests and poor weather have had a serious impact on the local farming industry. Food will be harder to come across and far more expensive as a result.

Dark Memories +100 CP
You will now gain memories of a lifetime of abuse since early childhood. Though these memories are false, you will not be able to differentiate them from real memories beyond knowing they are fake.

Didn't Read The Instructions +100 CP
You don't know how anything works and refuse to have anything explained to you. Using any sort of equipment will require trial and error.

Disinteresting +100 CP
You seem to emit an aura of monotony, causing everyone who doesn't know you to think you are a boring stick in the mud that wouldn't know fun if it hit them.

Do you Feel Lucky, Punk +100 CP
You keep unintentionally making pop culture references that no one else seems to recognise.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world, because every foe you face will have one identical copy that only you can see. The worst part is that this seems to be a Schrödinger situation, as the *real* one is never the one you defeat first.

Easily Deceived +100 CP
You're too trusting, willing to believe almost anything you're told, and become confused when you're told conflicting things.

Elites Everywhere +100 CP
Every group of opponents that you face will have at least one additional elite member.

Extended Stay +100 CP
You can increase the duration of this Jump by ten years. You can take this a maximum of ten times, increasing it by up to one hundred additional years.

Faulty Gear +100 CP
Any tools you attempt to use will rust and decay at an accelerated rate, and you won't realize how severe the damage is until it is too late to repair.

Friend List +100 CP
Random people claiming to be your friends keep showing up, but you won't remember any of them. Although some of them may be, most are trying to maliciously use you for their own benefit.

Friends to the Four Winds +100 CP
Instead of arriving at your Location Choice, your Companions are now scattered randomly throughout the setting. They won't be able to enter your Warehouse until they've found either you or one of your properties.

The Glitch +100 CP
Technology randomly fails around you, normally when you need it the most. You might be able to jury-rig a quick repair, but you'd better act quickly because while this won't be instantly fatal, it will make things more dangerous.

Gore Galore +100 CP
It seems that every creature you kill has ten times the amount of blood and viscera that you would expect, making it a real possibility of drowning in the blood of your enemies.

G-Rated +100 CP (Incompatible with "X-Rated")
This Jump is now a family feature... or so it seems when it comes to you. Any attempts to swear, drink alcohol, take recreational drugs, have sex, kill someone, or anything that might warrant a PG rating will be averted at the last moment – often painfully and humorously.

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

Hidden Knowledge +100 CP
People keep forgetting to tell you important things until it's *just* about to become relevant.

Hideous Haircut +100 CP
You have a haircut that everyone finds disgusting. They'll make comments about how ugly it is, and nothing you do will change it.

The Holiday Special +100 CP
Whenever you reach an in-Jump holiday, the world around you will start to follow the tropes of a Special Holiday Episode. This will happen for every main holiday, such as Christmas or Halloween, and at least once during the Jump for each lesser-celebrated holiday like May Day or April Fools' Day.

Honorbound +100 CP
You always do things as honorably as possible, such as informing someone if you intend to arrest (or kill) them before giving them time to surrender (or prepare) before taking action.

How Do I Keep Falling Into These Situations? +100 CP
Anytime you're not busy with something - whenever you aimlessly wander around, going for a jog, or you just have free time - you'll find yourself walking right into the middle of active trouble.

I Must Nap +100 CP
You need at least seven hours of sleep per day, or you'll feel exhausted.

I Spy +100 CP
Your enemies can easily spy on you without being detected.

In Another Castle +100 CP
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 all over again. You'll not only forget this Drawback, you'll also forget every previous time you've been affected by it whenever you start a different task. This only triggers once per task and will not become an endless loop of deception.

Inconveniences +100 CP
You will constantly encounter minor obstacles that are uncomfortable to deal with.

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

Knowledge Lockout +100 CP
You lose all of your knowledge of the setting's universe and its continuities once you start the Jump.

Language Barrier +100 CP
You do not speak the local language, and no one here knows what you're saying until you learn.

Loser +100 CP
Anyone who doesn't know you will automatically expect you to fail at whatever you are trying to do. This will cause those who mean well to push you to work harder, and those who don't mean well to attempt to discredit you.

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

Magnet For Misfortune +100 CP
You have *terrible* luck. You're almost constantly hit by random, unpleasant, and painful bouts of misfortune.

Money Money Money +100 CP
Your avaricious desire for money and other symbols of wealth leaves you willing to go to extreme lengths to get more.

Never Mind My Head Trauma +100 CP
People don't care when you're injured.

Nightmare +100 CP
Every night, you'll fall asleep and suffer terrible dreams.

No Hard Feelings +100 CP
There's one random person who constantly tries to outdo you… And somehow, they keep succeeding before rubbing it in your face.

Optician Required +100 CP
Your eyesight is highly restricted, as you can not see anything other than indistinct blurs without wearing glasses. No form of healing can remove this drawback, and any form of contact lens will feel incredibly itchy.

Orphan +100 CP
Your in-universe parents are dead, and you are an orphan.

Pixelated Objects +100 CP
This pixelation in this Jump would shame an NES. Everything is blocky!

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.

The Pollen +100 CP
You have hay fever, and it's really, *really* bad. Just a handful of flowers could leave you with blurred vision and sneezing for hours.

Prove Your Worth +100 CP
Every time you try to do anything, it seems that everyone wants you to complete an arbitrary task to somehow prove your worthiness. This won't be hard, but it happens all the time for even the smallest things. It may even cause you to get stuck in a worthiness spiral, requiring you to prove your worth to get things needed to prove your worth for some totally unrelated task.

Recurring Foe +100 CP
You have an enemy whom you have no way to convince to leave you alone. Each time they encounter you, they learn more about you and how to better face you in the future.

Rough Childhood +100 CP
You were not as lucky as some people. Your in-universe childhood was - or 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.
Gain an extra **+100 CP** if taken with **Just A Child**.

Scarred +100 CP
You either have horrible burns or horrible wounds, neither of which you can hide. You appear monstrous to others, causing most to feel deep fear at the sight of you.

Scripted Encounters +100 CP
You'll run into whatever threat you're dealing with more often. You won't automatically become a priority target, but sheer proximity is likely to put you at risk.

Shameful Attraction +100 CP
The worst kind of perverts keep seeking you out and trying to get you to fulfill their fetish.

Shy +100 CP
You find that it's incredibly difficult to talk with people you want to be friends with.

Sickly +100 CP
You have a poor immune system and are more susceptible to illness. You'll get sick at least once a month.

Silent Night +100 CP
Unfortunately not. An annoying narrator who constantly insults you and reiterates things that you already know will rhyme in your inner ear every. Single. Christmas.

Silent World +100 CP
The world seems emptier than it ought to be. You don't know what happened, but the population of your starting planet (or nearest equivalent) is *drastically* lower than expected. After including every named character, the population is at most **10%** of its expected total. If you would normally see eight billion humans, you can instead expect to see as few as eight *million* instead.

Simple Minded +100 CP
You find it difficult to understand somewhat complex topics, and you have trouble remembering when holidays are.

Stalker +100 CP
A random, ordinary human knows *everything* about you and is *obsessed* with you. They're also protected from any Perks or Powers that would help you find them quickly.

Stranded +100 CP
Instead of whatever your normal starting location would have been, you find yourself in the middle of a deserted island somewhere in an ocean.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse, *they* always seem to get any of the praise you may have earned, and *you* always get all the criticism for the group's failures.

They Heard You +100 CP
Any time you say something mean about someone, they'll overhear you and probably get upset. You will forget you took this Drawback.

They Took My Loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

This Is A Holdup +100 CP
For some reason, every two-bit henchman, sidekick, minor minion, and comedy relief character thinks they can kick your ass, and they're going to go out of their way to prove it! Expect to get mugged *a lot*.

This Is A Really Good Book +100 CP
Whenever you try to read a book, you get sucked into the narrative and ignore everything happening around you.

Thugs For Days +100 CP
Every day, a minimum of ten random thugs will show up and target you.

Touch Of Madness +100 CP
Things keep happening that leave you thinking you're going crazy… and maybe you are, but not because of this Drawback.

Turn-Based +100 CP
Whenever you enter into a fight with someone, you will find yourself transported into a weird pocket dimension where you are only able to take an action after each of your opponents in a fight.

Two Of A Kind +100 CP
People keep drawing parallels between you and other people, and these comparisons are *not* flattering.

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. They have abilities or a similar area of expertise to you, and they're *not* taking it well. They won't do anything to outright harm you, but they *will* try to one-up or challenge you, and there's not much you can do to get rid of them. If you beat them at their own game, they'll double down. 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.

Unnecessarily Slow +100 CP
Everything that happens here seems to take forever, moving at a snail's pace. I hope you're a patient person.

Unwanted Crossover +100 CP
This drawback acts like a magnet for other settings, resulting in strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to have power consistent with the power level of the chosen setting, but you won't have any way of knowing when someone new has shown up.

Wanted +100 CP
You have a criminal record somewhere out there. It has a surprisingly high bounty, but not so much that you will be sought out. People *probably* won't go after you as long as you stay away from wherever your wanted poster is.

Wearing Underwear on the Outside +100 CP
You have terrible dress sense, with everything you wear being the worst possible combination of clothing.

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 need to speak to you.

What's His Name? +100 CP
No one seems to remember your name, so you've been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

What's That Smell? +100 CP
No matter where you go, no matter what you do, something always smells slightly off. The source of the smell varies depending on your location, but it's always distracting.

What's Wrong With His Face? +100 CP
Your face has been messed up, leaving you grotesquely ugly and near-unrecognizable to everyone who knows you. Those with a weak stomach may be sick merely at the sight of you.

Where Did I Go Wrong? +100 CP
You can't tell the difference between confidence and arrogance.

Why Am I Naked +100 CP
You start this Jump naked, and your clothing becomes incredibly fragile as it keeps getting destroyed, leaving you in the nude.

X-Rated +100 CP (Incompatible with "G-Rated")
Things in this Jump are 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 all off.

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

Amnesia; Personal +200 CP
You have no memories of your personal life before entering the current Jump, but this does not affect academic, social, or media knowledge.

Amnesia; Jumper +200 CP
You lose all memories and knowledge you gained since beginning your first Jumpchain.

An Accident +200 CP
You keep accidentally falling into compromising positions.

Betrayal +200 CP
You keep trusting people who don't deserve it, and they keep betraying you.
Whether you're just that naive or it's against your better judgment, you keep trusting people who don't deserve it, and they keep betraying you.

Bigger Boss +200 CP
Any time you defeat an enemy, not only will their superior know, they'll also know *how* you did it.

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

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 ants to sugar. If the setting already has creatures of darkness or evil, they are now also drawn to you en masse.

Dead Or Alive +200 CP
You have a local criminal record, and anyone who recognizes you as the target may attempt to turn you in for the bounty.

Demonic Disturbance +200 CP
Your presence has caused discomfort for the demonic entities within your chosen setting. They will attack you on sight and may go out of their way to make sure any acts of evil in your area are directed towards you. If demons didn't exist in the setting beforehand, they do now.

Discount Budget +200 CP
Anything you get your hands on is always the cheapest alternative option.

Fighting Myself +200 CP
At least once per week, you will appear within an empty space outside of time and must fight to the death against a fake copy of yourself. This copy will have all of your Perks, Items, and Abilities, but regardless of how the battle goes, you will not truly die. You will still feel pain, however.

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.

Godly Distractions +200 CP
Your presence has drawn the attention of the universe's local divinity. Though they will not take direct actions against you, they will pull strings to make things difficult for you until you choose to confront them. If no gods exist within the Jump continuity, your Jump-chan may choose to retroactively add the Gods, such as the Greek Gods, to the setting for this Drawback.

Hormone Problems +200 CP
You have a heightened state of arousal that makes it so that you are constantly in the mood and find those you are attracted to far more attractive.

Lemming Friends +200 CP
All of your in-universe allies gain an unfortunate lack of self-preservation, causing them to take actions that are obviously stupid or will likely end very poorly for them.

I Hate Fighting Me +200 CP
At least once a week, you will have to fight a counterfeit version of yourself. Some will be shapeshifters, artificial replicas, and occasionally incomplete clones, but none of them will have any Perks, Powers, or Items gained from a Jump-Doc.

Instructional Video +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.

Is this Blood +200 CP
You have an unfortunate habit of stumbling upon fresh corpses without any excuse or explanation.

Lemming Behaviour +200 CP
You lack any self-preservation. No matter the danger, no matter the threat, you seem to face it as though you are invulnerable. The greater the chances of you being crippled, maimed, or killed, the more excited you become.

Local Scale +200/300/400/600/800 CP
Your power, and perhaps your growth, has been restricted to align with the locals. Any Perks or Items you possess that exceed this power will be weakened if possible or otherwise made unavailable for you to use until you reacquire through normal means power roughly equal to your lost or weakened Perks and Items.
For **+200 CP,** you start the Jump with power equal to the local protagonist.
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 **+400 CP,** your level of growth will be capped to match the growth of the local protagonist.
For **+600 CP,** you'll instead be limited to 90% of the scale of growth of the local protagonist.
For **+800 CP,** your scale of growth will be limited to 85% of that of the local protagonist, while your strength shifts so that it is never enough to make you as powerful as the story arc's main villain.

Looking For Help +200 CP
You often struggle to find allies and will often find yourself alone without anyone to trust.

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.

Nightmares +200 CP
You will suffer terrible nightmares showing you the dark and twisted actions that your enemies might be performing while you are helpless. You can't separate these dreams from reality.

Perfection +200 CP
You are now a perfectionist and will refuse to accept anything less than perfection.

Pet Food +200 CP
Creatures of every shape and size will want to eat you, from animals as small as a flea to ones as big as a lion. The only exceptions to this are sentient creatures such as humans.

Pig +200 CP
You are always hungry, with no amount of food truly satisfying your appetite.

Poor Underestimation +200 CP
You forget this drawback, and whenever you underestimate an opponent, they will get stronger.

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

Read People Like A Brick +200 CP
You can't read people, you can not understand people's emotions, and you often misconstrue what they mean, causing you to be oblivious to the intentions of others.

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

Stealthless +200
You are very bad at sneaking.

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.

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, and 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 that you are currently working on, people are less likely to give you new tasks.

Thou Shalt Not Kill +200 CP
You are not capable of killing anyone, from the weakest of insects to the most dangerous of gods, thus giving anyone who may be killed by you selective immortality.

Too Soon +200 CP
Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Too Nice +200 CP
You tend to be overly accommodating of others, allowing them to dictate or make decisions for you. While most of the time this will be simple things, such as what to eat or where to go, if left unchecked, you could find others determining your whole life for you.

True To Myself +200 CP
Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

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.

Wider World +200 CP
This world is bigger than you would normally think, but this also makes it more dangerous. There are more magical schools, more super martial arts, more alien races that 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.

You’re A Joke +200 CP
No matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

You're Only Paranoid if You're Wrong! +200 CP
You expect every word to be a thinly veiled threat, every offer to be a chance of betrayal, and every moment of weakness to be an opportunity to be attacked.

The Jumper's League of Antagonism +200/400/600/1000 CP
With this drawback, enemies from your previous Jumps will enter this continuity and find one another and join forces to destroy you. Your enemies will work together, while using their abilities, technology, and resources to enhance each other. When it comes to an Organization, either the leader or the member you've fought the most will join the team with a contingent of lower-ranked members for foot soldiers of the group.
For **+200 CP,** up to three enemies will appear.
For **+400 CP,** up to six enemies will appear.
For **+600 CP,** up to ten enemies will appear.
For **+1000 CP,** every enemy from previous jumps who wanted to kill you will appear.

Amnesia: Pre-Jump +300 CP
You forget all memories and knowledge that you have gained before this Jump, but you retain all knowledge you will have gained from your In-Jump origin and background. This essentially makes you your In-Jump character after they gained your Perks, Powers, Items, and Abilities.

Cat Got your Tongue +300 CP
You are now mute and unable to speak verbally for the duration of this jump.

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

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.

Death Takes a Holiday +300 CP
Your enemies now seem to have some form of immortality, no matter what happens to them. While someone remains your foe, they can't die. None of your allies or enemies can slay them either. However, they can be crippled or imprisoned.

Everything Is Fine Now +300 CP
There are consequences for your actions, and it seems that after each battle, you will need to help clean up the mess.

The Ghosts Of Murder's Past +300 CP
Anyone you kill in this Jump will haunt you in the most annoying way possible.

Holy Problems +300 CP
You have an aversion to all religions and will feel weak whenever you come into the proximity of any religious symbols or objects.

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.

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, from a simple robbery to a deep, dark plot.

I've Come To Duel You! +300 CP
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.

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.

Living In Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you. You can try to avoid interacting with them, but fate will often try to involve you regardless.

Outside Problems +300 CP
You keep getting stuck in situations outside the regular continuity, such as monsters, demons, and extraplanetary problems that never came up in the original story.

Part-Time Janitor +300 CP
There are consequences for your actions, and after each time events you are part of make a mess, you will have to help clean up.

Prepare For Evasive Actions +300 CP
Any time you are in a form of transportation, it will be attacked.

Split-Personality +300 CP
It seems that you are not alone in your own head. 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.

Today's Kind Of A Bad Day +300 CP
During this Jump, you will have one really bad day. Someone really strong will show up, beat you up, kidnap someone you care about, and no matter what you do, you will definitely die at least once. Let's hope you have a 1-UP.

Villain of the Week +300 CP
It seems you're a magnet for odd enemies, as every week a new enemy will show up to battle you, ranging from a weakling with delusions of grandeur to those who are a genuine threat to you.

Where are the Instructions +300 CP
You have no idea how to use your perks, powers, or abilities. You require trial and error to figure out the basics, let alone the full power.

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.

You Get One More +300 CP
If you do something annoying more than twice, you will get punished. How, why, by whom? Well, that will be situational.

Alone +400 CP
For the duration of this Jump, you can not import any out-of-Jump companions or followers.
If this document is taken as a Supplement, this drawback will not affect the companions or followers gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects. The canon events are no longer protected, and every action you take will cause reactions that change the plot dramatically.

Empty Handed +400 CP
For the duration of this Jump, all out-of-Jump Items and Warehouse options other than your Body Mod are blocked.
If this document is taken as a Supplement, this drawback will not affect the items gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Find And Seek +400 CP
Every year, you will gain a list of 12 items that will be scattered around the world. You will gain basic information about them, but failure to find them within a year will count as a Jump failure.

Here Comes The Bad Part +400
Whenever you get new information, there will always be a bad part to it.

I Am Bound By My Word +400 CP
You are bound by any promises you willingly make.

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

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 while restraining them will buy you time, they'll find a way out.

Lost Or Found +400 CP
Your possessions keep winding up in the hands of the worst person to have them. Let's hope it's not world-shattering.

Powerless +400 CP
For the duration of this Jump, all out-of-Jump perks, powers, and abilities other than body mods are blocked.
If this document is taken as a Supplement, this drawback will not affect the perks gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

That Wasn't So Difficult +400 CP
You will forget this drawback, and any time you act overconfidently in solving an issue, a more difficult issue will occur.

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.

From the Depths of Hell +400/800 CP
For **+400 CP,** a powerful foe you've faced in a previous Jump has been brought to this Jump. They gain access to a random Jump-Doc that they can purchase Perks, Powers, and Items from as though they were a Jumper, and they want vengeance.
For **+800 CP,** they gain access to two random Jump-Docs instead of one and a random Out of Context Supplement.

Deathbound +500 CP
Every year, you will be stalked by death and suffer from dangers that are guaranteed to kill you at least once a year.

False Friends +500 CP
At least 12 times a year, an imposter will replace one of your friends or allies. They are almost identical to the person they're replacing, but they will have malicious intentions.

PS1 Game +500 CP/+1000 CP
There is something wrong with this jump. Instead of it being the normal version of the 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 with events forced to stick to a linear plot with optional time-sensitive subplots. You will not gain a system for extra lives 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.

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 that build up over time. These injuries heal at a "normal" human rate, despite any healing abilities you might have.

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.

We Humans Are Full Of Surprises +600 CP
The humans of this world are not necessarily what is expected. There are now mutants, metahumans, or otherwise superpowered people.

Boss Rush +600/1000 CP
Post-Jump, you will be forced to have a 1v1 fight against every enemy you have faced in the Jump, one after another. You will not be able to move on to 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.

In Context Foe +1000 CP (Requires 2 or more of the following Drawbacks: "Powerless", "Empty Handed", "Alone")
To take this drawback, your Jump setting must have a Jumpchain that you have not used. A new opponent will be added to this jump, with their only goal being to destroy you. They will have double the total **CP** you gain in this Document, which they can spend however they wish in the unused Jumpchain.

Random Setting +1000 CP
By taking this drawback, you are no longer allowed to select the setting of your Jump; instead, you must use one of the following links 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.
You may test each link as many times as you wish before purchasing it, but you must pay for the link before you click it when selecting a setting, and you can't change your mind afterwards.

> **TV-Show -500 CP**
> You must use this link and select a **TV show:**
> https://www.randomlists.com/random-tv?dup=false&qty=6
>
> **Animated Movie -200 CP**
> You must use this link and select an **Animated Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Animation
>
> **Science Fiction Movie - Free**
> You must use this link and select a **Science Fiction Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Science_Fiction
>
> **Fantasy Movie - Free**
> You must use this link and select a **Fantasy Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Fantasy
>
> **Horror Movie +400 CP**
> You must use this link and select a **Horror Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Horror