Out of Context: Life Energy Supplement

V1 By Deverossphere

This document can be used as a supplement in any Jump that would not otherwise have wielders of life energy within its continuity.

By taking this Supplement you have chosen to be able to wield one or more forms of life energy and will enter into that continuity as a Drop-In awakening at the center of an explosion of energy that would otherwise have occurred regardless of your intention into the setting.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

There are many forms of life energy but most of these tend to lie within three categories which do you wield?

Life Energy

You are able to wield the energy crafted by your biology. This form of power is focused on what you are, your species, your biology and your bloodline.

Spirit Energy

You can utilize the power of your spirit. This form of power comes from who you are rather than what you are and is influenced by your emotions, drives and personality.

External Energy

You can now tap into the power of the universe and wield it as your own. This form of power comes from where you are and is influenced by the laws, physics and power of the reality you are in.

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.

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:

Explosive Origin - Free (Cannot be taken with "Worldly Power")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were using this Supplement.

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

Lines and points from which life flows -100 CP
Life energy exists within all things from the largest of beasts to the smallest of bacteria and now you can feel it. Through this perk you can now Perceive Life Energy

Mage Booster: Interconnected Energies ("Bio-Energy", "Aura" and "Hamon")
You are now able to convert any life energy within your body into another form without difficulty, this will also allow you to convert these life energies into Mana, a form of Magical fuel that can be used as payment for spell casting without any additional costs or consequences. Be warned Mana which is corrupted or decays can become Miasma the life energy of Monsters and some demonic creatures, should too much Miasma gather in one place it may mutate creatures into nightmarish beasts or worse create new ones.

Meridians -200 CP
Your body now contains energy pathways allowing you to manipulate the life energy flow, within your body. This will have various beneficial effects over your overall health, improving your baseline physique, improving your immune system, improving your body's blood flow and improving your finite control over any form of Life Energy.

Mage -400 CP
You now possess a magic sensitivity that allows you to shape Magic, a natural, primal force that is able to influence events and beings without recourse to the physical world. Actively manipulating Magic into effects is often referred to as spell casting but magic can also be engraved into markings in order statically replicate designated effects.
The act of using magic requires a cost or sacrifice, some magical acts are simple with their costs often being so little that they are unnoticeable but higher-level magic typically demand a toll sometimes, including physical exhaustion, mental strain, severe consequences from magical forces, or even the corruption of the user's soul.

Light Hawk Wings -600 CP
You are now better able to condense energy without it becoming unstable. Thanks to this you can compress any form of matter into potentially an enormous amount of energy and shape any form of energy you possess into defensive shields, offensive weapons and even solid matter.

Mage Booster: Anodite
You now have a far greater control over magic giving you an instinctive capability to force magic into solid forms. This can be used to create magical constructs or project raw magic in the form of waves and beams. The cost for using magic for this will have a massively reduced cost making it so that you will feel nothing beyond mental tiredness.

Bio-Energy Booster: Z-Fighter
You now have a far greater control over your Bio-Energy giving you the understanding required to condense and project it. So long as you possess enough Bio-Energy you will be able to perform unaided flight, reinforce your body and even fire off energy blasts.

Aura Booster: Glyphs
You are now capable of condensing your Spirit Energy into flat circler patterns which are able to create a variety of effects. These Glyphs can produce spiritual force to cause acceleration, can be reinforced to be used as solid shields or barriers and can be used to create ethereal entities. The shape and behaviour of these Glyphs will be controlled by your spirit requiring focus to consciously control.

Hamon Booster: Lantern
You are now able to draw upon the universal energy of the setting you are in and condense them into a physical form, what these physical forms are will depend on the forces within the setting. When within a reality with toon force you can create toon objects such as a tunnel that alternates betting being real and false. When within the DC universe you could draw upon your emotions to create lantern constructs without a ring or draw upon the speed force to create lightning. When within the Marvel universe you would be able to call upon and condense universal aspects into new infinity gems similar to how the Death Stone, Genesis Stone, Evolution Stone, War Stone, Nightmare Stone and Chaos Stone were created within Battlerealm.

Life Energy Perk Tree:

Bio-Energy -100 CP (Free for Life Energy)
Your cells are now capable of generating biological energy often thought of as Ki, Chi, Qi and Prana by the various worlds. While this energy could be internally or externally projected to perform a wide variety of impressive abilities, most humans with this energy would be limited in their capabilities without inhuman talent, lifetimes of training or guidance from experienced teachers.

Ultra-Boy -200 CP (Requires "Bio-Energy", Discounted for Life Energy)
Through this perk your cells have been augmented in a similar way to the Astronaut Kent Clarkson but to a lesser but much wider degree. Thanks to this your cells are now able to absorb ambient energy and radiation to generate more biological energy. This will also allow you to utilize your Bio-Energy in order to enhance your physical capabilities, sustain yourself without food, water or oxygen and to potentially go indefinitely without sleep.

Rouge -400 CP (Requires "Bio-Energy", Discounted for Life Energy)
You are now able to absorb the Bio-Energy of others through physical contact, temporarily allowing you to replicate any abilities they possess that utilise Bio-Energy. While using this ability you will also be able to counter anyone else who attempts to utilise energy absorption against you. Additionally you will be able to selectively toggle the biological markers to be recognised as a mutant, meta-human or Inhuman.

Mage Booster: Sorcerer
Your magic is now tied to your bloodline allowing your cells to generate Mana, a form of magical energy at a similar rate to your Bio-Energy. This also allows you to access approximations of the abilities of any Magical creatures that exist within your bloodline. When your absorb the Bio-Energy of a magical creature you will be able to gain its species Magical Bloodline but you will only be able to have one magical bloodline active at a time. By default you will possess an Arcane Bloodline which is similar to the magical capabilities of the magical beings of the Wizarding World of Harry Potter.

Fire Bender -600 CP (Requires “Bio-Energy”, Discounted for Life Energy)
You are now able to expel your Bio-Energy from any point in your body as various forms of physical energy such as Fire, Lightning, Waves of Heat and a Conclusive Force.

Light Hawk Wings Booster: Avatar
You now possess the power to convert your Bio-Energy into manifestations of all four of the Hellenistic elements and directly manipulate those same elements even when they are not the ones created from your Bio-Energy similar to the Avatar of the four nations. Additionally you will be able to perform Energy Bending to manipulate Bio-Energy within yourself and others in order to teach them how to use their own Bio-Energy.

Ultra-Boy Booster: Conduit
You can select a single attribute that your conduit powers will integrate into a power template set. Your attribute is not limited to traditional elements and while it could be fire or electricity it could also be neon, paper or ash. You will be able to drain that attribute from an available source in order to gain Bio-Energy that you can use to fuel your other conduit abilities. You can convert your Bio-Energy into the selected attribute to enhance melee attacks, fire small, medium and large projectile blasts of your attribute, you can even use your attribute for a large-scale attack comparable to a MOAB missile. Additionally your Bio-Energy passively decelerates your aging, reinforces your physique and grants you a moderate healing factor.

Spirit Energy Perk Tree:

Aura -100 CP (Free for Spirit Energy)
You can now summon the power of your spirit manifesting it within yourself as a practical power. While spirit energy is often associated with the soul it does not directly require it, as spirit energy is the binding force that connects the body and soul this is why ghosts and vampires who lack a soul are able to use spirit based abilities such as Nen, Reiryoku, Ecto energy and Stands.

Curses -200 CP (Requires "Aura", Discounted for Spirit Energy)
Your spirit energy can now be influenced by your intentions and emotions allowing you to alter it into Cursed Energy and Blessed Energy. Thanks to this you can strengthen any spirit based abilities you possess with them taking on the will and drive you feel when using them. Cursed Techniques tend to focus on negative feelings such as fear, greed and rage which more often than not are used offensively and can damage spiritual beings. Blessed Techniques tend to focus on positive emotions such as hope, compassion and love that normally act to heal or enhance others but can be used to painlessly disperse spiritual beings putting them to rest.

Zanpakutō -400 CP (Requires "Aura", Discounted for Spirit Energy)
You are now able to actively manipulate spirit energy into physical weapons that can harm the living and undead alike. You are able to shape spiritual energy into semi-physical weapons with more durable weapons being created the more spirit energy is used for their creation. This is not limited to only your own spiritual energy as you can communicate with and wield the remnant spirit energy of the dead converting them into pseudo ghosts bound to your own spirit and revitalised by your lifeforce in order to prevent them from being corrupted over time.

Mage Booster: Shaman
You are now able to Imbrew ghosts with the property of spells to make them a foci of magic. The deaths of these ghosts will fulfill the cost requirements for those spells if their deaths relate with the types of magic you are imbuing them with and will become far more powerful if you elbowed the spells with mana. Mana can drawn from the dead both ghosts and fresh corpses as the spirit energy remaining is converted to mana this will act to weaken and eventually erase ghosts if they are not given time to recover.

Semblance -600 CP (Requires “Aura”, Discounted for Spirit Energy)
You now possess a Semblance, a manifestation of your spirit and personal power as an ability that is unique to you. What the effects of your semblance will be, will vary greatly depending on who you are. The nature of your Semblance is a representation of an aspect of your character but can be similar to those of your parents or other family members. You will gain one Semblance that matches your spirit but can also gain additional semblances to match any other souls you possess, however you may only have one Semblance active at a time.
I.E. Passive Fist is a Semblance that envelops the user's Attacks with their Aura so that instead of doing the recipient of the attack physical harm the instead drain the targets stamina causing the enemy to feel exhaustion and restore the users stamina.

Light Hawk Wings Booster: Stand
You now possess a Stand which is a semi-physical manifestation of your spirit, specifically your fighting spirit. A Stand is an entity generated by your spirit energy and generally presents itself as a figure hovering over or near the user and possesses abilities beyond those of an ordinary human. How your stand looks and what its abilities are will depend on how you face conflict. You will gain one Stand that matches your fighting spirit but can also gain additional stands to match the fighting spirit of any other souls you possess, however you may only have one Stand active at a time. While Stands will often have similar abilities to a user's Semblance they will often if not always be used is a very different way to make the outcome of the ability dramatically different.
I.E. the user of the Semblance Passive Fist when they gain a Stand would get Comfortably Numb which acts as a close range stand that prevents the user from feeling harm or taking damage however each strike disorients and tires the user the more damage they take.

Curses Booster: Fullbringer
You are now able to manipulate the spirit energy within physical matter and imbue items of importance to you with your own spirit to alter its form, granting it powers that vary greatly depending on the individual's spirit and fondness for the object in question. As such, this power is usually awakened through a strong emotion associated with the object. Until a Fullbringer has fully realized this power, its developmental stages can look radically different from its final form through growth. However, Fullbringers must progress to a certain level before they can use their unique abilities to their fullest. A Fullbringer's unique power largely depends on the object that is used as a focus, the emotional connection to that object and the spirit of the user. While your Fullbringer tool may have a similar ability to your Semblance they will be utilized differently by the item.
I.E. the user of the Semblance Passive Fist who selects a Prefect Badge for their Fullbringer could get Crest Shield a defensive Fullbringer that drains the stamina of any attacker while they are fighting and allows the user to release the burst of regenerative energy to revitalise themself or others slightly healing the target.

External Energy Perk Tree:

Hamon -100 CP (Free for External Energy)
Your body can now draw from, contain and express energy that comes from the universe around you. Using this you could draw in the radiation and light of the sun then express it within your physical movements so that if a vampire makes contact with you it would burn them as though they were touching sunlight. This is not merely limited to sunlight as you can use this to draw in any universal energy if you were to draw upon the force within Star Wars your body would become habitable for Midi-chlorians, should you draw in the light of will you could recharge a green lantern, should you be in contact with an infinity gem you could draw it in and store its within your body but with only this perk all you could do is release the infinity gem from your body.

Midi-chlorian -200 CP (Requires "Hamon", Discounted for External Energy)
You can now use the universal energies you are connected to in order to connect any other beings who are connected to the same force. For example should you be in Star Wars you would be able to instantly speak with any Jedi or Sith through the force regardless of where they are in the universe, when absorbing sunlight you would be able to communicate with any plant currently photosynthesising from the same star, while in contact with a light of the emotional spectrum you would be able to speak with and Lantern of that Light.

Morphing Grid -400 CP (Requires "Hamon", Discounted for External Energy)
You can now contextualise the requirements of the forces you are in contact with, allowing you to shape them into the tools required to wield them. For example when in the Power Ranger Dimension you will be able to shape the resonant energy of the Morphing Grid into a Power Morpher allowing you to transform into a Power Ranger, when in the DC universe this could be used to shape the lights of the Emotional Spectrum into Lantern Rings and within some variants of the Harry Potter universe where Magic is a universal force instead of a biological one you would be able to shape residual magic into a wand that is suited to you.

Mage Booster: Warlock
When wielding magic you are now able to shunt the bill into the universe itself. If you cast a spell you can now force that cost either into the universe you are in, nearby pocket dimensions or onto any universal forces you have access to though this will have two consequences. The first is that when the spell is cast it will be influenced by what you have use to bypass the cost such as a Fireball spell becoming a Infernal Fireball when cast in Hell, a Green Willpower Fireball if cast at the expense of the Green Light or perhaps becoming a cartoonishly animated flame when used while under the effects of Toon Force. The second consequence will be that the cost of the magic will take its toll on the force or universe that funded the spell and while this will likely have no effect with small scale spells prolonged large spell magic can twist corrupt and warp a universe resulting in horrific things and distorting the magic that exists within the setting similar to how the Wall in the north of Westeros corrupted magic within its setting. This perk will also give you the opportunity to draw from any radiant mana should it be available within the Universe you are in at no additional cost to you or the universe.

Universal Laws -600 CP (Requires “Hamon”, Discounted for External Energy)
You are now able to Toggle on and off the non-mundane universal forces that govern whatever setting you are in as though you were an average person chosen to use it. The forces you have access to will depend on what setting you find yourself within, you could be able to activate and deactivate the Toon Force, the Emotional Spectrum, the Negative Speed Force, the Web of Destiny, the Wheel, the Force and even the Dark Soul. Be warned when you are connected to these forces you will also be subject to their rules, some forces may contradict each other and some may require tools to wield them that this does not give you.

Light Hawk Wings Booster: Mantleing
When connected to a universal force you will be able to mantle it granting you apotheosis for that force. This will grant you absolute power over that force however you will also take on the properties, some limitations and to an extent the identity of that force as you temporarily gain physical and personality features of that force. The drawbacks of mantling will become increasingly obvious the more forces that you try to mantle simultaneously however it will allow you to completely depower an enemy who used that force.

Midi-chlorian Booster: The Endless
While you are connected to the forces of a universe you are protected by them. So long as these forces exist you will never stay dead as they will actively intervene to prevent or reverse your death. How they do so will be dependent on the forces trying to protect you and may be very strange, such as sending you back in time, rapidly mutating your corpse or forcefully resurrecting you by slamming your ghost back into your body with a frying pan.

Drawbacks:

Worldly Power +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead a Local who has gained control over your lifeforce through surviving an explosion.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Life Energy Hunter +200 CP
This Drawback can be taken upto 4 times, each time a life energy user will be brought into the setting at a random location with their main objective being to kill you. You can choose from any one of the following but can not select the same option twice: Mercenary Tao, Adam Taurus, Straitzo or Peter Pettigrew.

Origin of Life +300 CP
With this Drawback you will only be able to take perks from the General Perks and your Origin's Perk Tree.

Warriors of the Life +300 CP
You can take this Drawback up to three times with each purchase importing a new enemy into the setting. Each enemy will appear randomly on the planet with the intention of killing you.
A hybrid of Cole MacGrath from each possible timeline including Kessler who will gain all the perks from the Life Energy Perk Tree.
A hybrid of Yoshikage Kira from both timelines who will gain all the perks from the Spirit Energy Perk Tree.
A hybrid of all clones and alternate timelines of Galen Marek who will gain all the perks from the External Energy Perk Tree.

Queen of Legerdomain +400 CP
Because of this drawback a Hybrid Variant of Charmcaster from all series of Ben 10 will appear within this setting with the Mage Perk and all the Perks that are boosted by it. She will appear at some point during your Jump, somewhere on your Planet and intend to kill you. You will not remember her true name meaning you can not use that meta knowledge to exploit that weakness.

Soul King +1000 CP
With this drawback Yhwach the king of the Quincy King will appear at some point during your Jump, somewhere on your Planet. He will have access to all the perks in this Jump with his sole goal to kill you.

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?! Companions, allies, and benefactors always ditch you to deal with whatever's going on.

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 with every attempt you make being 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 to 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 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.

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 Wires +100 CP
You always believe that anything you go to use will work as expected the first time you try to use it, and you won't realize that something may be malfunctioning until you're proven wrong through firsthand experience.

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.

The Glitch +100 CP
Technology fails around you, usually when you need it most. This could be anything from airlocks glitching when you're short on air, powerpacks falling out of your blaster when the cyborg-bounty hunter is taking aim, or your cybernetic arm locking up when you need to lift rubble off of yourself. You might be able to jury-rig a quick repair, but you 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.

Heroic Sayings +100 CP
You unintentionally use quotes and sayings that come across as annoying or cheesy every time you try to talk with 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 Less Celebrated Holiday such as 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 actions.

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.

Looser +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 leave 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
Each and every night, you'll fall asleep and suffer terrible dreams that you can't separate from reality.

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 restrictive 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 every little thing. It may even cause you to get stuck in a worthiness spiral, requiring you to prove your worth in order to get things needed to prove you worth for some totally unrelated task.

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

Scarred +100 CP
You either have horrible burns or horrible wounds, none of which you can hide. You appear monstrous to others.

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, even after including every named character. If you would normally see eight-billion humans, you can instead expect to see as few as seven-*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 of the criticism.

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 henchmen, 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
Everyday, 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.

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 to other settings resulting in some strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to be in line 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 you're strange. They'll go out of their way to avoid you unless they actually want 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 changes depending on where you are, 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.

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 they keep getting destroyed leaving you in the nude.

X-Rated +100 CP
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 judgement, 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.

Dead Or Alive +200 CP
You have a local criminal record and anyone who recognizes you as the target will 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.

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 have to fight a fake copy of yourself.

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 per week you will have to fight a fake copy of yourself, some will be shapeshifters, artificial replicas and occasionally incomplete clones.

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 coming across fresh corpses without any excuse or explanation.

Lemming Behaviour +200 CP
You seem to lack any, 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.

Looking For Help +200 CP
You have difficulty finding 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 of your enemies.

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 the smallest bug to the largest lion, the only exception 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 pushed to the front. 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, 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 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 someone, 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 for 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 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.

You're A Joke +200 CP
It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

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 preempt betrayal, every moment of weakness is an opportunity to be attacked.

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

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
You enemies now seem to have some form of immortality no matter what happens to them. While someone remains your foe they can't die, they can be crippled or imprisoned but not die.

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

The Ghosts Of Murder's Past +300 CP
Anyone you kill in this Jump will haunt you in a very 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.

I've Come To Duel You! +300 CP
It seems that your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals, or something stranger.

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 and often attack you.

Local Scale +300/+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.

Outside Problems +300 CP
You keep getting stuck in situations outside of the regular continuity such as monsters, demons, and extra-planetary problems.

Part-Time Janitor +300 CP
There are consequences for your actions and it seems that 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 there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

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

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 requiring 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 who? 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 with the option of them being frozen in stasis for the duration of the Jump.
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 body mods 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 MacGuffins that will be scattered around the world. 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 of 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 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.

Known Enemy +400 CP
Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they'll find a way out.

Lost Or Found +400 CP
It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world-shattering.

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 overconfident for 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.

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 appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.

PS1 Game +500 CP/+1000 CP
It seems that there is something wrong with this jump and instead of it being the anime universe you are instead in a PS1 game.
For **+500 CP** this means that what you see of the world will be blocky with flat textures on the floors, walls and people who are now complex NPCs.
For **+1000 CP** the entire world will function as a PS1 video game of the World with events forced to stick to a linear plot with optional time-sensitive subplots; you will not gain a lives system or any of the in-game power-ups however there may be collectibles that do nothing.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Auto-Punishment +600 CP
Every time you make a mistake you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries which build up over time, these injuries heal at a “normal” human rate 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.

Us Humans Are Full Of Surprises +600 CP
It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, metahumans, or otherwise superpowered people.

Boss Rush +600/1000 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move on 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 Drawback “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 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.
If none of the settings are appropriate you may change the genre option to: Animation, Fantasy, Horror, Science Fiction.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy