Out of Context: Saiyan Supplement

V1.20 By DeverosSphere

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

By taking this Supplement you have chosen to be a Saiyan. You will enter into that continuity as a Drop-In by crash landing in your Saiyan Pod which damages both your Scouter and the Pod leaving you only with Saiyan Armor for clothing. As a Saiyan, you are visibly similar to a Human, except for your monkey-like tail.

+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:

The Saiyan Army employs various ranks within their society, these positions are chosen at birth by estimating what their adult **Power Level** would be though these estimations are not always correct. The **Power Levels** mentioned in the origin description are the average, not your **Power Level**. With that being the case, what is your social standing in the Saiyan class structure?

Non-Combatant:

These Saiyans are the weakest of the Low-Class with their **Power Levels** being below 500 even as adults. These Saiyans take on support roles in Saiyan society, such as becoming meat preparers, cooks, pilots, and engineers.

Low-Class:

Saiyans whose estimated adult **Power Level** at birth was below **1,500** are ranked as Low-Class. Almost all Saiyans are Low-Class warriors, most acting as soldiers, grunts, and cooks.

Mid-Class:

Saiyans whose estimated adult **Power Level** at birth was between **1,500** and **5,000** are ranked as Mid-Class Saiyan Warriors. A minority of Saiyans are Mid-Class warriors, they tend to take positions of authority within the Saiyan Military.

Elite:

Saiyans whose estimated adult **Power Level** at birth was over **5,000** are ranked as Elite Saiyan Warriors, however most Elites inherit their position with a Power Level too low to be true Elites. Very few Saiyans can become Elite Warriors with nearly all Elite Saiyans being members of the Nobility or the Royal Family.

Perks:

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

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

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

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

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

General Perks:

Power Level - Free/+100 CP/+200 CP/+300 CP
This perk refers to your initial **Power Level** at the start of this jump, which can improve with time and training. A **Power Level** is an estimation of combat capability, with an average mundane human having a power level between **5** and **10,** and with extreme examples going up to **200**. If you have a higher **Power Level** already, you can treat this perk as an optional drawback.
For **Free,** you have an initial **Power Level** of **416,** the same as Kakarot's at the start of DBZ.
For **+100 CP,** you have an initial **Power Level** of **64,** the same as Kakarot's after Korin's Training.
For **+200 CP,** you have an initial **Power Level** of **10,** the same as Kakarot's at the start of DB.
For **+300 CP,** you have an initial **Power Level** of **2,** the same as Kakarot's at birth.

Zenkai Boost - Free
Whenever you recover from a near-fatal injury, your innate power increases substantially.
The faster you heal from the sustained damage, the faster your power level goes up.

Tail - Free
As a Saiyan, you were born with a monkey-like tail that is prehensile and can be used to grasp things as if it were an extra hand. This tail also lets you transform into a Great Ape when you look at a full moon. If your tail is squeezed, it causes you an extremely painful and unpleasant sensation that causes most Saiyans to lose their strength entirely. This weakness can be removed by rigorous training of the tail to strengthen it and to tolerate being squeezed.
If a Saiyan's tail is removed, it can grow back in stressful situations, such as if the Saiyan is in danger, unless the tail wound has been scarred closed.

Hair - Free
As a pure-blooded Saiyan, your hair does not change from the day you were born, with the exceptions of beards and moustaches.

Strength - Free
Thanks to the high gravity of planet Vegeta, your strength is far greater than that of Earthlings, making you capable of lifting ten times your body weight even without using KI.

Durability - Free
Due to the conditions of Planet Vegeta, you are remarkably resilient both internally and externally, allowing you to survive extreme temperatures and gravitational pressures. This makes you far more capable of surviving dangerous environments than humans even without using Ki. Also without using Ki you are capable of being hit by handgun bullets, low-yield explosives, and sharpened blades with the only wounds to your body being bruises, slight burns, and shallow cuts.

Agility - Free
You have much faster reflexes than the average human. Even without using Ki you can catch mundane arrows, flies, and if you focus, even low-caliber bullets.

Senses - Free
Your senses of touch and hearing are more sensitive than a human's and you gain a very keen sense of smell similar to that of a dog.

Appetite - Free
As a Saiyan, you gain an insatiable appetite. While in your base form, this lets you eat great amounts with you only feeling full after eating enough to fill your great ape form's stomach. Your body can store and metabolize this food without discomfort or it being externally visible.

Lifespan - Free
Your lifespan as a Saiyan is about the same as an average Earthling. However, you will not age the same way as humans. Saiyans have spurt growth phases that allow them to keep their peak health, performance, and appearance much longer than humans with a Saiyan at the age of 80 being visibly unchanged from when they were young.

Innate Ki - Free
As a Saiyan, you have a natural affinity for controlling Ki energy, making you able to manipulate your Ki subconsciously. However, without practice or training, this will only allow you to use it in basic ways. With training, you can learn how to grant others the effects of this perk, but without granting them a Perk.

Saiyan Origin - Free (Cannot be taken with "Half-Saiyan")
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 a Saiyan 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.

Alternative Saiyan -100 CP (Incompatible with Origin Exclusive Drawbacks)
For each purchase, you can gain an additional Alt-Form of another Breed or Species of Saiyan. Examples of this are the drawback Saiyan options **Universe 6 Saiyan**, **Primitive Saiyan,** and **Corrupted Saiyan** but these forms do not have the penalties of the drawbacks.

Ki Comprehension -100 CP
You can learn to mimic any energy technique you observe to a lesser degree.
With training and practice, you can improve it to match and surpass the original.

Saiya Power -200 CP
Using this you passively recover faster and increase your combat performance by learning while you fight. This increases your physical might, instinctual methods, natural resistance, and efficiency to noticeably improve as you battle, making prolonged battles more beneficial to you.

Godly Ki -400 CP
You have gained a small amount of the exceptionally pure and nourishing Ki used by divine beings. This makes your Ki impossible to sense by beings with only mortal Ki.
Through training, you may eventually be able to convert all your Ki to God Ki and unlock the mythical Super Saiyan God form.

Legendary -600 CP
You have gained an enhanced form that visually enhances your muscle mass and height. This structural change produces an enormous increase in your strength without impairing your speed or ability to move.
This form can be easily stacked on top of any other form, causing it to gain a green tint to its Ki and Aura.

Godly Ki Booster: Legendary Super Saiyan God
As a Saiyan that which does not kill you makes you stronger and with your combination of Ki this is truly possible. You can now combine the destructive and chaotic power of Legendary Ki with the gentle and soothing God Ki allowing you to access the **LSSG** (**Legendary Super Saiyan God**) Form. While in this form your body will simultaneously damage itself from your legendary Ki and heal itself with the God Ki without you noticing. This means simply by activating the form you will gain tiny Zenkai that slightly heal you and cause your **Power Level** to constantly grow.

Godly Ki Booster: Divine Strength [Requires "Godly Abilities", "Godly Arts", "Godly Power" and "Godly Stress"]
Some powers and abilities normally make strength irrelevant, but now, might can make right. While in the **LSSG** Form, you can use your overwhelming power to overpower any other abilities even if they normally wouldn't be affected by physical strength, such as breaking forms of immortality, fracturing body swaps, shattering spells, punching through possessions to their source, knocking back a Hakai like a beach ball, powering through Instant Death attacks such as the Devilmite Beam without pain or sundering space-time techniques like time stop or spatial barrier using only brute force.
However, the more power put into a technique, the more power you will need to counter it. This means it would be far easier to overpower Guldo's Time Freeze abilities than to overpower Hit's Time Skip.

Godly Ki Booster: Superior S-Cells [Requires "Full Power", "Super Saiyan", "Wrathful Saiyan", and "Evil Saiyan"]
Your **S-Cells** are now far more resilient and flexible, allowing them to channel any other forms of energy through them to access new Saiyan transformations. Examples include having your S-Cells process Mana to access a Mystic Saiyan form, Reiryoku to access a Spirit Saiyan form, or Destruction Energy to access **Ultra Ego**.

Godly Ki Booster: Shared Strength [Requires "Controlled Full Power", "Spirit Bomb Super Saiyan", "Wrathful Boost", and "Corrupting Evil"]
While the **LSSG** Form is active, you can use your Evil Aura to connect to any of your companions and allies. This allows you to pull out untapped potential within others while also bringing out their maximum power. You can then use your Spirit Absorption to complete the circuit and filter your Legendary Divine Ki through them. This causes them to rapidly develop their **Power Level** while you absorb the excess energy to rapidly increase your own.

Non-Combatant Perk Tree:

Preparation -100 CP (Free for Non-Combatant)
You are a master of setting up steps, plans, and strategies to account for possibilities, scenarios, and vague ideas that other people would not consider. This range can include cooking, engineering, and fighting such as setting additional ingredients, parts, and techniques that could be easily prepared to go with a meal, engine, or fighting style in case of unexpected guests, damage, or power-up. Thanks to this you can perform premeditated feats that make it seem as if you expected the specific outcome even if you had countless other responses ready to go.

Controlled Form -200 CP (Discounted for Non-Combatant)
You have figured out how to regulate and control your body to use your strength safely. Thanks to this you can reduce your strength effortlessly allowing you to adjust your strength based on the situation at hand. With this you could firmly grasp the most fragile of objects without breaking them or pulling against a force with the exact amount required to neutralize it without overpowering it. This can be used to improve control over other abilities such as allowing you to fire a ki blast with the exact amount of energy required to burn through an object without coming out the other side.

Psychic Abilities -400 CP (Discounted for Non-Combatant)
The innate Saiyan psychic powers are often overlooked by the warrior race as little more than lazy communication, but you have tapped into the true potential of these powers. Like other Saiyans, you can use your telepathy as easy short-range communication by reading and transmitting surface thoughts. Where you differ from other Saiyans is that you are not limited to only the surface thoughts of a target. If their mind is willing or undefended, you can delve deeper into their mind to make alterations, extract information, or mentally wound them. As you use this perk your capabilities with it will grow, as will your mental defenses.

Godly Ki Booster: Godly Abilities
Your Godly Ki now strengthens your mental muscles, improving your telepathic power and finesse while unlocking additional psychic abilities. You now use telekinesis to manipulate objects as though you were using your limbs. You can project a somewhat customizable psychic shock at a target to paralyze or incapacitate them in a variety of ways, such as completely trapping their entire body or disabling specific senses or sensations. All of your psychic abilities can both grow in strength through training and benefit from Zenkai, like your physical and Ki-based capabilities.

Full Power -600 CP (Discounted for Non-Combatant)
Using this transformation, a Saiyan can force their power to 100% of their body and ki's maximum capabilities, regardless of injury. This transformation requires a tremendous amount of energy to maintain, but allows the user to harness the maximum power of their muscles and ki, thereby increasing their strength, resilience, and speed to the maximum without any fluctuation or difficulty. While in this state, the body will not suffer the damage that should occur from this level of overuse, as this form actively heals the user at the same rate as the damage it inflicts. However, when the user disables this form, they may experience exhaustion depending on how much energy they have expended.

Legendary Booster: Legendary Full Power
You can now push your body, ki, and any other form of power you possess beyond 100%, but this will burn through your energy reserves the harder you push. This makes the form very useful for a single concentrated attack, but less so for prolonged combat, as the higher you push it, the more strain and damage you will do to your body. You will only feel the strain and damage after you detransform. With training, you can desensitize yourself to this so that the highest you can push it to can be increased, and the negative effects on your body reduced.

Controlled Form Booster: Controlled Full Power
While using this perk, your body will automatically reduce the strain of maintaining your full power state and the negative effects of any transformation. From this, each part of your body will power up to the max when you need to use it, at a speed that will make it seem like no change has occurred. This allows you to conserve your energy and stamina, with your body being able to use the reactive healing to actively repair any damage to your body. At its most extreme level, you would be able to heal fast enough to regrow a lost limb over the course of an hour.

Low-Class Perk Tree:

Patience -100 CP (Free for Low-Class)
You can retain interest in any activities you want to continue doing. This allows you to keep repeating the same monotonous task for a long period without getting bored.
Through this, you can easily handle isolation and inactivity in order to dedicate long periods to one thing without any difficulty, feeling neither procrastination nor discomfort.

Spirit Absorption -200 CP (Discounted for Low-Class)
Whenever you are given energy or take control of the energy of others such as Ki attacks you can incorporate it into yourself to temporarily become far stronger.

Martial Arts -400 CP (Discounted for Low-Class)
You have been taught a form of martial arts similar to the Turtle and Crane school, letting you push your strength beyond your power level as you have gained the knowledge and principles of fighting.
Through this, you have learned the art of fighting both with and without weapons, how to sense the energy of other beings, how to produce a basic form of Ki blast, how to produce a more complex wave of Ki, and how to project your Ki to fly.

Godly Ki Booster: Godly Arts
Your martial art is no longer a mortal art. Instead, you have learned the arts of the gods.
You have learned how to sense God Ki, use Ki for Telepathy, create a Ki Shield, heal others using Ki, and perform a form of Ki teleportation similar to instant transmission or the Kai Kai.

Super Saiyan -600 CP (Discounted for Low-Class)
You now possess a large number of S-Cells within your body which allow you to become a **Pseudo Super Saiyan**, a powerful but incomplete transformation that gives you a large power increase with a Red and Golden Aura.
With practice and training, you will eventually reach the **Super Saiyan** form, granting you a 50x Boost to your power and can be pushed even further. Even when **Super Saiyan** is unlocked you can still use the **Pseudo Super Saiyan** form.

Legendary Booster: Legendary Super Saiyan
You can now use both the regular and the **Legendary** variants of **Super Saiyan**, including the **Legendary Pseudo Super Saiyan** form which has a Blue and Golden Aura instead of red.
While in the **Legendary Super Saiyan** form your body will produce and build up a limitless amount of unstable Ki that you can explosively release for powerful attacks. If too much unstable Ki builds up in your body it could cause internal explosions.

Spirit Absorption Booster: Spirit Bomb Super Saiyan
You have learned an alternate version of the **Super Saiyan** form similar to the **Genki Dama**.
This form allows you to passively borrow energy from all life, which increases your power, slowly regenerates your body, and produces a Ki aura harmful to those who touch it.

Mid-Class Perk Tree:

Persistence -100 CP (Free for Mid-Class)
You can keep coming up with creative solutions that allow you to try to solve problems with different ideas. No matter how many of your plans fail you will not feel frustration but will instead learn which parts of your solutions can solve parts of the problem. You find it easy to follow any long-term plans you make but can effectively alter long-term plans if needed. Your thinking quickly adapts to changes allowing you to better handle danger and emotional stress.

Rage Boost -200 CP (Discounted for Mid-Class)
Through forced outbursts of rage you can temporarily draw out any untapped potential, dramatically increasing your power and concentrating it into a single chain of attacks.

Dormant Power -400 CP (Discounted for Mid-Class)
You have a vast internal reserve of untapped potential that you can draw out through zenkais and training. This untapped potential passively grows through time and self-care.

Godly Ki Booster: Godly Power
Your Godly Ki now restores and regenerates both your active and untapped potential at an incredible rate.
This means that you have no maximum limit on your power, you will never weaken through inaction or lack of training, and this method of growth never becomes ineffective.

Wrathful Saiyan -600 CP (Discounted for Mid-Class)
No matter the damage you are always able to forcefully regrow your tail. What's more, you can transform into the **Great Ape** form without a moon while always remaining in control of it.
With time and practice, you will be able to enter the **Ikari** state and go into the stages beyond it.

Legendary Booster: Legendary Wrathful Saiyan
You have the ability to rapidly grow while in the midst of combat with a stronger opponent, you quickly eliminate the gap in power between the two of you and are able to push even further in order to surpass their strength.
This means that through instinctive adaptation you quickly improve your fighting skills and battle tactics, replicating and incorporating your enemy's techniques, methods, and tactics while growing in raw power at an accelerated rate.

Rage Boost Booster: Wrathful Boost
You have learned how to incorporate your rage into your **Ikari** transformation, evolving the form so it constantly pulls out your untapped potential, heightening your body’s strength, durability, and Ki density.
Visibly this form extends your hair, makes it a dark grey colour and makes your irises red. This form can be pushed further to become a true **Saiyan Beast.**

Elite Perk Tree:

Pride -100 CP (Free for Elite)
You can brute force your way through any consciousness-related issue to retain control over yourself. Through this, you can resist any mental conditioning or mind control so that it can't affect who you are and what lines you are willing to cross.

Corrupting Force -200 CP (Discounted for Elite)
Your Ki aura can now replicate a small amount of the power of the original Evil Saiyan, allowing you to loosen the mental restraints of those who come into contact with it.
This loosens their inhibitions and allows them to commit actions they honestly want to take but normally wouldn't. This also increases their loyalty to you, though this is not likely to convert your enemies into allies.

Forced Stress -400 CP (Discounted for Elite)
You can force your body into feeling pain and stress as if you were fatally wounded by an opponent, forcing your Zenkai boost to activate.

Godly Ki Booster: Godly Stress
You are now not as limited in the pain and stress you can force your body to feel.
This perk allows you to force yourself to feel emotional/spiritual pain and stress. This can cause your body to discover new powers and abilities.

Evil Saiyan -600 CP (Discounted for Elite)
This allows you to gain the ability to internally utilize **Evil Aura**. Though this is not a true transformation, it will allow you to survive in the vacuum of space and considerably increase your muscle mass, while proportionally increasing your height to retain your speed and agility.
With time and training, you can learn the **Evil Saiyan** transformation. This transformation causes an even more noticeable increase in height and muscle mass while giving you sterner and more defined eyes.
It also gives you wilder hair that reaches down to your knees with a single forehead lock.

Legendary Booster: Legendary Evil Saiyan
You can now generate a thicker Ki aura that can be manipulated to create solid limbs, such as floating hands or a tail.
These limbs can act either independently from your body or replace any lost limbs, allowing you to retain any of the original's supernatural functions.

Corrupting Force Booster: Corrupting Evil
Your Evil Aura can now possess and corrupt those without enough willpower to resist, forcing them into a berserk state that internally utilizes Evil Aura.
Those in this state will obediently follow your commands, but otherwise they act only on instinct.

Items:

Any lost or stolen items will be returned to you after a week in the same condition you had them in. Any damaged items could potentially be repaired by a capable engineer.

Saiyan Armor - Free

The Armor is as durable as steel yet stretchy enough to fit a Saiyan even after transforming into a **Great Ape**.

You may choose to have any set of Saiyan Armor that a Saiyan of your class would be permitted to wear including the Full Battle Armor, the RIT Battle Armor, the Chest Plate Battle Armor, the Modern Battle Armor, the Universe 6 Battle Armor, and the Planet Sadala variant. These suits of Battle Armor come in a color scheme of your choice.

If destroyed, a new set of Battle Armor in the same style and color scheme will appear in front of you after one week.

Broken Scouter - Free

This Scouter is supposed to be a wearable, all-purpose computer mainly used to measure power levels. However, this Scouter was broken during your landing.

You may have any make and model of Scouter including the full visor and helmet variants.

Broken Saiyan Pod - Free

This round spaceship is used by Saiyans as a vehicle purely for transportation purposes, as it contains a fuel-efficient faster-than-light drive, an interplanetary transport system, and a suspended animation system that minimizes the resources needed to keep the passengers alive.

It is used to send unconscious Saiyans to distant locations, with the intention that they conquer the planet.

Although these ships have exceptionally strong armor, which normally allows them to not be crushed or outright destroyed upon landing this Pod had a malfunction causing it to be badly damaged during landing.

You may have any make and model of Saiyan pod in a color scheme of your choice and with any additional decals you wish.

Drawbacks:

Half-Saiyan +100 CP
You are no longer a Drop-In or a Full-Blooded Saiyan. You are instead half human and will need to work out your Background with your Jump-chan. You will also lose all Items from this Supplement.

Saiyan Saga +200 CP
Normally you would be the only Saiyan within this continuity. However, with this drawback a group of four Saiyans, one of each Origin will invade your planet in a year to decimate the population and sell it off.

A True Saiyan +200 CP
It seems this body has had an effect on your mind. This drawback makes your mindset closer to that of a Saiyan, heightening your aggression and giving you a powerful battle lust.

Diluted Saiyan +300 CP (Exclusive to Non-Combatant)
Rather than being a true Saiyan, you are a human descended from the Saiyan race. Because of this, you can only take General Perks and perks from the **Non-Combatant** Perk Tree and you have lost the **Tail** Perk.

Universe 6 Saiyan +300 CP (Exclusive to Low-Class)
You are no longer the species of Saiyan from Universe 7 and instead are from Universe 6. Your race has a much shorter stature and far slimmer build than the Saiyans of Universe 7. Because of this, you can only take General Perks and perks from the **Low-Class** Perk Tree and lose the **Tail** Perk.

Primitive Saiyan +300 CP (Exclusive to Mid-Class)
You are no longer the same species of Saiyan Known from Age 761 and are instead a member of the long-forgotten ancestor race of the Saiyans found on Planet Sadala. Your race has slightly more muscle mass than modern Saiyans with your eyebrows becoming ridge-like, with no visible facial hair. You can only take General perks and perks from the **Mid-Class** Perk Tree.

Corrupted Saiyan +300 CP (Exclusive to Elite)
You are no longer the same species of Saiyan known from the mortal realm and are instead a member of the lost race of the Saiyans found in the demon realm. Unlike mortal realm Saiyans, your race's veins tend to bulge out around their body and your eyes have a black shadow trim around them. This race is only able to take General Perks and perks from the **Elite** Perk Tree and have lost the **Tail** Perk

Planet of the Apes +200 CP/+600 CP
Normally there would be no other Saiyans within this continuity, however with each purchase of this drawback, a new planet full of Saiyans will appear within your galactic sector.
For **+200 CP** each you can select either **Planet Frieza 42**, the **Unnamed Planet**, **Planet Vegeta** or **Planet Sadala** to appear in your universe. This can be taken once per planet.
For **+600 CP Planet Vampa** will appear.

- **Planet Frieza 42** from one week before Frieza recalled all Saiyans back to planet Vegeta. This desolate planet is inhospitable to most species, its population being exclusively non-combatant Saiyans under Frieza's command. This base is a vital spaceship refueling and retrofitting station in Frieza's empire thanks to the planet's natural resources. All of the Saiyans on this planet will have access to the **Non-Combatant** Perk Tree, gaining the Perks **Preparation** and **Full Power** for Free. The station manager Kabage will have all of the **Non-Combatant** Perks.

- The **Unnamed Planet** contains a primitive race of Saiyans without any technology or methods of surviving in space on their own. However, should aliens exist in this continuity (even those you don't know of) within range of this planet the Primitive Saiyans will be guaranteed to get their hands on interstellar technology and start their invasion of the rest of the galaxy.
  These Primitive Saiyans will all have access to the **Mid-Class** Perk Tree, gaining the Perks **Persistence** and **Wrathful Saiyan** for Free. The leader of this race will have all of the **Mid-Class** Perks.

- **Planet Vegeta** will be a merger of both Planet Vegeta one week before its destruction at the hands of Frieza from GT's continuity and Super's continuity gaining the best of both. Thanks to their advanced technology including space pods they will have no difficulty invading other worlds.
  All of the Saiyans on this planet will have access to the **Low-Class** Perk Tree, gaining the Perks **Patience** and **Super Saiyan** for Free. The leader of this race, King Vegeta, will have all of the **Low-Class** Perks.

- **Planet Sadala** will be identical to when Cumber ruled the world but without any pure-hearted Saiyans. Thanks to this race's control over Evil Ki and primitive space equipment they will be able to travel space under their own power, reaching other planets notably slower than a Saiyan pod.
  All of these Saiyans will have access to the **Elite** Perk Tree, gaining the Perks **Pride** and **Evil Saiyan** for Free. The leader of this race, Cumber, will have all of the **Elite** Perks.

- Unlike the other planets, **Planet Vampa** will only have one Saiyan inhabitant. **Broly**. However, this **Broly** will be a hybrid of every version of him from every continuity. He will have every perk in this document and will be completely insane. He will no longer care about Kakarot but instead, his madness will be targeting you.

Generic Drawbacks:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Stealthless +200
You are very bad at sneaking.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Combined Forms:

Each of the Saiyan transformations can be used at the same time allowing the forms to work together.

Stacked Forms:

Stacking transformations is the easiest way to use multiple forms at once, but this is less powerful than merging forms. These are the stacked combinations of capstone forms and an example of Super Saiyan being stacked with Super Saiyan God.

Full Power + Super Saiyan = Super Saiyan Grade 2/3

Full Power + Wrathful Saiyan = Full Power Wrathful Saiyan

Full Power + Evil Saiyan = Full Power Evil Saiyan

Super Saiyan + Wrathful Saiyan = Wrathful Super Saiyan

Super Saiyan + Evil Saiyan = Evil Super Saiyan/Mighty Saiyan

Wrathful Saiyan + Evil Saiyan = Evil Wrathful Saiyan

Super Saiyan God + Super Saiyan = Super Saiyan Blue

Merged Forms:

Merging transformations is a difficult but powerful way of combining transformations as they can be pushed further into additional forms and grades. These are the merged combinations of capstone forms, with the stage beyond that and the Super Saiyan form being merged with the Super Saiyan God form.

Full Power + Super Saiyan = Super Saiyan 3 Full Power

Full Power + Wrathful Saiyan = Wild Oozaru/Unleashed Saiyan

Full Power + Evil Saiyan = Pure Evil Saiyan

Super Saiyan + Wrathful Saiyan = Golden Great Ape/Super Saiyan 4

Super Saiyan + Evil Saiyan = Supreme Saiyan/Infernal Saiyan

Wrathful Saiyan + Evil Saiyan = Goliath Great Ape/Primevil Saiyan

Super Saiyan God + Super Saiyan = Super Saiyan Rosé

Super Saiyan 3 Full Power + Saiyan Beast = Grey Great Ape/Super Saiyan 5