Out of Context: Peter Parker Supplement

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This document can be used as a supplement in any Jump that would not otherwise have Peter or Petra Parker, who are Spider-themed superheroes, within its continuity.

By taking this Supplement, you have chosen to become Peter or Petra Parker, and you will enter into that continuity as a Drop-In falling through a strange Web-like portal.

+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:

You are a version of Peter Parker from one of many realities within the multiverse, but what happened to prevent you from being Spider-Man?

Gadgeteer

In this world, your high-school bully, Flash Thompson, was bitten by a radioactive spider, granting him amazing powers. You discovered his abilities and tried to help him become a hero, only for Flash to use his powers and your gadgets to perform acts of crime. Seeing the monster you helped build, you created a super-suit and gadgets to neutralize Flash before the Fantastic Four drained him of his abilities and took on the heroic mantle of Gadgeteer.

Experimental

In this world, you came across your parents' research on genetic engineering at a young age, not fully understanding it but knowing it to be a link to your parents; it became your subject of focus. After the arrival of the Amazing Ghost Spider, you decided to start cross-species augmentation even developing a serum with Dr Connors that could enhance a person’s capabilities but unknowingly at great cost.

Mutant

In this world, your mother had been at a symposium that was hosted by Nathaniel Essex, which he used to experiment on the dormant X-Gene of everyone present. As a result of this, many more mutants were born into this world, including yourself. You did not notice your mutant abilities until they awoke, allowing you to mentally prevent a spider from entering the beam of a Neogenic Recombinator. A short while later, Professor Charles Xavier offered you a place at his school and made you a member of the X-Men.

Hybrid

In this world, your father developed "Project Venom", an engineered organism designed to cure terminal illness. Richard was never able to complete the project, but over time he injected himself with multiple temporary samples which seemed to be failures. Due to his experiments, you were born with several genetic markers that would remain dormant until a strange spider bite awoke them and forced the venom out.

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:

The Daily Life of Peter Parker - Free (Cannot be taken with "Not Parker")
This Perk gives you the fiat-backed memories of the version of Peter Parker that you chose as an origin throughout their life. For each General Perk, Origin Perk, and Booster you purchase, you can choose to gain the corresponding memories of that Peter Parker, gaining all that Origin's memories with all that Origin's Perks.

Web Of Destiny Origin - Free (Cannot be taken with "Not Parker")
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 a web of energy and fate forming and shattering open space as you are thrown out.

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.

Quip-fu -100 CP
After your parents' death, you developed humour as a coping mechanism with an almost supernatural flair for timing, wit, and insight; you were able to make any situation funny enough that others would be amused even if they knew it was macabre. At times you would wield this humour against your bullies like Flash Thompson while they would threaten you and beat you up; you were always able to throw them off balance mentally and wound their ego in the process. Through these experiences, you learned to sharpen your comedy to deliver the right quip in any situation to wear away at your opponent's confidence, distract them, make them lose their temper, or just lighten the mood.

Academically Gifted -200 CP
You have always been a good learner, finding school incredibly easy; however, that always got you labeled as a nerd by the other school children, which didn't help with the bullying. Though your academic skills, a lot of people consider you a prodigy as you have been able to learn quickly, make well-thought-out deductions on a dime, and develop your own processes that are normally better than the way the school teaches.

Great Responsibility -400 CP
Your Uncle Ben has been your rock, the person who taught you right from wrong and helped you develop the core of who you are as a person. Thanks to this, you have the kind of mentality that allows you to resist and potentially ignore mental powers like mind control or fear inducement. This also allows you to ignore and override your body's natural responses to outside factors such as pleasure and pain. While this does not completely numb your awareness, you will be able to maintain calm even in conditions that would cripple others.

Academically Gifted Booster: Great Power
One day your uncle was looking for a phone number, and you were able to tell him from memory after seeing it in a phone book over a year earlier. Later, the school did testing and found that you had an eidetic memory, as you could recall your memories with near-perfect accuracy. This also explained your extremely high reading comprehension and capacity to process information with far more clarity.

Does whatever a spider can! -600 CP
In most worlds, Peter Parker would eventually go to a scientific event such as a school trip, a scientific symposium, or even breaking into the laboratory of a scientific corporation. While in most universes this resulted in those Peter Parkers becoming Spider-Man, in your universe you never gained those powers, but with this perk you will get them. You gain a boost to your physical capabilities to the extent that a regular person with this perk would be able to comfortably bench press 10 ton, they would be durable enough to crash into the ground from orbit at twice the speed of terminal velocity with only minor injuries, their reflex and response would be 40 times that of an Olympic athlete, at max speed they would be able to run at 80 miles per hour for almost 12 hours before feeling tired or slowing down and their body would get an increased healing factor so that damaged vision, shattered bones, third degree burns and deep lacerations can heal in days or a week depending of extent without leaving scars. You also gain the spider abilities of sticking to any surface by bonding molecules together, a precognitive sense which warns of incoming danger, and the understanding of how to create different types of web fluid artificially.

Great Responsibility Booster: The Other
In some Peters' lives, they went through a process of rebirth, gaining new powers and new responsibilities as they became an avatar of "The Other", the spider god of destiny. You have now gained the benefits of this arrangement but without the hindrances. Your physical capabilities are all boosted; you are magical in nature, allowing you to strike supernatural beings, including ghosts, and gain a greater resistance against curses and viruses to a point of near immunity. You gain organic webbing that you can shoot from your wrist or fingertips; you gain bone stingers that extend and retract from your wrist.

Great Responsibility Booster: Identity Crisis (Requires "Hornet", "Prodigy", "Ricochet" and "Dusk")
Peter is not the only person to have gone through the process of rebirth; there have been many that have become avatars of "The Other", and you have understood the process of rebirth. This Perk can act as a Pseudo **1-UP,** allowing you to resurrect yourself or others so long as enough of the body is intact. When this is activated, the target will shed their skin and grow a cocoon sprouting around their dead body. The cocoon will need to be protected; if the cocoon is damaged during the process, they will not be resurrected, and it will never work for them. Once they hatch from the cocoon, their body will be optimised, removing excess fat and long-term damage while granting the reborn individual the perk "**Does whatever a spider can!**"

The Daily Life of Peter Parker ***Booster: The Origin of Spider-Man (Requires "Great Power" and "Quip-fu")***
Many spidermen go on to have long careers as superheroes, defeating villains, losing loved ones, and saving the world from cosmic threats. Sometimes they die young, biting off more than they could chew, and sometimes they can't do anything to stop the end of the world, dying with it. With this perk, you will gain a mental library of 100 Peter Parkers or Petra Parkers, depending on your gender, who became spider-themed heroes. You can search through the 100 options to gain quick information and sort them in any order you designate. You can choose any of the Parkers in the library to gain an overview of their life and death; you can then choose to absorb the option to gain all the selected Parker's memories and skills, which you can call upon at will as though you'd lived their life but without the emotional baggage. You can choose not to absorb a set of memories, but they will remain available for absorption, and once absorbed they will be fiatbacked to this Perk.

Gadgeteer Perk Tree:

Grease Monkey -100 CP (Free for Gadgeteer)
Ever since Uncle Ben let you help on his car, you've had a fascination with machines, seeing them as a puzzle where you can put pieces together and make something amazing. From this enthusiasm, you gained an instinctive grasp of the concept of engineering, electronics, and computing. You know how to build practically anything humans have made; with enough time and materials, you could build the Houston Space Center and Apollo 11 from scratch.

Academically Gifted Booster: Iron Boy
One day you noticed the intake manifold of Uncle Ben's car was broken and the part was no longer being made. So you decided to build by hand a replacement using scrap metal and what you read about racing car engines and airflow distribution to build a custom intake manifold that perfectly fit and was even better than the newer parts. Thanks to this, you have a good bit of physical skill when creating materials and have a knack for cherrypicking ideas in technology and inserting it into your designs. Thanks to this, you can take any technology you know and apply it to whatever you want to build. From this, you could easily design your own knockoff Iron Man suit and gadgets.

Super Technician -200 CP (Discounted for Gadgeteer)
When you discovered that Flash Thompson had gained superpowers, you thought this was the perfect time for him to turn his life around and help people. So you put your amazing intellect into creating a bunch of gadgets and tools like web shooters, tracking devices, and even an anti-gravity glider from whatever materials you could get your hands on. Through this perk, your knowledge and experience help you become more creative and accurate when sorting materials and crafting items to aid your endeavors. This means when you need to create something, you will find it far easier to come up with new ideas; you will know what available components can be recycled for crafting materials, how to do so, and you will gain a form of plot armour so any user error during the construction will be almost impossible for you.

Counter-Tech -400 CP (Discounted for Gadgeteer)
Unfortunately, you only found out after M.J. was killed in a home robbery that Flash had no intention of being a hero and preferred being a criminal after killing you. Knowing what you had to do, you developed tools specifically to counter his powers, such as a damage-reducing exoskeleton, an anti-adhesive mist, and a spider sense trigger capable of knocking him out. From this perk, you can now easily combine any crafting knowledge you possess in order to develop counters to any superpowers you know someone possesses.

Great Responsibility Booster: Prep-Time
Thanks to your previous understanding of Flash's powers, you were able to somewhat mimic his powers through your gadgets and come out victorious, with J. Jonah Jameson proclaiming you a hero in the Daily Bugle. Thanks to this, you can now understand what the powers of anyone you face actually are as well as the underlying mechanics of those powers. From this, you can combine any crafting knowledge you possess to replicate those powers.

Digital Age -600 CP (Discounted for Gadgeteer)
After defeating Flash, you became an affiliate of the Fantastic Four, with Reed Richards becoming something of a mentor to you. From this, you gained a great deal of knowledge and experience on futuristic technologies. While previously you had a head brace attachment for this function, this perk will grant you a form of technopathy. This technopathy allows you to mentally connect to digital machines within 30 ft of you as though using an intuitive browser. If those machines are connected to a network or form of internet, you can interact with it to assimilate information or alter it from within.

Does whatever a spider can! Booster: Web Master
Although Reed extracted Flash's spider powers, you never got them, as Reed destroyed them, even though you could imagine the good that could have been done with them as Spider-Man. This perk boosts your technopathy so that you can now remotely interact with and control any digital technology within your perception. With an internet connection, you could potentially control any machine on Earth that is not offline. Additionally you now understand how to perform Spider-ballooning, a technique that allows you to use the wind and Earth's electric fields as a grapple point so that you can fly as the wind draws you and can web-swing using the sky instead of buildings.

Super Technician Booster: Hornet
After Flash, you continued your life as a superhero battling Electro, Sandman, and many more. Each time you battled a gadget-wielding villain you would reverse engineer them and add them to your own arsenal. For a short while, you needed to take on the identity of Hornet to clear your name of a crime you didn't commit, using the Beatles Exosuit as a starting point and adding modified Shocker gauntlets with Mysterio illusion disks; you were able to clear your name. This perk makes it so that whenever you are in range of technology, you gain a full understanding of how it works and how to replicate it as though the blueprints were etched into your mind.

Experimental Perk Tree:

Science Wiz -100 CP (Free for Experimental)
While you always loved Aunt May and Uncle Ben, there had always been a part of you that wondered about your parents. One day, while helping Aunt May clear out the cellar, you came across your father's old briefcase, which May let you keep. Later you found that the briefcase had a hidden compartment that hid Oscorp documents which contained information on the process of creating genetically modified spiders, including a Decay Rate Algorithm. While this was too complex for you to understand, it made you feel closer to your parents as you researched, looked up terms, and tried to understand what was written within. Using this as a Perk, you now have an understanding of all scientific processes to the level required to pass any high school science test with perfect marks. This also gives you a passive awareness of what is in any perceived chemicals, how they can be combined, what effects environmental factors will have on them, and what effects they will have when interacting with any organisms.

Academically Gifted Booster: Doctor
Your academic achievements made your prospects amazing, even allowing you to gain a grant from the Oscorp Foundation, which, although they initially refused, you used to help your Aunt and Uncle. However, the constant bullying from Ned Leeds and Flash Thompson had been going on for years and was causing you emotional distress. This started to have a negative effect on your progress, occasionally getting worse until you managed to get a massive honorary award that made the school look very good. At this point, the principal stepped in, making it far harder for the two to bully you. As a perk, this gives you a depth of knowledge on chemistry, biology, and physics to a level where you could get a doctorate in almost any subsection of each topic. This also aids you in determining how to alter a creature's genetics in order to gain a desired result; while this won't account for random events, it will prevent you from making mistakes when making an analysis of an organism's physical structure, chemical processes, and evolutionary potential.

Stabilisation -200 CP (Discounted for Experimental)
Through your studying, you became known as a prodigy, a term that you always felt pride in, especially after developing a stabilisation serum utilising the process outlined in your father's research. This breakthrough even got the attention of Dr. Curtis Connors, who sent you a personal request to become his laboratory assistant outside of school. As a perk, this allows you to stabilize any type of chemical reaction, preventing acids from dissolving things, preventing the chemical explosive in mundane munitions, and even preventing objects from rotting; however, only while you are actively focusing on those reactions.

Replicate -400 CP (Discounted for Experimental)
Although you enjoyed working with Dr. Connors and his other assistant, Gwen, you didn't find it as fulfilling as you'd hoped. Then one day a superhero named Ghost Spider saved you from a runaway truck, and you figured it out: they had somehow been cross-augmented by the Spiders your father had created. Revisiting your father's papers, you finally understood what they all meant: the Decay Rate Algorithm could be used to cross-splice species. As a perk, this can be used to create formulas that can either temporarily or permanently bestow an animal with the genetic advantages of another species, essentially giving them powers based on the donor species.

Great Responsibility Booster: Refinement
Together with Dr. Connors, you created a prototype formula which Dr. Connors was ecstatic about, stating it could be used to cure countless illnesses and restore quality of life to millions. While the idea of using it on yourself was tempting, you had understood the warnings your father had left in his documents and knew it needed further refinement. As a perk you can use this to remove impurities and drawbacks from anything you create, when smelting iron you can extract any other metal, when creating a medicine you can eliminate the harmful side effects and should you ever make a super serum you can remove any weaknesses or drawbacks that you did not have before gaining the powers, for example if you were to just cut a devil fruit in half before eating it you would be able to remove its weakness to water.

Monstrous Appearance -600 CP (Discounted for Experimental)
Unfortunately, while you had been refining your formula to remove its potential side effects, Dr. Connors decided to test the prototype formula on himself by using Lizard DNA as the donor before injecting himself. While it seemed to work initially, regrowing his missing arm, the side effects soon kicked in as he mutated into a Lizard Monster. As a Perk, this functions as both a **Meta Perk** and an **Alt-Form Filter,** as when active you can select a single power, which can be via a Perk or Power section to enhance it similar to a **Capstone Booster;** however, while it is active your active **Alt-Form** will take on a monstrous appearance that relates to the Power you selected.

Does whatever a spider can! Booster: Unleashed Beast
The next day, you found the Lab destroyed and, seeing what had become of Dr Connors on the cameras, you immediately started working on an antidote. The Lizard, though mentally warped, still retained his intelligence, and when confronted by Ghost-Spider, activated a mutagenic aerosol that transformed her into a massive spider monster. As a perk, this would allow you to selectively add additional spider powers to activate transformations. You may choose to grow four additional arms, grow six additional eyes with magnification and heat perception, you can grow glands on your back and in your mouth that can produce webbing or corrosive acid, you can grow claws and fangs, sharp and strong enough to pierce reinforced steel, you can grow strong, sharp hairs capable of being fired as projectiles, you can augment your blood to take on properties of anti-freeze and you can transform your body to allow you to jump up to 50 times your height, landing without harm and reinforce your strength dramatically. When all these are active, you will take on the appearance of a spider monster.

Stabilisation Booster: Prodigy
With Ghost Spider rampaging as a monster and the Lizard setting up applications to transform the whole of New York into monsters, it was up to you to stop them. You finalised the cure and your refined formula before using it on yourself. Taking on the identity of Prodigy, you used your enhanced capabilities to take quite a beating but managed to inject Ghost Spider with the cure, discovering she was actually Gwen Stacy. The two of you then managed to take on the Lizard and replace his formula with the cure, restoring everyone affected back to their human form. As a Perk, it allows you to control your appearance so that you can gain the benefits of any perks, forms, abilities, or transformations without changing your appearance. From this, you could use a power that should transform you into a giant monster but retain your shape and size while gaining enhanced strength and durability; you also gain a small form of plot armour so that you are more likely to stumble upon a solution or always make it in time for a last-minute rescue.

Mutant Perk Tree:

X-Gene -100 CP (Free for Mutant)
In your teen years, you discovered that you possess mutant abilities while attending an experiment. You started to feel strange over the week before, but at the experiment itself you started to notice most of the creatures in the room, from the other people to the bugs in the corner. It had become distracting, and when one spider started to repel into the pathway of the Neogenic Recombinator. You had a moment of panic as it could ruin the experiment; somehow you managed to get the spider to go away. With this Perk, you will be able to toggle the Mutant X-Gene in yourself, with the mutant power being to emit and interpret pheromones, essentially allowing you to communicate with most animals.

Academically Gifted Booster: X-Person
When returning home, you were surprised to find Charles Xavier speaking with Uncle Ben and Aunt May. Professor Xavier apparently had discovered your mutant abilities and offered you a scholarship at his school. While running basic tests at the X-Mansion, the Professor found they were incapable of getting any data from your DNA. With this perk, any DNA you leave behind, such as skin, hair, or blood samples, will no longer be valid for study or artificial alteration. As such, any DNA that leaves your body will not be useful for cloning or for detecting mutants.

Xavier's School for Gifted Youngsters -200 CP (Discounted for Mutant)
While studying at Xavier's school, you gain a great deal of knowledge and experience on how to use your powers. Thanks to this, you were able to determine how your powers work and how to use them effectively. With this perk, you will gain 10 years' worth of dedicated study and experience whenever you gain a new perk, power, or ability. This effectively makes it so that you have the experience of possessing that perk, power, or ability as though you had been using it for years.

Using Powers Offensively -400 CP (Discounted for Mutant)
While at the X-Mansion, you joined in on the combat courses, allowing you to pick up on a number of different fighting styles and martial arts as well as how to incorporate your powers into combat, such as covering someone in pheromones that make insects consider them an enemy or cause them to have an allergic reaction. Thanks to this perk, you gain enough knowledge and experience to pass the black belt grading in Karate, Taekwondo, Jiu-Jitsu, Judo, Muay Thai, Kung Fu, and Aikido. You also gain control over insects and arachnids as you can share brief sensations within your range and direct individuals with your will.

Great Responsibility Booster: Danger Room
During this training, your powers seemingly went through a second mutation, allowing you to widen your perception and enhance your mental connection. From this, you were able to directly influence and control a wide number of insects and arachnids through a subconscious hivemind, getting them to swarm enemies en masse. As a perk, this gives you a kind of hive mind, which allows you to effortlessly control all insects and arachnids in range as a collective whole.

Superior Homo-Superior -600 CP (Discounted for Mutant)
You eventually joined the X-Men, showing how versatile your powers were over the years. During this time, another power was accidentally discovered as you were immune to mutant powers that altered your mind and body, such as Rogue's touch and the mind control powers of a hostile mutant. This made you realize you had been mutating far more often than should be possible. With this Perk, you gain a passive immunity to any powers that alter your mind, body, or powers.

Does whatever a spider can! Booster: Active Mutations
You learned to control your new mutations and disable them by doing research into your own existence. You eventually found that over 40 mutants you faced were the children of scientists who had attended an event hosted by Nathaniel Essex, Mr Sinister. Thanks to this, as a perk, you are able to selectively toggle any aspect of your powers, such as disabling wall crawling without disabling spider sense. This can also be used to remove specific weaknesses such as a vulnerability to certain radiation; however, you would also lose the benefits from absorbing other types of radiation.

Xavier's School for Gifted Youngsters *Booster: Ricochet*
To uncover the truth of your origin and that of the other unstable mutants, you had to take on the identity of Ricochet, allowing you to pose as a mercenary for hire. After infiltrating Mr Sinister's facility, you found the mutagenic formula that caused your powers and a stabiliser; however, you also found a device he was building to transform those affected into monsters. Returning to the X-Men with the stabiliser, Hank found that it would remove all mutant abilities that resulted from the formula. After Mr Sinister activated the monster wave, you injected yourself rather than lose control. After curing the monsterised mutants, you found that you still had your mutant abilities. Later, you found that you also retained your powers on Monster Island or when interacting with anti-mutant technology such as the inhibitors, which made others start to believe you were no longer a mutant. With this as a perk, your powers can no longer be externally nullified, shut down, or otherwise kept from you.

Hybrid Perk Tree:

Social Butterfly -100 CP (Free for Hybrid)
There's always been something about you that everyone found likeable; you were nice, smart, athletic; heck, you never even needed glasses, and somehow it always felt strange to you. From this perk, everyone finds you far more likeable; with your appearance being a minimum of an 8/10 to their sense of attractiveness; even if they are blind, they will find something attractive about you.

Academically Gifted Booster: Social Star
When you reached your teen years, a lot of people seemed to be drawn to you like moths to a flame, wanting to hang out and spend time with you. As such, you got a lot better at organising and communicating with people. As such, you are a lot better at organising timelines for large groups of people, being able to plan out weeks in advance so that everyone gets the time they need to do whatever tasks they have, and you have a near-supernatural charisma that makes people compelled to hear your side of a situation and more likely to agree with you if your words are well thought out.

Untapped Potential -200 CP (Discounted for Hybrid)
Over time, you felt that you were always short of something, like no matter how hard you pushed yourself, you were always doing less than you could. Occasionally you managed to push through the wall and produce a spectacular result, but it was always short-lived and couldn't be replicated on command. You now have this hidden potential, as whenever you are pushing your maximum capabilities, this perk will temporarily boost any perk or powers that enhance that capability, doubling the boosts that the perks and powers grant you until you get to rest.

Talking to Myself -400 CP (Discounted for Hybrid)
While you weren't that interested in watching sports, you have always been good at playing them thanks to your multitasking skills. You have always been able to focus on two different things at once, and whenever you could always bounce the idea off yourself as though you were talking to another person, but it was only ever yourself. With this perk, your mind can now parallel process, allowing you to think and process information as though you had two identical brains that could work on multiple tasks simultaneously while being able to instantly communicate with one another. Neither mind can deviate from the other but can communicate in order to work through a problem from a first-person and third-person perspective simultaneously.

Great Responsibility Booster: Thinking Together
Your multitasking skills seemed to only grow even greater as you led Midtown High to take the basketball championships. Throughout the event, you were able to split your focus on so many different people and watch each of their actions even when they weren't in your field of vision. As a perk, this means that you are now able to instinctively create smaller temporary minds which focus on tasks while also being able to passively perceive the world around you from every part of your body. This perception will be similar to sight but not showing you color and not relying on light, instead letting you see distance and shapes even when blindfolded in pitch dark.

Malleable Suit -600 CP (Discounted for Hybrid)
Eventually there was a school trip to Oscorp during which you were bitten by a massive spider which you flicked away before someone else stomped on it. However, rather than feeling sick, you felt revitalised as the expected spider bite wasn't there just a black oil-like substance where the wound should have been. Everyone assumed you just got lucky, but you knew better; something inside of you was now awake, and over the following days you managed to figure out what you could do. With this perk, your body can now produce and absorb a black substance that you can shape and control with your mind. Using this substance, you could shape it into clothing, a body suit, or a full exoskeleton-like shell that can enhance your strength. This would allow you to produce a number of tendrils that you could form into blades or limbs capable of grasping distant objects or use for maneuvering. You could even shape them into wings, but without a way to flap them at extreme speed, they are only useful for gliding.

Does whatever a spider can! Booster: Healed Carnage
Eventually you found your father's research papers and realised you were the accidental success of his projects; the black substance was part of your body, and it was not the only part you had control over. Even though they seemed mundane when you studied them, you could mentally break down any separated part of your body and reabsorb it, reshape any part of your body, instantly close any wounds, and control parts of your body from a distance. Testing out these abilities, you came across a weirdo with shock gauntlets robbing a bank truck; you managed to get people to safety, but after an unfortunate blast resulted in carnage, you managed to regrow your head before taking him down and starting your life as a superhero. Your body now has an extreme regenerative capability, as you can fully regenerate from a few cells; would-be fatal injuries as severe as being torn in half, being decapitated, and complete destruction of the brain are easily survived and quickly healed without any brain damage, as all your memories seem to be embedded into every cell.

Untapped Potential Booster: Dusk
You gained a lot of experience as a hero battling many super villains and occasionally so-called heroes. Your focus on protecting civilians even at the expense of your own wellbeing eventually got you the public moniker of Vigil. However, after the death of Celebrity Hunter Kraven, you had to take on the identity of Dusk, while utilising new and strange applications of your powers to clear your name. Thanks to this experience, you have learned how to adapt your powers to work in unique, thematically appropriate ways beyond their expected limits. For example, you can use your reshaping ability to create a form of active camouflage to make yourself practically invisible, to create a giant mech suit that is mechanically functional, or to wrap around others in order to physically puppet them.

Items:

Any lost or stolen items will be returned to you after a week in the same condition as when you had them.

Suit Selection - Free
With this purchase you will gain a super-suit to match your selected origin, the **600 CP** perks give their corresponding costumes, the identity crisis costumes will give their costumes and the ***Does whatever a spider can!*** plus its Boosters will give corresponding Spider-Man costumes. Each suit is custom-made and comfortable.

Gadgets - Free
Each origin and perk will give any relevant gadgets such as web shooters, lizard antidote and float disks.

Scinario:

Secret Wars
The cosmic entity known as the Beyonder and Madame Web have chosen you to act as their representative of good in a cosmic test good versus evil. They have summoned 20 Villains from the various worlds of the marvel multiverse, these Villains have had a year's head start to do as they wish. You will be summoned during your jump and allowed to select 10 heroes from the marvel multiverse to act as your team to defeat the villains and save this alien planet.

Reward:
For completing this Secret War you will be able to gain a **600 CP** perk you haven't purchased in this Jumpdoc yet for **Free**. If you already have all **600 CP** perk you will be refunded the cost of one of them. Also if you have ***The Origin of Spider-Man*** then you will gain an extra 100 sets of memories from new Peter or Petra Parker's.

Drawbacks:

Not Parker +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead a local who somehow gained the memories of a version of Peter Parker. You will need to work out your background with your Jump-chan.

Bonus!!! +100 CP ∞
The first person to correctly guess and post the media each origin is based on, on Reddit will gain a bonus card granting them **+100 CP** to spend in each Jumpchain made by DeverosSphere.

No Responsibility +200 CP
This drawback can be taken once per Origin, and with each purchase, an enemy corresponding to that origin will appear somewhere on the same planet as you with interest in killing you.
For the **Gadgeteer** Origin, a version of Dr Otto Octavius who has become Dr Octopus will appear with all the perks in the Gadgeteer Perk Tree.
For the **Experimental** Origin, a version of Dr Curt Connors who has become the Lizard will appear with all the perks in the Experimental Perk Tree.
For the **Mutant** Origin, a version of Mac Gargan who has become the Scorpion will appear with all the perks in the Mutant Perk Tree.
For the **Hybrid** Origin, a version of Eddie Brock who has become Venom will appear with all the perks in the **Hybrid** Perk Tree.

Pain in the Parker-verse +200/600 CP
It seems that you will not be the only Peter Parker within this continuity.
For **+200 CP,** each Parker Origin other than the one you selected will arrive in this jump but without powers and instinctively mistrustful towards you.
For **+600 CP,** alternate reality versions of Peter Parker's relatives or family members will randomly show up. These could be random, weird versions of characters or familiar faces; they could be blood-related or genetically distinct from each other even when being the same person. Examples of who could show up include Ultimate Jessica Drew, Ben Reilly, Captain America Aunt-May, Spider-Man Uncle Ben, Venomised Richard Parker, Annie Parker, Ashley Parker, April Parker, Mayday Parker, June Parker, Itsy Bitsy, and many more, but all of them will have powers.

Limited Origin +300 CP
You are now limited as to what perks you may pick, as you can now only purchase perks from the General Perk tree and your selected Origin's Perk Tree.

Superior Parker +400 CP
In a number of worlds, Dr Octopus managed to possess the body of Peter Parker, altering his life dramatically, and the same is true in this world. At some point during this jump, you will lose control of your body to Otto Octavious, who will live as you for a year. When the year is over, you will regain your body and have to deal with the consequences of his actions. This year will not count against your jump duration.

Parker Luck +600 CP
This drawback will bestow upon you the Anti-Plot Armor that Peter Parker is normally saddled with, making sure that your personal life constantly falls apart no matter how hard you try. Emergencies will always interrupt your dates, job, and general life. Collateral damage will frequently ruin your civilian opportunities and relationships. Even when you manage to make something a success, the status quo will go out of its way to destroy your achievements.

No Way Home +800 CP
It seems that a powerful spell has gone awry, as between once and three times per day someone who knew Peter Parker was a superhero will now show up from somewhere within the infinite multiverse. While sometimes this will be a random civilian, often it will be a loved one or enemy of Spider-Man.

Chasm +1000 CP
It seems you will now have to deal with the alternative version of Ben Reilly known as Chasm. This Ben Reilly clone of Peter Parker, who took on the heroic Scarlet Spider for a time. Unfortunately, his life was full of suffering as he was killed and revived repeatedly, with him losing a part of himself each time until his memories and moral compass were warped beyond repair, turning him into a dangerous foe. Chasm will appear randomly somewhere on the same planet to you with access to all the perks on this Jump Document.

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, go 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*.

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.

The Jumper's League of Antagonism +200/400/600/1000 CP
With this drawback, enemies from your previous Jumps will enter this continuity and find one another and join forces to destroy you. Your enemies will work together, while using their abilities, technology, and resources in order to enhance each other. When it comes to an organization, either the leader or the member you've fought the most will join the team with a contingent of lower-ranked members for foot soldiers of the group.
For **+200 CP,** up to three enemies will appear.
For **+400 CP,** up to six enemies will appear.
For **+600 CP,** up to ten enemies will appear.
For **+1000 CP,** every enemy from previous jumps who wanted to kill you will appear.

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 +??? 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 +800 CP**
> You must use this link and select an **Animated Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Animation
>
> **Science Fiction Movie +1000 CP**
> You must use this link and select a **Science Fiction Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Science_Fiction
>
> **Fantasy Movie +1000 CP**
> You must use this link and select a **Fantasy Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Fantasy
>
> **Horror Movie +1400 CP**
> You must use this link and select a **Horror Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Horror