Out of Context: Dungeon Core Supplement

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

By taking this Supplement you have chosen to be a **Dungeon Core** and you will enter into that continuity as a Drop-In awakening in a square room which is the start of your dungeon.

+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:

There are many different types of cores with some acting with the intent to conquer and others focusing on strengthening the world they land in but what do you want to be?

Friendly Core

You're not a bad dungeon, you want to help people and teach them to become stronger.
The dungeon you build is intended to help people train and grow stronger in a safe way.

Economic Core

It's all about the money the dosh the bling the **DP** you don't care about the people who enter your dungeon you just want to make money off of them.

Demonic Core

You are the conqueror, the big bad, you build your dungeon to produce monstrous subordinates that make up armies who crush all those who oppose you.

Eldritch Core

You should not be, even looking at you could cripple the minds of the weak and feeble. The dungeon you build is here to solidify your existence within the world that you bend to your whims.

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

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:

Dungeon Management System - Free (Cannot be taken with "Screenless")
Your dungeon can be manipulated and controlled using a **Dungeon Menu** which utilizes a form of currency exclusive to this perk called **Dungeon Points** or **DP** in the **Dungeon Shop** to make new rooms, set traps, set monster spawners, summon individual monsters or in the **Personal Shop** to buy or sell physical items from the setting that you are in.

The **Dungeon Menu** is displayed on a semi-transparent touch screen which can only be viewed or interacted with by those who have been given access.
Through the **Dungeon Management** section of the **Dungeon Menu** map overview you can control the self-repairing functions of the dungeon and its layout rearranging rooms and blocking areas off so long as there is a traversable path from the dungeon entrance to your **Dungeon Core Room**.
You can be creative to avoid using the **Dungeon Shop** and **Personal Shop** by crafting prototypes for your monsters, items, and traps then replicating them at a cheaper price.

You can use the **Monster Management** section within the **Dungeon Management** section to **Name** specific **Dungeon Monsters**, send them messages and use the **Resurrection** Option to bring back **Named Dungeon Monsters** in exchange for a varying amount of **DP**.

There are ways to gain **DP** other than selling items, the easiest way is to passively absorb energy such as Mana, Miasma or Sunlight from the space your dungeon occupies and the areas surrounding it with the amount gained this way growing as your dungeon does. The other ways to gain **DP** require interacting with the dungeon's visitors, while they are inside the dungeon you will passively absorb energy from them gaining **DP** at a varying rate depending on the strength of the visitor. If a visitor dies in your dungeon you will gain a sum total of **DP** at a varying rate depending on the strength of the visitor and can then sell their corpse to gain more.

Post-Jump you may use the Dungeon Menu even when not in the dungeon but will not be able to gain additional **DP** until you return to the dungeon and gain any that has been generated since your last visit.

Core Aspects - Free (Cannot be taken with "DM")
For the duration of this Jump you are locked into the **Alt-Form** of a **Dungeon Core**, a crystalline Pearl like stone that cannot leave the **Dungeon Core Room**.
You can project a hard light physical projection anywhere within the boundaries of your dungeon that by default will be visibly similar to a Human but you can choose to instead become a projection of any of your **Alt-Forms**.
You will have direct control over any of these projections as if they were your true body.
Post-Jump this becomes an independent body that you can control from any distance and you can create one new **Dungeon Core** and **Dungeon Core Room** at the start of each jump.

Core Origin - Free (Cannot be taken with "DM")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were using this Supplement.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Pocket Environment -100 CP
Your Dungeon is no longer limited by physical space and you can now store it in a Subspace allowing its internal volume to be far larger than its external space. The Subspace is only externally accessible by your **Dungeon Entrance** but it can grow through spending **DP** to create more Room's and Floor's in your Subspace Dungeon with each floor and room added allowing you to purchase slightly better traps and monsters.
By default the entrance to your **Dungeon Core Room** is in the very bottom of your Dungeon

Out of Context Guise -200 CP
Through this Perk you can alter the visual appearance of anything using your **Dungeon Menu** allowing you to alter items and monsters to look like items and monsters from previous jumps however this will only slightly increase their strength.

Long Distance -400 CP
You can use this to project your hard light physical projection of your alt-form beyond the boundaries of your dungeon however while your hard light physical projection is not within the boundaries of your dungeon it can not access your **Dungeon Management System**.

Dungeon Kingdom -600 CP
You can expand the borders of your dungeon by taking ownership of the surrounding lands. To take ownership of an area you must either legally own the land or everyone living on the land must accept that you are the owner.

Long Distance Booster: Long Distance Kingdom
You can use your **Dungeon Management System** to take ownership of any land that is not surrounding your dungeon so long as it is not further from the edge of your Dungeon Kingdom than the maximum radius of unbroken owned land from your **Dungeon Core**.

Out of Context Guise Booster: Out of Context Kingdom
You can now use your **Dungeon Management System** to create new **Dungeon Cores** which can be extensions of your original **Dungeon Cores** or independent **Dungeon Cores**.
You can use the **Dungeon Shop** to purchase full Items, traps, rooms and monsters from other jumps you visit and have visited.

Out of Context Guise Booster: Out of Context Leveling [Requires Civil Leveling]
The **Job/Class System** is now able to add dynamic classes both from the current continuity and the continuity of all Jumps you visit or have visited and can merge with any other leveling systems you have in order to gain the benefits of both.

Out of Context Guise Booster: Out of Context Gacha [Requires Economic Gacha]
The **Personal Shop** and **Gacha** can now get random items from other settings regardless of if you have visited them or not and you can incorporate any other RTM systems you have into the **Dungeon Management System** in order to gain the benefits of both.

Out of Context Guise Booster: Out of Context Evolution [Requires Mobile Evolution]
The **Evolution System** is now able to add dynamic evolution both from the current continuity and the continuity of all Jumps you visit or have visited and the Monster Management System can incorporate any other RTS systems you have into the **Monster Management System** in order to gain the benefits of both.

Out of Context Guise Booster: Out of Context Adaptation [Requires Terraformed Adaptation]
Your **Biome Editor** is now able to create **Biomes** that match the environmental and universal settings of any Jumps you visit or have visited including laws of physics and supernatural forces.
You also can merge the **Biome Editor** with any other editing systems you have in order to gain the benefits of both.

Out of Context Guise Booster: Out of Context Transportation [Requires Civil Leveling, Economic Gacha, Mobile Evolution and Terraformed Adaptation]
The **Transportation** Option is now able to create a portals between Jump settings that you visit or have visited and can incorporate your wearhouse into its functionality.

Friendly Core Perk Tree:

Safe Space -100 CP (Free for Friendly Core)
Your **Dungeon Menu** now has a toggleable setting so that anyone who dies in the dungeon is immediately ejected instead of killed. You can now also create Safe Zone which act as areas perfect for human habitation which do not spawn traps or monsters and will give you triple the **DP** that you would get for being in them.

Heroic Leveling -200 CP (Discounted for Friendly Core)
You can grant any visitor access to a leveling system while in your dungeon they can gain **EXP** which they can use to level up which will grant them boosts their mental and physical capabilities in the form of **STAT's**.
You can **Toggle** if the visitors are able to see their Leveling Menu or if the changes are automatic.

Blessings of Heaven -400 CP (Discounted for Friendly Core)
You are now able to build an altar that covers the door to your **Dungeon Core Room**, when a **Visitor** or **Resident** is in this room they can follow the simple instructions at the altar to return to the Dungeon Entrance and gain a random useful **Skill** or **Ability** that they didn't have previously. In order for a visitor to access your **Dungeon Core Room** they will have to destroy the altar.

Color of Madness Booster: Color of Heaven
Instead of a single altar you can now construct a full shrine that grants additional dynamic reward based on the **Visitor** or **Resident**. By following the instructions in the room required to get their reward the visitor is influenced in order to become loyal to the dungeon and think of it as holy.

Civil Construction -600 CP (Discounted for Friendly Core)
You can now insert blueprints and instructions into the **Dungeon Management System** in order to construct buildings such as factories, hotels and houses using the **Dungeon Menu** which will allow those who live in them to become a **Resident** who can benefit from the **Dungeon Management System** as if they were **Dungeon Monsters**.

Pocket Environment Booster: Civil Environment
You're **Dungeon Management System** now gains a **PG** setting that when toggled ON fully heals **Visitor's** when they leave the dungeon, ejects them to the **Dungeon Entrance** if they die, reduces the price of the **Resurrection** option for **Dungeon Monsters** by half and locks your **Dungeon Core Room** in a secure pocket dimension that **Visitors** can not normally reach.

Dungeon Kingdom Booster: Civil Kingdom
You can now use the **Dungeon Management System** to copy any facilities that you have direct line of sight of and any time you construct a building its total **DP** cost will be reduced for all future purchases eventually making it **Free**. In addition anyone connected to the **Dungeon Core** such as the **Jumper**, **Dungeon Employees** and **Dungeon Monsters** will become **Residents**.

Heroic Leveling Booster: Civil Leveling
Your Dungeon's leveling system now comes with a **Job/Class** System which allows **Visitors** and **Residents** to select a **Job/Class** that they are eligible for which will grant them **STAT** bonuses, skills and abilities that are related to that job. The max level of any **Job/Class** is 100 and once a **Job/Class** reaches max level it can be changed to another **Job/Class** they are eligible for, however the buffs will remain permanently even when the **Job/Class is** changed.

Economic Core Perk Tree:

Shopping District -100 CP (Free for Economic Core)
Your **Dungeon Menu** now has a **DP** equipment bonus so that the **DP** you gain from visitors is increased based on the value of any objects they have on them. You can now also create a Shopping Zone where monsters will not spawn and **Visitors** can use currency to use the **Personal Shop** features allowing them to purchase items from the **Dungeon Menu** as if they had converted their money to **DP**. Whenever a purchase or sale is made you gain an equivalent amount as **DP**.

Lucky Gacha -200 CP (Discounted for Economic Core)
Your **Dungeon Shop** and **Personal Shop** now have a luck game that can drop rewards which are categorized into various tiers with lower tier drops dropping more frequently than high tier's. You can spend any amount of money to the power of ten (i.e. 1,10,100,1000) with the resulting drops being proportionally valuable to how much is spent.

Positions of Employment -400 CP (Discounted for Economic Core)
Any **Monster**, **Visitor** or **Resident** not native to the dungeon can sign an employment contract in order to become a **Dungeon Employee** and get added to the **Dungeon Management System** as if they were a System Generated **Dungeon Monster** allowing you to spend **DP** to revive them should they die.

Blessings of Heaven Booster: Blessings of Employment
You can now use the **Dungeon Management System** to improve the **STAT's** of any **Dungeon Employee** and **Dungeon Monster** as well as Purchase Skills and Abilities for **Dungeon Employee's** and **Dungeon Monsters**. As an additional bonus you can bestow each **Dungeon Employee** and **Dungeon Monster** 1 **Free** random **Skill** or **Ability**.

Economic Investment -600 CP (Discounted for Economic Core)
Your **Dungeon Management System** gains an **Investment** option which allows you to insert **DP** in order to passively improve your **Dungeon** and **Dungeon Monsters.** For every power of ten that your Investment has reached (i.e. 1,10,100,1000) your **Investment Grade** increases by 1. For each **Investment Grade** the **STAT's** of all of your **Dungeon Monsters** are **Boosted** by a compounding **25%** and the **DP** prices from your shop menu is **Discounted** by a compounding **2.5%**. I.E. [1 **DP** = **Boost** 25%:**Discount** 2.5%], [10 **DP** = **Boost** 56.25%:**Discount** 4.8365%], [100 **DP** = **Boost** 95.3125%:**Discount** 7.3141%]

Pocket Environment Booster: Economic Environment
Your dungeon now gains a **Showroom** pocket dimension where you can use the funds within the **Investment** option to temporarily purchase anything off the **Dungeon Shop** in order to test it in the **Showroom** and see how it interacts with other purchases. Anything you temporarily purchase reduces the amount you can use from the **Investment** option however when it is returned to the **Dungeon Shop** the funds will be available to use in the **Showroom** again.

Dungeon Kingdom Booster: Economic Kingdom
Visitors, **Residents** and **Employees** can access the **Investment Menu** in the Dungeon in order to spend any type of Currency in order to permanently improve their own **STAT's** at a similar price rate. Any amount they spend is automatically converted to **DP** and put towards improving your **Investment Grade**.

Lucky Gacha Booster: Economic Gacha
The higher the **Investment Grade** the better the odds are for the Gacha Game with every investment grade doubling the Gacha Grade. I.E. A **100 DP** investment will improve every Gacha game as if it were the best option out of eight spins, a **10,000 DP** investment would each spin the best out of thirty two Gacha spins and were you to invest **1,000,000 DP** each spin would be the equivalent of the best option out of a hundred and twenty eight.

Demonic Core Perk Tree:

Recruitment Graveyard -100 CP (Free for Demonic Core)
You can now create a Graveyard Zone which acts as a perfect for undead habitation any **Dungeon Monsters** who die in the dungeon are automatically sent to the **Graveyard Zone** and any **Unnamed Dungeon Monsters** will have the **Toggleable** option to automatically be revived as two monsters in that Zone a Ghost and a Zombie.
Any **Named Dungeon Monsters** will give you the option of ordinary **Resurrection**, unnaming them then reviving them as a Ghost and Zombie or by expendibn **DP** reviving them as a superior form of undead such as a vampire or litch while retaining their name.
Any **Visitors** who die in a Graveyard Zone will give triple the **DP** that you would get for them dying in any other zone.

Monstrous Evolution -200 CP (Discounted for Demonic Core)
The **Monster Management** section now has access to an **Evolution System** which allows you to see the level of each of your **Dungeon Monsters** and how much **EXP** they need for the next level. When they reach level 100 you can select from a list of viable evolutions for them, turning them into a new species or a variant of their species such as adding an adjective such as Poison to the front or end of the already existing species name. Named monsters may control their own evolution options and you may exchange **DP** for **EXP** for any **Named Monster**.

Judgment of Hell -400 CP (Discounted for Demonic Core)
You are able to create **Mirror Zones** that whenever are entered by **Visitors** will create **Mini-Boss** level **Dungeon Monsters** called **Sin-Bearers** who are representations of that **Visitor's** sins and level scale to match the **Visitor** they came from. **Sin-Bearers** monsters do not count as true **Dungeon Monsters** and cannot exit the **Mirror Zones** or be interacted with using the **Monster Management System**.

Positions of Employment Booster: Positions of Hell
You can now create **Reflection Zones** which create spectral copies of any **Visitor** who enters the **Dungeon** called **Ethereal-Reflections** making them become a **Named Dungeon Monster**. You are now able to recruit any **Sin-Bearers** and **Ethereal-Reflections** that are generated in your dungeon automatically making them **Named Monsters** which can be moved to other areas of the dungeon.

Mobile Dungeon -600 CP (Discounted for Demonic Core)
Your **Dungeon Menu** now has the **Transportation** Option which allows you to take movement control over your **Dungeon** as if it were a land vehicle with movement speeds reaching up to 20 MPH. The Dungeon entrance must always be accessible and unless taken with **Pocket Environment** the land the dungeon is in will move in alignment with the entrance leaving trenches in the ground as your move.

Pocket Environment Booster: Mobile Environment
You are able to move the **Dungeon Entrance** separately from the rest of the dungeon allowing it to move independently as though it were a vehicle.

Dungeon Kingdom Booster: Mobile Kingdom
You can now use the **Monster Management** system to take direct control over any of your **Dungeon Monsters** or select multiple **Dungeon Monsters** and give them priority directives and missions. The **Dungeon Menu** map overview can also be used to teleport any **Dungeon Monster**, **Resident** or **Employee** to any location within the dungeon.

Monstrous Evolution Booster: Mobile Evolution
Your **Dungeon** can now gain **EXP** whenever it gains **DP** which will allow it to evolve in order to gain new features, increase its travel speed and gain new methods of travel such as floating and sailing.

Eldritch Core Perk Tree:

Library of Babel -100 CP (Free for Eldritch Core)
You can now create a **Babel Zone** a library that contains a copy of every book that has existed within that continuity shelved in a random order. Any monsters that enter into the library are automatically converted into **Librarians of Babel** a type of invulnerable **Dungeon Monster** who is incapable of attacking and will act as the caretakers of the library. The books can not be taken out of the **Babel Zone** and anyone within the **Babel Zone** can read any language but can only speak using dialogue wheels. In order to gain access to reading rooms and to find specific books the **Visitor** must use their dialogue wheel to gain affection from the **Librarians of Babel**.

Terrain Adaptation -200 CP (Discounted for Eldritch Core)
Your **Dungeon Monsters** will dynamically adapt to any environment they are put into and will not die from environmental damage such as hail, lava or asphyxiation.

Color of Madness -400 CP (Discounted for Eldritch Core)
You are now able to leave markings and etchings around your dungeon which symbolize you and you intentions. Whenever a **Visitor** sees one of these markings they will suffer from a mental prob that will attempt to make them more affectionate toward the dungeon.

Judgment of Hell Booster: Judgment of Madness
You are now able to create marks that can force the visitor to face their own inner demons in a mind scape in order to either overcome their problems or become a new **Dungeon Employee**.

Terraformed Rooms -600 CP (Discounted for Eldritch Core)
Your dungeon management now has a **Biome Editor** that will allow you to use **DP** in order change the **Biome** of a room in your dungeon allowing you to make a variety of natural environments, such as forests, mountainous areas, or deserts as well as unnatural ones native to your continuity such as cities, toxic swamps, mushroom mountains or cursed forests.

Pocket Environment Booster: Terraformed Environment
You are able to expand the dimensions of rooms within your dungeon using your **Biome Editor** in order for the space to take up a far larger space than would otherwise be possible such as making a custom and detailed **Biome** that is large enough to function as it's own planet.

Dungeon Kingdom Booster: Terraformed Kingdom
Your **Biome Editor** is no longer limited to internal spaces and is now able to alter the **Biomes** of owned areas of your dungeon that are external to the dungeon entrance allowing you to convert local fauna and flora into **Dungeon Monsters** allowing them to become specialized to their new **Biome**.

Terrain Adaptation Booster: Terraformed Adaptation
Whenever a **Dungeon Monster** is in an altered **Biome** it is able to gain a temporary adjective booster which matches its room's **Biome**. For example a Poison-Goblin in a Volcano **Biome** will become a Volcanic-Poison-Goblin gaining Lava attacks and fire resistance. If that same Goblin moved to a Ocean **Biome** it would lose the Volcanic adjective and gain Oceanic to become an Oceanic-Poison-Goblin gaining the ability to use water attacks, breathe water, swim and gain water resistance.

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.

Dungeon Core Room - Free
If the power type would have arrived on a vehicle this is the damage one they arrived on.

Companion:
This section is only available if you have taken the drawback **DM**..

Dungeon Core - Free (Mandatory with "DM")
You gain a new Dungeon Core that is in line with your design and loyal to you they also gain any perks purchased in this document.

Drawbacks:

DM +100 CP
You are no longer a Dungeon Core instead you are a Local who has somehow become the Dungeon master for a newborn Dungeon core. The only perk you personally gain in this document is **Dungeon Management System** as all others are taken by your **Dungeon Core** companion.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Screenless +200 CP
You no longer have access to the **Dungeon Management System** perk and must now figure out how to use your features to summon **Dungeon Monsters** or shape your **Dungeon** through your intent and will alone. **DP** will still exist but will be more difficult to coordinate as it is a combination of mana miasma and whichever energy is available each day. It

Training Trials +300 CP (Exclusive to Friendly Core)
You are now a divine training ground built to aid the hero's of this world grow in order to challenge the darkness that is fated to arrive.
Because of this you are only able to take **General Perks** or perks from the **Friendly Core** Perk Tree.

Business Sector +300 CP (Exclusive to Economic Core)
You are now a metaphysical representation of the economy and are able to grow in order to strengthen stock markets and reach economic stability.
Because of this you are only able to take **General Perks** or perks from the **Economic Core** Perk Tree.

HellMouth +300 CP (Exclusive to Demonic Core)
You are now the literal entrance to hell and although you won't be getting any help from down there everyone can feel the demonic pressure you allow out.
Because of this you are only able to take **General Perks** or perks from the **Demonic Core** Perk Tree.

The Crimson +300 CP (Exclusive to Eldritch Core)
You are now an alien organism from beyond the mind's understanding as each room of your dungeon is an organic part of your body.
Because of this you are only able to take **General Perks** or perks from the **Eldritch Core** Perk Tree.

The War of the Four +600 CP
Normally you would be the only Dungeon Core but with this drawback not the only Dungeon Core in town as now three other Dungeon Cores arrive in the setting one of each origin type you didn't take will the Free perks and all of their respective Origin Perks Tree's perks. They are each going to try to be the only Dungeon core that survives so prepare for a dungeon war.

Generic Drawbacks:

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

How do I keep falling into these situations +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Bounty +100 CP
It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is 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 off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. 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.

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

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

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

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood 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.

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 want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting’s universe and all its continuity’s.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

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.

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

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconveniences +100 CP
Small issues will constantly occur causing minor discomforts for you.

Behind your back +100 CP
People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

What's that Smell +100 CP
No matter where you go, no matter what you do, something will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

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

Sickly +100 CP
You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

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 thanks to this drawback they are going to go out of their way to prove it! Expect to get mugged a lot.

Magnet for Misfortune +100 CP
You have terrible luck causing you to be near constantly hit by random, unpleasant, and painful bouts of misfortune.

What's his name +100 CP
No one seems to remember your name and you have been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

Two of a kind +100 CP
People keep making parallels between you and other people, these comparisons are not flattering.

They heard you +100 CP
You will forget you took this drawback.
Any time you say something mean about someone they will overhear you and probably get upset.

Simple minded +100 CP
You find it difficult to understand slightly complex things and have trouble remembering when holidays are.

Money Money Money +100 CP
You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

No hard feelings +100 CP
There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

Black Cat +100 CP
You are constantly finding Ill omens pointing at you, mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.

Touch of Madness +100 CP
Things keep happening that make you think you're going crazy and maybe you are.

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

What’s wrong with his face +100 CP
Your face has been messed up making you grotesquely ugly and near unrecognizable to everyone who knows you.

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.

Faulty Wires +100 CP
Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.

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

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

Pixelated Objects +100 CP
This level shows pixelation that would shame a NES, as everything in this level is in blocks!

Elites Everywhere +100 CP
Every Group of opponents that you face will have at least 1 extra Elite member.

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

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

Friend List +100 CP
You will constantly find a number of random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

They took my loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

Crop Rotation +100 CP
The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

In Another Castle +100 CP
You will forget this drawback and its past instances every time you start attempting a task or objective. 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 over again.

Prove your worth +100 CP
Every time you try to do anything it seems that everyone will want to to complete an arbitrary task that somehow proves your worthiness. This won’t be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove you worth on something else.

Artificial Flashbacks +100 CP
At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however these events never took place.

Accident Prone +100 CP
You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

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

The Glitch +100 CP
Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is taking aim on you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal, but will make things more dangerous.

Culture Shock +100 CP
This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback you'll constantly butt heads with cultural norms that are different than your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the long run.

Hideous Haircut +100 CP
You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Where did I go wrong +100 CP
You can't tell the difference between confidence and arrogance.

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

This is a really good book +100 CP
Whenever you try to read a book you keep getting sucked into the narrative ignoring everything that happens around you.

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

The Pollen +100 CP
You have hay fever and it's really really bad. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

Silent Night +100 CP
Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

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

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

Easily deceived +100 CP
You are too trusting and are willing to believe almost anything you are told and become confused when you are told conflicting things.

Didn't read the instructions +100 CP
You don't know how anything works and will never have anything explained.
This means that using any type of equipment will require trial and error.

At least buy me dinner first +100 CP
Dangerous entities keep becoming romantically interested in you.

I must nap +100 CP
You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

Never mind my head trauma +100 CP
People don't care when you are injured.

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they're not taking it well. They won't do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there's not much you can do to get rid of them; if you beat them at their challenges, they'll simply double down, and 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.

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

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.

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

Bigger Boss +200 CP
Any time you defeat an enemy their boss or superior will instantly find out that you have and how you did it.

Too soon +200 CP
Yes you did and every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

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

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.

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

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

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 which you are currently working on, people are less likely to give you new tasks.

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.

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.

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 ant to sugar.

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

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.

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

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

Your 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.

Read people like a brick +200 CP
You can't read people, you can not understand people's emotions and often misconstrued what they mean causing you to be oblivious to the intentions of others.

Instruction Tape +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.

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

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

Stealthless +200
You are very bad at sneaking.

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

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

Betrayal +200 CP
You keep trusting people that you shouldn't and keep being betrayed.

Poor Underestimation +200 CP
You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

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.

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

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

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

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

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

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.

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.

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

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

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.

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.

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 and you couldn't tell the difference.

You get one more +300 CP
If you do something annoying more than twice you will get punished how, why by who well that will be situational.

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 and 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.

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

Outside Problems +300 CP
You keep getting stuck in situations outside of the regular continuity such as monsters, demons and extra planetary problems.

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.

Prepare for evasive actions +300 CP
Any time you are in a form of transportation it will be attacked.

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.

Local Scale +300 CP/+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.

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.

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.

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

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.

Empty Handed +400 CP
For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

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.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Powerless +400 CP
For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

I am bound by my word +400 CP
You are bound by any promises you willingly make.

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.

Here comes the bad part +400
Whenever you get new information there will always be a bad part of it.

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.

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.

Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects, previously unknown gems will show up, canon events will not take place.

Deathbound +500 CP
For the duration of this Jump you will die 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.

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, meta humans or otherwise superpowered people.

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.

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 in spite of any healing abilities you might have.

Boss Rush +600 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 onto the next jump until you have beaten them all.

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

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