Out of Context: Living Planet Supplement

V1.01 By **DeverosSphere**

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

By taking this Supplement you have chosen to become a world and you will enter into that continuity as a Drop-In awakening as a new discovered world.

+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.

Origin:

You are now a planet but what type of planet are you?

Conscious Land

You are the land, the earth is your skin, the lava is your blood and the sky is your breath. You are a conscious living world of rock and stone.

Lord of the Land

Rather than being the world you are merely connected to it allowing you to control it as though it were an extension of your mind.

That's No Moon

It seems that instead of being a true planet you are instead an artificial construct with the size and appearance of a planet.

Space Invader

You are not the stone or structure of a planet but the area of space itself that a world happens to reside within.

Planet of Flesh

When they said you were a living planet it was far more literal than expected. You are now an object made from flesh and bone but of a size that has its own gravity and orbit.

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.

In order 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:

Worldly Touch - Free
You gain a new **Alt-Form** of a planet that matches your origin type. You are able to move the land of your planet **Alt-Form** as though it were the limbs on your Base-Form's body. While in this form you won't need food, water or oxygen and will be immune to the dangers of space.

World Healing - Free
Any damage done to any inorganic part of any **Alt-Fom** you have will heal itself over time like a living organism would.

Already Here Origin - Free (Cannot be taken with "Seedling")
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 so that you have already existed in a location for an impossibly long time without being noticed or discovered before the jump starts.

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.

Self Awareness -100 CP
You have a complete awareness of the surface and inside of your body for all of your **Alt-Form's**. You are passively aware of any disturbances to your body as though you were actively watching that area. This will allow you to tell whenever something is touching you, when something is traveling through your body, be actively aware of every lifeform touching you from bacteria to planetary entities and know what minerals are in contact with you at any time all without expending any mental stamina.

Gamer World -100 CP
You are now able to create, edit and sustain a global Gamer System that any self aware entity in your world can use. By default this will be a simple system that lets entities view their own capabilities and become stronger by absorbing the lifeforce of the creatures they have killed.

The Gift of Life -200 CP
You are able to create a barrier that can sustain all life on a planet including the plants, animals, fungi, bacteria, and any other form of life regardless of where the planet is. This protective field wraps around an atmosphere, replicating a sustainable temperature and solar light source, preventing environmental changes caused by moving closer or further from a solar object.

Personal Gravity -400 CP
You are able to manipulate your gravity field allowing you to move through space of your own volition. With some effort you can bend it in such a way that you can warp space in order to move at speeds faster than light.

The Gift of Life Booster: Inertial Dampeners
You are now able to counter the lethal effects of rapid acceleration and deceleration. This allows you to prevent yourself and any other lifeforms from being crushed during changes in momentum or faster than light speeds.

Personal Dimension -400 CP
You are now able to create simple pocket dimensions that you are able to store objects within. These pocket dimensions are the exact size of the objects stored within and while this could be used to store living things they would most likely not stay alive within them.

The Gift of Life Booster: Time Stasis
You are now able to control the time within your pocket dimensions allowing you to accelerate or decelerate time within it. From this you could store an object or lifeform within to rapidly age it or put it in stasis with it experiencing no time inside while countless years passed externally.

Cannibal Planet -600 CP
You are now able to consume the matter of planets, comets or moons in order to improve your mass and strengthen yourself. To consume matter you must literally put the matter into a mouth either a real mouth or an approximation of a mouth attached to your **Alt-Form** and intend for it to enter a stomach like space for it to be consumed.

Personal Gravity Booster: Cannibal Gravity
You no longer need a physical mouth to consume matter and are able to use your gravity field to function as a mouth, to tear them apart and teleport them directly into your stomach.

Personal Dimension Booster: Cannibal Dimension
You now no longer need to form a physical stomach and are able to pull anything you consume into a stomach like, pocket dimension.

Conscious Land Perk Tree:

Global Mind -100 CP (Free for Conscious Land)
You are able to create nodes within your **Alt-Form** that function as backup brains. These nodes allow you to continue to function even when decapitated. Each node synchronizes with your brain in real time and can be used for parallel processing. If your regular brain is destroyed any of the nodes can instantly take its place but may require you to regrow missing body parts.

Gamer World Booster: Gamer Mind
Each instance of the Gamer System will contain a built in node which allows you to actively observe anyone using your system.

Voice of the Soul -200 CP (Discounted for Conscious Land)
You are now able to speak telepathically with anyone you can perceive. For sentient lifeforms you would sound as though you were speaking in words they would see as their own language whereas for less complex life you would be able to communicate with them in an instinctive way.

The Gift of Life Booster: The Gift of the Soul
You are able to create empty spirits and souls, by default these spirits and souls will be blank like a newborn infant however they will lack the natural instincts that an infant normally has. You can insert these spirits and souls into soulless entities and objects in order to give them sentience and consciousness.

Gamer World Booster: Voice of the Gamer
You are now able to track the progress of everyone who is using your system and are able to bestow quests to anyone who uses your Gamer System. They will be able to view all of their active quests and what proportional rewards they will gain for completing the quest.

Arms of the Earth -400 CP (Discounted for Conscious Land)
You are able to perform geokinesis allowing you to move rocks, stones and soil that you are in physical contact with or in a chain of physical contact as though they were part of your body.

Personal Gravity Booster: Arms of Gravity
You are able to wield your gravity for more finite movements allowing you to increase or decrease the gravity of an object in order to perform a clumsy variant of telekinesis by selectively removing the gravity of an object.

Personal Dimension Booster: Arms of Space
You are able to wield your pocket dimensions in order to distort, and blend space. This can be used to wrap and link different areas so that they transition from one location to a different space similar to creating portals or creating a never ending corridor of looping space similar to a hall of mirrors.

Structure of Magic -600 CP (Discounted for Conscious Land)
You are now able to manipulate the mystical structure of a world allowing you to manipulate and create Ley Line, World Spirits and other planetary networks of power that act as conduits for "esoteric energies". This allows you to alter the natural order and cosmic balance of a planet. This allows you to slowly make mundane worlds magic and alter a worlds principles potentially altering them so that mindless monsters spawn or the dead transform into undead without proper preservation.

Cannibal Planet Booster: Cannibal Magic
Whenever you consume matter you will become compatible with any power types native to that matter. This will allow you to replicate supernatural abilities within those materials such as gaining the magical reinforcements within mithral, the vibrational abilities of vibranium and elemental types stored within crystals. This allows you to utilize those qualities in ways that forging them into objects may not allow you too. With time and practice you may be able to mass produce any materials you have absorbed.

Voice of the Soul Booster: Voice of Magic
You are now able to use this **Narrative Perk** to alter the principles of the setting. This allows you to retroactively add or remove any esoteric power types such as magic or aura within that setting. When added, the natives within that setting have the potential to use that power type since time immemorial. When removing a power type it will retroactively never have existed, history will be altered so that similar events have historically taken place in the setting. You can also use this to use any non-fiat-backed powers or abilities that you had previously learned by adding its power type to the setting. Additionally if you create any new universes or dimensions you can use this Perk to alter what non-fiat-backed power types can and can not function within it.

Lord of the Land Perk Tree:

Man of the Land -100 CP (Free for Lord of the Land)
While in your planet **Alt-Form** you can create a single extra body that functions like a single instance of self-duplication. You can only create one extra body at a time which you will control as though it were your main body it will have access to all of your **Perks**, **Powers**, **Items** and **Alt-Forms** as though it were your true body. If you dismiss the duplicate body, it is killed or it is destroyed, you will return to your true body unharmed and will be able to create a new body.

Gamer World Booster: Gamer Man
Any extra body you create is now able to use the Gamer System and when the body is dismissed you will be able to save a copy of the extra body and the changes that it has made in the Gamer System. You may also use this to test any changes you wish to make to the Gamer System before you implement it.

Captain Planet -200 CP (Discounted for Lord of the Land)
You are able to create and wield the aspects of nature allowing you to control the elements and alter matter into any form of your choosing. You are able to create and project soil, stones, crystals, fire, lava, ice, water, wind, plasma and electricity.

The Gift of Life Booster: Captain Life
You are now able to create lifeforms. By default you can create basic life forms like single cell organisms or bacteria but with time and practice you will be able to create more complex animals and will be able to make an identical copy of an organism you can directly observe.

Gamer World Booster: Captain Gamer
Your Gamer System is now able to bestow jobs relevant to occupations and powers that the world has available, such as warrior or mage. By default these jobs will be fairly simple however by allowing dynamic creation this perk will create new jobs using the knowledge and experience of yourself and everyone who entered the range of your Gamer System.

Throne of the World -400 CP (Discounted for Lord of the Land)
You have true domain over everything within your space and planet allowing you to alter the geology and weather with only a thought. This allows you to clear the skies, create violent storms, set off volcanos, stop earthquakes or flatten the land with only a thought.

Personal Gravity Booster: Gravity Throne
While focusing you are able to perceive any location that belongs to you and are able to teleport there instantly. You can use this to view anywhere you own regardless of distance or dimension and can instantly teleport there.

Personal Dimension Booster: Dimensional Throne
You are able to store anything and everything including your planet within your pocket universe where it is sustained and protected.

King of the Worlds -600 CP (Discounted for Lord of the Land)
You gain an extra Planetary **Alt-Form** known as the **Merged Planet Alt-Form** and are able to gain a new **Alt-Form** copy of every planet you gained via In-Jump purchases or rewards. You are able to copy aspects of any of your Planetary **Alt-Forms** into your **Merged Planet Alt-Form** allowing it to gain materials and the unique properties from any of your Planetary **Alt-Forms**.

Cannibal Planet Booster: Cannibal World
Whenever you consume enough of a Planetary body that it would be stable such as eating the core and majority of the crust of a moon, planet or asteroid you will be able to choose to gain a new Planetary **Alt-Form** of that solar object.

Captain Planet Booster: Captain World
You are able to redistribute the materials of any and all of your Planetary **Alt-Forms** across all of your **Alt-Forms** in order to optimize them. With this you will be able to reinforce bones with specific metals or upgrade your object based **Alt-Forms** with superior materials.

That's No Moon Perk Tree:

Analysis Mode -100 CP (Free for That's No Moon)
You now contain mechanical components that allow you to perform complex visual scans of things around you such as the environment, creatures and objects allowing you to determine details about them. This can be used to diagnose the condition of what you scan or find errors and inconsistencies as well as store any information found within a central database.

Gamer World Booster: Analysis Gamer
Your Gamer System now has a full interface granting them access to a vast array of information on various aspects of themself including vital indicators of their health gauge, magic/energy reserves, stamina levels, and other essential metrics relevant to their abilities and capabilities. This allows them to monitor their status with precision, ensuring they remain in optimal condition during any situation.

Artificial Refinement -200 CP (Discounted for That's No Moon)
You gain a central database and processing facility that allows you to break down resources into raw materials and use them in order to craft any technology stored within the database. You will be able to interact with the database as though it were a segmented aspect of your mind instantly learning what is stored within it without it altering the rest of your mind.

The Gift of Life Booster: The Gift of Artificial
Your database now contains the mechanical blueprints for life allowing you to create robots and mechanical lifeforms. By default this will be human life model decoys with artificial sentience but no soul but at the start of each jump you will gain the full blueprints required to create every type of sentient or semi-sentient, artificial lifeforms native to the setting including golems and magic objects.

Gamer World Booster: Refined Gamer
Your Gamer System now contains a crafting element allowing those who use it to learn how to create new items and combine necessary materials to instantly craft any item they already know how to create. You can selectively block any items your system has access to via refined blueprints.

Planetary Cannon -400 CP (Discounted for That's No Moon)
You are able to call forth a large energy weapon capable of destroying any planet including super dense giants. By default this weapon will take 20 minutes to charge and will have no maneuverability meaning it will need to be manually aimed.

Personal Gravity Booster: Gravity Cannon
You now have a fine tuned tractor beam that allows you to manipulate and move objects with fine precision. Thanks to this you will be able to manipulate a sowing needle with perfect precision over a thousand miles away or rip apart a moon with little effort.

Personal Dimension Booster: Dimensional Cannon
You are now able to change the parameters of any attack you make beyond the perceivable reality. This means that should you be aware of a target within another dimension, reality or plane of existence but still within range were you in the same position within that layer you will still be able to target them and hit them with any ranged attack.

Mechanical Assimilation -600 CP (Discounted for That's No Moon)
You are now able to produce nanites that function as extensions of your limbs. These nanites can be moved around with ease and are able to absorb any technology they come into contact with. When technology is absorbed, it is destroyed but the technology is merged into this perk allowing it to be used from within your body as though it were a **Fiat-Backed Perk**.

Cannibal Planet Booster: Cannibal Assimilation
Whenever your nanites absorb something it will reverse engineer the principles of that technology and determine the functions of each component it can scan. Wherever possible the nanites will attempt to retrofit the principles and components into any other technology you have absorbed that would benefit from the upgrades.

Artificial Refinement Booster: Refined Assimilation
Your nanites are now able to absorb any kind of tool whether it is technological, magical or divine and merge it into this Perk making it function from within your body as though it were a **Fiat-Backed Perk**. Whenever you gain items via In-Jump purchases or rewards a copy of it will automatically be absorbed into this Perk.

Space Invader Perk Tree:

Anchor Point -100 CP (Free for Space Invader)
You gain an **Alt-Form** that is an area of space. While in this **Alt-Form** you are in a state of semi-existence where you exist as an area of space but do not physically or metaphysically exist. While in this state you can not be interacted with unless something targets the area of space itself and are able to anchor yourself to other objects in order to retain your relative position despite the object itself moving.

Gamer World Booster: Point Gamer
Your Gamer System now contains a Stat System that you can customize. This system will show the physical, mental and esoteric capabilities of the user. Each time a user levels up they will gain stat points which they can spend in order to improve their stats.

Permanent State -200 CP (Discounted for Space Invader)
You are no longer bound by conventional life or death, this means that you cannot be killed in a traditional way as your true self exists independently from reality, protecting your mind, body, soul and essence. You no longer age and can not truly be killed. Post-Jump this will function as true immortality however for Jump Purposes this will function as a **1-UP** letting you instantly return to the location you died fully restored and also allows you exchange any **1-UP's** you possess to use this Perk's variant of **1-UP** instead.

The Gift of Life Booster: The Gift of Death
You are now able to interact with and manipulate the systems of death and reincarnation. In worlds with predetermined death you will be able to alter when someone is "destined" to die, as well as changing what happens to them after they die. When entering a setting you will instantly understand the mechanics of its afterlife, if the setting you visit canonically does not have an afterlife you will be able to store their essence in order to resurrect them.

Gamer World Booster: Permanent Gamer
Your system now contains a respawn system allowing those who have fulfilled requirements to gain a one use **1-UP** which makes it so that if they die they respawn fully healed. You are also able to make safe zones where individuals are healed and can not die.

Planar System -400 CP (Discounted for Space Invader)
You now gain a Planar **Alt-Form** which is an independent layer of reality similar to the various afterlife's and elemental realms. You will have complete authority over your Planar dimensions, borders, entrances, and exits. Your Planar **Alt-Form** will reflect your essence and have locations based on your perks, abilities, memories, soul and essence.

Personal Gravity Booster: Gravitational System
You can now manipulate not only gravity but also nuclear strong force, nuclear weak force and electromagnetism. From this you will be able to manipulate matter allowing you to perform atomic alterations allowing you to potentially create stars and black holes.

Personal Dimension Booster: Dimensional System
You are now able to create true dimensions and planar realities being able to give them properties based on any powers sets you possess such as creating a ghost zone via ghost powers. By default the created dimensions will be empty but you will be able to use any creation perks you possess to customize the setting. You can choose how any newly created dimensions interact with the jump setting such as how they overlap or otherwise intersect with one or more of the realities that exist in the setting.

Between Space -600 CP (Discounted for Space Invader)
You now exist in space beyond the standard 3 spatial dimensions allowing you to use all of your senses across layers of localised realities and dimensional layers that humans can not perceive. You can use this perk to expand any of your perks and abilities that would normally be limited or restricted by the dimensional scope beyond those layers so that they can be used for every dimension within the local jump setting.

Cannibal Planet Booster: Cannibal Space
You are now able to consume targets while in other dimensions so long as you are within the same space in another layer of reality simply by overlapping with them. You can also choose to consume something simply by coming into physical contact with them being pulled into your stomach like space.

Permanent State Booster: Permanent Space
Your state of existence is now truly permanent as attempts to change or erase you such as True Death, True Destruction and Reality Altering will not affect you. You can prevent changes to your past via destiny binds so that attempts to alter your history will fail unless you allow a parallel variant of you to be created who will recognise you as the original and be subservient.

Planet of Flesh Perk Tree:

Skilled Organism -100 CP (Free for Planet of Flesh)
You are now able to gain a new **Alt-Form** which is an organic copy of any of your in-organic **Alt-Forms** retaining all of their skills and capabilities. You can choose to keep both forms connected so that any improvements that are done to each form improves the other.

Gamer World Booster: Skilled Gamer
Your Gamer System now has a Skill System, this system allows those using it to gain skills which improve their knowledge and capabilities within a specific subject. By repeatedly using a skill its level will increase making it stronger and potentially letting it evolve.

Evolving World -200 CP (Discounted for Planet of Flesh)
You are now able to accelerate the development of your planet making it so that time within a world you own moves at a rate of a year per second. While in the accelerated state your passive awareness of the world remains at the same rate of the world allowing you to decelerate time to real time if something unexpected happened.

The Gift of Life Booster: The Gift of Evolution
You are now able to actively force the development of life in order to force their Evolutionary Paths. This makes it so that the selected species starts to produce offspring that move in the direction you have selected. Depending on the complexities of the changes and how fast you want them to evolve into that lifeform, this could take place over a few generations or over a billion years. You can use this to add multiple diverting evolution paths or redirect them into different lifeforms such as evolving birds into sentient demi-humans or insects into mammals.

Gamer World Booster: Evolving Gamer
Your Gamer System now contains a built in evolution system which allows anyone using it to choose development paths when they reach designated levels for their species. This can be a dramatic physical transformation that an individual creature undergoes within its lifetime however unlike biological evolution this is an abrupt metamorphosis. This can be considered similar to a caterpillar changing into a butterfly which rarely affects any offspring however they may find the level required to reach each evolutionary state reduced if their parent had reached it before giving birth.

Ethereal Lifeform -400 CP (Discounted for Planet of Flesh)
Your mind is now altered in order to safely understand and process information that would break the mind of a normal human. Thanks to this you can understand true infinity, concepts beyond your mortal comprehension and experience embodiments of emotions without feeling them. This change to your mind also has a negative effect on those who attempt to infiltrate your mind via Telepathy or Mind Control as at best it will not function but if you respond in a hostile way you could permanently damage their mind.

Personal Gravity Booster: Exponential Lifeform
You are now able to grow and generate additional body parts on or within your body. This allows you to grow extra arms, legs, mouths, eyes, and other limbs not normal to your current physiology or replace lost anatomy. This also allows you to add additional organs in other parts of your body like growing a brain, heart or nervous system within a hand that will activate when their main counterpart is damaged or destroyed but will function as a new instance of the organ.

Personal Dimension Booster: Dimensional Lifeform
You are now able to occupy two or more dimensions simultaneously making it so that you can exist within and can affect multiple dimensions at the same time. While in this state you cannot be detected by conventional instruments and any form of harm one of your dimensional layers experiences that the other does not, will not affect them. This makes it easier for your body to heal the wounds and even if one of the one dimensional layers of your body is destroyed it will not kill you even if it hurts a lot***.***

Planetary Beast -600 CP (Discounted for Planet of Flesh)
You are now able to scan and copy the DNA of any creature you come across allowing you to create a new **Alt-Form** that is the same species as the entity you scanned. This allows you to use any natural skills, powers, knowledge or abilities stored within their genetic code.

Cannibal Planet Booster: Cannibal Beast
With this perk every Organic **Alt-Form** you gain an Altered **Alt-Form**. Whenever you consume anything organic every Altered **Alt-Form** you possess is compared against the DNA of the consumed organic lifeform so that the Altered **Alt-Forms** gains any improved capabilities that they would gain from adding that DNA.

Evolving World Booster: Evolving Beast
With this perk every Organic **Alt-Form** you gain an Evolved **Alt-Form**. The Evolved Alt-Forms are enhanced via accelerating their evolution process by triggering a bodily recovery system, restructuring their genome and upgrading to a better physical form.

Items:

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

Stand In Planet - Free
You may not want to stay in your planet **Alt-Form** 24/7 or however many hours and days you have but when you have somewhere else to be this space rock will take your place.

Infinity Dungeon - Free (Requires 6 or more perks Boosted by "Gamer World")
You now have ownership of an artificial dimension known as the Infinity Dungeon. Anything that enters this dungeon will have access to your Gamer System and all of its benefits. A number of monsters exist within this dungeon which are more powerful the further down the dungeon levels they exist. The monsters on the first floor are the weakest being as strong as mundane insects while those on the second floor are as strong as mundane rodents. You are able to create gateways that allow individuals to enter the first level of the dungeon and travel down to the next level via scattered stairwells. Monsters are mindless, soulless automatons, incapable of leaving the dungeon or their level unless they have been tamed through an ability gained from the Gamer System. Those that enter the dungeon are able to exit out the entrance they entered from at will, however if they stay in the dungeon for 24 hours they will be forcefully ejected. Every time they enter a new floor for the first time since they last entered the timer resets to 24 hours. Creatures conceived or born within the dungeon will be ejected with their parents.

Paths of Power - Free (Requires "Structure of Magic")
You are now able to leave an identical structure of any magic or other esoteric systems you are able to create on your planet such as Ley Line, World Spirits and other planetary networks.

The Comfy Chair - Free (Requires "Throne of the World")
You are now able to summon a fully customisable chair that will always be comfortable to sit on.

Alternative Weapon System - Free (Requires "Planetary Cannon")
Your **Stand In Planet** now holds a superweapon that can destroy other planets.

Substitute Planar System - Free (Requires "Planar System")
You may not want to stay in the state of an entire reality and when you leave your Planar **Alt-Form** this identical layer of reality will take your place.

DNA Scanner - Free (Requires "Planetary Beast")
You now have a complex scanner that is able to make a perfect digital copy of that DNA.

Drawbacks:

Seedling +100 CP
You are no longer a Drop-In or from an alternate Reality you are instead a Local who has learned how to transform into a planet.
You will need to work out your background with your Jump Chan.

What a wonderful World +300 CP
You are now restricted to only being able to take Perks from the General Perks section and your selected Origins Perk Tree.

In the Planet Darkly +400 CP
This Drawback can be taken once per Origin to a maximum of five times. For each time this Drawback is taken a new living planet will arrive with access to the **World Healing** and **Cannibal Planet** Perks as well as all the Perks on their selected Perk Tree. While not necessarily an active enemy they will see you as the most delicious food.

War of the Worlds +500 CP
It seems that other Planets have entered into the continuity, normally there would be no other living planets within this continuity, however with this drawback, at some point during your Jump five new living planets will appear somewhere within the universe each with the **Cannibal Planet** Perk. While you may not meet then if you actively avoid them they will think you are the most tantalising snack should they get wind of you.

Harbinger of Doom +1000 CP
It seems that a new super structure larger than the earth's sun will appear within the galaxy. This tecno-organic structure will have 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?! Companions, allies, and benefactors always ditch you to deal with whatever's going on.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Double Trouble +100 CP
You will always encounter twice as many enemies in the world, because every foe you face will have an identical copy who only you can see. The worst part is that this seems to be a Schrödinger situation, as the *real* one is the one who you *don't* go after.

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

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

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

Faulty Wires +100 CP
You always believe that anything you go to use will work as expected the first time you try to use it, and you won't realize that something may be malfunctioning until you're proven wrong through firsthand experience.

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

The Glitch +100 CP
Technology fails around you, usually when you need it most. This could be anything from airlocks glitching when you're short on air, powerpacks falling out of your blaster when the cyborg-bounty hunter is taking aim, or your cybernetic arm locking up when you need to lift rubble off of yourself. You might be able to jury-rig a quick repair, but you better act quickly because while this won't be instantly fatal, it will make things more dangerous.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Nightmare +100 CP
Each and every night, you'll fall asleep and suffer terrible dreams that you can't separate from reality.

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

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

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

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

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

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

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

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

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

Scarred +100 CP
You either have horrible burns or horrible wounds, none of which you can hide. You appear monstrous to others.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Touch Of Madness +100 CP
Things keep happening that leave you thinking you're going crazy… and maybe you are.

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

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

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

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

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

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

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

The Weirdo +100 CP
Everyone seems to think you're strange. They'll go out of their way to avoid you unless they actually want to speak to you.

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

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

What's Wrong With His Face? +100 CP
Your face has been messed up, leaving you grotesquely ugly and near unrecognizable to everyone who knows you.

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

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

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

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

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

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

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

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

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

Demonic Disturbance +200 CP
Your presence has caused discomfort for the demonic entities within your chosen setting. They will attack you on sight and may go out of their way to make sure any acts of evil in your area are directed towards you.

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

Fighting Myself +200 CP
At least once per week, you will have to fight a fake copy of yourself.

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

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

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

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

I Hate Fighting Me +200 CP
At least once per week you will have to fight a fake copy of yourself, some will be shapeshifters, artificial replicas and occasionally incomplete clones.

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

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

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

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

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

Nightmares +200 CP
You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

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

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

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

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

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

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

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

Stealthless +200
You are very bad at sneaking.

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

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

Thou Shalt Not Kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

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

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

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

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

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

You're A Joke +200 CP
It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

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

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

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

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

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

Death Takes a Holiday +300 CP
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, they can be crippled or imprisoned but not die.

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

The Ghosts Of Murder's Past +300 CP
Anyone you kill in this Jump will haunt you in a very annoying way possible.

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

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

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

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

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

Living In Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Local Scale +300/+600 CP
For **+300 CP,** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP,** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

Outside Problems +300 CP
You keep getting stuck in situations outside 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 it seems that after each time events you are part of make a mess you will have to help clean up.

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

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

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

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

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

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

You Get One More +300 CP
If you do something annoying more than twice, you will get punished. How, why, by 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 with the option of them being frozen in stasis for the duration of the Jump.
If this document is taken as a Supplement, this drawback will not affect the 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 body mods are blocked.
If this document is taken as a Supplement, this drawback will not affect the items gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Find And Seek +400 CP
Every year, you will gain a list of 12 MacGuffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

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

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

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

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

Lost Or Found +400 CP
It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world-shattering.

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

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

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

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

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

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

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

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

Us Humans Are Full Of Surprises +600 CP
It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, metahumans, or otherwise superpowered people.

Boss Rush +600/1000 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move on 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 Drawback “Powerless”, “Empty Handed”, “Alone”)
To take this drawback, your jump setting must have a Jumpchain that you have not used. A new opponent will be added to this jump, with their only goal being to destroy you. They will have double the total **CP** you gain in this Document which they can spend however they wish in the unused Jumpchain.

Random Setting +1000 CP

By taking this drawback, you are no longer allowed to select the setting of your Jump; instead, you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already, you may use that Document for this Jump.

If none of the settings are appropriate, you may change the genre option to: Animation, Fantasy, Horror, Science Fiction.

https://www.bestrandoms.com/random-movie-generator?genre=Fantasy