Out of Context: Omnitrix Supplement

V2.01 By DeverosSphere

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

By taking this Supplement you have chosen to become a sentient Prototype Omnitrix Core which has taken the default form of the species of this planet Human.

You will enter into that continuity as a Drop-In by your Delivery Pod being ejected onto the planet.

As an Omnitrix Core your true form is a Cylindrical can with the Omnitrix Symbol on both ends. When the Pod opened you defaulted to the native sentient race of this planet Human.

+1000 CP

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

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Origin:

There are many different types of Omnitrix Cores developed by Azmuth but these options were altered by others in order to gain additional features.

With that being the case, what type of Core are you?

Omni-Kix:

This Core was developed in the Reboot universe by Azmuth and his assistant Vilgax to integrate mechanical components for offensive purposes.

BiomniTrix:

This Core was altered by Ben 10K in order to focus on combining and repairing DNA of various Aliens.

UltimaTrix:

This Core was stolen by Albedo in order to be used with genetic simulations in order to develop advantageous alterations.

CarniTrix:

This Core was crafted by a xenophobic Azmuth is a creepypasta reality. He intended for this weapon to wipe out all life other than the glorious Glaven as it transforms the users into feral variants of the selected species.

ChaqueTrix:

This Core was invented by a variant of Azmuth who was inspired by his brief meeting with the plumber Max Tennyson to change the Omnitrix prototype so that instead of transforming the user it created genetically compatible samples.

XeluTrix:

This Core is the infernal creation of the Fallen Angel Azmuth using the blood of the Demon Lord and Lilith. This demonic device is technically a living being that contains the souls of several demons which are utilised for its transformations.

Initial Playlist:

You may only purchase a single Playlist from this section, mechanically this is a one off super discounted purchase that can only be taken once.
You can purchase more aliens using the "**Ben 10 Alien Supplement**" and the "**Ben 10: Alien Supplement FanFic Extension**" by converting **CP** into **RP** at a rate of **1 CP** to **2 RP**.

Canon Aliens Samples can be found in the **Ben 10: Alien Supplement**:
https://docs.google.com/document/d/1_5alaxmZANvoygzLqGo1hPe4SA6Yq8bmpDBz_x40EMk/

FanFic Aliens Samples can be found in the **Ben 10: Alien Supplement FanFic Extension**:
https://docs.google.com/document/d/1zlKswDviZhPeYLRqgL9HqthkKYUmQKzcSEGU-F6dFts/

Drawback Playlist +100 CP

This Playlist contains aliens who are extremely weak and are often as bad or worse than humans in most situations.

Walkatrout - Ickthyperambuloid
Bob the Blob - Lubbock
Trill - Ambygryll
Bishop - Revonnahgander
Wartfrag - Incursean
Ventrilosquid - Siglermound
Lekik - Dracosian
Funguy - Shiitakan
CNAlien - Cartoon Network Alien
JetPuff - Lewodan

Mundane Playlist - Free

This Playlist contains aliens who Ben has canonically unlocked but never used on screen or or in battle due to their mediocrity.

Squirtapiller - Roebekampus Multipede
Alien Z - Eubustian
Port-A-Porty - Antlian
Bungee Sponge - Porifreian
Crabtastic - Zanzere
Skidmarx - Spentaur
Shellhead - Tartlee
Transmutor - Aurumian
Sandbox - Shakaralramal
Terrorsaur - Pseudosapien

Manzardill Playlist - Free

Unlike other playlists this list contains only one species however it contains all 12 variations of that species. The Manzardill are a race from the axis locked planet of X'Nelli due its wide variety of sustainable biomes the dominant race of the planet are drastically different depending on the region.

Articguana - Polar Manzardill
Lavalizard - Tropical Manzardill
Spit-Take - Tropic Manzardill
Rockhop - Talus Manzardill
Mudslide - Mire Manzardill
Riptide - Coastal Manzardill
Subsidian - Submar Manzardill
Glow Wyrm - Subter Manzardill
Groovy Loogie- Fung Manzardill
Heatsink - Torrid Manzardill
Firecroaker - Slag Manzardill
Volcanewt - Mandarzill

Antagonist Playlist -100 CP

This Playlist contains aliens who are well known as Ben's recurring opponents.

Prick - Acurtian Hog
SuckerPunch - Chimera Sui Generis
StrongArm - Acrosian
Huntsman - Zaroffian
Eon - Chronian
Hehfisten - Detrovite
TenTen - Sotoraggian
MechHead - Techadan
Decagon Vreedle - Vreedle
Klorber - Piscciss Premann

Reboot Playlist -200 CP

This Playlist contains aliens and variants of aliens who have been shown to exist within the reboot timeline but are unconfirmed for the prime universe, other than Buzzshock.

Overflow - Cascan
Stinkfly - Lepids
Wildvine - Florauns
Gax - Augmented Chimera Sui Generis
Shock Rock - Fulmini
Slapback - Ekoplektoid
Humungousaur - Vaxasauran
Surge - Xerge
Hotdawg - Oscarmayerian
Buzzshock - Nosedeenian

Dial Playlist -200 CP

This Playlist contains aliens and variants of aliens who exist within the **Dial** Fan Novel.

Kecksburg - Sectoid
Overgrowth - Flora Colossus
Nero - Muton
Jawbreaker - Xenomorph
Gretchin - Goblin
Wingman - Aerian
Changeling - Skrull
Scavver - Remorath
Strangle - Viper
Polymorphic - Kumiho

Initial Scan Playlist -300 CP

This Playlist contains the aliens that Ben 10 scanned in the original series.

Cannonbolt - Arburian Pelarota
Wildvine - Florauna
Blitzwolfer - Loboan
Snare-oh - Thep Khufan
Frankenstrike - Transylian
Upchuck- Perk Gourmand
Ditto - Splixson
Eye Guy - Opticoid
Way Big - To'kustar
Articguana - Polar Manzardill

Non-Canon Playlist -300 CP

This Playlist contains aliens who do not canonically exist in any Ben 10 continuity but have been scanned into Omnitrix's previously.

TallTail - Na'vi
U.F. Bro - Asogian
Greylien - Grey Alien
Thundercolt - Alicorn
Yoink - Nerdluck
Tennysus - Amongsus
ThoughtLock - Mewtwo
6210 - Experiment 626
X-Terminate - Dalek
Incarnate - Time Lord

Lex X Playlist -300 CP

This Playlist contains aliens and variants of aliens who exist within the **Alexander Benjamin Tennyson** Fan Novel.

Two-Tails - Telemate
Sandman - Sandarian
Doctor Fatty - Kweltikwan
Mirror Master - Pluvian
Plague - Languornis
Icepick - Antarcsis
Vyrus - Cyrus
Cloak - Umbramant
Pym - Parvusmagna Ant
Eraser Eye - Beholder

Original Playlist -400 CP

This Playlist contains the aliens who were in the original Omnitrix.

Wildmutt - Vulpimancer
Four Arms - Tetramand
Grey Matter - Galvan
XLR8 - Kineceleran
Upgrade - Galvanic Mechamorph
Diamondhead - Substrata Petrosapien
Ripjaws - Piscciss Volann
Stinkfly - Lepidopterran
Ghostfreak - Ectonurite
Heatblast - Pyronite

Alien Force Playlist -400 CP

This Playlist contains the aliens that Ben gained after his Omnitrix recalibrated for his use.

Jetray - Aerophibian
Swampfire - Methanosian
Humungousaur - Vaxasaurian
BigChill - Necrofriggian
Goop - Polymorph
Chromastone - Crystalsapien
Echo Echo - Sonorosian
Brainstorm - Cerebrocrustacean
Spidermonkey - Arachnichimp
Lodestar - Biot-savartian

Omniverse Playlist -400 CP

This Playlist contains aliens that Ben has used after gaining the complete Omnitrix.

Shocksquatch - Gimlinopithecus
Whampire - Vladat
Ball Weevil - Atrocoans
Feedback - Conductoid
Bloxx - Segmentasapien
Gravattack - Galilean
Astrodactyl - Pturbosaurian
Crashhopper - Orthopterran
Gutrot - Chemomorphine
Toepick - Terretnal Ogre

Ultimate Alien Playlist -500 CP

This Playlist contains aliens who Ben gained using the Ultimatrix.

Water Hazard - Orishan
Terraspin - Geochelone Aerio
NRG - Prypiatosian-B
Armodrillo - Talpaedan
AmpFibian - Amperi
Chamalien - Merlinisapien
Fasttrack - Citrakayah
Eatle - Oryctini
Clockwork - Chronosapien
JuryRigg - Planchaküle

5YL Playlist -500 CP

This Playlist contains aliens and variants of aliens who exist within the **5 Year Later** Fan comic.

Soarnitho - Ithibis
MonKi - Saiyan
Hack - Gastrepie
Slingshot - Synthenian Brailos
Slampeed - Pulsoar
Soap Reef - Anthoarbrel
Statter - Anomalite
Buck Wild - Genus Lepus
Slash - Amuramaw
UltraViolent - Laceritter

Heavy Hitter Playlist -600 CP

This Playlist contains a number of the most powerful aliens the Omnitrix can hold.

Slug - Limax
Atomix - Prypiatosian-A
Full Stop - Naljian
Putty - Lenopan
Soulcatcher - Krampusarian
Deejay Emcee - Pugnavore
TerrorForm - Antrosapien
Archfiend - Pantophage
Salamancer - Dragon
Amalgaman - Osmosian

And Beyond Playlist -700 CP

This Playlist contains aliens and variants of aliens who exist within the **And Beyond** web series.

Stick n Slide - Sonaraquid
Krush - Mulgogian
Acidgrime - Xolbrine
Trench - Milit Lagish
BrightBug - Eter'Caneic
Scrap Heat - Thermoscorian
FogHorn - Leviicteans
Disk Jockey - Sanavox
Rattle - Wrighther
Solarstorm - Kryptonian

Hybrid Playlist -1500 CP

This Playlist contains aliens that have been Augmented into becoming Hybrids of multiple species combined either through Osmosian absorption or nanite injections.

Amalga-Matrix - Proto-Augmented Osmosian
Amalga-Monster - Alt-Augmented Osmosian
Amalga-Myriad - Null-Augmented Osmosian
Amalga-Mix - Ulti-Augmented Osmosian
Amalga-Max - Om-Augmented Osmosian
Andromed - An-Augmented Osmosian
Speed Demon - Evo-Augmented Kineceleran
Big Ben - Evo-Augmented Cerebrocustacean
Smash Mouth - Evo-Augmented Pulsoar
Planet Buster - Evo-Augmented To'kustar
Supersize - Evo-Augmented Oryctini
Smash Mouth - Evo-Augmented Ickthyperambuloid

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:

Core Alt-Form - Free (Cannot be taken with "Stuck upon your wrist")
In this Jump you gain an additional **Alt-Form** of your **Omnitrix Core** which resembles a cylindrical container that features a control dial that, when pressed down, transforms you into a sentient species stored within the selected DNA sample. With this option you also gain the Omnitrix sample named **A-Guy** of the **Human** species for **Free**. Regardless of whatever other options or drawbacks you take with this Perk you will be able to mentally control your control dial in order to transform into your human transformation at will.

DNA Storage Matrix and Transformation Playlist - Free
As an Omnitrix Core your main feature allows you to transform into a selected sentient alien Indexed with the **DNA Storage Matrix**. To use the samples the index must be added to the **Transformation Playlist** which calls them from the codon stream using the **DNA Transmitter** gained for **Free** in the Items section. After a period of use the transformation will timeout, requiring time to recharge before you can transform again. You are able to add and remove any DNA sample indexes that are in the **Transformation Playlist** from the **DNA Storage Matrix**.

DNA Scanner - Free
You can project a 30 ft scanning ray in order to download a DNA sample from any compatible living species adding them into the **DNA Storage Matrix**.

Omnitrix Origin - Free (Cannot be taken with “Stuck upon your wrist”)
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.

Display Interface - Free/-100 CP
While not in your Core **Alt-Form** you will gain a visual reputation of the Omnitrix along with a Dial interface that can be activated with a button then switch the selected sample by twisting the dial and the selecting by pressing down on the dial. For **Free** you may select any Omnitrix design for your interface or pay **-100 CP** to dynamically change it.

Random Unlock -100 CP
Through use of the transformation feature you may occasionally miss-transform into a DNA sample not previously in the **DNA Storage Matrix** which will then add it for future use.

DNA Encryption -100 CP
Using this component you are able to actively lock any DNA samples preventing anyone else from accessing them.

Extraction Scan -200 CP
The **DNA Scanner** is able to scan Hybrids, long deceased, degradation and damaged samples in order to generate a viable DNA sample.

UniTrix -400 CP
As a variation of the UniTrix Core you are able to select a DNA sample while being in any form allowing you to gain access to all of its powers without transforming.

Master Control -600 CP
The Master Control allows you to access the transformation feature verbally/mentally and change between forms at will without a timeout or requiring the use of the recharge mode.

UniTrix Booster: Darwintrix
Your Unitrix activates reflexively whenever you are in life threatening danger. This automatically activates giving you the abilities of the DNA sample that would best survive the situation you're facing from those you have available in your **DNA Storage Matrix**.

Omni-Kix Perk Tree:

Academic Index -100 CP (Free for Omni-Kix)
Your Core contains an integrated database with a full backup of the Galvan Public Library. When transformed, you will have a subconscious connection to this database.

DNA Generation -200 CP (Discounted for Omni-Kix)
You are able to produce a DNA sample of any creature that is within your **DNA Storage Matrix**. Allowing you to produce materials, organs and transfusions for any DNA sample.

Species Restoration -400 CP (Discounted for Omni-Kix)
Using this feature you are able to use the **DNA Scanner** to repair DNA of a target that is unhealthy, augmented or mutated. This will repair any genetic defects that the target has including sterility and remove generic corruptions such as cancer.

UniTrix Booster: Operator Restoration
The restoration function can now be applied to the Omnitrix user allowing them to completely restore that physical form to its optimal state when transforming thus repairing any damage and removing any foreign materials.
This can be used to remove foreign bodies including prosthetics, weapons, and parasites from the target as well as repair moderate injuries and replace missing body parts.

Omni-Kix Armor -600 CP (Discounted for Omni-Kix)
Your Core can now generate dynamic high tech armour suits that are specific for each DNA sample, the suit protects them and amplifies their abilities. Due to the dynamic nature of the Armour it can potentially produce any tool or equipment in order to enhance the user.

Master Control Booster: Omni-Naut Armor
The Omni-Kix Armor now produces equipment able to replicate all methods of traditional travel including thrusters to allow for flight, wheels for high-speed acceleration on land, propulsions for high-speed water travel and a face mask to allow survival in any type of atmospheric environment. The armors also give the user any protection needed for high-speed and space survivability including shielding from radiation, g-forces, inertia and blunt force trauma.

DNA Generation Booster: Omni-Enhanced
This Core type can generate armour using the DNA of any sample available within the **DNA Storage Matrix** as well as being able to create a dynamic arsenal of tool's, technology, weapons and additional limbs allowing you to enhance yourself or any transformation.

BiomniTrix Perk Tree:

Digital Storage -100 CP (Free for BiomniTrix)
Your Core contains a digital copy of every DNA sample you have unlocked in your **DNA Storage Matrix**. This feature replaces the need for the codon stream meaning that your Core no longer needs to call for DNA samples from the **DNA Transmitter**. This allows you to transform in any location and the transformation features can not be disabled by signal blocking.

Antitrix Playlist -200 CP (Discounted for BiomniTrix)
As a variant of the Antitrix Core you are able to generate an altered DNA sample by cross contaminating the DNA with other samples in the Codon Stream that have not been unlocked. These generated samples transform the user into a combat focused variant of the selected DNA sample that lacks some of the species' natural utility based abilities.

Genetic Alteration -400 CP (Discounted for BiomniTrix)
You are able to alter a target with DNA samples from your DNA Matrix in either a temporary or permanent fashion. This can be used to either transform the target into another species recorded in the DNA Matrix or to fuse them with that DNA sample turning them into partial hybrids with only minor physical changes while repairing any genetic damage and giving them the selected sample's powers.

UniTrix Booster: Genetic Integration
Every time you use the transformation function of your Core you will integrate part of the sample's DNA with genetic couplers in order to gain beneficial changes without altering the user's physical appearance.

Biomnitrix Fusion -600 CP (Discounted for BiomniTrix)
As a variant of the Biomnitrix Core you gain a secondary dial that can be used to transform you into a perfect 50% hybrid of any two different DNA samples giving you the combined powers of both species.

Master Control Booster: Multitrix Fusion
You are no longer limited to two samples allowing you to select as many samples within the **Transformation Playlist** as you would like in order to become either a hybrid or an amalgamation of all the selected DNA samples.
You are able to select the ratio of the species used and if you have chosen the amalgamation setting you can change the positions of the sample components.

Antitrix Playlist Booster: Apextrix Playlist
Now instead of cross contaminating the DNA, your Core dynamically generates a modified sample of the selected form's DNA using other samples in the Codon Stream to replace part of its DNA to augment, the samples strength, speed, stamina, intelligence and other abilities to the point that it is capable of operating beyond normal limits of its race without any major visible changes.

Ultimatrix Perk Tree:

DNA Backup Repository -100 CP (Free for Ultimatrix)
Your Core contains a DNA backup that prevents any DNA samples from being corrupted and stores any new, mutated or generated samples as new DNA samples for future use.

Primal Alien -200 CP (Discounted for Ultimatrix)
Your Core can retro-simulate any of the ancestor species of a selected DNA sample. By default this will unlock 1 sample per 40 million generations of evolution but more can be manually selected.

Disguise Playlist -400 CP (Discounted for Ultimatrix)
This playlist can integrate and synthesise any type of clothing or costume including makeup, wigs and contacts.
The synthesised equipment will become an appropriate equivalent for the selected race and can generate a customisable disguise which can be **Toggled** to be worn when transforming.

UniTrix Booster: Kenko-Trix
The KenkoTrix can produce hard light holograms that allow you to produce a dynamic monocolor form that allows you to mentally transform on the fly, gaining the shape of any form but without becoming any stronger or more durable. If the transformation gains traits such as wings or flippers these limbs can still be used for accurate movement. The second method allows the user to become an illusionary copy of any scanned target, gaining both the target's voice and appearance but does not copy the racial skills or abilities of the transformation.

Ultimate Alien -600 CP (Discounted for Ultimatrix)
The Ultimatrix has the ability to evolve any target into their Ultimate Form. This Function works by placing the selected form into a "worst-case scenario" simulation, of millions of years of civil war against its own species in order to enhance their existing abilities and gain new ones.

Master Control Booster: Alternative Ultimate Alien
You are able to alter the parameters of the Ultimatrix simulation, allowing you to dynamically implement simulations of specific environmental disasters, theoretical futures and invasions of other available DNA samples in order to gain transformations that would develop in those theoretical futures.

Primal Alien Booster: Divergent Alien
You are able to apply the Ultimate transformation to the ancestral species of the selected sample, allowing you to create divergent evolution samples of the same species with alternative abilities and utilities.

Carnitrix Perk Tree:

Instinct Integration -100 CP (Free for Carnitrix)
You are now able to safely integrate the instincts of a species without suffering any negative mental effect that could occur from becoming a lifeform with a distinctly different brain. While transformed you will be able to use all of your transformations as though it were your natural body and will not lose intelligence when becoming a less sentient creature.

Nemitrix -200 CP (Discounted for Carnitrix)
Your Omnitrix is now able to scan the DNA of nonsentient species allowing you to transform into any autonomous creature. Though this will be dangerous without protection.

Sickness Playlist -400 CP (Discounted for Carnitrix)
Your Core is now able to store any type of bacteria, single celled organisms, viruses and other simple organisms that propagate within creatures. You are able to infect any of your transformations giving them new abilities at the expense of feeling sick. You will be cured of any illness you have when de-transforming.

UniTrix Booster: Zombitrix
Your Core is now able to store any non-sentient mutagenic compounds and selectively infect any sample in order to make the transformation into an alternative variant of the species. By default, this device holds the Zombie Virus, allowing the user to transform into a Zombie variant of all of their transformations. You will be cured of any mutagenic compounds you have when de-transforming.

Creepy Carnitrix -600 CP (Discounted for Carnitrix)
The Carnitrix has the ability to modify the DNA of the selected transformation into a more monstrous, feral, and deadly form, that is usually but not always more physically powerful.

Master Control Booster: Personal Development
Whenever you use the abilities of a specific sample it will slightly improve making that transformation slightly more powerful. For example it is possible for a sample of a physically weak species through repeated use and physical exercise to eventually become physically stronger than a newly unlocked physically strong species.

Nemitrix Booster: Animatrix
When transformed you will be able to perfectly mimic whatever creature you have transformed into and while transformed you will be able to communicate telepathically allowing you to bypass the linguistic limitations of your more animalistic transformations.

Chaquetrix Perk Tree:

Pheromone Playlist -100 CP (Free for Chaquetrix)
Your Core now has a Pheromone Playlist that stores and selectively secretes pheromones that elicit attraction from whatever species you meet. For the most part this will only act to make others feel more pleasant towards you, making it easier to instigate a romantic relationship.

Warmatrix -200 CP (Discounted for Chaquetrix)
You are now able to summon blank drones that can be transformed into copies of any DNA sample you have unlocked. This can be used to create a temporary army that mindlessly follows your orders or you can take direct control over until they time out and despawn. The more drones you summon the faster they will time out.

Power Samples -400 CP (Discounted for Chaquetrix)
You are now able to generate serums that allow those who consume them to temporarily access the powers and abilities of the selected DNA sample. The abilities will normally wear out in a similar amount of time as the standard time out duration.

UniTrix Booster: Power Intergrater
You can create serums that permanently grant the drinker the strengths and abilities of the selected DNA sample without changing their appearance. This also allows you to customise summoned entities so that they can take on a personalised appearance of the species from any other DNA sample while still having full access to all of their abilities.

Lovely Chaquetrix -600 CP (Discounted for Chaquetrix)
You can now summon entities as an independent sentient genetically altered variant of the selected DNA sample who is emotionally attached to you. The summoned entity will be sexually optimized to give them the greatest advantages of their species while still being sexually compatible with you. The personalities and memories of the summoned entities will be consistent for each DNA sample. The initial personality of the summoned entity will be dependent on their gender, species and your compatibility. You can only summon one entity at a time and when they time out they will return to the Chequatrix.

Master Control Booster: Permanent Companion
You are now able to keep a summoned entity out permanently without them being affected by the time out function however when you summon a different DNA sample they will switch out. You can also use this to alter the compatibility level of the summoned DNA sample between them being 100% the DNA sample's species and 100% your current species.

Warmatrix Booster: Waifutrix
You are now able to summon multiple Chaquetrix entities simultaneously with the number of summons not affecting the amount of time before it times out, however only the first summoned entirely for a specific DNA sample will be the only one to retain their personality and memories. All further summons of a DNA sample will be blank mindless drones of that species.

Xelutrix Perk Tree:

Feedback Protection -100 CP (Free for Xelutrix)
You now have a form of built in protection allowing you to emit a feedback pulse that will harm anyone else within a few meters of you with those closest to you taking the most damage.

Invertrix -200 CP (Discounted for Xelutrix)
You are now able to generate a new DNA sample from the DNA samples in your **DNA Storage Matrix** by using a DNA Algorithm to recreate the evolutionary process of the species but with inverted environmental settings. The DNA Algorithm then uses an encryption scrambler to alter the new DNA sample until it is viable and matches the population statistics of the original race. The resulting alien will be the inverse of the original, granting them new powers, weaknesses, abilities, and appearances that make them the polar opposite of their regular forms. This DNA Algorithm is designed so if run on the new DNA sample it will return the original DNA sample.

Mana Cells -400 CP (Discounted for Xelutrix)
Your core now possesses a powerful Mana Cell, a type of magical battery which recharges from ambient Mana allowing you to use magic as though it were a natural part of your biology even when you are transformed.

UniTrix Booster: Manamatrix
You now contain a complex database of magical knowledge that updates to match the abilities of each DNA sample unlocked. This means that you will be able to perform spells replicate the natural abilities of all the aliens you have unlocked regardless of what transformation you are in.

Infernal Xelutrix -600 CP (Discounted for Xelutrix)
You are now able to convert the transformations of your DNA samples into demonic forms changing their appearance and abilities into their demonic equivalents. This will also overlay you with a hellion soul making you detectable as evil and vulnerable to holy weapons.

Master Control Booster: Dynamic Conversion
You are now able to scan dimensions where the laws of physics and layers of reality are different such as digital worlds, toon worlds and magical worlds. You can then apply the scan of the dimension to the DNA samples allowing you to transform into that reality's equivalent of that transformation.

Invertrix Booster: Cielotrix
You are now able to convert the transformations of your DNA samples into angelic forms changing their appearance and abilities into their divine equivalents. This will also overlay you with a celestial soul making you detectable as good, while allowing your body and abilities function as holy weapons.

Items:

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

Omnitrix Delivery Pod - Free
This round extraction pod is the delivery system that an Omnitrix perfectly fits in.

DNA Transmitter - Free
At the start of each Jump this tower will be placed in a pocket dimension, acting as a transmitter and receiver for DNA samples. This allows your Omnitrix to access the codon stream so long as you remain within range of the **DNA Transmitter**. So long as you stay within the local dimensional radius of your entry point to the Jump you will be able to download DNA without issue.

Omnitrix - Free (Mandatory and Exclusive with “Stuck upon your wrist”)
This watch-like device contains the DNA of many aliens and contains all the perks from this Supplement.

Drawbacks:

Stuck upon your wrist +100 CP
You are no longer a Drop-In or a physical manifestation of the Omnitrix, you are instead Human who found the Omnitrix and will need to work out your Background with your Jump-Chan.
You will no longer receive the **Core Alt-Form** perk and all the perks from this Supplement will be a singular Item known as the Omnitrix.

The Freaks +100 CP
Zombie clowns, no I am not even kidding. Zombozo the clown, as well as his team of circus freaks are now in your continuity as a traveling circus group. Now while they are not currently targeting you, you will be guaranteed to have a run in with them before the end of your first year where they will learn of you and want to eliminate a potential threat.

Bounty Hunter +100/200 CP
The legend of the omnitrix is well known throughout the universe, so much so that bounty hunters have been contracted to hunt it down and bring it to their clients. You are now being hunted by one such bounty hunter who wishes to bring you to their employer, this bounty hunter is an alien of a species in your playlist. They are far more skilled than you are in their species powers, your only hope is to either kill the bounty hunter or disincentivise them to continue with their contract. For **+200 CP** the bounty hunter is now only the first in a line that will appear to attempt to bring you to the client, one appearing each year.

The Amalgam +100/200 CP
An osmossian youth has found his way to your world and while not an outright threat you will find him making a nuisance of himself. Though you might be able to steer him away from his darker impulses he could prove to be an outright enemy if handled poorly. Once more for **+200 CP** he has also interacted with your omnitrix before you took possession of it, absorbing it and becoming an amalgam of the aliens that comprise your playlist. Now he believes that the device holds the secret to returning him to his non mutated state and will stop at nothing to attain it destroying any hope of resolution.

Techadon menace +100/400 CP
An alien war machine has been sent after you, just the one though. It'll be difficult to defeat but at least you only have to deal with it once.
For **+400 CP** someone shelled out the big bucks and custom ordered a Mobile techadon fabricator that will keep putting out Techadons that learned from the destruction of the last one. They will keep coming unless the fabricator is destroyed and good luck with doing that.

Freaked out +200 CP
It seems that one of the aliens in your playlist is still alive and will attempt to take control of you in order to become complete.

The Sorcerer +200 CP
The Sorcerer Hex has found himself ousted from ledger domain with his young ward Charmcaster. He has heard of the powers of your omnitrix and has targeted you for its powers as he believes it will allow him to return to his home dimension and conquer it.

The Rooters +200 CP
A secret government organization has been formed in your new world led by proctor Servantis, the purpose of this organization, to monitor and study you. However after a year of monitoring you this organization will come to the conclusion that you are a universal threat that must be destroyed with all necessary prejudice. In this pursuit the organization will seek out allies and create weapons capable of destroying you even with any conceivable failsafes of your omnitrix–though to reach that point would take several years of conflict. If taken with “The Amalgam” this organization will seek him out and use his abilities in order to create hybrid soldiers that have the powers of transformations from your omnitrix.

The Conqueror +200/400/600 CP
Your Omnitrix did not fall from the sky without reason, a galactic Conqueror named **Vilgax** destroyed the courier ship that was transporting it.
However **Vilgax** is currently in a repair tank healing after his ship was damaged in the battle. While healing he will make indirect attempts to get the device such as sending Mechadroids, hiring bounty hunters and controlling locals to do the job for him.
If the device has not been retrieved he will eventually have his body repaired and cybernetically enhanced, making him far taller and stronger than before when he goes to get the Omnitrix Core himself.
For an extra **+200 CP** the augmentations of **Vilgax’s** will contain precise data about all of your aliens capabilities as well as how to counter them and some tech designed to defeat them.
For **+600 CP** Total **Vilgax** will also be enhanced with the powers and items of the champions of ten worlds including the Ruby Ray of Rouleau, the Shield of Seagle, and the strength of Ultimo.

Albedo +200 CP
This once Galven scientist will arrive in the Jump continuity with a bootleg Omnitrix with the same playlist as yours, claiming that he invented the Omnitrix Core.
Albedo intends to take it and dismantle the device in order to use it for malicious intentions.

Aggregor +200 CP
An alien tactician is hunting down 5 aliens with the intent of absorbing their power. If he captures them all he will absorb their power and become Ultimate Aggregor before hunting for a powerful mcguffin and attempt to kill you.

The Hunter +200 CP
The hunting vessel of the Zaroffian mercenary and allegedly the greatest huntsman in the galaxy has appeared in your continuity. He has hunted down the most dangerous sapient and non-sapient beings from all over the galaxy and now he is targeting you alongside his Nemetrix enhanced Panuncian pet, considering you his greatest game.

The Subspecies +200 CP
An incomplete and mutated Galvanic Mechamorph named **Malware**, has appeared in your continuity. He plans to absorb the Omnitrix to upgrade himself and become more powerful than ever. He is able to use most of the abilities of a Galvanic Mechamorph including eye beams, elasticity, shapeshifting, size alteration and regeneration however instead of the ability to merge and upgrade technology he destroys technology and makes it a part of him.

The Knights +200/400 CP
You have found yourself the target of an ancient order of knights who fight against alien incursion; The Forever Knights. Due to your ability to transform into an alien as well as the alien technology in your possession the knights will target you with their own reserves of alien and human technology. However if you took the **+400 CP** version of this drawback the Forever Knights now have the aid of their immortal founder, and wielder of ascalon Sir George. His sword and its power being a match for even powerful aliens.

Cincotrix +300 CP (Exclusive to Omni-Kix)
This modified Mark 5 Nanoshift Enabled Exo-Armor was a creation of Inspector 13, it is missing most of the DNA related components in favour of mechanical components.
You are now only able to take general perks and perks from the **Omni-Kix** Perk tree.

Antitrix +300 CP (Exclusive to BiomniTrix)
This device was developed by a version of Kevin Levin who modified the telepathic instruction of Vilgax. It is missing a number of support equipment in favour of superior genetic altering components inside that could improve the alien samples.
You are now only able to take general perks and perks from the **BiomniTrix** Perk tree.

DNA Stabiliser +300 CP (Exclusive to Ultimatrix)
This Ultimatrix-like device was developed by an Albedo in order to allow him to return to his true form. This device is missing a number of normal components in order to counteract his condition through genetic calculations that can be used to make superior genetic simulations.
You are now only able to take general perks and perks from the **Ultimatrix** Perk tree.

Tramatrix +300 CP (Exclusive to Carnitrix)
This nightmarish device was crafted by a hate filled variant of Azmuth as a method of revenge against the people of earth. This version creates mutated, fear-based transformations.
You are now only able to take general perks and perks from the **Carnitrix** Perk tree.

Charnitrix +300 CP (Exclusive to Chaquetrix)
This device was created by an alternative version of Azmuth known to be the galaxy's biggest pervert. It creates perverse, ferocious, monstrous aliens that are summoned as alien partners instead of transforming into them, resulting in monstrous, but loyal, alien partners that are attracted to the user.
You are now only able to take general perks and perks from the **Chaquetrix** Perk tree.

Soultrix +300 CP (Exclusive to Chaquetrix)
This variant of the omnitrix was crafted to store the souls of aliens allowing the user to transform into them. While transformed the aliens soul can take control of the body or fuse with that of the user allowing them to become an incomplete hybrid.
You are now only able to take general perks and perks from the **Xelutrix** Perk tree.

The Cleansers +400 CP
The **Highbreed** despise every other species believing themselves to be "above" them and seek to cleanse the universe of "lower life forms".
The entire Highbreed military will be distributed across your continuity and will use an advance force to build massive teleporter gates to aid in their universe-wide xenocidal rampage.

The Dragon +400/600 CP
The world you're in is now in danger from a cult known as the flame keepers circle, their one and only goal is to release their master The Dagon from his imprisonment in another dimension. Should the dagon be released he would subjugate the dimension you are in with his reality warping abilities, luckily while he has a foothold with the essoterica you can stop them from breaking the seal. However if you took the **+600 CP** version of this drawback the flame keepers circle have already made a major crack in the seal allowing a lucubra into your world, as well as guaranteeing that the seal will be broken with The Dagon seeing you as an obstacle he must destroy before he completely conquers his new dimension.

The Chronian +600 CP
A chronian warrior has been sent away by his people to another dimension to find them a new world to call home. This chronian warrior believes that you hold the key to bringing his people to this new dimension. Using his time manipulating abilities he will continue to come at you learning more and more about you till he succeeded in defeating you and using you to bring his people through a dimensional portal.

Self-Destruct Mode +600 CP
At some point during this Jump your Omnitrix Core will enter into its "Self-Destruct Mode" beginning a countdown until it detonates.
If you cannot deactivate the "Self-Destruct Mode", the explosion will cause an energy ripple that will destroy the entire universe all at once and cause a Chain Fail.

Universe V. Jumper +1000 CP
At some point during this Jump a Celestialsapien will make its way to you in your new world and will seek to hold you responsible for bringing the power of your omnitrix into this new world with a trial to determine your guilt.

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