Out of Context: Mobian Supplement

V1.4 (Mythsetian Version) By “fanficwriter1994”



This Document can be used to supplement another Jump, inserting as a Mobian, an anthropomorphic animal from the Sonic Franchise, instead of normal options provided by the Jump. This is usually meant to be used on Jumps which normally have no connection to the Sonic Franchise or do not include Mobians.
You will by default enter as a Drop-In, teleporting in by way of a freak Chaos Control accident which has whisked you away to your new location.
To make your build and determine what you are, take these:

+1000 Chaos 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.

Origin:
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Origin:

Freedom Fighter

Like the Fastest Thing Alive, you're a lover of freedom and breaker of Tyrants! Feel the wind in your fur and the road under your feet as you dash and spin to save the day, no matter HOW strange it may get.

Genius

Maybe you would prefer to be more of a genius? Nothing says you can't keep up with the Blue Blur but you'll be more inclined to debate rather than to fight. Naturally Mobians are far from stupid, ask Miles "Tails" Prower about that, he can match Robotnik!

Robian

Rather than a fully organic Mobian you're a partially cybernetic example, or maybe even a full robot, your choice. You're not programmed to follow orders from sufficiently egg shaped madmen and cannot be hacked, but it comes with ups and down.

Mythsetian

You're not a normal Mobian, are you? You're now a Mythsetian, a sub-race of Mobians whose animal relation is traced back to a variety of mythical creatures ranging from Dragons down to Kitsune. You may choose one such animal as your form.

Perks:

General Perks:

Mobian Biology- Free
Mobians are a strange species, combining human characteristics with those of a wide variety of animals. At default you're twice as strong as a peak human athlete. With this perk you may also choose any animal to be your animal side, may include supernatural creatures if you feel spicy, there are fanfics with Dragon Mobians after all.

City Escape- Free
This isn't a Perk to help you escape police custody, sorry. From this day forward you shall enjoy the absolute banger soundtracks of the Sonic the Hedgehog Franchise wherever or whenever you are! This is the full soundtrack list from every available localization translated to the highest possible quality into your preferred language in a high-quality cover of the song. This includes Fan iterations or vocals for otherwise sound-only tracks.

Dash Master- Free
You're a Mobian, you gotta go fast am I right? You're now four times faster than you would normally be, rejoice!

Chaos Compatible- Free
Mobians have an odd connection to the Chaos Emeralds and their energy, and so do you. You have a natural affinity to freely absorb and utilize energies in your environment with no harm coming to yourself, nor can corruption take a hold of you.

I Held Back- Free
At times it can be a lot better to pretend you're weak rather than walking around so carelessly that, if people don't rearrange the whole city, you can end up making a new highway down to your destination. With this Perk you gain a mental slider to adjust the power of your Perks all the way from 100% to 0% down. This comes in a global sliding scale where all your Perks and Items are affected, as well as sliding scales for individual Perks and Items.

Child of Two Worlds- Free
It can be annoying when entities concerned with keeping outsiders, well, out come knocking at your door, right? Even if you would be easily identifiable as an outsider (kinda obvious with this kind of biology) this Perk will make it so that people will not judge you by it but by your own actions and allegiances. To any sensors or other means of detection, you will also always read as a native, no matter your physical form.

Mobian Origin - Free (Cannot be taken with "Hidden Village")
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.

Parkour Ace -100 CP
Would suck if you found yourself unable to traverse a complicated and often dangerous environment because of uneven ground, breaking away ground or the like. Luckily, nobody has ever heard of a Mobian who couldn't handle themselves in Parkour, and so your footwork is safe, even if you're grinding on a thin line.

Universal Hybrid -100 CP
You can now freely interbreed with other species with no fear of your offspring being born with any defects or with them being born infertile. You can also choose which race of the parents will be expressed in the offspring if not half and half.

Piko Piko Space -100 CP
Many Mobians appear to be capable of pulling random objects from what most observers would say are their own asses. Whether that be Amy Rose with her Piko Piko Hammer or Tails pulling a huge sensor device from behind his back. You don't have to put things up your own rectum just because you don't have any pockets on account of either wearing a dress (if you're a girl) or being naked save for gloves and shoes. You now possess a sort of pocket space into which you can store items you can hold as well as retrieving them at will. Living beings cannot be stored this way.

Confident Blue Streak -100 CP
To take on an army of robots to save the day, every day, takes courage, determination and confidence on a level that is rarely seen outside of a child with time resetting powers. You have them, however, in abundance. No amount of enemies in your way, obstacles barring your entry and horrors seeking to stifle your freedom can ever come close to taking this away, at the same time you know when to hold them and when to fold them, when to run and when to stand. Your Confidence will grind on your foe's nerves more than your shoes on their obstacles but this will never blind you to your own limitations and capabilities.

Internalized Ring Storage -200 CP
Rings are an… oddity from the world of Mobius. Sometimes they're a currency, sometimes they're a powersource. For the sake of this Perk, they are the latter. If you find Rings, which will pop-up around the world, for you to collect. While you have these Rings, or Power Rings, you will be able to take hits without taking damage, though it'll cost you 10 rings per hit and you will lose your remaining ones if you have less than that for one final save. Additionally you may spend them instead of normal energy or stamina, or to augment your attacks and other statistics such as your speed.

By my Side -200 CP
Want to make more Mobians? Thought maybe the powers here would be a neat gift for your friends, even if they don't come along? Well, why not change that? With this Perk you may grant, with a small expenditure of Chaos Energy or 20 Power Rings, the "Mobian Biology" Perk along with 5 additional 400 CP or less Perks (Discounts applied) from this Document. The "Mobian Biology" Perk will grant them a Mobian form based on their personality and any associated animals as well as letting them change between their human and Mobian forms. Mobian Forms come with all abilities they would naturally possess.

Elemental Cat -200 CP (1 Free with Mythsetian "House of Mythos")
Like Blaze the Cat you now possess elemental powers. You can choose between Fire, Water, Wind, Earth or Electricity, gaining the ability to control said element and manipulate it. Chaos Energy will even allow powerful attacks thematic to your element. You can purchase this up to five times but from the second purchase on it only costs 100 CP.

Balance Bringer -400 CP
Chaos is neither good nor evil, in fact, it is both and neither. Chaos is the culmination of light and dark, Yin and Yang. In spite of its name, Chaos is the harmony of these two sides, but imbalance was created by the ancient Echidna during their attempt to seize the Chaos Emeralds and the Master Emerald. However, time and again it is a heart filled with justice which brings balance to Chaos. Like the Blue Blur you too possess the ability to hold opposing powers, to bring about balance where there was disharmony. If it would be said that there is a Dark side and a Light side, then you would be the nexus within which they mingle and become as one. In layman's terms, if a Jump says "You can't take this power along with that other power" you don't have to worry about it. This also counts if you were to acquire two powers that cannot be held by a single person at the same time, say you eat a second Devil Fruit or acquire a second Bending ability without being the Avatar.

Ultimate Life Form -400 CP
Oh, looks like you're not a normal Mobian either! You now share the unique biology of Shadow the Hedgehog, granting you twice your normal strength, speed and durability, the ability to survive orbital re-entry as well as a great ability to store Chaos energy within your body for later use. Additionally you have a natural affinity for utilizing Chaos Control even if you had no prior practice with it.

Chaos Blessed -600 CP
Chaos is a primordial Chao who had mutated into the current entity from contact with the Master Emerald. Held as the guardian deity of the Chao their mistreatment at the hands of the Echidna clan led to Chaos going mad in rage. Yet, in you Chaos finds favor. The god of Chaos, the deity ruling the Chaos Emeralds, has blessed you Jumper. Your energy stores will now be expanded 100 fold and this includes your stamina and durability. No more are the days where you can't run for hours without rest or sprint for twelve miles in five seconds.
Balance Bringer Booster: Chaos Seeker
Chaos is a god of Balance between Light and Dark, the Yin and Yang. As one of his most trusted allies you now possess a gift that would have Ivo Robotnik explode in jealousy as you can sense with pin-point accuracy Chaos Emeralds and objects of similar nature around you as well as channel their energies much easier than before. Lastly, should you encounter beings of a similar chaotic nature they will find great favor in you and will only ever, genuinely, exhibit their most positive traits while beings who seek order over balance will see you as a force of bringing peace to the chaos.

More than One Side -600 CP
It can be a bit surprising how often these people aren't following just one label, Tails for example is a certified genius inventor but also a Freedom Fighter. Omega is a Robot but arguably also a Freedom Fighter. And there are at least two settings where Doctor Eggman, a Genius, is also a Cyborg. You may now, in both this Jump and any future ones, choose a second Origin in addition to your first. How this is expressed my be decided by you on a case-by-case basis.

Freedom Fighter Perks:

Cute Critter -100 CP (Free for Freedom Fighter)
Say what you want about this franchise, when they go for cute, they go hard. Upon entering a setting, whether using the narrative Perk above or not, you may apply the aesthetic of "Adorable" to that form freely, as well as choose any age range above 4 years old, regardless of what the document says, if you wish to do so. I mean, doesn't bother Cream to be so young and going on adventures now, does it?

Spin Dash -100 CP (Free for Freedom Fighter)
Man, the critters here love to become spiky balls of wrecking, don't they? Like 99% of all Mobians, by all accounts, you can hunch over into a tight ball, becoming a living wheel. You will never become disoriented from this nor will you have trouble navigating in this state. This lets you accelerate almost instantly to 70% of your top speed and become, for at least 10 seconds, invulnerable while staying in this state. This may also be used in a spin-kick fashion if you wish or use your hair as the weapon of this spinning motion to the same effect.

Sonic Dash -200 CP (Discounted for Freedom Fighter)
Even though Sonic is the fastest thing alive, many of his friends and allies can keep up with him. Like them, your speed has now increased, allowing you to comfortably run at Mach 5 speeds from this Perk alone but your absolute top speed is easily mach 10. This stacks with other speed boosters.

Homing Attack -200 CP (Discounted for Freedom Fighter)
Oh, look at all those bad guys lined up mid-air, no place to land between attacks, right? Don't worry! With this Perk you have the remarkable ability of Homing Attack, allowing you to instantly home in on an enemy mid-air and strike them another time. This may be repeated as many times you want so long as you can maintain momentum. This Perk has a limited Range but give yourself some dozen enemies and you can rack up a Multi-Kill for the ages. Naturally robots are the preferred targets.

Circlesaw the Jumphog -400 CP (Discounted for Freedom Fighter)
One of the stranger aspects of this source material, the ability for Quills of a Hedgehog to be as sharp as blades as they tear through metal armor like it was made from toilet paper. To be fair, Badnicks aren't known for their resilience, but still. Like the Blue Blur you now possess the ability to tear through enemies like they're unarmored pieces of cardboard. Only the toughest enemies can withstand more than one assault in this fashion.

Internalized Ring Storage Boost: Boss Breaker the Jumphog
Ah, remember how I said how really tough enemies (Egg-Bosses for example) can take more than one hit? Yeah, now that's a bit more up in the air. You now can expend up to 100 Rings in your storage to instantly power up your next attack, turning it into an attack so powerful it can tear a hole clean through a heavy Battleship on the widest point. And when I say heavy Battleship, I mean a Colonial Battlestar, from Battlestar Galactica. Mercury-class Battlestar to be precise with no battle damage. The damage you deal will depend on the number of rings you expend, with each ring being a 10% booster to your attack potency.



Super Mode -600 CP (Discounted for Freedom Fighter)

Huh? What is this doing here? That should be in the Dra- Oh, wait, that's a thing here isn't it? Well, as you can probably guess, you now possess the capability to assuming a Super Form, this golden glowing, invincible form has the benefits of "Boss Breaker the Jumphog" at no cost on attack, permanently on at maximum, can't be harmed by anything and grants you a base Light Speed, meaning yes, if you have speed multiplies, you can now move at FTL speed. The downside is that, to enter this state, you need to use energy equivalent to the Seven Chaos Emeralds and to maintain it your store of Power Rings will pay one Ring every second. On the plus side there is no attack that can harm you while in this form, even Planet-Busting attacks won't leave a scratch upon you. Note: This comes with Flight at this same insane speed.

Chaos Blessed Booster: Hyper Jumper

Super Jumper is awesome, how about going beyond that? Hyper Jumper is a state beyond Super Jumper, requiring a power equal to the Super Emeralds, a powered-up variant of the Chaos Emeralds. As Hyper Jumper you become strong enough to lift an object the size and mass of Earth's moon, punch hard enough to move said object several miles away from you, and naturally, you have the same benefits as Super Jumper. Since you're paying premium for this, this form will consume 1 Ring for every 2 seconds you stay in it and run out 2 seconds after the last Ring is consumed. Additionally, you may, once per year, augment an energy source such as the Chaos Emeralds to become as much stronger as the Super Emeralds are compared to the Chaos Emeralds.

Sonic Dash Booster: Chaos Control

The ultimate expression of Chaos energy, Chaos Control. This grants you the full purview of this power, including teleportation, Time Dilation and firing Chaos Energy as Chaos Spear or Chaos Blast at your enemies. Unlike some people, you gain an internal storage of Chaos Energy which will be filled at the start of each Jump enough for 10 uses of Chaos Control (Chaos Blast/Chaos Spear consume 1/10th of a charge per shot). This may be replenished from any Chaos Emeralds, Sol Emeralds or other Items of Power, such as a Scabbard of the Sword of Promised Victory or a universal energy field suffusing all life in the universe, if you have enough control of that.

Genius Perks:

IQ of 300 -100 CP (Free for Genius)
You wouldn't be a genius without this, at least in this Media franchise. Like Miles "Tails" Prower and Ivo "Eggman" Robotnik as well as their counterparts, your IQ can easily be measured as 300 or maybe more in fields you're especially enthusiastic about. And this measure isn't for show either as you're a super-genius easily surpassing any human you may encounter, gaining knowledge and retaining it as easily as breathing.

Quick Study -100 CP (Free for Genius)
Ah, the good old trick of "Looking at it and Understanding". You now have the incredibly handy ability to study any field you wish by simply looking at an example or some manner of manual on it. Reading a scientific Journal would see your understanding grow at a rate that the most advanced and BS AI out there wouldn't dream of and you can put this knowledge easily to memory, never losing it as long as you live. Even Memory Loss won't let you forget these important lessons either.

Egg-Robotics -200 CP (Discounted for Genius)
Not necessarily Eggman tech, but you have the same level of expertise in the field of robotics and mechanics as the famous inventors Ivo Robotnik and Miles Prower, enough to turn a heap of scrap into an entire army of robots or build advanced machinery from it such as the famous Tornado. You also have the natural talent to program AI, although you should be careful with the freedoms of these AI, Metal Overlord anyone? These robots will also have infinite ammo, though it won't be anything special beyond basic plasma bolts, missiles or guns. Same for non-robot devices.

Cybernetics -200 CP (Discounted for Genius)
Robotics is neat and all, but how about improving the organic bits? With this Perk you're an expert at producing and implanting perfect cybernetic implants and prosthesis, whether to create a Cyborg or just replace a lost limb. These Cybernetics will never be rejected by the host body, will function just as you intended and will be an overall improvement for the recipient. Additionally, ranged weapons will never run out of ammo on these Cybernetics, whether energy, missile or just bullets.

Mimicry -400 CP (Discounted for Genius)
Oh how the advances of science have changed the world, haven't they? Yesterday you couldn't just reproduce the speed of someone capable of running at supersonic speeds with a robot and now it is just a question of the design. Likewise it would've been unthinkable for someone to reproduce the Chaos Emeralds, but while your own creations won't be perfect and won't work for transforming into super forms, you can make a pretty convincing copy that can power machines. This works on any supernatural object, allowing you to create a technological copy of that thing, including a machine able to replicate the powers of others. Anything that can detect these things will detect your replica as the genuine thing.

Internalized Ring Storage Boost: Perfect Mimicry
Oh this is next level bullshit. Rather than flawed mimicries, you can now create perfect copies. Whether that be a Bio-Mechanical abomination of the Ultimate Lifeform or a perfect, new set of Chaos Emeralds, as long as you have something to work off of, you can make a copy which will function just as well as the original. To make sure this won't bite you in your ass, this only works if you want it to work in something and will stop working if it is turned against you and your interests.

Mystic Tech -600 CP (Discounted for Genius)
You would think Chaos Emeralds and technology wouldn't mix well, them being a chaotic mess of energy and all that. Well, turns out there are ways. Like Tails and Eggman, you are capable of letting your inventions run on magical energy, even allowing them to draw energy from afar if you set up a special antenna to transmit that energy. This works with any supernatural energy, so if you captured a Daemon from a hell-universe where FTL is dependent on going through hell, that is fair game and your inventions won't be affected by the will of their batteries.
Chaos Blessed Booster: Magic Capture
Wouldn't it be annoying if you have no means of capturing your batteries? Well worry not! For while they may wail at the idea, anything that contains any amount of mystical energy can be captured easily with the patented "Ghost Catcher 9000! (Patent pending) With this technology you can detect and capture things below your own power and turn them into energy

sources for your inventions! Yes, if you're strong enough, Magnus the Red is Magnus the Duracell, and I'm sure Tzeentch would find humor in the Iron(y), heh.

Egg Robotics Booster: Prower-Robotnik Database

Oh how annoying it must be if you were stuck working through prototypes, needing to test what works and what not. Well, despair no more! This here grants you a full mental database of all the schematics and technologies of Tails and Eggman with development notes and everything! You can call these schematics up into a visual hallucination of sorts that you can toggle to either be only visible to you or to everyone. This comes with a highly sophisticated and intelligent search engine and if you get more tech databases in the future, as well as all schematics you invent yourself, they will be copied into this database with no limit with upgrades applied if you want to. You can project these schematics into anything that would be producing parts for you. Comes with a talent for making machines from scrap that let you make better machines to create more sophisticated machines.

Robian Perks:

Firewall -100 CP (Free for Robian)
Viruses, maladies of the body or computer, it doesn't matter. You are now fully immune to both and cannot be a carrier, your body simply erasing them and creating a counter to the malady which you can distribute to others with a simple flex of your will. You can expend 200 Rings if you want to create a Cure-Wave of sorts.

Enhanced Sensors -100 CP (Free for Robian)
Your senses have been enhanced significantly, by cybernetic equivalents. This includes all of your primary senses, boosting their sensitivity by 500%. Yes, this means taste but it will only cause the flavor of things you eat to be pronounced positively in this manner, don't worry.

Energy Siphon -200 CP (Discounted for Robian)
This sounds once again like something that doesn't belong here, more like an Android thing I think. Though this isn't quite as potent of an ability. Like most robots and machines built by the resident geniuses you gain the ability to siphon energy from your surroundings, especially in the wake of powerful attacks, allowing you to live off of this. This may be magic, it may be Chaos Energy, or just solar power. Doesn't really matter now, does it? It leaves you a bit of a cold spot to those who sense such things though.

Modular Weaponry -200 CP (Discounted for Robian)
It would suck if you weren't able to carry a lot of weapons, or had a limited ammo capacity or something. Well, you don't have to worry, with this Perk you can freely summon or dismiss weapons and armor, or devices and modules if you're a robot, from either a property you own or your Cosmic Warehouse (or the equivalent). These items cannot be more than five times your mass. So a car for a human or Mobian may be fine, a Yamato-class Battleship or a Tank isn't.

Metal Jumper Overlord -400 CP (Discounted for Robian)
Metal Sonic in his Metal-Overlord form was a horrible blight upon the world. Gaining the ability to assume a massive, draconic form let him control Eggman's entire army. Like the mechanical menace himself you too gain this ability, allowing you to assume the form of a massive "Final Boss" form so to speak in a style of your choice. In this form you also gain the ability known as Technopathy, the ability to communicate with and control technology on a wide scale.
Internalized Ring Storage Boost: Metal Army
Wouldn't it be annoying if one good defeat could take you down? Well now you won't need to worry about it. At the start of each Jump you get 10 copies of yourself. If your body is destroyed, one of these bodies awakens with all memories from before your death uploaded into their mind. For the purposes of Jumpchain continuation and Drawbacks related to dying, the body which awakens as you is treated as still being you, meaning these are basically 10 1-Ups. They will be placed either in a parallel world or in your Warehouse with a portal to a secure location provided and any Items you had on you available from the various containers in the area.

History Upload -600 CP (Discounted for Robian)
Is this your original life? Is this just Fantasy? Well, who knows? With this Perk you gain a 500 years head start each Jump. How so? You have been given 500 years worth of experience and equivalent Training if applicable, in every Perk you have or have gained. This applies at the start of the Jump but doesn't require you to gain memories of this time.
Chaos Blessed Booster: Ancient Warmachine
Now we're talking. This level of this Perk not only grants you an additional 1000 years of experience and training, but will ensure that any technology with Fiat Backing will likewise be 1000 years more advanced while any mythical Items will gain a 100 times multiplier to their power while reducing their energy consumption by 99%.
Energy Siphon Booster: Perpetual Energy Engine
Ah, the miracle isn't it? With this Perk you have been granted a near bottomless energy pool. In more practical terms, this Perk allows your body to convert anything taken-in by it into pure energy for your use at a 1:1000 ratio, meaning that you gain 1000 times more energy from Energy Siphon than normal and this likewise affects the energy of Chaos Emeralds if you have any. This basically means you don't have an energy limit so long as you can consume anything, including air.

Mythsetian Perks

Blood of the Houses (Minor) -100 CP (1st Free Mythsetian, no other discounts)
You now bear the blood of the Houses of Mythsetia, or at least one of them. Choose from among the List of Mythsetian Houses. However, only those with less powerful abilities can be chosen. Additionally you start out with about as much skill as Azure the Dragon at the start of her story. Note: House of Mythos is straight up OUT for this Perk. You do not need to take the typical race of your chosen House. Note 2: If you chose the Mestaclocan, you may choose your base gender for free in this and all future Jumps.

Magic -100 CP (Free Mythsetian)
All Mythsetians possess Magic of some kind. This is… basically the primary distinguishing factor between them and Mobians and what led to the near genocide against the Mythsetian Veil. Naturally as one of them, you too possess magical reserves, at base this is roughly equivalent of, for the sake of comparison, a B-Rank Linker Core from Magical Girl Lyrical Nanoha.
Yes this is off-topic.
Yes this is a Sonic the Hedgehog document.
No I do not care, it is the most straight-forward system.

Finest of the House -200 CP (Discount Mythsetian)
You're now a once in a lifetime powerhouse among your, well, house. Your power grows exponentially any time you use it. Hope you're good at learning and putting in the work to learn how to manage all of this power.

Below Notice -200 CP (Discount Mythsetian)
Mythsetians are nearly indistinguishable from regular Mobians beyond their ability to perform Magic, an ability the others feared. Now like them, you possess the ability to blend into the regular crowd no matter your form unless you do something extraordinary. Even among humans you won't stand out unless you want to and can easily get into interracial relationships with them.

Blood of the Houses (Medium) -400 CP (1st Discounted Mythsetian, no other discounts)
You now bear the blood of one of the houses, or another anyway. Choose from one of the more combat-ready powers of the houses, though not the top of the top, most powerful ones, you now possess their bloodline magic.
Internalized Ring Storage Boost: Blood of the Mighty
You now possess the bloodline of one of the major bloodlines of the Mythsetians, though not including the House of Mythos. This is the most powerful and/or esoteric category among the Mythsetian houses such as the House of Nekros (various forms of Necromancy) or the House of Spatia (Spatial Magic, including opening portals to other dimensions).



House of Mythos -600 CP (Discount Mythsetian)
You're now in the top of the top, a True-born child of Mythos, the ancient leader of the Mythsetians. The House of Mythos boasts incredibly potent Elemental Magic and is home to the Protagonist of Zephyros-Phoenix's stories, Azure the Dragon, as well as her extended family. The family has no hard-set form or central element, ranging from Dragons, Hydras, Black Dogs and Phoenixes among others. Each has an element matching them, though some may be different even among direct siblings. This Perk also sets you up as a member of the Mythsetian Ruling House, which to justify a bit more the price, will grant you the ability to lay claim to things you have ownership of, including lands, to take them as Fiat Backed Items into the future and be seen as a legitimate ruler of your lands if you do so.
Chaos Blessed Booster: Titan Form
This is the House of Mythos greatest Power and why they're also known as the House of Titans: Titan Form. This form allows the user to turn into a being purely of their chosen element. While normally this would require the Orb of Mythos, the holy relic of the House of Mythos, paying here means that you can assume this form at will. If you have at least a Chaos Emerald you may also assume Level 2 of this form, assuming a Kaiju-like, more animalistic form also made of your element. You lose your ability to speak and your mind becomes a bit more feral, but the powerboost is tremendous.
Finest of the House Booster: Mythos Reborn
Maybe you're indeed the founder of this Noble House reincarnated, or maybe it is just freak genetics. But like Mythos himself you now possess not one element, but all nine elements of the Mythos Family: fire, darkness, water, wind, earth, plant, ice, light and electricity. Additionally your power has been increased 20 times from the original level of power you would have had, making you easily the singularly most powerful Mythsetian. Lastly, you have now full mastery over your abilities as if you trained in them for 300 years straight.

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.

Running Attire- Free/-100 CP
This is a well fitting, athletic set of clothes, whether they're just a pair of shoes or an entire outfit. It will always fit your form perfectly and, more importantly, look great on you. For 100 CP this Item is augmented, improving your attributes of choice to such an extent that, if you chose your speed, it would improve your speed in the same way that Shadow's Hoverboots do for him, which allow him to run as fast as Sonic even though he himself isn't naturally that fast.

Home- Free
This is your home Jumper, a quaint little house that will be contained in a small snow globe unless you place it on the ground. It comes with two floors and nine rooms. The outside is only 40x40x4 meters in length, width and height respectively, but on the inside it can be expanded as much as you like with additional rooms appearing. The house keeps all modifications to it and respawns if destroyed after 24 hours.

Jumperian Veil -100 CP
The Mythsetian Veil refers to the homelands of the Mythsetians in the story of Sephyros-Phoenix from which they originate. You now possess an equivalent island with an underground bunker which appears as catacombs and which can easily house several hundred individuals for hundreds of years. If you have this you may use "By My Side" to grant someone both the Mythsetian Origin's form and "Blood of the Houses" either Minor or Medium. You may pay an additional 100 each to add another 400 CP or lower Perk which may be transferred to the recipient. You can pay an additional 200 CP to, during build making, enable you to choose up to 5 individuals to grant them the "House of Mythos" origin and a fitting Alt-Form even if they were not to become your Companions. This will also return them to their youth physically and heal any wounds on top of granting them any Perks fitting with the amount you paid already for the Perk Sharing aspect of this.

G.U.N. Membership -100 CP
You're now a member of G.U.N., a certified agent. You can receive missions, earn money this way, and call in back-up. You have any resources an Organization like G.U.N. would be capable of providing to their agents, and a little more as a flying warship of G.U.N. is now also available for you to command. For an additional 300 CP (400 total) you're now the commander in chief of G.U.N., enabling you to call on the aid of people such as Rouge the Bat, Omega, Shadow the Hedgehog and so on. G.U.N. will, in all future jumps, become an established Organization related to, but not commanded by, the United Nations or similar political bodies.

Chaos Emeralds -100/200 CP
Ah, the Chaos Emeralds. This is a set of seven large gems you now possess which, when collected, will provide near endless energy. From this purchase you will keep hold of only one of the Chaos Emeralds, the rest will scatter to the winds, at the start of each Jump this will be the condition you find yourself in but in return you also obtain a Chaos Energy Radar, allowing you to detect them when you get close enough. The Emeralds will remain inside of a "Special Stage", a sort of subspace dimension where it takes some task to obtain the emerald related to it.
If you pay an additional 100 CP you also gain the Master Emerald, this massive gem is in essence the magical control unit of the Chaos Emeralds and can convert them into the Super Emeralds for a short time. Each of these emeralds has as much power on its own as the whole set combined when in their base form and enables the Hyper Form transformation. Lastly it can be placed somewhere in the Jump to create a floating island. People will ignore it for the most part unless they are aware of what lies there, which is the Master Emerald, and the island will become the home of a colony of Chao. Doesn't come with a Chaos.

Companions

Team Jumper- 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.
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.

Sonic Crew- Free
You may choose to take along any member of the Sonic Franchise's extended character catalog, including alternate universe versions (not from the Kaiju AU). If you take the role of another character then you may not choose them.

Team Freedom Planet -100 CP
Want to outsource? With this option you get the main characters of Freedom Planet. Sash Lilac the Water Dragon, Carol Tea the Wildcat and Milla Basset the Hound Dog. Lilac (prefers Last-Name Basis) is a high-speed hydrokinetic dragon with twintails that she can use as weapons. Carol is a tomboyish, motorcycle loving and a bit selfish Heavy Hitter, and Milla is a very young, shy and innocent Hound Dog puppy with magic powers and the power of cute. For the purposes of this Supplement all three are Freedom Fighter Mobians with Lilac possessing the "Mythsetian" Perk and all three have the Freedom Fighter Perk Line. Additionally they share a single Companion Slot between them.

Mythsetian Veil -600 CP (Discount Mythsetian)
Do you want to take along a large number of companions? Alright. This is the full list of known Mythsetians of which you will be the leader. They will be treated as one Companion collectively but have equal copies of any Perks you purchase for them. Any negative traits will be ironed out. This may include Hydra, the former head of the House of Mythos, and Azure the Dragon, a normally run-away member and youngest child of Hydra and his late wife, who can be alive here.

Scenarios

First Jump Supplement (Must be used on your First Jump)
Well this is the first Scenario, I hope you like it. The goal of this scenario is getting through the Jump but you cannot turtle down. Here are the conditions:

1. You must participate in the plot of whichever Jump you enter with this Supplement.
2. Sonic Characters and Mobians will either appear in the Jump similar to how they do in Sonic X or start out as native (yes I know this kinda takes the OoC out of this)
3. Eggman will be active.
4. Problems related to this Scenario cannot be solved solely by the natives.
5. You cannot take the "Second Supplement" Toggle
6. If the Jump is less dangerous than Sonic the Hedgehog 1 it will be made more dangerous or you need to take the "Plot-Points" Scenario at least once.

Rewards:
For completing this task you may add this Jump's entire purchase list to your Bodymod. Yes, including the main Jump.
If you wish your Mobian Form may be set to override the form of any race you would normally take in a jump but you will still gain all the benefits. If a Race Option was taken in the Jump you took with this Supplement you may choose to either combine the two race forms or make it a secondary base form.
Companions you got here or which were gained from this Supplement may import into future jumps for free with no companion slots taken up and a stipend of 1000 CP on top of the highest amount of CP they could receive from a Companion Option in that Jump.
Scenarios taken during the course of this Jump, if completed, will also be included in the Bodymod package.
This doesn't replace the Bodymod, you may still take it or, if you took some Bodymod replacer already, this will simply add onto it.

Late Bodymod (Incompatible with "First Jump Supplement")
Oh you're not taking this as your first Jump? Well, you can still accomplish a Scenario to add onto your Bodymod. Here are the rules:

1. You must take the "Plot Points" Scenario at least twice.
2. You cannot take the "Second Supplement" Toggle.
3. You are stripped of all Perks and Items from before this Jump as well as your Bodymod, reducing you to only purchases from this Jump including this Supplement.
4. You must take the "Boss Rush" and "Random Setting" Drawbacks.
5. If you are using the Universal Drawbacks Supplement or other means of increasing your CP beyond basic Drawbacks they are suspended.
6. "History Upload" will not work for the duration of this Jump.
7. All purchases in this Supplement cost twice their normal cost.

Reward:
Everything you purchased and earned (Scenarios) in this Supplement is added to your Bodymod.

Plot Points (+200 CP)
Ah, the Plot Points. This scenario will integrate the plotlines of different games or other media into the plot of your Jump. Here are the Rules:

1. Every time you take this Scenario you gain 200 CP.
2. You must complete the plot point on a positive note, such as the good ending of the game they come from.
3. Each time you take this Scenario you must take a different Plot.
4. Events will transpire to enable the plots to happen, if necessary this may include events similar to Sonic X.
5. Events will play out in the closest approximation of a canonical timeline.

Plot Points (not necessarily in this order)

1. Sonic Adventure 1, Reward: You gain the abilities of Chaos, may take Tikal and Chaos 0 as companions
2. Sonic Adventure 2, Reward: Space Colony Ark, may take Shadow the Hedgehog and Maria Robotnik (reincarnated as a hedgehog) as companions.
3. Shadow the Hedgehog, Reward: x10 Booster to your abilities, Eggman Armed Forces
4. Sonic the Hedgehog/Sonic 06, Reward: Silver's Psychokinesis and Mephiles' Umbrakinesis
5. Sonic and the Secret Rings, Reward: DarkSpine Form, Copy of 1001 Nights, you may summon figures of the 1001 Nights to you as followers for 1 hour per day for each figure.
6. Sonic and the Black Knight, Reward: Excalibur/Caliburn, Kingdom of Camelot, You may take the Knights of the Round Table as companions
7. Sonic Underground (Maybe AU involvement?), Reward: Laser Blaster Music Instrument, you may recruit the Sonic Underground crew as Companions, The Kingdom of Mobius restored may be taken along with you.
8. Archie Comics Sonic the Hedgehog, Reward: You become 10 times faster, you may recruit the Freedom Fighters as companions, you may take the Acorn family's Mobius Kingdom as a Warehouse Attachment along with you.
9. Sonic Heroes, Reward: Ability to assign the Team roles to any two allies. Equivalent form to Metal Overlord.
10. Sonic Mania/Forces, Reward: Phantom Ruby (the illusion generating one from Forces, probably not the portal generating one from Mania.)
11. Sonic Advance/Battle, Reward: rebuilt Gizoid; won't go berserk and omnicidal like Emrl/Gemerl. And your choice of an item/follower that temporarily changes function if you're teaming up with someone, similar to the tag actions for the Piko Hammer or Cheese in Sonic Advance 3.
12. [???] (Suggest further if you want)

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

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

Drawbacks:

Character Adaptation +0 CP
You want to enter as one of the established Characters of the Sonic the Hedgehog Series? Sure you can do that. This does come with the memories and experiences of that character as well as their form. You may change your gender or the gender of the Character you replace.

Sonic Replacer +0 CP
Wanna be a bit more interesting? You may take on the role of a character from your host Jump but also make yourself this continuity's equivalent of one of the named characters. You want to be Naruto as the equivalent of Sonic? Sure thing buddy, hope you won't mind the Chili Ramen. Mobian and non-Mobian Alt-Forms will manifest as a natural ability to switch between them. Whether your physical sex is applied on both sides or you want to have both worlds in both contexts is up to you.

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.

Out-of-Context Fanfic Toggle +0 CP
A simple Toggle, you may now choose to enter this Jump in a Fanfic of your choice. You may also choose to use this Toggle to alter the setting, either to make a connection to Mobius, as in a full on Sonic the Hedgehog Crossover, or just to include tropes from fanfictions. If another Fanfic Toggle is used, you may mix and mash two fanfics.

Hidden Village +100 CP (Cannot take "Mobian Origin")
You're no longer a Drop-In.
You were born and raised in a secretive community of Mobians not widely known in your host reality, but very much native to it.

Starting Out +100/+400 CP
You don't start in your standard starting location, instead you find yourself as a young child in your starting location, roughly 5 years old. For an additional 300 CP you instead find yourself reborn in the arms of your mother, depending on how this world is set up this may lead to you being sent over to another world at some point or starting out in your host reality with them.
Drawbacks won't start until you reach 8 years old.

Clumsy Dialogue +100 CP
People around you seem to have a… odd way of speaking, somewhat forced sounding and repetitive.

Attitude +100 CP
Oh man the mouth on that Hedgehog! Like Sonic the Hedgehog you have a serious attitude problem which leads to you mouthing off to people you dislike at a disproportionate frequency. If you don't like a ruler, better hope you can Go Fast or Hit Hard.

Swimming Troubles +100/+400 CP
Oh, the classic. Like Sonic the Hedgehog you now suffer from a horrible case of being unable to swim properly. You can still push off the floor and struggle up, but you won't be able to just swim, you'll need to run across the ground if you want to get somewhere faster than a snail's pace but you will be slowed down. If you can fly, you can still do that.
For an additional 300 CP this Drawback will be upgraded, taking away your ability to even struggle or to use flying abilities to move through the water as if swimming.

Fire Souls +100 CP
In every Zone there are these things called Fire Souls, red rings filled with a flame in the middle. Now before the end of the Jump you must collect all of them before you are allowed to make your choice. On the bright side, collecting them grants you 'bonuses' like art or music native to the world. As if it was the key for 'Background' or 'Concept material'. If you wish you can choose to summon these Fire Souls after this Jump in future Worlds as well.

Scourge Fighters +200 CP
Oh this is troubling. Sonic in the Archie Comics has a parallel universe version, one of many, but also a Mirror Universe. This alternate Sonic, known as Scourge, leads a group of other evil Counterparts of Sonic's friends in spreading chaos and destroying his own world which was peaceful. You now have the same issue, as Scourge the Jumphog is on your tail. This is an alternate, color-swapped version of yourself as a Mobian along with a variety of companions who are the counterparts of your own. They are diametrically opposed to your own goals and want to stop you from accomplishing anything. If you're a goody Two-Shoes, they're avatars of Angra Mainyu. You're evil? They're basically Sonic and the Freedom Fighters. Their group will always include people with the Perks of the three Origins, numbers depending on your own number of companions in this Jump. They are also well informed about your outside Perks and Items and have at least an idea on how to circumvent them, if they can do it is another story though.

Emeralds Scattered +200 CP
Previously you needed to buy Chaos Emeralds for them to appear. Now there will be a set in any universe within this Jump you visit, or alternatives similar to the Sol Emeralds. What is worse is that any sets you gather will scatter after they run out. If this is limited to one continent with no known other continents they will scatter there. If you possess Chaos Emeralds they will also scatter, though one will remain with you, and will be treated as either the native set or, if you wish, be the cause of your coming here and coming from another world with no equivalents in the host reality.

I was Human +200 CP
I'm sure this sounds kinda weird in this context, but hear me out. There are certain fanfics where Maria Robotnik somehow gets cloned or her soul placed in a bio-engineered Hedgehog body. It isn't the weirdest thing out there. You're now like that too, possessing memories of a life as a human but no understanding of your new form. Shapeshifting and Alt-Forms are disabled for this. You will also have the memories of a gruesome death. May be taken along with "Sonic Replacer" to take the role of a revived Maria Robotnik.

Nothing but Race Tracks +200 CP
Normally you wouldn't expect a world to be built like this, loop-de-loops, ramps, railings for grinding, railings for days even, but you would be wrong! From now on any location you traverse will look like some parkour designer on crack made it, or in other words, like a Sonic the Hedgehog Zone. Be careful because this includes spike traps.

Mythos Troubles +200 CP
Oh this is… less than ideal. You're now part of the Mythsetian Veil, whether you're a member of the Mythsetians or not. But you have a problem, Garnett the Phoenix, the current leader of the island, sees you as a threat to his rule and he has a number of subordinates willing to take you in or take you out.
You receive double CP if you're a member of the House of Mythos and may, if you are one and a Dragon, also choose to replace Azure the Dragon, in which case you may get 1000 CP instead as Garnett will want to capture you and absorb your powers. If you took "Jumperian Veil", then you need to defeat Garnett in battle and assert your leadership over the Mythsetians before the Item will be fully provided. Yes, if you can't, then you lose the Item and its constituent CP.

Racing with the Wind +200/+400 CP
There is Genie who seems to share an interest in Speed and Races. Just as fast as Sonic, he is interested in racing him inside all of the Zones… and now you as well. Win his races in all the Zones or be left in the Dust. For +400 CP instead you must also race a version of Sonic himself, alongside his usage of Soul techniques, and win. In the event that you far surpass them, they will Scale to be roughly your equivalent.

Horrible Foursome (Varies)
This Drawback comes in four levels, each level adding another foe for you to deal with.
For 200 CP you have to deal with Silver the Hedgehog, a Time Travelling psychic from a disastrous future where the world has been destroyed by Ifrit. He believes you are the "Ifrit Trigger" and convincing him otherwise will take a lot of work. He has the full "Freedom Fighters" Perk Line.
For 400 CP you are also beset by Eggman Nega, the Sol Dimension counterpart of Ivo Robotnik, aka Doctor Eggman. This genocidal maniac is as brilliant as his more mainstream counterpart, having all of the Genius Origin Perks, but is a ruthless maniac dead-set on destroying the world.
Thirdly for 600 CP your foes are joined by a strange visitor from another Zone, a giant human-like robot named Sigma. Embodiment of the Sigma Virus he holds all the Perks of the Robian Origin and is armed with technology from the Zone of Megaman X.
Lastly for 1000 CP your opponents are joined by the most powerful, Sonic.exe. This malevolent, Sonic-shaped demon has come from another reality he has recently destroyed, seeking to do the same to your Jump. More importantly, from all the souls he consumed and is torturing, he has gained access to the Perks of every Origin on this document as well as his own set of Chaos Emeralds. On the plus side, his Super form is imperfect as sufficiently heavy attacks can cause his Emeralds to be ejected from him. Though good luck doing that. Sonic.exe will have subdued and taken control of every single foe listed under this Drawback when you meet.

Sonic Heroes +300 CP (Exclusive to Freedom Fighters)
You're Truly an ally of Freedom. Like Sonic you're a born hero who stands united with your friends against evil tyranny such as Doctor Eggman's darkest variants.
Can only be taken by Freedom Fighters and you may only take Perks from the Freedom Fighters and General Perk Lines.

Jumper Robotnik +300 CP (Exclusive to Genius)
Who needs natural power when you can make yourself that good? No need to get anything but your tech involved after all!
Can only be taken by Genius and you may only take Perks from the Genius and General Perk Lines.

E-10J +300 CP (Exclusive to Robian)
[SYSTEMS: ONLINE] [STATUS: INSERTION] [SEARCHING UPGRADES… … … UPGRADES FOUND] [COMPATIBILITY: LIMITED] [DEBUG: REMOVING INCOMPATIBLE HARDWARE AND SOFTWARE]
Ah I see you're a bit confused E-10J, I am Doctor Jump-chan and I have just finished installing your new systems. Sadly I wasn't able to install the Bio-Mechanical parts.
Can only be taken by Robian and you may only take Perks from the Robian and General Perk Lines.

Elite Eggman +300
Eggman is now an issue for you. Even if he shouldn't be there, now he is. Doctor Eggman has conquered a portion of the world roughly equal in size to 21st century Germany and is ruling with an iron fist. And this isn't the bumbling idiot you may expect either, this is the most competent and malignant version of him, and to make matters worse? He looks like the Sonic Underground version and has about the same amount of moral restraints. Expect a lot of Roboticized citizens.

Fusing Worlds +300
Oh, this may be troublesome. Flip a coin, if heads your host reality will begin fusing with either Mobius (if you're completely out of context with no native Mobians in it, or a mundane Earth at best on par with the Earth of Sonic X. If it lands on Tails you may choose to supplement another Jump whose setting will begin fusing into your first host reality with said host reality becoming a home to Mobians like Mobius unless the supplemented Jump is already a Sonic Jump.

Eggapocalypse +300
Not necessarily Eggman's doing, but the minions of your foes will now be more than 10 times more numerous, supplemented by cheap, easy to produce and hacking resistant robots. While they don't pose a great threat, there will now be thousands of robots armed with various ranged and melee weapons, aiding whoever you're opposing.

Audience Surrogate +300/+600 CP
Oh this is troublesome indeed now. You have a young child now hanging around you and your companions. They have no natural powers or affinity for stuff like Chaos Control. They're not excluded from means of sharing Perks or powers, but will inevitably be drawn into various dangerous situations. You cannot get rid of them, feeling a strange connection, a friendship soon after meeting them. Trouble is they attract problems like flies and have so little competency in getting out that they couldn't get out of a paper bag while holding a knife with a razor's edge in their hand. They will lose this problem every time they are rescued by you or your companions, but will lose it again next time they need to be captured.
If you feel like enduring even worse problems, you may gain an additional 600 CP from this Drawback. Nothing mentioned above will change, but if this sidekick dies your chain will end unless you can revive them within 24 hours. No, a weirdly zoophilic princess can't kiss them back to life.

Black Doom +600 CP
The Black Arms are an alien invasion force. Hailing from outer space their goal is to conquer worlds and destroy the native life, terraforming the world to their liking Led by Black Doom, this horrible blight will find their way to your host Jump with an additional goal: Killing you in hopes of obtaining your powers. Even if you took the "Plot Points" Scenario for Shadow the Hedgehog, another version of the Black Arms will arrive five years into your Jump, ensuring that Shadow the Hedgehog's events will play out before then.

Brevon Invasion +600 CP
Lord Brevon is a tyrannical space conqueror commanding massive armies of aliens. An incredibly powerful warrior himself, Brevon commands advanced technology and can fight many powerful heroes on his own with the entire Coalition of Planets unable to stop him. This horrible foe has crash landed on this world, disabling his Dreadnought and will seek to find a new energy source to re-empower his ship and leave. And to him? You as a Jumper sound an awful lot like a Perpetual Motion Machine, to be frank. He has access to the Genius line of Perks.

Merga's Revenge +600 CP
Merga is the last of the Avalice native Water Dragons, once enslaved by the extraterrestrial Earth Dragons, she has awakened after thousands of years. She will seek to re-activate the Water Dragon starship Bakunawa, harvest the moon and leave, which will be catastrophic for this world. This Drawback not only guarantees the presence of her and Bakunawa, but also the history of the two dragon races. Merga has the Perks of the Mythsetian Origin as well as the "Chaos Blessed" Perk.

Metarex Rage +1000/2000 CP
The Metarex are a hostile Alien Empire which steals the "Planet Eggs" of the worlds they invade for the sake of a ritual which would erase all non-plant life in the galaxy. They need for this more importantly the Chaos Emeralds, of which a set will be found on the planet of your host Jump now, as well as the Planet Egg of your planet or any others in the galaxy. They cannot be negotiated with. While 99% of their members are robots, the leaders are all members of an unnamed, Plantoid species encased in armored shells, all male. They, along with the female Cosmo, are the last known members of the species. In terms of power, the Metarex army is made of robots superior to Eggman's most powerful inventions and their technology can be likened to Precursor races from other franchises such as the Proteans of Mass Effect.
For an additional 1000 CP the Metarex see you as their primary target, desiring to capture the immense power of your status as a Jumper to not only wipe out all animal life in the galaxy, but to do so on a multiversal scale. If they slay you they won't get this, but your chain will still end if you don't stop them.
Because if they succeed they exterminate all animal life in the galaxy so… yeah, you'd die.

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.

Changelog

v1.0 Finished the Supplement!

v1.1 Added more Drawbacks and updated some other stuff.

v1.2 Updated the Generic Drawbacks from those added by DeverosSphere

v1.3 New Origin and Perk Line, new Items, new Companion Option, new Drawbacks, removed the Undertale based Enemy Drawback. Tweaks as suggested by others. This is officially the Mythsetian version.

v1.4 Updated the Generic Drawbacks Section