# Out of Context: Item Isekai Supplement

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This document can be used as a supplement in any Jump that would not otherwise allow you to become a Living Item within its continuity.

By taking this Supplement you choose to enter the setting you’re going to as a magical item with a consciousness and soul. This object will be inanimate physically but expect a lot of shenanigans.
To prepare you for the road ahead, take this:

+1000 Choice Points

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.

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# Origin:

**Armor**
You're a form of armor, this may include proper armor, simple clothing, or any other form of garment. Yes, you can be a bikini if you insist. Shields fall under this category too as they're more a form of armor than a weapon.

**Weapon**
You're a weapon it seems, some form of armament which is meant to kill. This can be any form of weapon fitting a medieval setting, such as swords, bows, spears or even early guns.

**Location**
You're not exactly mobile. Whether you're a Dungeon Core, a restaurant, a Hot Spring or a Beach, you're a location. Even a town may be possible. Don't expect to move unless you figure something out for that or have Perks to allow it. (Ships and other vehicles fit this mold too)

# Perks:

## General Perks:

Telepathy - Free
I have no Mouth but I will scream! Simple and sweet, you now have an innate ability to project your thoughts into the minds of others. You cannot be blocked but you can't read minds either. You can, however, create a basic telepathic corridor, allowing two-way communication.

World of Magic - Free
Not all worlds have magic, but you don't need to have that be a problem! With this Perk, which can be toggled, you may incorporate another world's magic system, to which you've been before, to exist in this Jump. For example choosing Harry Potter would mean that things like hidden wizard communities and schools exist, though not the characters and the locations will be different. Hope you're not into Buffy the Vampire Slayer magic, that one comes with demons.

System- Free/500 CP
You now have your own LitRPG system, it may be whatever style you like although if it is extremely overpowered (Xianxia for example, or with broken functions) it will cost 500 CP

Prestige - Free
With this Perk you may reduce your power down to a minimum, this is a permanent change but worry not, for you can grow stronger again through methods available to you. In a LitRPG system sense, this reduces you to level 1 and resets your stats. However, as a benefit you will also find yourself able to grow stronger, much faster. Again, assuming you took the above Perk, your stats would increase at an accelerated rate or, if the system you chose has no automatic distribution, each level would grant you 1/10 your pre-Prestrige level in stat points on top of your normal, and this stacks obviously.

Magic Abilities - Free
You get your choice of magical power which can grow over time in potency and variety. This comes with one Magic System of your choice appropriate to this genre as well as magic power on par with your average magic-granted Isekai Protagonist. I said average for protagonists, not average as in "I said to Make my Abilities Average!" kind of average!

Reincarnated as an Item Origin - Free (Cannot be taken with "My Sword Talks?!")
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.

My Wielder -100 CP
If you are held by someone or assign them an important role in you if you're a location, then you may use this Perk to share any Perks you possess with them or your stats and skills if you have a System.

Safeguards -100 CP
Wouldn't it suck if your ultimate, most powerful attack, broke you? Well, don't worry. You cannot harm yourself intentionally, meaning Perks, Items you imported into and your own skills cannot damage you. Also, your companions and followers are now protected from being corrupted.

Avatar -100 CP
You may manifest a biological (appearing) avatar of yourself. This avatar may appear human or whatever race you chose for this Jump. They will be stronger and tougher than average for the chosen race. Be careful: Damage your avatar takes will translate to decreases of your own durability and/or health.

Smelt -100 CP
You may take any material which matches your own composition and use it up to improve yourself. This will manifest in any manner you want, for a weapon or armor that would mean your sharpness and durability may improve while locations could expand or improve their facilities.

Quests -100 CP
You now gain tasks to complete, either one generic one every day or if you find out about something that is happening in the area as well as from news agencies. Completing these tasks will reward you in ways which benefit you, from money to Items and even EXP if so desired.

Twin -200 CP
Maybe not an actual twin. You're now made up of a pair of Items, maybe two swords, maybe a sword and shield. Choose a second Item type, you gain a second body in that. This acts as a sort of One-Up in general as you can be repaired if the other half of you isn't destroyed, but it also allows you to import here and in future jumps two Items at once if you buy them. Your connection to your twin Item must make sense.
Arms Conversion Booster: Welcome in the Arsenal
You may now use your captured enemies as extensions of yourself. They become effectively part of your "My Body" Item, so they cannot be imported into other items themselves if you do this, nor can they be released, but they will be given the benefits of you importing yourself.
This Twin may match the archetypes described in the Origins you didn't take, you do not gain discounts for those Origins however. Yes, you can have both a sword main body and be the consciousness ofa city/empire.

Arms Conversion -200 CP
Want to give others this ability, to become an Item at will? Or maybe use it to punish your enemies by making them a tool for you and your partner? Well, worry not! With this Perk you may convert others, either willing (in which case they can transform back at will) or when incapacitated (in which case they can't) into living items. They remain cognitive and may be given up to three Perks you have.

Loot -200 CP
Wouldn't it be a hassle, if you had to collect parts and materials? Now you don't have to. Monsters and enemies automatically drop Items related to them, such as biological materials or items, when they're killed within 500 meters of you.

Microtransaction -200 CP
You may pay in a proper, previously in circulation, currency you own legally, to increase your stats, permanently, help you with success in some manner of action, namely by guaranteeing this action will be successful, or to pay so that a cool-down instantly goes away. Prices will vary based on how powerful of an action you perform with this. Fiat backed currency is allowed

Item Shop -200 CP
You (or your owner) will need a lot of materials, won't you? With this you gain access to an Item Shop, for which you can summon a text box similar to an online shopping site to buy anything that would be commercially available in your current and any past Jumps you've been to. Prices will depend on the power of the Items bought and won't be affected by Inflation. The currency you use must be proper currency, not something you have made yourself. Fiat Backed Currency is allowed.

Attribute -200/-400 CP
Choose 3 Attributes to gain. You provide or improve these attributes for your wielder. They can be as simple as strength, finesse or accuracy, or more esoteric as making you more powerful against certain enemy types. Being a Dragonbane or Godbane weapon or armor would cost 400 CP though, same with similar attributes. May be purchased multiple times with the second purchase and subsequent ones being discounted. You may choose only 1 attribute to add after the first.

Godly Luck -400 CP
Your luck is now massively increased, thus making a 50/50 chance into a 90/10 chance if not better.
Loot Booster: Legendary Loot

You now have a chance for enemies to drop more than ten times more loot or ten times the quality. Likewise any quests you take on will enable you to double the quantity or quality of rewards.

Non-Interference -400 CP
From now on, nobody can interfere with your powers or take ownership of you without your consent. If someone unauthorized was to try and take hold of you they will experience electrocution and burns far beyond their capability to endure and drop you. Additionally you can, at will, teleport to the side of anyone who you have a bond with (friendship or being a Companion is enough).

Evolution -400 CP
By attaining certain materials and items you may "Evolve" your own Item form or even your wielder, increasing your capabilities while increasing your growth rate. However, this is for your base characteristics, you will be reset to the lowest point you can be in power, which in system means you will return to level 1 but with a significant boost to your base stats and stat growth rate. This increase is equivalent to 5d20, same for the straight-up base stat increases.
Item Shop Booster: Pay-To-Evolve
You may now pay money to skip the requirements for evolution as well as buy level ups with money, though the higher you go in evolution stages or levels, the more you must pay.
Arms Conversion Booster: Selling Function
You may now sell Items you have ownership of for money. The rarer/more valuable an item, the more it is worth.

Shishou -600 CP
Ah, truly the duty of the older, isn't it? You're now a great teacher and mentor, able to bring the best out of anyone training under, inside or wielding you. People which are part of your group, such as party members, companions or troops under your command, gradually grow in competency and power even if they do nothing, but if they actually train, they will experience 100 times faster gains than normal with their stats, if they have any, increasing at a 200% increased rate across the board. You yourself naturally benefit from this as well.
Twin Booster: The More the Merrier
**Now this is just unfair, see the multipliers above? The Growth modifier? Double it for every additional weapon which makes up your overall form. Yes this stacks with "Welcome in the Arsenal".**
Loot Booster: Treasure Trove
**You now gain 10 times the amount of loot you would normally get from slain enemies or completed quests. Yes, this is kinda insane. Yes you can stack this.**

Weapon Copy -600 CP
**Weapons come in all different shapes and sizes and wouldn't it be a shame if you found a cool one but you can't import yourself into it for some reason? Well, worry not! You may now copy the form and ability of any Item you match in type, even if it isn't fiat backed. This will grant you a new Item Alt-Form obviously though you come out with only half the power and potency of that weapon's abilities. How this manifests is up to you if you're a location.**
Arms Conversion Booster: Weapon Absorption
**Did I say "Copy"? No, now you may outright absorb any Item that matches your type of Item into yourself. For a Location this means you can claim structures into which you expand yourself. You gain the absorbed Item's full slate of capabilities this way.**
Twin Booster: Weapon Assimilation
**Well, remember how Twin only gave you one extra body? Screw that. You may "Assimilate" another Item which wasn't a living person before, making it yet another body for you. This applies the same rules as Twin to it and it can change into matching Item forms if you wish.**

# Armor Perks:

Protective Coverage -100 CP (Free for Armor)
Would suck if your wearer got shot in the head because they don't wear a helmet, right? With this Perk, anyone who you consider your wielder or agent, while in contact with you, will gain all over their body as much protection as if you covered that part completely.

Armor Up -100 CP (Free for Armor)
For starters, this allows you to basically treat anything worn by the person wielding you as part of you without making it so permanently. Secondly, you may assign a piece of armor or article of clothing some of your Perks. The more robust those are, the more Perk Slots they have. A piece of attire made from cloth will have one, even underwear yes, while armor made of Titanium would have something along the lines of 10. Anyone who wears this Perk-upgraded equipment has access to all assigned Perks. These pieces of equipment can be taken off without them losing the Perks but they will be lost after 24 hours and must be reapplied.

Rarity Power -200 CP (Discounted for Armor)
**Rarity, a simple enough concept no? With this Perk your stats and properties improve the rarer your materials are. This naturally is best if you have Perks that can let you integrate materials or gain additional item forms which can obviously have rarer materials.**

Trust -200 CP (Discounted for Armor)
**You're armor, if your partner didn't trust your ability to protect them, what good are you? Now, when you have the trust of others your power increases, you become better in other words. This manifests in a system as percentile increases of your stats which scale with the level of trust you possess. Those you trust yourself also benefit from the same amount of percentile increases as you.**

Party Series -400 CP (Discounted for Armor)
You now have a series of additional forms which correspond to any and all races you've met and been in contact with. These forms gain bonuses if worn by a member of these races and members of said races corresponding to an active form will gain increases in their growth rate and training rate, this being a x10 multiplier to both.
Twin Boost: Guild Series
Ah, now we're cooking, you now gain a "Companion Form" which allows you to distribute tags to pieces of equipment of people. These tags cause those who hold onto these Items, and who aren't your enemies, to benefit from the effects of "Party System" with a 50% boost to its efficiency, including the base effect.

Rarity Upgrade -600 CP (Discounted for Armor)
And here is something new, eh? You can now sacrifice Items in your possession, whether you have an inventory or not, gaining UP (Upgrade Points) which you can use to upgrade the "Rarity" and therefore quality, of your body or other items. After upgrading the first time, the rarity goes to Common (CO), followed by Uncommon (UC), Rare (RA), Super Rare (SR), Super Rare+ (SR+) and Artifact (AT). Each increase of rarity causes an improvement equivalent to the number of upgrades performed+1 as a multiplier compared to the previous (Common being x2, Uncommon x3, Rare x4 etc.)
Shishou Booster: Teacher Points
This is a similar system, as you aid others in training and teach them, you gain Teacher Points (TP) which can be used to either improve their stats, raise their proficiency with a skill or Perk, or buy them a new Skill related to the world you're in or which you have visited.
Rarity Power Booster: Blade Armor
**Normally a suit of armor or a shield has limitations on dealing damage, relying on other items to do the damage for you. Well, now you no longer need to worry about it. You have mastered the art of turning defense into offense, meaning that your strikes, or those of your wearer/wielder, will now hit with as much force as the defensive properties you would give, added to their own offensive output. Yes, this works as you think in a System.**

# Weapon Perks:

Eternal Edge -100 CP (Free for Weapon)
Blades dull, shafts break, arrows run out. However, you do not suffer this. Your ability to deal damage will never diminish, as such your blade will not grow dull or chip, your shaft or heavy end won't shatter and your ammunition will simply appear in your user's hand.

Level Link -100 CP (Free for Weapon)
Isn't it tedious for you to grow stronger? While you may or may not have a LitRPG system, you now gain an equal share of training benefits from those who wield you. In terms of a LitRPG system, this means that you gain EXP whenever your wielder gains EXP and your stats rise when your wielder's stats rise by training other than by level up. This doesn't work if your wielder is just an Avatar of you. This isn't, however, a one-way street. EXP you gain from being used and stat improvements that you gain from other methods of gaining power, will be reflected in your wielder and your party members.

Mastery System -200 CP (Discounted for Weapon)
You now have a "Mastery System" within you. As your wielder uses your various forms, they gain a mastery level in your system. This manifests as a mental gauge and level, even if you don't have a LitRPG system, which when capped will rank up that form's mastery, causing the stats of that form to improve. Secondly you can reset the mastery rank of a form to 0, causing its stats to return to normal but in return, you gain an amount of Mastery Energy or Mastery Points, both of which can be invested in one of your forms which will also have a Prestige Meter. Maxing it out will give it a Prestige Rank, going from E to SSS, the way you would expect it to. This Prestige Rank will increase all stats of that form as well as potentially unlocking new abilities in that form. This stacks with the boosts of the Mastery Rank, meaning increasing it will grant higher stat bonuses.

Synthesis -200 CP (Discounted for Weapon)
Every 24 hours you may sacrifice up to 2 Alt-Forms to transfer their abilities to another or to merge them. Doing so will increase the result's power by the power of the sacrificed Alt-Forms. This can apply to Weapon Forms or other Alt-Forms. Combining these forms physically or in form is optional.

Bestiary -400 CP (Discounted for Weapon)
With this Perk you can now store monster parts within yourself in a small pocket dimension. This Pocket Dimension is available for any other Perk to access in a process of converting items into energy, selling them or crafting with them. However, the important parts of this are as follows: You can absorb such monster parts loot to unlock new forms, and secondary, storing such Items in yourself will build a Bestiary, a small encyclopedia which will, as you complete the loot list of a monster, fill with important information on that species. Additionally, you gain boosted stats in the related forms the higher your completion rate of the entry is.
Twin Boost: Item Wiki
With this upgrade you have a second encyclopedia, an Item Wiki if you will. By storing items inside of you (not monster parts in this case) you can gain an inventory for them. This will both enable you to, if you can buy them somewhere or somehow, gain a discount for these items, but also gain a sort of Radar to find them easier when possible. Lastly you gain bonuses as sets of Items such as Wooden Weapons, are completed.

Crafting System -600 CP (Discounted for Weapon)
With this Perk you can now craft new Item Forms and, more importantly, Items, from materials you have as well as existing Items. You can also use this to combine Perks to create new, more powerful Perks which combine their effects. Lastly, Items stored inside of you, if you have that ability, can be refined, making them better, stronger, more durable and can also repair them, regardless of complexity. However, this process will scale in the time it takes to do so with you or your wielder's crafting capabilities and the complexity of the item.
Shishou Booster: Smithy Sword
You can now transform into a "Smithy" form, this form has various passive skills to improve crafting work, such as applying the effects of the skill "Rarity Upgrade" to said Item being created immediately, increasing them to "Common" grade. Additionally your wielder will have various crafting skills available which will become better and better as they use you to

craft Items, increasing the ease, speed and every 2 grades, increasing the maximum grade by one. Your own crafting capabilities play into this too, as their personal crafting will always work at twice your own skill level.

Synthesis Booster: Item Synthesis

You may now use this Perk to combine 2 or more Items into one. This can be done to any Item you own and the resultant Item will be granted Fiat Backing if at least one of the component Items had it. How the combined Item will manifest is up to you, you can physically combine them or just have the capabilities of one of them added to those of the other. While making builds you can also import more than one Item into other Items, except yourself as well as import Items of the same document into one another.

# Location Perks:

Territory -100 CP (Free for Location)
You have a set area you own, this may be your actual body or alternatively, where your body resides normally. This territory expands as you grow in power and can, if you have means of traveling to other planets, even go interstellar.

Strategy View -100 CP (Free for Location)
You now possess the ability to "Zoom Out" and view your territory and the surroundings of your subordinate beings remotely from the air. You can use this to issue commands and yes, this acts like an RTS game's map view if you so choose.

Construction Work -200 CP (Discounted for Location)
You may expend materials within your territory or inventory to create structures within your territory or, if it is separate, your body. Select 1 Medieval or earlier, historical or mythologically based, RTS game, you gain the ability to construct that game's basic buildings available at the start of the game.

Upgrade Tree -200 CP (Discounted for Location)
Remember how I said you're limited to only the most basic structures of your game of choice? Well that's no longer the case. You can now construct a "Study Building" which may be any area assigned by you for this, from a simple desk up to an entire district. This structure acts both as a school, where your inhabitants will learn new things as if attending a fully fledged, proper, top-of-the-line school appropriate for their education level, while you receive "Research Points". This is a resource which is gathered faster the more people are studying and the higher their level of education is. You alos gain the "Research Menu" which allows you to trade Research Points for various upgrades such as additional structures, units, vehicles and technologies. What is available will be limited to your current and past worlds but will obviously update with each new world. Yes, if you go to Stargate, you can pay a Trillion Research Points to learn how to produce ZPM and the like or another to upgrade them.

Gaccha -400 CP (Discounted for Location)
**Ah, the Gaccha, this is a rather nice little ability. You now have access to "Gaccha Vouchers" which can be traded in a number of menus for Items of that menu, such as buildings (to be placed), weapons (cause that's a thing), Followers (ergo inhabitants and servants) or general Items. The rarer and more valuable these Items the lower their chance. You can gain more Gaccha Voucher from the General Items Gaccha, which will be won in batches of 10, or from the Item Shop for money as a mid-tier Item.**
Twin Booster: Double Gaccha
Simply put, the more bodies you have, the more Items you get from each Voucher and also, you get two Vouchers per day and 20 from the Gaccha when you get them. Simple, I know, but can be quite powerful.

Populate -600 CP (Discounted for Location)
**Remember how the Gaccha one lets you get followers? Well now you can make them. By expending resources such as food, wood and metal (corresponding to what would be needed for their equipment) or food alongside pieces of equipment (depending on what you're creating) you can create units. On default you will be able to make one fantasy race with no special equipment (pure food cost), as well as a basic Warrior (Food + Wood for a club) and a Construction Worker (only Food again). These "Units" or "Mobs" as it may be, will be loyal to you, Sapient in nature and can even be directed by you. They can grow and have an evolution feature depending on your investment and their proficiency. They won't respawn automatically but you can pay in gold to revive a fallen unit. You can also use, if you have it, the Research Tree to unlock more advanced Unit types, equipment and capabilities.**
Shishou Booster: Conquering Spirit
Remember how I said you could grow gradually? Well, you won't have to wait anymore. You can send out your subordinates to construct Territory Markers which, once you have constructed two outside your territory (requires manual construction) and two on the border, will start of 50 second timer in which, if they aren't damaged, they will claim that territory for you, expanding your Area of Influence to include everything within. This claimed area cannot be larger than 500 square meters. You can claim territory the same way if there is no land connection by constructing four such markers, creating an up to 500 square meters area where you gain control to use your perks on.
Contruction Work Booster: Recruitment Buildings

You now have the ability to construct buildings for creating your various units. Doing so will cost half as many resources normally or can be accomplished by buying the units with money the same way as done in the Item Shop. Units purchased here are cheaper than possible in the Item Shop. You can also use both methods, using up resources and paying a small fee to immediately finish the creation of the units. Additionally, Recruitment Buildings will, once per day, produce 1 unit of each type they can produce for free.
Recruitment Buildings will at first match Construction Work game choice. More can be researched with the Research Tree.

# Items:

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

Myself (Free)
This is you, as in, the Item your soul now inhabits. You cannot separate it from yourself, your body will simply turn into whatever Alt-Form you choose from and then into this if you choose so. This Item is here to enable you to import yourself into Items. You can choose any form which matches your Origin, but you do not gain any special abilities from a form alone. Yes you can look like a Jupiter-class Battlestar, doesn't mean you have FTL capabilities and no, turning into Nasuverse Excalibur doesn't make you the Sword of Promised Victory. If you import either, that is another story. Yes you can import Items into this, including from any Jump you have supplemented with this document if this isn't allowed by default due to this being technically just part of the same build. You can import as many fitting Items you own at once but they will be treated as Alt-Forms, not separate bodies.

My Territory (Free and Mandatory/Exclusive, if you have taken the "Territory" Perk)
Same function as the previous item, all territory you have claimed will default to this Item and can be imported into other properties and other territories/properties can be imported into this. Yes, if you have an interstellar Empire, you can cheat this way. You can import as many items as you want.

Dungeon (400 CP)
This is a Dungeon, as in, a large, predatory location. It is incredibly ancient in nature with 100 floors easily which, when you leave, reset automatically and shuffle around, making them random. You will always find a challenge to better yourself here as well as finding loot and valuables with which you can improve yourself with your own perks.

# Companions

Import- Free
You can import any companions you got before this Jump or in this Jump, to take this Supplement. They gain half the CP you gained here from Drawbacks and can be either items or humans with their purchases applied to an item of their matching Origin they now own without a consciousness.
In future Jumps you can use this option to let companions who didn't join you before taking this Supplement use it for themselves with the same stipulations as above.

Wielder -100 CP (Free for Weapon)
This is a being of your choice, belonging to a race native to the world you are entering. They will have an intrinsic connection to you and are incredibly loyal. You can choose their age, gender, appearance, origin and personality are up to you.

# Scenarios

First Jump Supplement (Must be used on your First Jump)
The goal is quite simple: Finish the Jump with the following conditions:

1. You lose all Memories of the plot.
2. You must survive at least 10 years in this setting.
3. May not take “Second Supplement” Toggle.

Reward:
Bodymodding Dream
As the title says, you are given a dream: Everything you purchased in this first Jump, Supplement and main Jump, becomes engraved into your Bodymod, forming part of your Base State. If you had a non-human form through this Supplement or the Jump, you may elect to make that your base form.
This doesn’t replace the Bodymod Supplement, you may still use it.
Companions taken here will be able to import into each Jump with a 1000 CP base stipend for free with the highest value Companion stipend being added on top of it. These companions do not take up any Companion Slots.

I want More Bodymod (In case this isn’t your First Jump, Incompatible with First Jump Supplement)
You want to get this all as a Bodymodeven when this isn’t your first Jump? Very well, there is an option but it comes with conditions:

1. Everything here costs double CP.
2. You will be locked out of using any Perks or Items from prior Jumps, and also lose your Bodymod for the duration of this Jump.
3. You must have taken the “Random Setting” Drawback and rolled. The first setting with a Jump must be chosen from what you get.
4. You cannot take the “Second Supplement” Toggle.

Reward:
Naturally, you get the Bodymod. However, this reward is limited to this Supplement’s purchases, meaning no you do not get the contents of the supplemented jump Bodymodded as well. I mean, this stuff is still pretty extreme for a Bodymod, so don’t complain. All Bodymodding related rules from “First Jump Supplement" apply here.

Heavy Punishment
To take this scenario you need to have taken at least 20 Drawbacks from this Supplement.

Reward:
Item Isekai Troubles
You may apply Drawbacks from this Supplement in future Jumps as if they were Drawbacks native to that Jump.

# Drawbacks:

Second Supplement +0 CP
Quite simple, know another Out of Context Supplement you want to take? You may use this Toggle to add another Supplement onto this Jump alongside this Supplement.

Character Adaptation +0 CP
Want to be an AU of an established Character who reincarnated as an Item in another world? This is your Toggle. This will set your background from this Supplement as that person, with all of their childhood events up to when it diverges, but it also comes with their experience and hey, at least you know how you'll look, right?

> Be the Adaptation +500 CP (Requires "Character Adaptation")
> Normally, the character you turn into wouldn't affect you, now it will. You will come in as a personality mix of yourself and whoever you chose to turn into, heavily leaning into your new identity.
>
> Skill Adaptation +500 CP (Requires "Character Adaptation")
> No this doesn't give you the skills of your chosen identity, rather it will reduce all skills you would have to the same level as those of your chosen Identity, meaning you will be just as experienced as them and have as much knowledge of your powers as they do. Don't think that if you go in as some big shot with thousands of years of experience you will come out just as skilled and experienced, you can't come in more skilled or experienced than the Main Character of the world you're entering.

My Sword Talks?! +100 CP (Cannot take "Reincarnated as an Item Origin")
You're no longer a Drop-In.
You're a native in this world, or at least that is what your entry point will be. However you gain a new companion, who will take the form you would have chosen as well as all the Perks you purchased here.

Legendary Weapon +100 CP
You're not just a normal magic weapon which has gained a mind and soul. You're a legendary weapon of possibly divine origin. This in essence, makes you this world's equivalent of the Legendary Weapons from The Rising of the Shield Hero, a great tool given to a human summoned to that world to try and avert an involuntary fusing of two worlds through collision of said worlds.
You must take the "System" Perk and either import one companion as a human to wield you or gain one Wielder Companion for free regardless of your Origin. Yes, you can be the Legendary Patch of Grass if you want. Hope you know how to leverage that.

> The Rising of the X-Hero +200 CP (Requires "Legendary Weapon" Drawback)
> Oh this is bad. Those who wield you are now hated by a large and powerful religion in your starting area. This influential group will have conspired with a member of the government to make the life of your wielder hell as they see those who wield you as a demon or devil. Expect Assassins, spies and saboteurs
>
> Edge of the Edgelord +200 CP (Requires "Legendary Weapon" Drawback)
> Your partner is now an absolute Edgelord. Maybe they have some hidden softness, but expect something along the lines of Abridged Kirito or canon Naofumi at his worst. ESPECIALLY if you took "The Rising of the X-Hero" above, because that's gonna amplify this.

Calamity Waves +100 CP
Similar to a certain Anime/Manga/Light Novel/Web Novel your world will now periodically suffer from sudden appearances of rifts to another world from which will come horrible monsters. They will be manageable for most modern militaries at first, and even some medieval ones with a large number of skilled knights or magic can do so, but they will grow stronger. This Drawback causes these waves to appear only once per year but you may take this multiple times. Half the time between waves for each purchase.

Double the CP you receive from this Drawback for each “Legendary Weapon”, “The Rising of the X-Hero” and “Edge of the Edgelord” Drawback you took (maximum multiplier is 8)

Battle Maniac +100 CP
You may take this Drawback twice. For each you must select either yourself or your wielder, the selected individual will now be obsessed with battling and getting stronger. You must choose the other one for the second purchase.

Tougher Monsters +100 CP
Normally, monsters will scale in power with you, as is custom in this kind of scenario. Well, no longer. You may take this Drawback more than once, up to 10 times in fact, increase the strength of all monsters in the world by 10% for each purchase. Mind you, the weakest monsters are also the most numerous, and any increases in their combat capabilities will be bad news.
You gain 200 CP per purchase of this Drawback if you took the “Calamity Waves” Drawback as you will be facing far stronger monsters in these waves. Good luck Jumper.

Valuable EXP Resource +100 CP
You’re now burdened with a somewhat… unfortunate means of growing stronger. You will only gain EXP or similar things if you shatter a special crystal now inside of all monsters. These crystals are magical in nature and are extremely valuable for enchantment work, meaning adventurers will be searching any corpses you leave behind. Hope you don’t do that. Also, on the upside, destroying that core will kill the monster regardless of strength.

Guild Bound +200 CP/400 CP
You’re now partnered with someone who is part of an adventurer guild. This means you need to take quests periodically and pay a membership fee. Failing that your partner will lose their license and you will be confiscated from them, assigned to another newbie adventurer. If you have a system then you gain an additional 200 CP as now you will, if reassigned, lose all the progress you made.

Wereservice +200 CP/300 CP
You’re a Werehuman now, Jumper! More specifically, during the night you will transform into a human form involuntarily. You can still use magic to imitate characteristics of your normal form but being that you’re an Item in your natural form, you won’t exactly be wearing anything when transformed. This doesn't affect your territory or secondary bodies. For an additional 100 CP you will be forgetting this happens every night, surprising you at sunset as well as guaranteeing this will happen during awkward moments. Anyone knowing of this will forget pointing this out until it is too late to run for a room. If you’re a building and people are inside of you, they will be teleported out, don’t worry.

Rising of the Evil HEROes - Variable
Oh this is troublesome, horrible, mentally broken and insane Japanese people have come to your world, how many depends on your choices here, for each you get 200 CP and you may take this up to four times, choosing one of the first three out of the below options each and only once. The fourth purchase, due to this bringing in all four, you get 2000 CP total instead.
Evil Armor Hero: This young man is a self-proclaimed “Holy Knight” whose goal it is to replace unjust government with sacred, righteous ones. Sadly for this world, his idea of the ideal and just government is a Theocracy under the most extreme of zealots who would force everyone into believing as they do. He wields a magical suit of armor which can cast magic projectile attacks and lends him great amounts of defense. He will only grow stronger as time goes on, as he will assassinate state leaders, lead rebellions and incite wars to bring about his “Utopic World”. His armor provides support in the form of the full “Armor” Origin Perk Line.
Evil Sword Hero: This former VRMMORPg Solo-Player is probably the most tragic. Shortly before coming here, he was one of 1 million players of an VRMMORPG-turned-death game whose world is almost identical to this one. He had joined a small guild and had fallen in love with one of his guildmates, only for them to fall prey to a trap. With him being the only survivor of the guild, he was offered a chance to save them all: To capture you (or your weapon) and forcefully fuse you (or your weapon) to a sword he was given. This Sword is called “Deathcalibur”, a demonic, soul eating sword. He doesn’t realize that this is all a trap as this sword will devour his soul and the souls of all other players he left behind if he succeeds.

On the plus side, he is anti-social to the point where he'd sooner eat Gobin shit than go near a town so… yeah. His sword has the full Perk line of the Weapon Origin and will work well for him.
Evil Dungeon Hero: Well this is… awkward. You will hear of this guy as a self-styled Overlord, the ruler of a small, newly popped up dungeon. Said Dungeon will expand rapidly and even begin to claim land around its entrance to the detriment of people. This person, who styles himself after an Overlord from the game series of the same version, has transmigrated to this world and was made actually into the Dungeon Master of a Dungeon Core, a type of predatory crystal life. It has all the Perks of the "Location" origin and will start out as a small cavern in the mountains.
Bismarck the Evil Battleship: This is the final foe you may choose. Only available once you have chosen to take this three times, Bismarck takes the form of a flying ship. Possessing three Item Bodies, made of this ship's hull, armor and, at first, one gun turret, Bismarck boasts all Origin Perks as well as Smelt, Twin and Arms Conversion. Obsessed with power, Bismarck, who may or may not be a Jumper like you, will go out of his way to hunt down powerful enemies to convert into more upgrades for himself, including additional gun barrels. Due to his flying form, he will be hard to track down, much less destroy.

Monster Magnet +200 CP
Monsters are inherently, and violently, attracted to your location. They all want to take you for themselves, absorb your powers or just eat you. Yes, there will be monsters who eat whatever you're made out of. They will pose at least a moderate threat to you at all times. Yes, if you become powerful enough, expect that Dragon God from the other side of the globe to come calling.

Dripping +200
Oh boy, you've now got a problem. What problem? Leaking. Your powers, your abilities? Whatever energy they use will passively leak out at all times, meaning you will lose the energy you would otherwise have. This leakage won't actively reduce your stores but it will always be enough so that your recovery rate will be cut down to 1/10th the normal rate you would have.

Reincarnators +200 CP
I know this Supplement has some serious parallels already to "The Rising of the Shield Hero" and all that. But here is another. By some means, any means, there is now a "Reincarnator", an annoying, selfish and utterly delusional human from a world identical to your original home world. This malevolent Isekai wannabe has been given the ability to escape death by transferring his soul to a new body as well as the means to produce more. He also has an Item with at least 10 Perks from this Supplement. You can get rid of him. If you can destroy his soul, which is deader than dead.
This Drawback may be taken multiple times. No there is no limit, these people are bad news.

Bonded Armaments +200 CP
You're now bound to a wielder, they cannot get rid of you and you can't detach from them. On the plus side you won't get lost and cannot be separated permanently, teleporting to them only seconds after separation, appearing in their hands or in a convenient area. If you're a location, your partner can no longer leave your territory, sorry.

Legendary Shield +300 CP (Exclusive to Armor)
This Drawback prohibits you from taking Origin discounted Perks outside of the Armor and General Perk lines.
You're now a shield, a purely defensive piece of equipment. This nerfs the physical damage of your wielder.

Reincarnated as a Sword +300 CP (Exclusive to Weapon)
This Drawback prohibits you from taking Origin discoutned Perks outside of the Weapon and General Perk lines.
You're now a weapon, nothing less, nothing more. You and your partner are going out there to fight and get stronger, what need is there for anything else?

The United Nation of Jumper +300 CP (Exclusive to Location (Free))
This Drawback prohibits you from taking Origin discoutned Perks outside of the Location and General Perk lines.

You're now no longer just a location, you have taken the role of a village. The people worship you as the spirit of their culture and your Perks will be adjusted during the Jump to accommodate this role (basically, you're playing Sid Meier's Civilization but with some weird mods)

Higher Forces +300
(May be taken multiple times) In the Web Novel of The Rising of the Shield Hero, the Waves of Calamity are caused by Medea, a god-like bitch who created an avatar of herself in the form of Malty. Likewise, similar beings are behind them in the Light Novel/Manga/Anime versions. Like Naofumi there is now one such entity harassing your world. They're not unkillable, but… yeah. Each purchase adds another, they will be working together.

Otherworld Invasion +300 (requires "Calamity Waves")
(Can be taken multiple times) Oh, this is bad. The Waves of Calamity now lead to another world. A world where wielders of weapons like you reside. They will enter this world with the goal of killing you/your wielder in hopes of ending the Waves by destroying the world you're in. This will end your chain if this happens. Each purchase adds another such invader to the group.

Problem Colleagues +300
You're no longer the only item like you, you're part of a set of such weapons and each has been paired with a summoned Hero. Problem is, for each time you take this, one of the four will have severe character issues. Yes, the fourth time it will include your own wielder. And there are four. If taken with "Rising of the Evil HEROes" this Drawback gives 600 CP instead.

Draconic Invasion +600 CP (May be taken 10 times)
Oh boy, your world is now kind of screwed. It is a blast from Earthland, a dragon from Fairy Tail has escaped Acnologia's rampage into this world. Each additional purchase of this Drawback doubles the number of these dragons. You may take double CP (applicable piecemeal) to make this dragon be as strong as the weakest of the canonical "Dragon Gods" from the 100 years Quest Arc. Otherwise they're about on par with Zirconis and in either case they come in all kinds of varieties.

Isekai Boss +1000 CP
(May be taken multiple times) You know how Isekai Protagonists are brutally overpowered? Well, for each time you take this Drawback, one of the following will appear in your world, and you must defeat all of them before the end of this jump or you fail.
Ainz Oal Gown with his subordinate NPCs
Rimuru Tempest and his followers (post-Orc Lord)
Aporou (Re:Monster) and his mercenary company
Tanya von Degurechaff and the Empire
Maple from Bofuri along with her guild
Every surviving Player of Sword Art Online at the end of the series with all their abilities
Dungeon Delta and the Village of Durence (There is no Epic Loot Here, Only Puns)

## 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 are 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 there 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 items 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

# Notes

1. Please be mindful and fanwank appropriately with the generic purchases.
2. If you have questions, feel free to ask
3. If I have forgotten to replace something, please notify me on Reddit, this supplement was made using my OoC Fairy Tail Magic Supplement as a template so there is a chance of some of its contents remaining.
4. If you have Perk or Drawback ideas, please place them in the Undiscounted Perks or Drawbacks sections between Perks or Drawbacks of more or less the same price. Same for Items if you want to add something, but be mindful of what this supplement is meant to be.
5. This Supplement is meant to emulate the “Reincarnated as an Item” trope of Isekai stories.

# Changelog

1.0 Finished Jump

1.1 Updated the Generic Drawbacks from those added by DeverosSphere, also corrected the title line of the Supplement.

1.2 Added Character Adaptation + Added Drawbacks

1.3 Updated Generic Drawbacks Section