Out of Context: Avatar Element Benders Supplement

V1.10 By DeverosSphere

This document can be used as a supplement in any Jump that would not otherwise have Element Benders within its continuity.

By taking this Supplement, you have chosen to become an Element Bender which has awoken in a spiritual nexus or that Jump's equivalent and then be sent through a tear to the main setting.

You will enter into that continuity as a Drop-In.

+1000 CP

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

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Origin:

Bending is the ability to manipulate an element, there are four elements that each relate to a physical element. The only case of any one person being able to bend multiple elements is the Avatar, who has the ability to practice all bending arts.

Air Bender:

Airbending concentrates on speed and evasion, forgoing a strong offense for a greater defense. Airbenders use their capability to bend unencumbered by the ground or any other environmental factors and use their own momentum as a weapon, evading attacks with astounding agility to tire their opponents out or building up massive inertia for explosive gusts of wind to make their counterattacks finishing moves.

Water Bender:

Waterbending concentrates on the flow of energy, focusing less on strength and more on turning the opponent's own energy against them. Waterbenders gain a serious advantage or disadvantage depending on the amount of water around them, although highly skilled waterbenders can draw water from anywhere, such as draw humidity from the air and bend the water in living things, especially plants.

Earth Bender:

Earthbending concentrates on standing their ground, absorbing or intercepting attacks until they completely overwhelm their opponents, with an emphasis on fortitude and strength.
Earthbenders gain an advantage or disadvantage in battle based on the amount of earth around them, though the conditions are not extreme.

Fire Bender:

Firebending concentrates on offensive combat to create widespread barrages of fire that overwhelm opponents before striking a focused blow.
Firebenders have to be able to maintain a constant source of energy and balance in battle, allowing them to generate fire using their internal heat source to unleash a volley of direct, successive attacks.

Perks:

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

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

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

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

To get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Spiritual Connections - Free
You have an innate connection to spirits, allowing you to understand their intentions and the meaning of their words, even if you do not know their language.

Chi - Free
Your body now contains Chi, a metaphysical energy that flows through your body similar to blood. In order to perform element bending, you will expend some of your Chi, similar to how exercise expends stamina. Different philosophies about what Chi actually is and how it functions result in diverse, spiritual beliefs, practices, and training. Meditation, controlled breathing and good posture are some of the few ways that have been proven to help an Element Bender use their Chi more efficiently, whereas it is inconclusive if how physically fit someone is affects how. You possess a high amount of Chi for a human Element Bender, putting your Chi reserves at about the top 10% of all Element Benders.

Spiritual Origin - Free (Cannot be taken with “Possessed”)
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 an element bender 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.

Martial Movements -100 CP
You have learned the martial arts that your method of element bending is based on, allowing you to better wield your bending art and integrate to your fighting style.

- ***Air Bending Booster: Baguazhang***
  Baguazhang is a style known for various strikes, joint locks, throws, and distinctively evasive circular footwork that seems to be spinning back and forth.
- ***Water Bending Booster: Combat Tai Chi***
  Combat Tai Chi is a martial art that focuses less on strength and more about alignment, body structure, breath, and visualization.
- ***Earth Bending Booster: Hung Gar***
  Hung Gar is a style based on strong stances and strong hand techniques, notably the bridge hand and the versatile tiger claw.
- ***Fire Bending Booster: Northern Shaolin Style***
  Northern Shaolin Style is a strong, dynamic style of martial arts that uses quick advances and retreats with powerful hand and leg movements.

Chi-Blocking -200 CP
This ancient technique uses quick and light strikes to block someone's chi, paralyzing them by rendering their muscles useless and temporarily disabling a bender's abilities.

Vaatu -400 CP
You have permanently fused with a fragment of Vaatu the spirit of chaos and darkness, making you into what would be considered a Dark Avatar. Though this may be seen as ominous, in truth this spirit is an embodiment of instincts and progression. Its nature is to prevent stagnation by causing instabilities that require change to overcome, destroying order to allow freedom.
The fragment of Vaatu lacks a mind or personality of its own, with it instead linking to yours.
With this **Meta Perk** you are able to purchase **exclusive perks** as if you met the requirements.

Spiritual Connections Booster: Spirit Presence (Requires "Touch of the Wind", "Tidal Flow", "Seismic Sense" and "Focused Strike")
You have merged on a deeper level with your fragment of Vaatu, taking on spiritual properties despite remaining flesh and blood. This dramatically enhances your body's natural Chi reserves and makes spirits less aggressive towards you. This also grants you a resistance to Chi and Spirit techniques, making them less effective and making it harder to target you specifically.

Chi-Blocking Booster: Chi-Consumption (Requires "Flight on the Wind", "Extension of the Formation", "Spire of the Mountain" and "Artillery of the Destruction")
You are able to directly interact with spirits, allowing you to physically harm them and spiritually consume them. By overpowering a spirit, you can consume it, destroying its mind and personality. After consuming a spirit, your fragment of Vaatu will start to absorb the spirit's energy, as well as potentially any unique abilities it possesses. After consuming a spirit but before it has been completely absorbed into your fragment of Vaatu you may choose to instead give it to someone else, making it a fused spirit and granting them the advantages of its consumption.

Energy Bending -600 CP
Energy Bending is the ability to bend another person's life energy. By bending a person's life energy you can instantly grant them any knowledge you have, block off any of their spiritual abilities such as bending or remove spiritual blockages.

Martial Movements Booster: Energy Movements (Requires "Vacuum Bending", "Health Bending", "Metal Bending" and "Lightning Bending")
You have learned the secret methods that have been found to prolong life potentially indefinitely. Thanks to this, you are able to passively bend your body's internal energy to prevent aging by repairing the deterioration of your body on "the smallest, most invisible levels". This requires keeping an inventory of your body, which would normally prevent the body from growing or changing. With enough mental power, knowledge of anatomy, Chi reserves or spiritual energy you will be able to figure out one or more of the many ways to bypass this weakness allowing you to grow without aging.

Chi-Blocking Booster: Chi-Bending
You are now able to grant or remove any one of the four basic element perks, so long as you have purchased them. The target will be unable to hold multiple elements at once without a method of storage such as a fused spirit, however you will be able to switch them at will.

Vaatu Booster: Controlled Bending
Each bending art has its own method of controlling others, you are able to wield your element's own version of this technique.

- ***Air Bending Booster: Spirit Bending***
  The art of **Spirit Bending** focuses on manipulating the spirit, allowing the user to project their own or other people's spirit out of their body, allowing them to empty the body and let the spirit travel to another location.
- ***Water Bending Booster: Blood Bending***
  The art of **Blood Bending** allows the user to take hold of and manipulate fluids within an organism, allowing the bender to move the person's muscles and control their body.
- ***Earth Bending Booster: Bone Bending***
  The art of **Bone Bending** is a specialized form of Earthbending that allows an Earthbender to manipulate the bones of a creature, even those inside of a living organism.
- ***Fire Bending Booster: Heat Bending***
  The art of **Heat Bending** is very hard to control in others as it consists of controlling the internal body heat of a target. This can be used to allow a person to survive in extreme temperatures, when used offensively it can be used to give someone hypothermia, boil them alive or control their movements by controlling the contractions of muscles, though this method causes a great deal of pain.

Air Bender Perk Tree:

Air Bending -100 CP (Free and Exclusive to Air Bender)
As an air bender, you can shape and manipulate air, directing it like the wind.

Touch of the Wind -200 CP (Discounted for Air Bender)
You have learned the air benders technique to attune yourself to the ebb and flow of the surrounding wind. This allows you to become aware of all motions and movements within your immediate vicinity, with the range you perceive growing with practice.
Using this, you are able to respond nearly instantly to incoming attacks, allowing you to manipulate your movements in order to respond to those of your opponent.

Vacuum Bending -400 CP (Discounted for Air Bender)
This perk gives you greater control over the stability of force within your bending, allowing you to manipulate the flow of the element you bend in order to create explosive results.

- ***Air Bending Booster: Vacuum Bending***
  Using **Vacuum Bending**, you are able to create areas of airless space that would cause suffocation or asphyxiation. You can also collapse these spaces in specific ways to create a small explosion.
- ***Water Bending Booster: Moisture Bending***
  Through these teachings you have learned the specialty of **Moisture Bending**, a skill to extract water from plants, animals, or even vapor out of thin air. This will normally kill quickly but can be used as torture when used on animals.
- ***Earth Bending Booster: Sand Bending***
  Those who learn these skills can master the art of **Sand Bending**, a style that is able to break down stone into sand like grains and wield them as if they were all still connected.
- ***Fire Bending Booster: Combustion Bending***
  Using this, you would be capable of **Combustion Bending**, a method of superheating the surrounding air to produce a beam of pressure that explodes on impact.

Vaatu Booster: Void Bending
The art of **Void Bending** manipulates an area of repulsion similar to same-pole magnetism, however it affects all objects rather than just metal. When used this causes everything within the occupied space to be pushed away from the center including air and when released causes a crash as the elements rush to fill the void.

Flight on the Wind -600 CP (Discounted for Air Bender)
You have learned your bending art's method of flight, allowing you to move through the air.

- ***Air Bending Booster: Weightlessness on the Wind***
  The principle behind this is to become one with the wind, mimicking its freedom from limitations and inhibitions, in both the physical and mental sense. You now understand these principles, allowing you to successfully fly and hover.
- ***Water Bending Booster: Stream on the Wind***
  You are able to condense water around yourself in a band-like stream and project it downwards from a singular point of pressurized water, thereby projecting you upwards. Using this principle, you can also create smaller streams from multiple points to hover in place. This band can be refilled by bending other sources of water into it or connecting it to an active water source via a water cord.
- ***Earth Bending Booster: Dust on the Wind***
  Using earth bending, you can pull dust out of the air and atmosphere in order to create a platform or harness that you can put your weight onto in order to move your body through the air as if bending a boulder.
- ***Fire Bending Booster: Jet on the Wind***
  You are able to conjure huge amounts of flame to propel yourself at high speeds through the air. Normally you would only be able to fly at full speed for short periods of time, however you can use this for sustained levitation and fly for a longer time at a slower speed.

Energy Bender Booster: Energy Flight
You are able to wield your life energy in order to levitate or fly, though this will require stamina training to sustain.

Touch of the Wind Booster: Touch of Flight
Your sense of attunement to the wind has expanded, allowing you to feel the outline of everything around you regardless of if it moves. This allows you to perceive the layout of an area even in pitch dark.

Water Bender Perk Tree:

Water Bending -100 CP (Free and Exclusive to Water Bender)
As a water bender, you can shape and manipulate water, redirecting it like a stream.

Tidal Flow -200 CP (Discounted for Water Bender)
You have learned the waterbending flow of redirection, a trick used to take in your opponent's strike and redirect it back at them. As shown with lightning redirection, an element bender could use this methodology to absorb the strike of a bender of the same type and release it in a more desirable direction.

Health Bending -400 CP (Discounted for Water Bender)
You are able to manipulate the regenerative abilities of a person using your bending in order to help them heal or restore their body.

- ***Air Bending Booster: Vitality Bending***
  Using **Vitality Bending,** you can manipulate the stamina of yourself and others to either drain or enhance stamina. This can be used to gain a second wind and remain active for a long period of time while tiring your opponents, it also helps you to recover from wounds and fatigue at an accelerated rate.
- ***Water Bending Booster: Health Bending***
  You are able to use **Health Bending** to heal wounds by using water as a catalyst to redirect energy paths around the body. This concentrates more energy into a wounded area, allowing that area to heal at an accelerated rate. While this technique is effective on external, physical wounds, its ability to repair internal injuries and cure illnesses is more limited.
- ***Earth Bending Booster: Shell Bending***
  Used more often as a form of combat stimulus, **Shell Bending** bypasses the limitations of the body by suppressing feelings of pain and fear. Using this you can forcibly reinforce broken bones, torn tissue and other severe injuries. This method of patchwork repair can be used as emergency aid or to reattach limbs but can result in patient death unless time is taken to heal or adapt to these repairs.
- ***Fire Bending Booster: Spiritual Bending***
  Using **Spiritual Bending,** you are able to produce an orange flame to sense Chi paths and detect spiritual energy within an individual. This technique does not revitalize the body but is instead used to burn out sickness and corrupting spirits, it can also be used to partially repair spiritual damage, but like most things will require time to heal.

Vaatu Booster: Cleansed Bending
You are able to perform **Cleansed Bending** to bend threads of spiritual energy throughout a target to remove any form of parasite, sickness, toxin or poison from their body and once removed seal it away.

Extension of the Formation -600 CP (Discounted for Water Bender)
You are able to extend your element into shell-like forms that better emphasize your element's abilities, you are also able to stack these formations together.

- ***Air Bending Booster: Air Formation***
  You are now able to produce an air zorbing, a form of air scooter that can be ridden within to act as both a form of transportation and defense. This can provide a burst of speed to overcome vertical surfaces and allows for short periods of levitation.
- ***Water Bending Booster: Extension of Water***
  Using this, you are able to form a body of water around yourself and produce multiple whip-like tendrils. You can use these tendrils to grasp objects, strike at opponents or to intercept incoming attacks.
- ***Earth Bending Booster: Earth Formation***
  You are able to bring any form of earth you control around yourself and mold it into a set of sturdy but malleable armor. You can also use this technique to travel through the earth by selectively melding the ground around you and shifting through the earth. This perfected form is great for defense, enhances your strength but does not limit your range of motion.
- ***Fire Bending Booster: Extension of Flame***
  Using this technique, you are able to produce thin blades made of fire that can easily slice through objects without completely destroying them. You can also control the energy of the flame to produce a lightsaber like effect.

Energy Bender Booster: Energy of the Formation
You can now generate an astral projection of thick energy which acts as a solid body, giving you the appearance of a giant human. This giant shell can act either independently from your body or act as an extension of any part of your form.

Tidal Flow Booster: Flow of Energy
You are now able to appropriate any element you can bend that comes into contact with any of your Element Formations. This increases your formation's power and removes your opponents control over that sample of the element.

Earth Bender Perk Tree:

Earth Bending -100 CP (Free and Exclusive to Earth Bender)
As an earth bender, you can shape and manipulate earth, via most solid mineral compositions.

Seismic Sense -200 CP (Discounted for Earth Bender)
This skill is famous thanks to the fame of the blind earthbender. You are able to create and detect vibrations in the ground in order to perceive objects, people, and other aspects of their environment. This essentially allows you to act as sonar through earth and metal.

Metal Bending -400 CP (Discounted for Earth Bender)
This perk gives you greater control over the density of your bending, allowing you to focus your element into a sturdier form.

- ***Air Bending Booster: Sound Bending***
  Through **Sound Bending,** you can generate or manipulate sound waves to create or change noises. This allows you to alter the volume of a conversation, muffle your steps and create explosive shockwaves of sound from the snap of a finger.
- ***Water Bending Booster: Ice Bending***
  Although most water benders are able to manipulate ice, **Ice Bending** is far more controlled allowing you to freeze your target solids in seconds allowing you to trap or kill your opponents, make surfaces slippery, and convert water into any form of ice or snow.
- ***Earth Bending Booster: Metal Bending***
  Normally, the crude earth still present in the metal can just about be bent, but **Metal Bending** allows you to bend the purified metal itself in a method similar to Ferrokinesis. This allows you to bend any metal as if you were bending regular earth.
- ***Fire Bending Booster: Intensity Bending***
  You have learned **Intensity Bending,** which allows you to control the intensification of your flames. This can be used to produce a chromatic change within the flame while increasing the heat. Initially, you are able to bend completely blue flames, that are hotter than traditional fire. With practice, you will be able to produce other types of flame and may even learn to create dragon fire, a vortex of fire containing several other colors of fire beyond the usual yellow, orange, and blue flames including white, purple, green, pink, and red fire.

Vaatu Booster: Life Bending
You are able to use **Life Bending** to condense life energy into one or more new lives. These creations will be newborn spirits that will love you as their creator and can be implanted with any of your energies, becoming a spirit of that energy type. You can also sculpt this new spirit into an appropriate form in order to possess a hollow form such as a golem or a soulless entity. If you were to somehow consume these Spirits, it would have little to no effect as they are comprised of your energy.

Spire of the Mountain -600 CP (Discounted for Earth Bender)
You have learned how to develop constructs from your element.

- ***Air Bending Booster: Wind around the Mountain***
  Using your airbending you are able to create permanent self-sustaining updrafts and air currents which can be used in order to create transit streams or support heavy structures.
- ***Water Bending Booster: Spire of the Sea***
  You are able to shape a long term pillar of water which can act as offensive turrets of compressed liquid or defensive structures of various sizes.
  These structures require an amount of liquid to sustain themselves, which could be frozen to act as a support structure or could be pulled out of the ground as geysers of liquid. The towers will normally be composed of the substances they use to support themselves.
- ***Earth Bending Booster: Stone that forms the Mountain***
  You are now able to construct structures of varying detail and permanence from the surrounding earth and minerals. These constructed facilities are able to function as structures, obstacles, and even cities, with the details depending on what you have in mind when creating them.
- ***Fire Bending Booster: Spire of the Sun***
  You are able to produce self-sustaining fire bands, cages, and shackles that you are able to control in order to trap and seal away a target. This acts to bind them in an everlasting flame, imprisoning them completely with fire, stopping the target from moving normally.

Energy Bender Booster: Create Lifeforce
You are able to create and imbue forms of life energy within any structures of your element in order to animate them without sentience. This allows you to create self propelling methods of transportation or develop a type of programming that causes them to perform specific actions in response to stimuli.

Seismic Sense Booster: Sense the Mountain
By combining your senses, you are able to completely control the internal structure of any construct you make. This allows you to fully furnish any construct you make with items made of your element.

Fire Bender Perk Tree:

Fire Bending -100 CP (Free and Exclusive to Fire Bender)
As a fire bender, you can create, shape and manipulate fire as an extension of your body.

Focused Strike -200 CP (Discounted for Fire Bender)
You have learned the fire bending trick to channel and charge your element into a single strike. This allows you to create an enormous blast of your element that massively improves the power behind your attack.

Lightning Bending -400 CP (Discounted for Fire Bender)
You are able to force electrical charge through your element in order to produce a number of effects.

- ***Air Bending Booster: Storm Bending***
  From the use of **Storm Bending** you are able to manipulate clouds and meteorological patterns, allowing you to produce rain, wind, hail, lightning, snow, sleet, fog, and cause dramatic temperature changes. This form of bending normally takes a long time to generate results but produces powerful effects.
- ***Water Bending Booster: Plant Bending***
  Through performing **Plant Bending,** you are able to manipulate every form of plant life. This allows you to wield plant-like weapons or force them to attack like an animal. You can also use this for farming by manipulating the liquid in plants in order to accelerate their growth or replace any plant mass lost, such as rapidly regrowing fruit that has just been picked.
- ***Earth Bending Booster: Lava Bending***
  By performing **Lava Bending,** you are able to change earth and stone into a mud-like or lava-like state. This allows versatility in battle as you are able to change the ground into a liquid state that could either trap or kill the opponent, especially when the mass is returned to its solid state.
- ***Fire Bending Booster: Lightning Bending***
  When using **Lightning Bending,** you are able to produce lightning by separating the positive and negative energies internally, before directing it up through your arm and out your fingertips. It is considered the purest, most powerful and most dangerous form of firebending however but has also been shown to have practical purposes as a power source for advanced technologies.

Vaatu Booster: Mind Bending
You are now able to use **Mind Bending** to connect to the mind of a target, allowing you to alter their memories and beliefs by setting triggers. This allows you to rewrite aspects of a person's mind or even erase them in order to suppress their original personality and identity in order to manipulate or even force them to obey any commands as a mindless puppet.

Artillery of the Destruction -600 CP (Discounted for Fire Bender)
Through this, you have discovered how to perform large scale destructive techniques by yourself that would normally require a large group of benders to perform.

- ***Air Bending Booster: Sky of Destruction***
  Through this art you are able to create, shape and manipulate rapidly rotating columns of high intensity wind, creating tornadoes powerful enough to knock over trees, flatten buildings and destroy roads while randomly projecting debris as a deadly weapon.
- ***Water Bending Booster: Artillery of the Sea***
  Using this method of waterbending you are able to control a huge wave of water or snow to create tsunamis or avalanches that will crash down on your targets, washing everything away in a powerful torrent.
- ***Earth Bending Booster: Land of Destruction***
  You are able to produce powerful shock waves on the surface of a large area of Earth in order to result in a sudden release of energy. This causes a localised earthquake, which causes the surrounding lands to violently shake and potentially destroy any unprepared structures.
- ***Fire Bending Booster: Artillery of the Sun***
  Using this method of firebending you are able to gather large amounts of energy from the sun and yourself into spheres of sun-like energy that can be used as a heat and light source or as a weapon. When fired, these sun-like spheres can travel a great distance and detonate on contact, creating a massive explosion of heat and energy.

Energy Bender Booster: Energy Artillery
You are able to project either a lethal or non-lethal wave of life energy from your body in all directions. When this wave strikes other creatures, it will drain some of their energy in order to amplify the blast and continue the chain.

Focused Strike Booster: Focused Destruction
Through your focused strike, you can condense your large-scale destructive technique into a narrow point, in order to produce a far more focused but far powerful expression of your element.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it.

Bendable Substance - Free
With this you receive a tool that is able to produce a limitless amount of your selected element, Fire benders receive a lighter, water benders receive a flask, earth benders receive a bag of rocks and air benders gain a handheld oxygen canister.

Bending Scrolls - Free
For each of the bending styles you have purchased you gain an ancient, authentic, and illustrated document that provides a guide for benders wishing to learn, without requiring a physical teacher, the combative techniques and forms of that bending style.

Drawbacks:

Possessed +100 CP
You are no longer a Drop-In or a natural bender, you are instead possessed by a spirit from the world of avatar the last airbender and will need to work out your Background with your Jump Chan, additionally you will lose the Items from this Supplement.

Face off +200 CP
It seems that you are not the only being from the world of Avatar to have arrived as Koh the Face Stealer, an ancient and knowledgeable spirit with a centipede like body, it has decided that it must add your face to its collection and will begin to stalk you.

The Red Lotus +400 CP
A splinter faction of the Order of the White Lotus has been dragged into this new world and determined that you must be targeted as a priority target.
This group consists of:

- Zaheer is a master tactician who is also an artificial Airbender with all of the perks from the Airbender Perk Tree and the Vitality Bending perk.
- Ming-Hua is a powerful waterbender who was born without arms, she has all of the perks from the Waterbender Perk Tree and the Ice Bending perk.
- Ghazan is a laid back and fun-loving earthbender with all of the perks from the Earthbender Perk Tree and the Lava Bending perk.
- P'Li is an expert Firebender who is deeply protective of her allies, she has all of the perks from the Firebender Perk Tree and the Combustion Bending perk.

And then the Fire nation attacked +600 CP
It seems that the entirety of the fire nation has been pulled into this new world, with their desire for conquest being fanned even further by the unexpected development.

Convergence +600 CP
The corrupted and insane variant of Vaatu is the spirit of darkness and chaos that was caged within the spirit world and has been free'd and forced into your jump. With their mind in this state they will stop at nothing to break down the barrier between the physical world and the spirit world even if it does not exist within your setting.

Generic Drawbacks:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

In Another Castle +100 CP
Each time you attempt to complete a task or objective, you will find that you have been tricked and will have to repeat the process all over again. You'll not only forget this Drawback, you'll also forget every previous time you've been affected by it whenever you start a different task. This only triggers once per task and will not become an endless loop of deception.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Plot Anchor +100 CP
Every plot seems to revolve around you, and no matter what you do, you will always be dragged into the story.

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

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

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

Rough Childhood +100 CP
You were not as lucky as some people. Your in-universe childhood was - or will be - abusive and painful to such a degree that you will be affected by it, even if you didn't really live through it.
Gain an extra **+100 CP** if taken with **Just A Child**.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The Weirdo +100 CP
Everyone seems to think that you are a strange individual, and they will go out of their way to avoid you unless they actually need to speak to you.

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

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

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

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

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

X-Rated +100 CP (Incompatible with "G-Rated")
Things in this Jump are a little more… *explicit* than normal. Sex, drugs, murder, and a lot more are out there, and it's almost like this world is desperate to show it all off.

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

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

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

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

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

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

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

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere, and they always attack you. No one else ever seems to see them or interact with them, but those things seem to be drawn to you like ants to sugar. If the setting already has creatures of darkness or evil, they are now also drawn to you en masse.

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

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

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

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

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life, making it more interesting or fun for them to observe.

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

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

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

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

Instructional Video +200 CP
Whenever you do something for the first time, you will be forced to watch a long, boring tape that doesn't actually explain anything.

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

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

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

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

Mirror Match +200 CP
It seems that you have a clone out there causing chaos. They will have all the perks and race options you picked in this Jump, but their minds are empty.

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

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

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

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

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

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

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

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

Stealthless +200
You are very bad at sneaking.

The Bad People +200 CP
For some reason, everybody is an asshole to you. They will treat you like dirt, and if you dare refuse to do anything for anyone, don't expect any kind of help from them ever.

The Good People +200 CP
It seems that everybody wants something from you. They want you to get their cats out of trees or fetch them milk for their tea, and if you refuse to do a task for someone, you're the asshole. On the bright side, if someone has already given you a task that you are currently working on, people are less likely to give you new tasks.

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

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

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

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

What The Heart Wants +200 CP
You have a massive crush on one of the main characters, as appropriate for you. You will discover which one when the jump starts.

Wider World +200 CP
This world is bigger than you would normally think, but this also makes it more dangerous. There are more magical schools, more super martial arts, more alien races that will target the planet, more magical creatures that will show up to cause trouble, and more that would normally not be shown, and all of them seem to think they should involve themselves in the plot.

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

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

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

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

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

Crippled Limbs +300 CP
This can be taken up to four times, with each time affecting a different limb for the duration of this Jump.
You may select from either a left or right crippled arm, with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.
You may select from either a left or right crippled leg, with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved, and with both legs crippled, movement speed is reduced to one-tenth.

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

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

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

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

I Saw You Barely Over A Year Ago +300 CP
Your sense of time is terrible. You can't tell if a week has gone by or eight years.

I'm Going To Take A Walk +300 CP
You seem to be a walking magnet for issues, as every time you go for a simple walk, you will be pulled into the middle of some kind of event, from a simple robbery to a deep, dark plot.

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

Just A Child +300 CP
Instead of starting this jump as an adult, you will start it as a newborn baby. You will not start the jump time until you are socially considered an adult, at which point the Jump time will start, and all other non-narrative drawbacks will begin to activate.

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

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

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

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

Split-Personality +300 CP
It seems that you are not alone in your own head. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you, but they seek out what desires you refuse.

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

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

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

You're A Right Git +300 CP
Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

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

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

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

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

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

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

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

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

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

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

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

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

Where Am I? Why Am I Here? +400 CP
You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

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

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

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

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

Auto-Punishment +600 CP
Every time you make a mistake, you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries that build up over time. These injuries heal at a "normal" human rate, despite any healing abilities you might have.

So Weak +600 CP
At some point during this Jump, you and all your allies will be defeated. There is no way around this. You will lose, and you will all be captured.

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

Boss Rush +600/1000 CP
Post-Jump, you will be forced to have a 1v1 fight against every enemy you have faced in the Jump, one after another. You will not be able to move on to the next jump until you have beaten them all. For **+1000 CP,** all the opponents will have their raw power to reach yours, but they won't gain any extra training or proficiency.

AU Continuity +1000 CP
You are not in the canonical story, but an alternative universe randomly created from all the FanFictions and Fan Theories.

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

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

TV-Show -500 CP
You must use this link and select a **TV show:**
https://www.randomlists.com/random-tv?dup=false&qty=6

Animated Movie -200 CP
You must use this link and select an **Animated Movie:**
https://www.bestrandoms.com/random-movie-generator?genre=Animation

Science Fiction Movie - Free
You must use this link and select a **Science Fiction Movie:**
https://www.bestrandoms.com/random-movie-generator?genre=Science_Fiction

Fantasy Movie - Free
You must use this link and select a **Fantasy Movie:**
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Horror Movie +400 CP
You must use this link and select a **Horror Movie:**
https://www.bestrandoms.com/random-movie-generator?genre=Horror