UNIVERSAL DRAWBACKS SUPPLEMENT

(A Jumpchain Supplement)

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v.1.7

The idea here is to apply drawbacks to your entire chain, thus changing the difficulty curve and your starting CP in each jump. You could also, in theory, apply one or more of these to a jump if you just didn't like what was on offer in that jump. Yes, this messes with the balance of other jumps. But this is a single player experience and sometimes you just want a few more tools in the toolchest. I've tried to make these as generic as possible and keep the pricing reasonable.

Most of these can be used either as Chain Drawbacks or Single Jump Drawbacks. Chain Drawbacks are always active and affect your entire chain, and can be activated before any jump, but once active cannot be deactivated. Single Jump Drawbacks last only the length of a single jump, but are overridden by Jump Specific Drawbacks. Chain Drawbacks add to Starting CP. Single Jump Drawbacks are bound by Drawback Caps. Once again, Jump Specific Drawbacks always trump Universal Drawbacks. A Chain Drawback can be put on Hiatus (i.e. completely ignored) by forfeiting twice its value in CP for that jump, plus the value of the Drawback itself (e.g. A +100 would end up costing a total of 300 CP to put on Hiatus). This can happen no more than once per 4 jumps and after that jump the Drawback resumes right where it left off. Chain Drawbacks with a value that changes every jump or that have a Special value cost 400 CP to put on Hiatus, though not all can be put on Hiatus.

If the Jumper enters a Gauntlet (or a Jump that grants 0 starting CP), one of two things happens; either the Chain Drawbacks are halved in value and still applied to the Gauntlet, or put on Hiatus for no points, but it must be consistent across all such jumps. If a Chain-Drawback would duplicate a Jump Specific Drawback, you cannot gain points for the Jump Specific Drawback, though if the specific one is more onerous and more expensive, you can gain the difference by upgrading to that Drawback for this jump, though it counts against the Jump's Drawback Limit. If the specific one is more onerous and less expensive, it is my belief you *should* use the specific one's limits for that jump (though you keep the Chain Drawback's value and it doesn't count against the jump's Drawback Limit)… but that's up to your sense of fair play.

Changelog 1.7: Added Central Casting. Clarified that several upgrades to Chain-Only Drawbacks were also Chain-Only. Drawback Keeper modified to insure drawback strength is maintained. Out of COntext You Say? Has been revised as the pricing made no sense. Kidnapper-san Companions must be active.

Note on Single Jump Drawbacks: If you try to use a Single Jump Drawback from the UDS instead of an identical (or extremely similar one) from the jump document itself in order to get more points, Jump-Chan will hit you with a brick. For example, if you try and take a Companion Blocker Drawback from the UDS (worth +200 here) but the Jump you're going to has a Companion Blocker Drawback worth only +100, it's brick time. Jump-Chan's bricks punch right through fiat and leave really nasty bruises.

Note on Other Supplements: you cannot use these points on other supplements… though the Warehouse Drawbacks do grant one-time boosts to the Warehouse if you make them Chain Drawbacks since they limit the utility of the Warehouse. If you want, you can take a Chain Drawback to add its value to the Body Mod Supplement… but doing so means you sacrifice half its value in all jumps. Such a Chain Drawback cannot be put on Hiatus.

CHAIN DRAWBACKS

Random-Chan [+200]: You cannot dictate the order of your jumps. You must randomly generate your jump list. Chain-Only. It is permissible to randomly generate 2 jumps and pick one, but this locks out the other. Her full name is RNG-Chan… but that's not as cute.

Sadist-Chan [+150]: Sadist-Chan has replaced the friendly Jump-Chan. She insists you always take whatever drawback you'd least like to take in each jump. She isn't evil though, so you don't have to take any drawback that would include a scaling enemy, no win scenario, amnesia/powerlessness, or chain ender. You still can if you choose to and it still counts for this if you legitimately dislike the drawback. The Drawback in question is worth an additional 50CP if its value is 300 or more. If, and only if, the jump has no 50CP items for sale, you may bump this to 100 CP. If its value is 600 or more, you automatically get the bump. Chain Only.

Bitch-Chan [+200]: Bitch-Chan has replaced the friendly Jump-Chan. She insists you always take a full slate of Drawbacks in every jump. If there isn't a limit, this means at least 600 CP worth of drawbacks. Chain Only.

No Drawbacks for You!-San [+200]: The Drawback Man says you cannot take non-toggle drawbacks in any individual jump and every drawback you take from this supplement must be chain long. Chain-Only. Does not apply to companions in those rare jumps where they are allowed to take drawbacks. Mandatory drawbacks or drawbacks that are included with individual purchases may be taken, but award no CP if they normally would. Origins or perks that award extra CP for taking them but that are not drawbacks are fine.

And Only You! [Special]: You can, alternatively, take any number of in jump drawbacks but receive no extra CP for them. Instead, your companions individually gain one half the value of the Drawbacks you took in any given jump.

Gauntlet-Kun [Special]: Jump-chan's hardcore brother has decided to get into the game and sponsor you as a Jumper. All your Universal Drawbacks are worth twice as much… but you start every jump with Zero CP and must get all your CP from Drawbacks. HARDCORE!!! Also, he thinks it's funny if you die, so he won't send you home. Instead, he'll take all the perks and items you got from any jump you fail and hold onto them until you Spark, but he'll send you into the next jump as normal. This applies to all the perks and items your companions bought as well. You do get to keep companions from jumps you failed. Chain-Only. Halves all non-CP stipends. Cannot be put on Hiatus.

COMPANION DRAWBACKS

All By Yourself [+200]: No Companions will accompany you. If taken as a Jump Drawback, all your companions are locked out of the current jump and cannot be reached by any form of communication device. No new companions will join you. If you have this Drawback in either form, all Machine Intelligences (be they Virtual, Artificial, Pseudo… or their magical equivalent) you have will act as inhuman and machine-like as possible for the duration. If you don't have any current companions, this cannot be taken as a Jump Drawback.

Alone and Unloved [Another +200]: You will never make friends or acquire lovers. Any relationships you have will be strained, distant, or openly hostile. You can still have allies, but they'll view you as a necessary evil. Any sexual partners will either be prostitutes or one night stands. Requires All By Yourself. Cannot Hiatus.

Single-Shot [+100]: Death is no longer a revolving door for your Companions. Companions that die in a Jump stay dead until the end of the Jump, rather than respawning after a day or three. If they have a Perk, Power, or Item that allows them to respawn (a 1-up), that works as normal. If you have Rez abilities, you can use them, though it is actively draining to do so. Incompatible with All By Yourself or Kidnapper-San. All your Companions gain 100 CP automatically every jump this is active for. If taken with Hate Squad, they gain an additional 200 CP every jump, just to annoy you more. If a companion is not imported, they cannot get freebies or origins. If you don't have any current companions, this cannot be taken as a Jump Drawback.

One and Done [Another +100]: Your Companions don't respawn at all without a Perk, Power, or Items that allows them to. This must be a Perk, Power, or Item they own. Once they die in a Jump, just like you, they're dead (insert Dead Parrot Joke here). Requires and Replaces the effects of Single-Shot. This gives any Companions you have an extra 300 CP automatically every jump (in addition to whatever CP they may or may not receive for being imported). Cannot be taken with Hate Squad. If not imported, they cannot get freebies or origins.

One Life to Lose [Nothing]: If a Companion dies (beyond medically dead) they are returned to their reality of origin and can only be reclaimed via Return or by successfully earning your spark. This increases the Companion reward from One and Done to 600 CP per jump. Powers, Perks, and Items must stop them from dying in the first place to be effective. This grants your companions a form of low grade plot armor. They will not die randomly to accidents, casual sickness, age related complications, etc. Only deliberate action or plot level complications (a plague for instance) will kill them. Cannot be put on Hiatus if it's a Chain Drawback.

And 8 Shall be the Number of the Chosen [Special]: We weren't kidding about the 8 companion limit. That's all you can have. Now, sure, you might want to pick up more canon companions, and that's fine… but now each canon companion fuses permanently with one of your current companions. Their personalities mix for good. Chain-Only. This grants each companion an extra +200 CP whenever they're imported to spend on perks. Multi-slot companions either fuse to multiple companions (if possible) or the most dominant of the multi fuses to a single companion (say, an army with commander, the commander becomes the companion). Cannot Hiatus.

Dere for All [+200]: All your companions are now deres, male, female, or otherwise. Stereotypical Deres. For each companion that joins you, roll 2d8. 2 - Himedere / Oujidere, 3 - Bodere, 4 - Hinedere, 5 - Yangire, 6 - Deredere, 7 - Yandere, 8 - Tsundere Type A (Tsun), 9 - Kuudere, 10 -Tsundere Type B (Dere), 11 - Dandere, 12 - Kanedere, 13 - Sadodere, 14 - Mayadere, 15 - Undere, 16 - Kamidere. Chain-Only. Cannot be put on Hiatus.

WHY? [+100]: All of your companions are permanently lolified or shotafied. Why? Because you're a greedy bastard. Expect their personalities to be less mature versions of what they should be. They don't get extra CP for this, but they are extra cute!

Kidnapper-San [+100]: Your Companions all want to go home but know that you won't let them. They don't like you or the things you make them do. They import for free automatically into all settings you jump to, but gain only a new background and history, with no non-required freebies unless you actually pay for them to import. If you took All By Yourself, they still come with you, but now they actively hate you. A required freebie would be like *Mistborn*'s Choked By Ash. You don't gain any CP for this until you have at least 4 unwilling & active companions. Feel free to tell them you're not forcing them to stay with you… though that's a lie. You can still dismiss them at any time. But if they ever Helsinki enough to actually enjoy your company, or you put them in storage, they no longer count for the total. Chain-Only as are its upgrades. Cannot be put on Hiatus nor can its upgrades.

Hate Squad [Another +300]: You don't have companions. You have annoyed people you drag through time and space with you. Whatever the individual jump's import rules are, your "companions" automatically import with it, at no cost to you. All of them. And they'll constantly be trying to screw with your plans… though not actively trying to get you killed. You don't gain any CP for this until you have at least 8 companions. This Requires and Replaces the effects of Kidnapper-San. And just because they don't like you doesn't mean they don't like each other.

Vortex of Enemies [An Additional +200]: Any jump you go to that has a canon companion purchase, you automatically gain that individual free of charge as a "companion". They join the growing Hate Squad. No more than 12 of them will be active at any given time. Can any setting cope with a dozen OCPs running around? This Requires and Modifies the effects of Hate Squad.

Courting Disaster [+150]: At least one BBEG or Dragon (not a literal dragon mind you) from every setting you visit will become Yandere for you. It is always random which one and there isn't any promise they'll be your preferred gender. They will stop at nothing to make you theirs… not even death. If you took Vortex of Enemies, these are the people who follow you. Chain-Only. For +50 instead of +150, it's merely violent Tsundere.

Blythe of Clive [+400]: Jump-chan's saddled you with a babysitter, a paladin blessed with immunity to any of your or your companions' abilities, who can… chastise you if you step out of line. What, exactly, qualifies as stepping out of line? Blythe is Lawful Stupid. She demands you follow the guidelines of Lawful Stupidity and, while she won't actively harm you, she will mess with your plans, thwart your attempts to break the law, and constantly chide you for breaking the rules of civilized society. She will try and kill anything she views as Evil, even if (especially if) doing so would be a bad move. She is hilariously inept at such actions, but it's likely whoever she's attacking won't find it funny. You can't get rid of her and if she's killed she'll respawn in hours. She can't be seduced, corrupted, imprisoned, or banished. She can access your warehouse, but he won't steal anything… she might try to give stuff you stole back… and if she thinks you have too much money she'll try donating it to charities she has not properly vetted. She's also down on premarital sex, cheating, and partying to excess. She prays, loudly, to Jump-Chan and is painfully honest, especially when it will screw up your plans. She is, however, almost as good a fighter as you are. She has one defining flaw, but what it is is up to you. She could be genocidal, a kleptomaniac, a pedophile, a rapist, a chronic masterbator, an arsonist, a womanizer, a pornographer… anything a good paladin shouldn't be. She will either always deny it, be insufferably proud of it, or be constantly apologizing for it. Her Chastisements vary depending on how far out of line she thinks you've gone. They could be demeaning chores, forced donations, or epic fetch quests… with the fate of your chain or at least access to some or all of your favorite perks on the line.

Clyde the Blithe [Alternate]: This is Blythe's Cousin. He's a jerk. Like the biggest jerk ever. He's Chaotic Stupid and can randomly nerf your perks for laughs. He's nowhere near as judgemental as Blythe, but possibly even more frustrating. You can take him instead of his cousin… or, if you're deranged, both of them for a combined +600. You will not be killed because he nerfed your defenses at a critical moment. Jump-chan promises.

WAREHOUSE & ITEM DRAWBACKS

Why is it Glowing? [+50] or [+100 CP that must be spent on items]: Every CP protected item you have that is not from the same universe you're currently in will be surrounded by a faint but tell-tale glow and any attempt to analyze its physical or chemical properties will reveal that the item is made of unknown matter. You get the item bonus only if this is a Chain Drawback.

That Can't Be Good [+100]: Any item you bring with you from another universe that doesn't have CP backing (or that isn't installed in a living being) will slowly begin breaking down if removed from your warehouse. This takes the form of a kind of material rot that builds and builds… until the object in question simply explodes in a small ball of eldritch fire. The bigger / more powerful the object, the bigger the explosion, and a failing object will burn other non-native objects as well. The value of this is reduced to +50 if it is not a Chain Drawback.

All In One [+100] or [+300 CP that must be spent on items]: your new gear purchases keep fusing with your old gear purchases, making it inconvenient to loan them out and meaning you'll have strange combinations of items, like hats that turn into guns or houses that turn into spell books. Of course, unless the function is reliant on the form, all the properties of the thing persist no matter the form (You can't take shelter in a book, or shoot someone with a hat, but a flying broom that's also a toaster would be able to fly in either form). Chain-Only. You must pick which bonus you get upfront and cannot change it later. The combos are random, and there is an 80% chance that a new item will merge with a CP item from a previous jump, but no more than 1 new-old combo per jump per item. Warehouse Add-Ons & Properties only fuse with each other. Supply Items (food, ammo, etc) are not fused… unless you want ammo in your scrambled eggs. Cannot be put on Hiatus.

Limited Storage [+100]: Instead of a Warehouse, you have a storage locker that is 40 square feet (5 foot by 8 foot by 15 feet tall) instead of 40,000. You may still fill out the supplement, but doubling it only makes it 80 square feet (10 foot by 8 foot by 15 feet). Everything scales down. Plumbing becomes an RV style toilet, sink, and shower. Housing becomes a tiny house. The Medbay becomes a Medical Pod. The Workshop becomes a Workbench. If this is a Chain Drawback, you gain a one time +20 Warehouse Points. Anything that wouldn't fit anymore gets dumped out at your starting location, with items that lack CP backing going first. Augmenting this space is proportionally harder than augmenting a full size Warehouse.

Warehouse Brand Backpack [Another +100]: You have backpack that can contain 4 cubic feet of space. That's it. Everything in the Warehouse Supplement scales down (Bedroll & Tent instead of Housing, First Aid Kit instead of Medbay, Hand Fan & Heater for AC/Heating, Travel Toolkit for Workshop, a Universal Power Point for Electricity, a Water Spigot for Plumbing)… but none of it takes up room. Doubling the volume makes it 8 cubic feet (roughly the size of a large milkcrate, 2 feet by 2 feet by 2 feet). Requires and Modifies Limited Storage. If this is a Chain Drawback, you gain an additional +30 Warehouse Points. This cannot be taken with Limited Access and the Backpack must be carried with you, but cannot be opened by anyone besides you or a companion you allow to open it. As you cannot exactly spend a week between jumps in a backpack, you get a camping spot deep in nameless wilderness to plan your next jump in. It is always a different clearing or hollow and it's barely 100 foot square, so there isn't anything to do besides camp out there. Any storage item you get will be limited to internal storage equal to that of the Backpack and cannot be merged with the Backpack. Warehouse Add-Ons that can be rationalized the same way I've scaled down the Warehouse features are fine, others attach to the clearing.

Selfish Jumper [+50] or [+200 CP that can only be spent on items.]: Any personal item you buy with CP can only be used by you, the Jumper. Your companions and friends cannot use them. Your enemies, however, can. Chain-Only. Requires at least one Companion to be active. If a Jump Drawback locks out your companions or items, you don't get points for this.

Share and Share Alike [+50]: You cannot use any personal item your Companions have bought with CP. Chain-Only. Requires at least one Companion to be active. If a jump or drawback locks out your companions or items, you don't get points for this. Your Companions can share their items with each other.

Limited Access [+100]: You can only access your Warehouse (or other methods of bringing stuff between jumps) once a month. If this is Chain Drawback, you also gain a one time +10 Warehouse Points. Replenishing stocks of things, such as Food Supply and Ammo Supply items you've purchased are exempted from this and you'll receive a daily or weekly allowance wherever you're staying. Destroyed or lost items will respawn in your warehouse as normal.

Really Limited Access [Another +50]: You can instead only access your Warehouse once a year. Requires and Modifies the effects of Limited Access. If this is a Chain Drawback you gain another +20 Warehouse Points. Replenishing Stock items still function as per Limited Access.

No Access [An Additional +50]: You have no access to your Warehouse for the entire length of the jump. If this is a Chain Drawback, you may add the Warehouse points to your Body Mod. Requires Really Limited Access. Everything that respawns is delivered to you by parcel post. You can bring anything you like into the jump at the beginning, but nothing past that, including Companions. You cannot take this with other warehouse drawbacks.

PPPPP [+50]: Anything that isn't actually inside your Warehouse at Jump's end is left behind for good. Chain Only. You gain a one time bonus of +10 Warehouse Points. If you have properties that follow you, they count as Warehouse for purposes of this drawback, as does anything you're actually carrying or wearing. Pronounced P5. If you don't know what it means, you are unworthy. This specifically does include CP backed items.

Semper Preparatus [Another +50]: Jump-Chan's watch is broken. Your jumps now can end any time in the last year… or last an extra year. You've no way of knowing. It could be a matter of seconds… or months. Requires PPPPP.

Remember the Little People [Another +50 or +100]: This includes your companions. They have to be inside one of your properties or in direct contact with you or they get left behind. This is worth +100 if you also have Semper Preparatus. Requires PPPPP.

Ready Access [+100]: Your Warehouse is not protected from thieves. You can't purchase the Force Wall in the Supplement and every door you've ever used to enter your warehouse is a potential entry point. If you use portal, you leave behind a door, hatch, or similar that can be used to access your warehouse. Things stolen from your warehouse will return at the end of the jump. If you took the Backpack… people can and will try to steal your entire Backpack. Bad idea. With Limited Access, thieves will have a window each month (or year) to steal stuff from your warehouse… it will not be linked to your access time and you won't know when it is.

No Insurance [Another +200]: Things stolen from your warehouse no longer return at the end of the Jump and once things are gone, they're gone. If you take this as Single Jump Drawback, permanently gone is still permanently gone. Requires Ready Access. If taken as a Chain Drawback, you gain an additional +100 CP stipend for items every jump.

Shipping Ban [+100 for items]: Your transportation options (Cars, Ships, Shoes…) will conform to the local dominant tech level. You might have the Light of Terra, but if you're in an Age of Sail setting, LoT is just a really (really) big boat. This scales everything. Weapons, propulsion, education level of NPC crews, etc.

Limited Warranty [+100]: Items you buy with CP will only respawn if used or broken at the beginning of a new Jump. Expendable items (food stuffs, ammunition, low grade healing items) that are designed to respawn will continue to do so as normal, but may take up to three times as long to respawn as they should. If you've got an item that by description only respawns once per jump, it will respawn 1d3 jumps after you used it.

Voided Warranty [Another +200]: Items you buy with CP can and will break permanently, though this doesn't make them break, just says that it will eventually happen if you keep using them. Requires and Replaces the effects of Limited Warranty. If you take this as Single Jump Drawback, permanently gone is still permanently gone. If you take this as a Chain Drawback, you gain an additional +200 CP stipend for items every jump.

Embargo [Variable or +100]: Jump-Chan has initiated a version of the Prime Directive. You can no longer use any technology more advanced than your current jump's average level of technology. This applies to magi-tech as well. Any such devices can only be used inside the Warehouse, and you cannot build things that are significantly above the curve. Improving local tech is fine. The value of this is dependant on the local tech level. If the local tech level is greater than or equal to modern tech, you get +50. If it's pre-2000s tech, +100. If it's pre-computers +150. If it's pre-industrial +200. If it's bronze age +250. If it's Stone Age +300. If this is a Chain-Drawback, it's always +100. Fiat Backed Items count as whatever they resemble. This always blocks Hypertech or Clarketech.

Old Ways Are Best [Double Value]: The Local Tech Level no longer matters, as you personally cannot use any tech more advanced than the tech level you've selected. If this is a Chain Drawback, it's triple the value of the set level instead of flat +100. Not applicable with Greater than Modern Tech. As a Jump Drawback, this must be set lower than the ambient tech level.

SHUFFLE! [+100-300 for items]: You will only ever have exactly half of all your items availible in any given jump. Which half is completely random. If you want to use an item in a jump, there is a 50% chance it will be available during this jump. Luck Perks cannot modify this total. This can be taken a second time to reduce the chance to 25%. A third purchase reduces it to 12%. If the item respawns when used, it will continue doing so as normal… if available. If this is a Jump Drawback, there is a 50% chance that an item locked out this jump will remain locked out next jump, even if you don't take this Drawback for that jump. This Drawback does not affect Items purchased in the current jump, and thus is not available for your first jump. Requires at least 8 CP item purchases.

The Warehouse Always Wins [Another +100 for items]: If you've used an item in one jump, it is more likely to be unavailable in the next jump. Requires SHUFFLE!. Chain-Only. 50% becomes 25%, 25% becomes 12%, and 12% becomes 6%. Requires at least 8 CP item purchases, can apply to your first jump. Cannot Hiatus.

Real Shuffle [+50]: You know all those sound-track perks that clutter up Jump Docs? You now have all of them, on endless shuffle… as background music… 24-7. You can't turn it off. There is no way this is worth the points. This can access the soundtrack for any setting you've been to, even if you didn't buy it. At least you're the only one who can hear it… right? Chain-Only. Brings in Sound Tracks from random jumps until you've been to at least 5 jumps.

Oh God Make it STOP! [Another +50-150]: Remember how we said no one else could hear it? Yeaaah… that's not true any more. Not only that, but the volume level is not under your control. Most songs will be background level, but the more intense the action, the louder the volume will get… and for double the combined value, (200 total) the context will always be wrong. Love songs in battle, quiet chanting during races, death metal while you're getting your freak on, and marching bands while you're trying to sneak around.

EVENT DRAWBACKS

No Exit [+50 or +100]: Jump-Chan is sick of Jumpers entering a jump and just buggering off and hiding. That's no fun. While you don't have to participate with the plot, you can't just hide. You must remain in the jump-zone the entire time. No finding an abandoned star system to hide from the Reapers, no flying away from Kyrat on your spaceship, no hiding in your Warehouse. If you take this as a Jump Drawback, it's worth +100, but if it's a Chain Drawback it's only worth +50, as Jump-Chan figures you won't want to hide out all the time. And Jump-Chan knows if you're just taking this to pad your CP total. You can only take it as a Jump Drawback if you'd really want to bugger off and avoid the plot-zone entirely. If there is no plot zone (i.e. a slice of life or some place like DCU where there is Plot *everywhere/everywhen*) you can't take this.

Bitch of Destiny [+100 per level]: In every Jump you will have a list of tasks that you must accomplish. They will always be annoying fetch or find or harvest quests, and you must complete them during your time there or fail the jump. This can be bought multiple times. The first time it is limited to 11 Easy tasks, 3 Medium tasks, and 1 Hard task. The second time doubles every category and adds 1 Very Hard task. The third time doubles every previous category and adds 1 Super Hard task. A 4th purchase doubles every previous category and adds 1 Nearly Impossible task. The tasks will always scale to the local power level. You can purchase this up to 5 times. But Don't. The last task will be Impossible… or practically so. For +50 CP per level, you have to do the tasks in order and don't know what the next task is until you complete the previous task.

Trouble Magnet [+200]: Bad things will always cluster around you. Things will not go smooth. There is a +10% cumulative chance per week of something personally happening to you, The Jumper, that will personally inconvenience or annoy you. Thus if you have the base, the chance each week is 10%, but if nothing happened to you in week 1, there's a 20% chance in week 2, and a 30% chance in week 3. This resets to the baseline once something bad happens to you.

Trouble Central [Another +100]: You attract trouble, not just to you but to everyone nearby. Bandits will attack your train, rival nations will invade wherever you happen to be, and natural disasters seem more common. The frequency of low level bad things (fires in nearby buildings, robberies in stores you're shopping in, murders in towns you're visiting, attempted muggings) is about 25% per day. Moderate bad things (terrorist attacks, murder attempts, bandit attacks on people you're travelling with) happen in about 25% of weeks. Very bad things (Wars, Hurricanes, Earth Quakes) have a 25% chance per month of occurring. This also increases your personal badluck from +10% to +15%. Requires Trouble Magnet. Extremely bad things don't happen because of this…

Trouble Blackhole [An additional +100]: unless you upgrade to this in which case they happen roughly once every 4 years. And your personal badluck luck rises to 20%. Requires Trouble Central.

Central Casting [Nothing]: Why do you keep encountering the same people over and over and over again in each new jump? I mean, it's like… you know that bartender in Dresden Files? Is he running a tavern in Waterdeep now? That engineer from FF7 is a car mechanic in San Andreas? From now on, minor characters that you've interacted with from settings you've visited will keep showing up in new settings in similar roles. They won't remember the other setting, of course, but they'll have a virtually identical history with your new persona as they did to your old persona, and a similar history of interaction. This means you'll probably gather a fairly large crowd of people who are annoyed at you, of course, but former lovers and friendly acquaintances will also be included. Chain Only. No Hiatus. They will, wherever possible, look and sound the same, as if played by the same actor.

Humiliation Conga [+100]: Your enemies will not willfully kill you. Oh no… they want you to suffer. Some will torture you, others subject you to humiliation and or degradation… Some will prefer physical methods, others mental, still others sexual or emotional techniques… Feel free to customize what, exactly, each enemy will do to you… or just pick a single specific theme (Everyone wants to tickle you for hours would work. As would people keep crucifying you.) For an extra +100 this is guaranteed to happen at least twice every jump. The number of captures can be doubled up to 4 times for +50 each time (4, 8, 16, 32). While you're free to escape after being captured, you will always have to put up with at least an hour of humiliation each time you're captured. They will find a way to abuse you somehow… they did capture you, remember? If a jump lasts longer than 10 years, the count for Humiliation Conga resets every decade. Can be taken by companions. The guaranteed being caught does not raise your enemies power level, but rather temporarily (up to one day) renders you vulnerable to being captured (but no more likely to be killed). Being captured will put you at your enemy's mercy for at least 6 hours.

Victim Complex [Another +100]: Your powers will initially be rendered inoperable for the first 24 hours of each capture and will slowly come back at the rate of 1% per hour after. Requires Humiliation Conga. Can be taken by companions.

The Prisoner's Dilemma [An Additional +100]: if you don't escape by Hour 72, you fail the chain. Requires Victim Complex. Yes, being rescued counts as escaping… unless a plumber tries to rescue you. If that happens, you're in another castle. Cannot be taken by companions.

There Will Be a Quiz on This [+100]: Jump-Chan wants to make certain you're paying attention and growing as a Jumper. To that end, there will be a quiz at the end of every jump, which will cover all the events of the jump, as well as including short answer, multiple choice, true or false, and (worst of all) at least one Essay Question entitled "What I (Jumper, Age 8) Did on my Jump and the Lessons I Learned". As implied, the 8 year old version of your Jump-Self from that Jump must answer the quiz, without benefit of memory perks. If you fail the test, Jump-Chan will send you to whatever setting you'd least like to spend a decade in, with no CP. But you'll respawn if you die there. Think of it as a Remedial Jumper Program, not being kicked out of the Program for good. There will be another quiz at the end of that decade too. Pass the 2nd quiz and you resume normal chaining. Fail again, welcome to the Remedial Zone. Your stay will be as long as you keep failing. Chain-Only. The quizzes are open scrap-book… hope you made notes your 8 year old self can understand. For an additional +50 CP, no notes.

PERK DRAWBACKS

Out of Context, You Say? [+100]: Welcome to the world of the Outcast, the Outsider, the one who does not belong… well, you might belong, but those powers you've got really don't. So… all your powers, skills, and equipment are only at full power in their home universe/multiverse. Outside of it, their potency is reduced to a mere third of what it should be. Now, if the local venue is similar to the one they come from, that potency increases. How much depends entirely on how close the settings are to each other in thematics. Go from a Clarketech setting like *Tenchi Muyo* to a Superhero setting like *Marvel*, it'll be about 66%. Go from one Superhero setting like *Marvel* to another Superhero setting like *DC…* it'll be 100%. Return to the setting you gained those powers in… they might even be a little more powerful (+10%). Cannot be a Jump Drawback until you've jumped to three different genres of settings.

One to One [+100]: Every jump you gain a new Alt-Form, even if you go from Human to Human. Every power you have that is not a skill is locked to the form in which you got it. You must actively shift between Altforms to use the powers of that form. This includes all installed items, such as bionics and symbiotic lifeforms. If you take SAO's This is In Fact My Final Form, you can only use it to swap the entire power sets of two forms. Chain-Only.

You Need a Minute? [+50]: You can only change between your Alt-forms by visiting your warehouse and the process takes 5 minutes or so. If you do not take this as a Chain Drawback, you can only activate it for a Jump if you've got at least ten inhuman Alt-Forms. (This specifically does nerf *SAO*'s 'This is in Fact My Final Form' a bit.) Available for Companions, imported or not, though if used by non-imported companions they can only buy perks with it. If it can't be spent, it is lost. This assumes the default time to change between alts is a few seconds.

Sleep Changer [Another +50]: You can only shift between Alt-forms while you sleep, but need not sleep in your warehouse. It takes 4 full hours to change forms. Requires You Need A Minute?

Alt-form Lockdown [Another +50]: You can only shift Alt-Forms once per week. For an additional +50 you can only do it once per year. For a final +100, you can only shift between Alt-forms between Jumps. Requires You Need a Minute? Can be combined with Sleep Changer.

Slot-o-matic [+200]: While you gain the normal amount of CP in each jump, you only gain 250 JP per jump (awarded at the start of the Jump). JP can be used to buy slots of a specific size, and can be banked. If you buy a 200 JP Slot, you can stick a 200 CP perk into it. Only perks you've bought in the current jump or perks in slots can be used in your current jump, all other perks are considered inactive and have no effect. You can swap out the contents of slots no more than once a week and it requires an hour's meditation per slot being swapped. Once a slot has been bought, its size is fixed permanently. The size of the perk is determined by how much you paid for it (including discounts), but Freebies require a Freebie Slot which always costs 50 JP to buy and can hold 1 Freebie with value no higher than 400 CP (before discounts). Big Freebie Slots cost 100 JP and can hold any size freebies. In Jumps like *Dishonored*, where you gain access to a non-CP ability like the Outsider's Mark, or *Harry Potter* where you gain magic just for being there, treat those as 200 CP Perks. Alt-forms require Freebie Slots. Perks that grant you a skill and have no other effect are exempt from the need to slot them. Drawbacks can be taken for 50% of their CP value in JP instead (These Drawbacks still count at full value for Drawback Limits). You automatically start with Two Freebie Slots, One 100 CP Slot, and One 200 CP Slot. Chain-Only. No Hiatus.

Unemployment [Another +100]: Did I say you get 250 JP per jump… I'm sorry… you get none. If you want JP you'll have to take Drawbacks to get them. Requires Slot-o-matic. No Hiatus. Chain-Only.

Slot-Locker [Another +250 JP]: You can no longer swap the contents of a slot except at the beginning of a new Jump. Requires Slot-o-matic.

Slot-o-Matic Jr. [100]: All your companions gain the effect of Slot-O-matic, plus Unemployment and or Slot-Locker if you have them. They gain all the benefits and drawbacks of each. What? No, you don't get any points for this! This is giving your companions bonus points. They gain JP from any Drawbacks you take for JP that affect them. They gain the CP every jump into which they are imported, and the JP at the end of any jump they were important to the events of that jump, even if they didn't import. No Hiatus. Chain-Only.

Powerscaling [+200]: Your overall Power Level is always pegged to the local power level. At most, you'll only ever be as powerful as the most powerful of the canon main characters. Thus, say, in the *Young Justice* Jump, you could be as powerful as Starfire or Superboy… but not Darkseid. In Narnia you could be as powerful as the White Witch, but not Aslan. In settings where the MC's keep getting more powerful… so will you, at roughly the same rate they do… but only if you make an effort to power up. Otherwise you'll be stuck at about 30% of their final power level. This has no effect on perks bought in the local jump, nor on skills regardless of how you got them. Items, tech, and magic too far outside the local tech/magic level are however either reduced in effect or locked away completely… unless functionally harmless, such as, say, an item that produces endless foodstuffs or the Adaptinator from *Princess Bride*. Chain-Only. Grants your companions +100 CP per jump that can only be spent on perks if they aren't imported into that jump. If they are imported, it is added to their CP allowance per the import line item's guidelines. Use your best judgement as to what an appropriate power level is. Be Honest.

The following drawbacks apply piecemeal. Thus, they can nerf parts of perks if the perk does other things in addition to what is blocked. You can use mundane skills or methods to improve such things, of course. Improving your own confidence to improve your social skills, learning about fashion to improve your appearance, actually working out, cosmetic surgery… all these things are fine.

Luckless [+100]: You can never benefit from a Luck Perk or effect. If this is not taken as a Chain Drawback, you cannot make it a Jump Drawback unless you possess at least 2 Luck Perks. Can be taken by a companion.

Degenerate [+100]: You can never benefit from Accelerated Healing or Regen-style Perks or effects. You must pay 3x as much for all healing. Can be taken by a companion. As a Jump Drawback, this can not be taken if you don't have at least one such perk or if the setting is harmless. If you have healing abilities, they do not work on you or a companion that has taken this, and vice versa. Healing items you bring in with you are 1/3rd as effective.

Adorkable [+100]: You can never benefit from Social Fu or Charisma Boost Perks or effects. However, you're now strangely endearing in your lameness. Can be taken by a companion. As a Jump Drawback, you cannot take this unless you have 3 such perks already.

Slow Learner [+100 or +50]: You can never benefit from Accelerated Learning Perks or effects. If this is not taken as a Chain Drawback, you cannot make it a Jump Drawback unless you possess at least 1 Accelerated Learning Perk. As a Jump Drawback it's only worth 50 CP however. Can be taken by a companion.

Copyright Protection [+100]: You can never use Tech Crafting Perks. Ever. Chain-Only. Arts & Crafts are fine. Your companions are automatically included by this, with the exception of those canon companions who are crafters, and then they can only make their own tech. Cannot be put on Hiatus.

Rational Thought [+200]: You can never use anything classed as magic unless it's inside an item. Chain-Only. Companions can take this, but only get +100 CP for it, and only when they are imported, and only for perks.

No Alibi [+100 or +50]: You can never benefit from Appearance Perks or effects. If this is not taken as a Chain Drawback, you cannot make it a Jump Drawback unless you possess at least 3 Appearance Perks. You can still shapeshift… you just can't make yourself prettier than you are. Attractiveness is included in Appearance… Charisma is not. As a Single Jump Drawback, this is only worth 50 CP. Can be taken by a companion.

Smart as You Are [+100]: You can never benefit from Intelligence boosting Perks or effects. If this is not taken as a Chain Drawback, you cannot make it a Jump Drawback unless you possess at least 2 Intelligence Perks.

Vow of Poverty [+100]: You can never benefit from Business Savvy Perks, nor take Money Perks or Items. You must earn, steal, beg, or borrow all the money you have in each jump and can bring no money with you between jumps. If you try and sell anything from another jump, it will be viewed as fake, though you can still use it as raw materials, as long as you transform it via your own labor. Chain-Only. Applies to your companions and gives each of them +100 CP per jump, which can only be spent on perks. If put on Hiatus, money disappears after that jump.

The Kindness of Strangers [Another +100]: You are no longer allowed to steal or borrow money, nor may you gamble for money except to give it to charity. You will have to beg for money or do tasks for people and hope they give you some cash. Under no circumstances can you demand payment. This Expands and Requires Vow of Poverty. This need not be Chain-Only, but as a Single Jump Drawback Upgrade, it's worth only 50 CP.

ORIGIN DRAWBACKS

Without Why [+200]: You never met any Jump-chan, you have no clue what happened, and you'll only learn about the ten years in each Jump when you move from the first to the second Jump. While the build for the Jump is made as normal, the Jumper doesn't know what the build is (unless it's obvious from background), so if you have a non-obvious or subtle Perk, Power, or Item (such as most luck perks) you won't know about it until it comes into effect, and then you might overcompensate and think you're luckier than you actually are (such as for limited use abilities). You'll have an instinctive gut feeling related to any specific win/loss conditions related to the individual jump you're in or from Drawbacks though it'll be a vague sense of impending doom. For instance you'll know that losing your job in *Nine to Five* could risk everything, but not exactly why. Chain-Only. Since your companions also have no idea what's going on with their builds, they gain +100 CP per jump they are imported into.

Setting Amnesia [+200]: You lose all knowledge about a setting and the canonical events therein as soon as you enter into a Jump. The only thing you know is what's been given to you by your background (meaning that as a Drop-In, you wouldn't know anything about a Jump's setting). If you go to another Jump related to the first (*X-Men Movies* after *Marvel*, *Harry Potter* after *Fantastic Beasts and Where to Find Them*, etc.) you retain your previous setting knowledge, but only know about changes from your background. This includes prejudices (non-mutants in Marvel dislike mutants, pureblood wizards dislike muggle-borns, etc.). If you're using this as a Chain Drawback, it applies to every jump consistently. If you're using it as a Single Jump Drawback, it cannot be applied to Generic Jumps or Slice of Life Jumps that lack specific canon. If you take a Jump Specific Drawback that would scramble the canon events, this is worth only half as much, since you've reduced the effectiveness of foreknowledge. If there is no canonical event chain, but there is a setting to be aware of (Minecraft, Harvest Moon, Alpha Centauri…) this also halves the value. If you buy this and the jump document provides a copy of the canon, you will receive said canon at the end of the jump if you purchase it. If you have any other source of information on the canon (say a copy of the Library of Congress or the Internet), it mysteriously has no record of the Canon until after you've left. This cannot be gamed.

Stronger Imprint [Special+100]: The more an Origin costs, the stronger the imprint is, and the more it will repress your previous identity. Drop-in origins will now come with a strong sense of not belonging in the setting you're in, while free origins will be at least as strong as your previous self and there will be personality clashes. Both are worth +100 CP. All other origins are discounted and worth +100. The more the origin is worth, the stronger the imprint and the more it will conflict with your previous personality. Anything over 500 will probably hate who you were and be very hard to convince to move on, knowing it will be replaced with YOU! Two discounts is 25%.

Cannot Into Drop [Special]: You cannot be a Drop-In… ever. In exchange, you gain a 50% discount on any origin that costs more than 100 and can take any 100 CP or less origin for free. If the jump has 2 origin types (Race and Occupation perhaps), this applies to only whichever one has the drop-in option for that jump. If the Jump has no Drop-in options or only drop-in options, this has no effect. You may treat any two Drop-In perks or items as if they were discounted for you in each jump. Chain-Only. Putting this on Hiatus costs you 300 CP.

Drop-Out [Special]: Your Companions are now included in this, but even more so than you were. They cannot be drop-ins either, but they're initially much deeper in their new personas, treating their old lives as if they were dreams. They gain the same discounts and bonuses you do, plus an additional 200 CP when imported which cannot be spent on origins. Chain-Only. Cannot be put on Hiatus.

Start at the Beginning [+100]: You begin every jump at the birth of your alter-ego for that jump. Your local powers mature as you grow as makes sense for the setting. As for your out of jump powers… they'll begin manifesting in your toddler years (1% per year until you hit puberty for a standard human, though for races that mature slower, it will be proportional… thus a race that takes 100 years to hit puberty instead of 10 years would mature 1/10th as fast). Once you hit puberty it'll increase to 6% per year (or proportional time unit). Expect to be back to full strength around the time the jump would normally start though, so this might be slower or faster in some jumps. Your memories of your other selves start out as dreams as you age and become more and more real until they naturally just merge at the moment of jump-start. You have a form of slowly decreasing plot armor as you get closer to the start of things. The more helpless you are, the stronger it is. This applies to all your companions who are imported into the jump with you, giving them +100 CP to be spent however the import rules allow, or only on Perks if they would normally not gain CP. Unimported companions do not gain this, and will join you as soon as your warehouse opens… at the start of the normal jump timeline.

The Long Road [+100]: You must remain in jump until you die of old age… or reach extreme old age for your race. If you're immortal, unaging, or belong to a race that cannot or does not die of old age, the jump ends after 100 years (unless something else would extend it.). If you can die of old age, you must last at least 10 years or the jump ends with failure. If you cannot die of old age, you must last the full 100 to successfully complete the jump.

Is This Your Story? [Variable]: You have replaced the Protagonist (or one of the Protagonists) of the story. Unfortunately, this means a) you won't be able to recruit them, b) you won't be able to rely on them solving anything, and c) you have all their memories. You must take the origin and perks that most closely match theirs, all of which are discounted for you (discounts don't stack) as well as any drawbacks that are clearly based on them. The value of this is based on how dangerous the setting is. Slice of Life is worth only +100, while Shonen or Xianxia stuff where the power curve is through the roof and people are running around killing entire cities is worth +300. If there is no way to get all of an individual Protagonist's perks from the document, you either cannot be them (preferred answer) or must pick and choose (Jumper answer, because you have other things to fill in the gaps). If you take this with Cannot Into Drop you may take the Drop-In Origin if it's based on the Protagonist's perks, but your persona in every jump is a duplicate of the Protagonist you're replacing. Protagonists must be Main Characters, but not necessarily The Main Character (All the members of Team RWBY are Protags or Deuterags) but the other good guy teams are supporting cast. If taken as a Chain Drawback, you can either treat this as a +200 drawback across the board or calculate it for each jump. If you're automatically the Protag (Civilization, Dragon Commander, Elder Scrolls, etc.) this isn't worth anything either way and you get no special discounts.

Must be Their Story! [Another +200]: Oh… sorry… did I say you were the Protagonist? I meant Antagonist. You must now last at least as long as the original Antagonist did or you fail. Yes… you heard me. Last as long. You'll eventually lose, you know that, right? You're the Bad Guy. You don't get to win. You have to stay in the setting until someone defeats your evil schemes or 8 years, whichever is longer. Yes, you can throw the fight… but they can't know you did. Otherwise, this is identical to Is This Your Story? If the Antagonist is someone like The Vord Queen, whose powers are not on offer, you'll have to be someone else unless you possess the ability to duplicate the effect. This does make you more evil if you're not already evil enough for the jump.

3d6 Six Times [+100]: Every jump, you must randomly chose your origin. Number all available Origins and roll a dice of the right size (or use some other randomizer). None of the options can be weighted (all must be equally likely) and none of the options can be Free Pick. Not compatible with anything that requires you to be a specific origin or drop-in, nor anything that prohibits specific origins or drop-in. Available for Imported Companions.

Coin Flip [+50]: Every jump you must flip a coin to see if you're male or female. Such sex-changes are free but cannot be bought off with CP for any reason. All alt-forms become the assigned sex if possible. Voluntary Gendershifting doesn't change your actual sex, merely your outward appearance. If a form belongs to a single sexed race (Asari, Hutt… Dwarves?), obviously this doesn't apply. Chain-Only.

Pocket Change [50]: All your companions now undergo this process as well whenever they import. They'll love that. On the plus side, they gain 100 CP whenever imported to be spent on perks. Yes, this costs CP which must come from this document… or it can be free if your companions understand that this is entirely your fault. Does Not Require Coin Flip. Chain-Only.

Dissing that Phoria [Another +50]: Your gender identity is also determined by coin flip (or if you want to make a more complex table, that's fine, but it must contain even odds of being masculine or feminine… and they must fill at least half the available slots). Requires Coin Flip. If there are multiple actual species available, you may also have species dysphoria if you like. Can be used to upgrade Pocket Change for the same cost as Pocket Change.

Yin for Yang [Another +50]: Your sexuality is randomly assigned every jump. Roll 1d8. 1-4 Heterosexual, 5-6 Homosexual, 7 Bisexual, 8 Pansexual, Asexual, or something else less common. Requires Coin Flip. Can be used to upgrade Pocket Change for the same cost as Pocket Change.

Dark & Stormy Past [+50-200]: Wherever you go, you bring with you the memory of some dark, sordid, and horrible deed… though the details change with each new jump. You will always feel a strong connection to this event and it will be pivotal / formative for your in jump identity. For 50 CP, this is a vaguely disturbing memory, something that will be embarrassing to you if it comes out. For 100 CP it was a traumatic event, perhaps strong enough to instil a phobia or make you paranoid about anyone finding out. For 200 it was deeply traumatic, criminal, immoral, or actively evil. You'll have to deal with the psychic, karmic, or legal ramifications of it in the course of the jump, and it won't be a simple one and done. You will feel bad about yourself if you take this drawback to this degree. If this is not a Chain Drawback it cannot be taken if you're a Drop-In. If it is a Chain Drawback and you're a Drop-In, the event will happen within moments of the jump's start and you'll be unable to stop it from happening. Can be purchased by Companions.

Invasion of the Body Snatcher [+300]: That, if you couldn't guess, would be you. You no longer merge with the personas of those you jump into. Every, yes every jump, Drop-In or not, you enter a body that already has an occupant. They are not you. Every jump you'll have to wrestle with them for control and, no matter how powerful your willpower gets, they will always be able to put up a fight. The individual you jump into has all the perks you bought in that jump… and when you leave and take their body with you… their personality comes with. Now, clearly, they won't want to die, so they probably won't screw you over… but they'll slowly increase in numbers as you keep stealing their lives. They will be immune to all your social fu perks… if you want to get them to play nice, you'll have to actually make friends with them… the hard way. Talking to them, fighting with them, wrestling for control… all these things take real time, real time you'll be standing around like an idiot yelling at yourself. There is no way to get rid of them without losing all the attached perks that you gained with an individual's life. So if you gain a way to spin off a section of your mind, kicking one of these individuals out of your/their body would result in them taking all associated perks with them. If one of these personalities dies, they take with them their abilities… unless they willingly sacrificed themselves for the collective. Chain-Only. Companions can take this and gain +200 CP each jump they are imported into. This doesn't trigger if they aren't imported. This functions very much more like *Abomination* from DUNE than Astral Layers from *Psychonauts*. They're also immune to your mind control powers… they're inside your mind. And being controlled from outside would be not willing. Can be taken with Start at the Beginning, but the combo is only worth +300 total.

DRAWBACK DRAWBACKS

Drawback Keeper [Variable]: Is there a drawback in a specific jump you really really like? Do you think it would provide a recurring source of amusement or annoyance? Then you can keep it. The amount of CP you gain is based on how profound the effect is. If the drawback in question is a toggle (+0), you have to pay 50CP from this supplement to maintain it. If it's something easily dealt with or ignored, you can maintain it for -50% of its initial value (+100's become +50's, +200's become +100's, etc.). If it's an ongoing irritant or challenge to overcome you can maintain it for -50 CP off it's original value. If the Drawback is something setting specific, it will always adapt to the new reality. It cannot be a drawback that gives you a bonus for completing the jump it is contained within, nor anything else covered elsewhere in this supplement… even if keeping it would give you less points than buying it here. You do not get these CP until the jump after the one where you picked up the Drawback in Question… and you must have taken it in that jump. At the end of any given jump, you may drop a kept Drawback… but once dropped, it cannot be resumed without finding a new jump to gain a similar drawback in, or using a Return or Sequel jump to return to where you got it originally. Each Drawback preserved takes its own drawback slot. Drawbacks you keep will keep adjusting themselves so they're as strong as intended.

Everything is Worse! [+300]: All your Drawbacks from individual jumps are always as bad as they are intended to be. You can no longer cheese them. Something that is implied to be annoying will be annoying even if you have perks that stop annoyance. This isn't merely enforcing the idea that Drawbacks Trump Perks… This is saying that Drawbacks Trump your efforts to mitigate them. Challenge Drawbacks will be challenging no matter how powerful you are, though not always by ramping up the power level. If this is not taken as a Chain Drawback, its value is only 50% of the drawbacks you took in a given jump. If you don't take at least 300 CP worth of drawbacks in a given jump, Murphy's Law is in full effect all the time… yes, this applies even to jumps that have no Drawbacks on offer.

What are Drawbacks? [Variable]: Jump-chan thinks preparation isn't any fun! Once you commit to a Drawback, you'll forget you did, forgetting all the details of that drawback. The value of this Drawback is based on the quality of the Drawbacks you took. If they're annoying but not dangerous, this is worth +10 CP per 100 CP value. If they're dangerous but not deadly, this is worth +25CP per 100 CP value. If they're deadly dangerous or potentially chain ending, this is worth +50CP per 100 CP value. This cannot be taken with No Drawbacks for You. It cannot be applied piecemeal. Nonspendable amounts are automatically rolled to the next jump, but must be spent if possible or lost. Incompatible with Without Why. Any attempt you make to transmit the memory of what drawbacks you took or their details to yourself or your companions will fail. The Maximum Value from this is +800, though where you're going to get a jump with 1600 CP in deadly dangerous drawbacks I've no idea.

Wrath of the Living Drawbacks [+200]: I bet you think cheesing drawbacks is fun, don't you? You monster! They exist solely to give you more points and for that you revile them, seek to deny them their proper due. Well, NO MORE! Now, all those Drawbacks that you managed to… shall we say 'Moderate?' are out for your blood… or rather your CP in the form of perks. They'll show up, again and again, stealing a perk of their value or greater at the start of each jump, deactivating the perk or item you bought with that CP. Now, you can get your perk back by just beating them up… their power is based on how powerful they were and how powerful the setting they came from was (300 CP drawbacks are 30% of the strongest canonical thing in setting)… but you can make them go away for good if you play their game… with two provisos. First, you must allow them to manifest in your current jump at their full intended awfulness… and the jump you're in must be more dangerous or annoying than their original setting. Must have 20+ Drawbacks total, plus at least 3 Cheesed, under your belt to qualify for the CP.

THE SEVEN SILLY DRAWBACKS

GLUTTONY

And That's Terrible [+50]: You will find yourself compelled to steal all the cakes and pies and other dessert items you come across. Willpower and morals will avail you nothing in resisting the compulsion. Only having eaten an entire cake or pie (full size) will help solve your compulsion… and then, only until you get hungry again. If you haven't eaten an entire cake or pie within the last 24 hours, the compulsion will be stronger and will require eating 1 whole pie or cake for every 12 hours or fraction thereof that you've gone without. Must be obtained in jump, not from your personal supplies.

Candyman [+50]: Replace pies and cakes with Candy and replace 1 whole pie or cake with 2 pounds of candy. If you combine the two, it applies to all sweets. If you make one of these a Chain-Drawback, you can flip back and forth every other jump. Does not apply if both are Chain-Drawbacks.

JEALOUSY / ENVY

That Bitch! [+50]: You will automatically assume that (almost) anyone who so much as glances your Significant Other is thinking about trying to take them from you. This only applies to those you consider to be in your SO's preference range, however.

You Bitch! [+50]: You will automatically make plans to seduce anyone you find attractive… if you know they're in a relationship already. You may not act on it, but you'll always be tempted. This can be combined with That Bitch… but dear lord, how anyone will be able to stand being in a relationship with you…

LUST / LECHERY

Simple Biology [+50]: You need sex. A lot of sex. Every day you go without having sex at least twice (as in two different sexual encounters) will cause you to turn progressively bluer and bluer… oh, and more and more frustrated. It needn't be blue… it could be a facial tick, or pinkening hair, or physical horns… but it will always be a visible indicator to those who know you that you ain't been laid in a while. The longer it goes, the lower your standards will be… if you had any.

Rated X for Xylophone [+50]: Plain vanilla sex no longer satisfies your itch. You'll find that you need to change kinks every so often to sate your desires, though repeating a pattern of kinks will also eventually bore you.

SLOTH / APATHY

Nap-Time for Jumper [+50]: You have to take a 2 hour nap every day or you get cranky. This is in addition to whatever sleep you normally have to get. If you don't need sleep at all, it's two 2-hour naps a day. Naptime must be at least 2 hours after you wake up from a full sleep cycle, whatever that is for you, and at least 4 hours before bedtime.

Long Dark Nap-Time of the Soul [Another +50]: You need at least 10 hours of sleep a day and cannot benefit from any Perk or effect that would allow you to function with reduced or no sleep.

PRIDE & VAINGLORY

None So Fabulous [+50]: You must be the center of attention wherever you go. If you are not, you will find yourself sulking for a while, then doing something outrageous to get everyone's attention focused back on you.

Absolutely Fabulous [Another +50]: The lengths you'll go to to get everyone's attention focused on you will over-ride your morals occasionally. The longer people aren't paying attention to you and the more attention they're paying to someone else, the worse this gets.

WRATH

Peevish Pets [+50]: something out there really gets your goat. It could be people calling the Living Dead "zombies" or people clearing their throats, or children wearing yellow. Any time you come in contact with your peeve you will find yourself losing your temper and, if you don't release it in a blistering tirade, you'll find yourself irritable for hours afterwards. The more common the peve, the less extreme your reaction is. Make it something really uncommon and you might find yourself going full HULK. You don't wanna Go Full HULK. HULK SMAAAASH!

THAT'S MY WAFFLE! [+50]: Any time anything irritates you even slightly, you will find yourself SHOUTING FOR NO GOOD REASON! This removes 99% of the effectiveness of any perk or power that would allow you to keep yourself from becoming irritated, annoyed, or angry… but they become fully effective to keep your anger from getting worse than just YELLING ABOUT THE GODDAMNED WEATHER!

AVARICE / GREED / COVETOUS

All the Shiny [+50]: Jumper's are pack-rats… there's no denying that. You however, find yourself kleptomaniacally stuffing anything that catches your eye into your pocket or warehouse… regardless of the value.

For the Hoard! [Another +50]: Not only are you a magpie, but you are a hoarder, unwilling to get rid of anything and becoming upset whenever any of your companions finally snaps and tosses out 20,000 years of National Geographics.

HIGHLY QUESTIONABLE AND ILL ADVISED DRAWBACKS

Insane and Legendary [+200]: You have Weed. Lots and lots and lots of weed. Like… a special warehouse full of it. It's only half the size of your other Warehouse, but it's got all the processing and growing facilities for really really good weed. Which doesn't sound like a drawback does it? But, you see… you now have a Need. A Need for Weed. You smoke two joints before you smoke two joints, and then you smoke two more kind of thing. You will aaaaalways be toking, or eating, or sleeping it off. No Perk can diminish this need, nor lessen the effects of the Weed… and this is really primo weed. And the Weedhouse does not tend or process the weed for you. You'll have to do all that yourself. What? No it doesn't come with instructions! And if you kill all the Weed with your gross incompetence, you fail forever and have to go back to the sucky real world where the weed isn't free! For the price of 1/10th your total harvest, you get a new batch of seeds to replace what you harvested. If you improve on the quality of the weed somehow, Weed-Chan might give you upgrades to how big your setup is. Chain-Only. Does not come with Munchies or a Couch.

Fair and Balanced [+100]: Jump-Chan News will follow you everywhere, airing all your secrets, prying into your motivations, questioning your motivations, and reminding the viewers of everything you've ever said or done that might be taken the wrong way. They are explicitly as truthful as Vulpine News and heavily biased against you… and broadcast in a format easily received by any tech level. The reporters don't know your actual secrets and can't actually get into your warehouse, but they'll use really cheaty methods to try and discover them, are indestructible, and will get in the way to get a shot… as in, they'll willfully put other people in danger to try and interview you or get a picture of you doing something stupid. Imagine Mr. Myxlyplk trying to interview Superman as he's trying to save a plummeting Lois. This is Yellow Journalism, Paparazzi, and Faux News all rolled into one annoying package. While they don't have access to your specific build, they do have copies of the jump document (possibly out of date or incomplete) and will make assumptions and then broadcast them.

Fission Dance [+200]: You keep accidentally leaving clones of yourself all over the place… clones that have 1d3 of your perks attached (chosen at random) and are smaller than you. They don't want to come back and as long as they have that perk, you don't. Every time you strongly exert yourself, this happens, but never to the perkset you were using at the time. They will actively avoid you 60% of the time, actively seek to annoy you 30% of the time, and just hang out and mope 10% of the time. If they get killed, they'll respawn at the start of the next jump. You cannot force them to join back with you, they have to do so willingly… and if you have social fu, they're highly resistant to it. They're always more childish than you are, and their size is depends on how many of your perks they have (40% with 1 perk, 60% with 2 perks, 80% with 3). They don't count as companions… and will probably flirt with your Waifu / Husbando. If this is a Single Jump Drawback, the amount of exertion it takes to trigger fission is scaled to the jump. Slice of Life jumps might have it happen during an argument or lovemaking. Fissions generated by the Single Jump version of this persist across jumps until you convince them to come back. At no time can you be reduced to below 10 perks total. If this is a Chain-Drawback, you can sacrifice the payout in a subsequent jump to transform one of your fissions into a permanent companion, forever losing those perks.

Fragmented Psyche [Another +100]: They take part of your memories with them when they go.

You've Gotta Want It! [+200]: It's about time you start actually earning these powers, you lazy Jumper. You no longer automatically receive your purchases at the start of a jump. Instead, they must occur organically. If you buy an education perk, you'll have to actually sit through the lessons and do the homework. If you buy a fighting perk, you'll have to obey your sensei and do the due diligence. If you have genetic augment, cybernetic implant, or exaltation, you'll have to undergo the process. Whatever the perk or item might be, if it's possible to find, learn, acquire, you'll have to do the work. You will actually have to learn, research, find, befriend, steal, perform mad experiments, gamble in the souls of the damned, or whatever other way there is to acquire them. In addition, all these methods will be somewhat resistant to the effects of your other perks - learning modifiers will only be half as effective, luck and treasure senses will not pick up items as easily. Even replenishing food items might require a quest. In the case of innate or genetic abilities, you'll have them from the get go, but they'll be at an average level for the setting/a fifth of their power (whichever is higher) with no skill at using them, and will need to be trained to their 'original' power. As a circumstantial bonus, if an ability requires you to die as a part of the process (i.e. undeath, reincarnation, etc), those - AND ONLY THOSE - will not trigger the end of your chain. Since you're spending top-quality CP, however, I will grant you this: You're guaranteed to come across a way of getting your purchases, be it catching the eye of a rich philanthropist, meeting a drunk scientist searching for test subjects, or hearing a legend about where the Ultimate Weapon might be. This only gives you the opportunity, though; you might end up antagonizing your companion-to-be, your teacher might feel you're not doing your best and find another apprentice, and the evil overlord might sweep the Macguffin from your hands, so take care. If, and only if, you absolutely squander your chance to acquire what you paid for, for whatever reason, in the next jump you'll get another chance in the next jump… and the next… and the next… and so on. Really, can't you stop pissing people off long enough to learn how to knit? What do you mean you weren't buying a knitting perk? Are you sure? It was 600 years ago. The only things that bypass this requirement are perks required to keep you alive in a specific starting environment that the jump gives you for free. Chain-Only.

Party Limit [Special]: Thanks to a limited budget, Jump-Chan can only empower 4 of your companions at a time, rather than 8. This means that whichever companions are closest to you (either physically or emotionally, your choice) will be at full power. The others will be normal people for the setting, power & perk wise. This gives you a Discount on Companion Import Options and gives them an extra +100 CP when imported for perks. As a Jump Drawback, you cannot take this unless you have at least 5 companions already. This is here because I can't be arsed to move it to the Companions section. Putting this on Hiatus costs only 200 CP.

Plague of Butterflies [Variable]: Your presence prevents the canon solutions to the plot from working. If you don't intervene, and come up with a new solution, expect the villains to win, the world to be destroyed, and the heroes to die. The value of this is determined by the overall threat-level. If there is a world ending threat that would be difficult for you to stop, it's worth +200. If bad-things will happen if you don't stop it, but the world will go on, it's worth +100. If it's a slice of life setting or there isn't a plotline at all, or one where you'd have to be the hero anyway (e.g. Elderscrolls, Dark Souls, Civilization, etc), it's not worth anything. If this is a Chain Drawback, its value is pegged at +100 for all non-slice of life / plotless jumps… those are still worth nada.

All You Can Eat [Nothing]: You now automatically gain all food items from any jump you go to (besides jumps dedicated entirely to food, like Three Star and Cooking Show). Infinite Candy? Absolutely! Infinite Cheese? Yup? You even can eat as much as you want and never, ever, get full… oh… right. This is a drawback. You permanently lose any ability which would allow you to lose weight, or which would grant immunity from growing fat, or from the drawbacks associated with being an enormous chubmonster. Super-strength and Incredible Health might allow you to move while weighing as much as a building, but, you'll still have flab on your flab and all extra weight you're carrying will interfere with all your physical abilities to some degree. Even shapeshifting into a new form will mean that that form will be as overweight as you are… even if that should be impossible… have you ever seen a fat Transformer? However, there is hope. You can actually exercise. Yes. Getting out and moving around will help. If you eat 300 cheesecakes, you'll have to actually burn the calories associated with them… and it will always take a proportional amount of effort. You can't just rig up a machine to syphon the fat or create a spell that draws from chub instead of mana. Even your energy forms will be bloated with excess 'mass'. No gaming this. Chain-Only. Companions can take this too, but they don't get the free items and do get +200 CP per jump to be spent on perks. They must be active in the jump to get the CP. Hiatus cost is 300 CP.

Always Expect Ninjas [+100-300]: Did you know that the Omniverse contains more Ninjas per unit space than any other substance? It's true! Ninjas are actually where CP comes from. Now, normally, Jump-Chan sends out Post-Spark Jumpers to hunt down these Ninjas, but in your case she just can't be bothered. So you'll have to do it. In order to get the 1000 CP for your next jump, you'll have to hunt down and kill enough Ninjas to pay Jump-chan back for your current jump. Now, you can't harvest the CP yourself, that's what Jump-Chan is for, but she'll give you a bounty of 10 whole CP for each you bring in… to be applied to the debt you ran up this jump of course. And of course, these Ninjas are extremely powerful and each is going to be a challenge for you to defeat, though Ninjas are masters of subtlety, so your battles with them are guaranteed not to destroy the local environment. For 100 CP, Ninjas are aware you've been tasked to find them, but don't know that you've been given Nindar with which to locate them. For 200 CP, they know, and will be hunting you in turn, but won't work together. For 300 CP, they know, will team up, and know that Nindar requires concentration and only has a range of 100 meters, so they'll plan their ambushes accordingly. If you farm more than 100 Ninjas per jump, the extra bounty will be applied to the next jump, but once you've killed 100 Ninjas in a given setting, the rest wise up and hide, so it's unlikely you'll be able to find them. If you somehow manage to kill 200 Ninjas in a single jump, a Boss Ninja will appear and try to wreck your shit. Boss Ninjas scale to match you and then some and the bounty is worth 100 CP each. This cannot be put on Hiatus, is incompatible with Gauntlet-Kun, and you will always know about this hunt, even if you have Amnesia or don't know what Drawbacks are. You will view it as a sacred calling, or a mission from god, or whatever fits best. Maybe just a compulsion. Ninjas will never attack you when you're rendered helpless by other Drawbacks, as that would be cheating. If you fail to fully pay Jump-Chan back in a Jump, she'll dock your CP in the next Jump, seeing as how you're not strong enough and clearly need a break. This automatically shuts off during End Jumps, meaning you don't get the bonus CP for it. Unspendable sums are kept by Jump-Chan, and she thanks you for your effort. Zero CP jumps where your powers are locked deactivate this Drawback for 0 CP.

Possessed Possessive Possessions [+200 CP for Items]: CP is more than just a guarantee, you know. It's life. Not just for a Jumper or a Companion, but for equipment as well. Now this is actually true. Your CP protected items all become Kami in the Japanese sense… that is, they are imbued with living animistic spirits. Now, on the plus side, this means that all items now can be imported as companions… all your items, and all your companions items, are extremely possessive of their owners and will clamour for their owners to use them… and only them. Not all will be the same type of personality, of course. All items will want to be used as they are intended, but they'll have different reactions to not being used or, worst of all, used incorrectly. A training dojo's genius loci might take great pride in hosting a sparring match between its master and an outsider… but might not enjoy being used as a party venue. A sword might sulk if their master uses another weapon, especially something like a bow, or might actively try and stab you if you force her to drink the rancid blood of one more accursed ghoul. The personality of the item will reflect both the culture it was made by and the creator (if it is a canonical item), and come in male, female, and gender neutral. They are all immune to mind-control or emotional manipulation. Chain-Only. Once the item is imported as a Companion, it counts against your active Companion total. Supply Items are transformed into a kind of Vendor Spirit for ammo, potions, and the like, a Chef or Butler Spirit for food. Already self-aware items are not changed by this. The Warehouse and anything from its supplement, being WP, is not affected. Anything that's part of another being, such as cybernetics, or homunculus bodies, have spirits that are like Zanpakuto spirits, i.e. largely subsumed within their owner's larger spiritual makeup and hard to contact… think of them like shoulder angels… part of you, but discrete. Cannot be put on Hiatus.

We Are All Together [Costs CP]: If you combine PossPossPoss with All in One, your old items can choose which new items they fuse into. Thus your Chef/Butler will get more skilled at cooking or drinks mixing, your Vendor will have a larger stock, your laptop gain more functionality, etc. The downside of doing this is that you'll have to actively convince your things to accept change, can only combine things that are similar as there is simply no way a Sword is going to want to be a Broom, and if you can't get any of your items to agree on a merger, and there is at least one old item that hasn't merged in your current jump… you must roll a d10. On a result of a 9 or 10, you just can't buy that new item. If it's 1-8, you can buy the new item and it starts unmerged. The value of this is exactly half the value of the two combined Drawbacks, which means you get only +250 item CP instead of 500. Chain-Only. No Hiatus.

You Wanted Worthy Opponents? [+300]: All antagonists gain a boost to their abilities. Mooks no longer attended the Imperial Marksmanship Academy. Bond villains will just shoot you. There will be no glowing weak spots to hit for massive damage. Endbringers stop sandbagging when fighting you. Chain-Only. Every jump will contain challenges worthy of your current power level. Always. They won't (quite) scale with you, and you can choose to limit your own power to keep them at something the protagonists can deal with, but they will find ways to challenge you that you won't be able to just ignore. Ever.