Out of Context: The Force Supplement

V1.1 By LJGV/Sin-God

This document can be used as a supplement in any Jump that would not otherwise have The Force, or Force-Users within its continuity.

By taking this Supplement you have chosen to be a Force-User and you will enter into that continuity as a Drop-In stepping out of a Force Nexus, which itself will disappear days after you first appear.

As a Force User accessing The Force through this Out Of Context Supplement you are 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.

Origin:

There are many types of Force-Users who each draw their powers from The Force in different ways including the creation of advanced technology, the usage of mystical techniques and the manipulation of primal forces.

Light-Side

Those who align with Ashla, or the Light Side of The Force, seek to cooperate with The Force. Theirs is a power drawn from calmness, peace, and passiveness. Those who utilize light-side philosophies and attitudes draw great knowledge, wisdom, and have many powerful defensive abilities honed by a partnership with The Force.

Dark-Side

Those who utilize Bogan, or the Dark Side of The Force, draw powers from negative emotions and seek to dominate, control, and twist The Force. Theirs is a power drawn from passion, strength of will, anger, fear, and other such emotions. Those who utilize dark-side philosophies and attitudes have vast power, and access to tremendously and hideously powerful abilities derived from their own inner strength and the wretched violence they enact upon The Force.

Gray-Side

Some force users seek balance. These individuals walk a careful, fine line, drawing power and wisdom from a variety of attitudes, traditions, and insights into The Force, allowing them to carefully utilize abilities and stratagems from both *Sides* of The Force. These people follow their own codes of ethics, and have their own distinct relationship with The Force.

Perks:

Note:

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

Almost Unique -??? CP

Something Rare Booster: Something Unique

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

General Perks:

Force Sensitive - Free
You are a *Force-Sensitive*. This means that you are a sapient life-form that is highly attuned to flow and power of *The Force*. With experimentation and training the abilities you could someday use, as a result of this, are vast, varied, and frightening in their potency.

All *Force-Sensitives* with this perk naturally possess the ability to manifest a wide range of abilities with The Force, with unique applications and facets emerging that are related to their personality and interests. Some abilities that anyone who wields this power can easily manifest right away are things like *Force Telekinesis* and *The Mind Trick* with other applications and more precise uses of these abilities emerging over time as you train your connection to The Force.

Force Nexus Origin - Free (Cannot be taken with "Not Drop In")
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 Force User using this document, letting you first enter a setting by stepping out of a Force Nexus. The Nexus dissipates days later.

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.

Teacher -100 CP
Regardless of your Force-based philosophy you find that you are a natural instructor and teacher, able to both identify skilled and eager students and instruct them both quickly and skillfully.

Duelist -200 CP
You are quite skilled with a lightsaber. This is not enough to make you a master duelist by itself, but it's more than enough to grant you the skills needed to utilize a lightsaber in a battle against foes wielding blasters and other ranged weapons, as well as grants you considerable skill and a powerful experience-booster when it comes to a single form of lightsaber combat (as well as a learning booster related to the lightsaber form you have chosen). You can purchase this again at a discounted rate to gain considerable skill in other lightsaber forms.

Scientist -200 CP

You are a prodigious scientist, able to specialize in a discipline of *Star Wars* science, such as star-ship design, droid engineering, biology, physics, chemistry, or other such areas. This grants you a healthy learning boost related to all science but is especially enhanced in areas you specialize in and related fields (such as artificial intelligence if you're a droid engineer).

The Past And The Future -400 CP
You are a force user with an odd skill; you possess the ability to see the past. This power, known as *Force Psychometry* lets you see the past of an object by touching it, or witness a location's past by entering it. You are also powerfully prophetic, able to divine glimpses of the future by peering deep into The Force itself. You can do this somewhat more reliably than most force users can, and can hone it further through training. It is also remarkably hard to cloud your vision of the future, and you can sense obscurements and attempts to fool you.

Chosen One -600 CP
You are *The Chosen One*. Someone whispered of in myths, and someone who has long been the subject of conspiratorial whispers and fearful preparations. It is your destiny to rise from nothing, attain greatness and to permanently change the world, the system, and the very galaxy, in some grand and sweeping way, bringing about a new order. You are remarkably gifted at fighting against The Old Guard; the powers that be and those who support them. You are also stunningly charismatic, and powerful, in the eyes of those who yearn for power and who dream of a new age. Finally, you gain a tremendous boost to your ability to learn to use your powers, and can demonstrate the ferocious potency of your abilities within minutes of learning of them.

Additionally, you have the ability to share the effects of *Force Sensitive* with others, letting them become force sensitives and cultivate their own relationship with The Force.

The Past And The Future Booster: Interpretations
Prophecies are strange things, interpreted differently by those who hear of them and who learn of them. You can weaponize this now, and can clearly see and understand the different interpretations of the prophecies you learn about in future jumps, which lets you picture different outcomes for different prophecies and see how to bring about endings that line up with prophecies but differ from commonly understood and popular interpretations. Additionally at the start of a jump you can impose a prophecy on a setting that is clearly in reference to you which gives you opportunities to rise in power and claim greatness which people will believe and will be retroactively written into the setting.

Light-Side Perk Tree:

There Is Peace -100 CP (Free for Light-Side)
Jedi are well-known across the galaxy for being peacekeepers and peacemakers. You have attained some echo of their talent as peacekeepers and peacemakers. You know how to soothe people and animals, and when you use your powers to achieve such ends they are greatly enhanced. You can skillfully use telekinesis to disarm people and render them harmless and can use the mind trick to end agitation and anger with eerie ease.

There Is Knowledge -200 CP (Discounted for Light-Side)
You are stunningly adept at gathering knowledge and can store it with just as much ease. This grants you stunning ability when it comes to transcribing what you know and making it easier to learn from you, even over vast distances and through indirect means. You are also capable of listening to The Force and divining knowledge through a relationship of cooperation and submission to its will, letting you learn secrets and see through lies. This enhances all abilities related to knowledge gathering and knowledge sharing, such as telepathy and remote sensing.

There Is Serenity -400 CP (Discounted for Light-Side)
You are untroubled and untouched by abilities that rely on manipulating you. Your mind is a still place and you are an ocean of calm. You passively and instantly dispel abilities that seek to alter your mind, ensnare your senses, or warp your soul.

The Past and The Future Booster: There Is Harmony
Your ability to have a calm, peaceful, untroubled mind now extends to the world around you. You can end natural disasters and restore natural harmony to reality around you, though how difficult this is depends on factors such as whether or not a disaster you are ending is natural or unnatural, and your own inner peace.

There Is No Death -600 CP (Discounted for Light-Side)
You are now a saintly healer, able to use The Force itself to heal wounds. This allows you to take your own connection to The Force and use it as a panacea on yourself and others. This ability speeds natural recovery rates, healing people at an accelerated pace, though you can also choose to use your own vitality to heal others, and you can use abilities such as *Force Purification* and *Force Assist* to heal yourself and others of a range of ailments, as well as even heal greater wounds. This is easiest to use on physical wounds, but with skill, practice, and a calm mind, you may be able to heal non-physical things given time. You are also mighty when it comes to defensive powers, such as using The Force to block attacks, and can even pull off feats like *The Wall Of Light* by yourself.

Chosen One Booster: There Is The Force
Your ability to heal and your calm, compassionate mind, has allowed you to discover a long-lost art. Upon death you can release yourself and can retain your individuality after becoming one with The Force. This gives you a certain period of grace after death, before you must activate a 1-up or jump or chain fail. ***This 1-up makes you receptive to other forms of resurrection, and allows you to continue to interact with your followers, companions, and the world around you, though this lasts a year at best before fully resurrecting you itself but it's only usable once per jump or once per decade (whichever comes sooner).***

There Is Knowledge Booster: There Is No Chaos
Your ability to heal has taken on new dimensions and facets, and you can easily and effortlessly heal minds and souls. You can bring peace to people, both through powers and through genuine

forgiveness, letting you redeem those who seek redemption and lift long-lasting guilt from wary souls. You can also easily end supernatural conditions imposed on minds and souls.

Dark-Side Perk Tree:

There Is Passion -100 CP (Free for Dark Side)
Sith are driven by their emotions, and you are no different. Your emotions and the intensity of your heart are a source of strength for you, fueling your powers and allowing you to exert great and tremendous power. You can drive others to emotional madness, and can speak to people in ways that drive them to follow their hearts recklessly and wildly, letting you become a skilled demogague and a deceptive figure. You are able to use your powers in ways that stoke emotions in others, letting you touch their minds and souls such that they wish to follow their hearts, without minding the consequences. You can easily drive others to reject peace, calmness, stagnation, and passivity.

There Is Strength -200 CP (Discounted for Dark-Side)
You are strong, physically, mentally, and in every other way. You dominate others through your strength and your powers are colored by this as well. You can impress others with your strength and your endurance, and your powers take on facets of this impressive might as well. When you tap into your powers and wield them with the raw strength inside of you they lose their subtly but they hit all the harder for it letting you pull off impressive feats that would normally be beyond you.

Additionally, you are skilled at the dark-side sciences and magic that gave rise to feared objects like The Darkstaff, The Star Forge, Star Maps, and Force-Drives.

There Is Power-400 CP (Discounted for Dark-Side)
There is a heaviness to you, a raw cloak of power that protects you from lesser foes. Those weaker than you will find that their power cannot hit you cleanly, or heavily, your cloak of power weakening their abilities as they streak towards you with weak enough foes not being able to touch you at all. Additionally, your powers are easier to use and draw upon less of your inner power to use. If you use your emotions as fuel for your power, these effects are especially pronounced.

The Past And The Future Booster: A Lie
You are especially adept at twisting and corrupting the world around you. Your sorcery, alchemy, science, and other powers and skills that twist your environment to your advantage are especially powerful, easier to use, and more effective overall.

There is Victory -600 CP (Discounted for Dark-Side)
You are tremendously powerful in terms of offensive force abilities. You can easily and freely use things like *Force Lightning* and *Force Choke* to disable and defeat enemies, and can also use The Force to strengthen yourself and others. You are a genius at using powers in ways that

are offensive, destructive, and violent, and can near-effortlessly enhance your physique with The Force, giving you the appearance of tremendous strength.

Chosen One Booster: Sense Of Self
Dark side corruption, a fearful and insidious facet of tapping into the Dark Side does not affect you. You are immune to any and all corruption, and you can freely tap into dark powers without losing yourself or being corrupted by the energies dark powers rely on. This also gives you the ability to mentally recover from any change with enough time, and ensure that power that relies on self-acceptance will always be available to you.

This power also makes you tremendously able to withstand injuries, able to use The Force and your own negative feelings to stave off death and endure incredible, life-ending injuries without death. That said this is a negative ability, and you will feel the pain of it with every passing second, and it will take you a long time to stop feeling that pain if you endure an injury that should kill you. ***This is a Pseudo-1-up, one that stops death from claiming you so long as your body endures and isn't utterly destroyed. If you recover from your injuries this effect goes away, and you can reactivate this again and again.***

There Is Strength Booster: Power Over Others
You are uncommonly powerful, even among sith and other dark-siders, in a nasty area. Your powers are insidious, invasive things that easily corrupt those subjected to them, weakening them and lowering their ability, and desire, to resist you. This wildly strengthens the power of things like *Force Corrupt* and *Mind Twist*.

Gray-Side Perk Tree:

Singular -100 CP (Free for Gray-Side)
You are a unique individual, with passions, interests, and skills all your own. You are not colored by adherence to a dogma or affiliation with a specific group. Your ability to manifest unique applications and facets of your powers is significantly enhanced, as is your ability to be perceived as a neutral, island-like individual who can be swayed to one side or another of a conflict, making you be seen as something of a mercenary.

There Is Balance -200 CP (Discounted for Gray-Side)
Your balance is a contagious thing. You can easily convince people to move on from the dogmas and stances of the past, and can move people towards change and progress, using the idea of balance to nurture growth and opportunity. You are a skilled philosopher and orator and can easily meld disparate ideas into a unique and coherent school of thought.

Knowledge And Power -400 CP (Discounted for Gray-Side)
You possess a singular skill at predicting the consequences of your actions. You can easily understand what your powers will do, and what the consequences of your intervention could be when you study a war and imagine yourself leading one side of it. This also makes you good at

directing future manifestations of new abilities, letting you subtly lead how your powers evolve over time.

The Past And Present Booster: Force Bond
Your knowledge and ability to predict things has transcended yourself. You can bond with others, creating a *Force Bond* that lets you form incredibly strong bonds with those around you, bonds that let you understand each other without words, communicate over vast distances, and even twin lifeforce, letting you take on the negative effects of injuries sustained by those you care for, or shunt injuries you take to those you've bonded with. This also makes you more charismatic, and able to easily influence over.

Unity -600 CP (Discounted for Gray-Side)
You are completely capable of utilizing any and all powers that a member of your species can use. This means that you can use tremendously powerful dark-side abilities without succumbing to the dark side, or use light-side abilities right after using dark-side powers. The dark side still has an effect on you, but you can recover from corruption, and do so at a remarkably fast rate. Your powers also don't hurt you, and cannot be turned against you.

Chosen One Booster: Pure Force
You are akin to an *Embodiment of the Force*, capable of entering a state where you become like Revan himself, able to channel both the Light and Dark Sides of The Force simultaneously. This state, usable once a month, lets you freely and unlimited utilize vast quantities of force powers at the same time to enact all sorts of changes upon your environment and others. This lasts about an hour before you stop being in this state, but while you are in this state you can perform virtually any force power, provided you are aware of them.

There Is Balance Booster: Revanchist
You are capable of replicating the odd feat performed by Revan. When you die, at least assuming you opt to activate this perk, you will be split in two. One-half of you, your light side, will move on and attempt to pass on, while the rest of you will reject death and cling to life. For a time you will exist in two simultaneous states; part of you will exist in a limbo-like incorporeal state, while your corporeal form will be possessed by the darkness in your heart and will pursue your goals with ruthless efficiency and with dark cruelty, unfettered by your past balance and any adherence you have to noble ideals. In time you will be able to reunite your two halves and return to life fully. ***This is a 1-up.***

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

Lightsaber - Free (Subsequent purchases cost 50 CP each)
You gain a single lightsaber of your own design. This lightsaber is receptive to changes and modifications, but defaults to being a standard single-blade lightsaber in a color you choose when you purchase this. You can freely choose to have something like a double-bladed

lightsaber, or even Kylo Ren's Crossguard Lightsaber, or any other sort of lightsaber that is not powered by something like a unique Kyber Crystal with this item.

Starship - Free
You gain a single personal starship of your choosing or design. This cannot be something like a Star Destroyer or other capital ship, or some sort of super weapon, but ships like the Millennium Falcon, the Fury-Class Imperial Interceptor are all fair game here.

Force Nexus - 100 CP
This item is an object, a handheld figurine or a ball, or something small and easily able to fit into your pocket. When you place it somewhere, the area where you've put it becomes a Force Nexus. A Force Nexus, or Vergence, is an area that is unusually concentrated in The Force and in it Force Sensitives have stronger, more dramatic interactions with The Force. These areas can even create life, though for that to happen with this you'll need to direct The Force's energies yourself. When you plant it you decide what type of nexus it creates, such as whether it is attuned to the light or the dark, or whether or not any type of specific force ability is amplified by it. You can purchase this more than once to get more than one nexus.

Companions

Companion Import [50-200]
Standard companion section; 50 CP to import or create a custom companion with a stipend of 600 CP and the ability to select their own origin, perks, and items. If you pay 200 CP you can import or create 8 companions and they all get the same benefits.

Canon Companion [50]
This option is what allows you to bring canon characters from this setting with you as new companions. You get a token you can give to anyone you can persuade to join you on your chain, and at the end of this jump they'll be able to join you as you select your next jump as your newest companion.

Drawbacks:

Force Sensitive Youth +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow has Force Sensitivity.
You will need to work out your Background with your Jump Chan.

Jedi Knight +300 CP (Exclusive to Light-Side)
You are an actual Jedi-Knight. This means you can only take general perks and items, and the perks for the Light-Side origin.

Sith +300 CP (Exclusive to Dark-Side)

You are the newest Dark Lord of the Sith, causing you to only be able to take general perks and items and perks for the Dark-Side origin.

New Order +300 CP (Exclusive to Gray-Side)
You are a Gray Jedi, causing you to only be able to take general perks and items and perks for the Gray-Side origin.

Dark Siders +400 CP
This team of evil individuals have somehow discovered their own Force Nexus and begun to draw upon the powers of the Dark Side are being bathed in the potent power of The Force. Each member of this team comes with all the Free Perks and Items from this document as well as all of the **Dark-Side** Perks.

Light-Siders +400 CP
This group of heroes and peacekeepers have discovered a Force Nexus and have the discipline and potential to become great jedi or other sorts of light-siders. These men and women have discovered The Force and taken to it with remarkable ease, easily becoming servants and agents of it.
This team comes with all the Free Perks and Items from this document as well as all of the **Light-Side** Perks.

Gray-Siders +400 CP
This is a group of philosophical individuals who have discovered a Force Nexus and drawn power from it, becoming the first members of a school of gray-side force users.

This team comes with all the Free Perks and Items from this document as well as all of the **Gray-Side** Perks.

Perk Users +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other “People who can use your power type” within this continuity, however with each purchase of this drawback, a new “way that you entered” will appear at some point during your Jump, somewhere on your Planet.
For +200 CP only Obi-Wan Kenobi will appear.
For +400 CP both Obi-Wan Kenobi and Darth Vader will appear.
For +600 CP Obi-Wan Kenobi, Darth Vader and Revan will appear.
For +1000 CP Obi-Wan Kenobi, Darth Vader, Revan, and The Family will appear.

Obi-Wan Kenobi and The Daughter will have access to all the perks on the Light-Side Tree.
Darth Vader and The Son will have access to all the perks on the Dark-Side Tree.
Revan and The Father will have access to all the perks on the Gray-Side Tree.

Generic Drawbacks:

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

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

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

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

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

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Honourable +100 CP

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

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

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

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

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

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

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

This is a holdup +100 CP
For some reason every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and thanks to this drawback they are going to go out of their way to prove it! Expect to get mugged a lot.

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

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

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

They heard you +100 CP

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

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

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

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

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

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

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

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

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

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

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

Almost Entirely dark +100 CP

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

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

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

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

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

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

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

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

In Another Castle +100 CP
You will forget this drawback and its past instances every time you start attempting a task or objective. Each time you attempt to complete a task or objective you will find that you have been tricked and will have to repeat the process over again.

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

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

Accident Prone +100 CP

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

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

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

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

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

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

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

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

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

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

Silent Night +100 CP

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

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

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

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

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

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

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

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

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

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

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

Lemming Friends +200 CP

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

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

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

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

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

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

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

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

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

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

Dark Minions +200 CP

Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

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

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

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

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

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

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

Instruction Tape +200 CP
Whenever you do something for the first time you will be forced to watch a long boring tape that doesn’t actually explain anything.

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

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

Stealthless +200
You are very bad at sneaking.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

I saw you barely over a year ago +300 CP
Your sense of time is terrible you can't tell if a week has gone by or eight years and you couldn't tell the difference.

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

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

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

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

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

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

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

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

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

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

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

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

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

Alone +400 CP
For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

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

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

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

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

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

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

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

Deathbound +500 CP
For the duration of this Jump you will die at least once a year.

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

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

Us humans are full of surprises +600 CP

It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, meta humans or otherwise superpowered people.

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

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

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

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

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Ending Options:

Return Home (End chain, return home with everything you have)

Stay here (Stay in whatever setting you used this to jump to, ending your chain)

Continue on (Proceed as usual to the next jump)