Out of Context: Totally Accurate Battle Supplement

V1 By **DeverosSphere**

This document can be used as a supplement in any Jump that would not otherwise have "**Your out of Context Power**" within its continuity.

By taking this Supplement you have chosen to be a Totally Accurate Battle Simulation and you will be a Drop-In summoned into the world by someone either magical or not attempting to perform conjugation in a setting where the **Totally Accurate Battle Simulator** Game does not exist.

+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.

For an additional **+1000 CP** you are incapable of using any clothing, weapons, vehicles or objects other than food and drink that you do not summon from perks in this Supplement.

Faction:

You may only select one faction, a category of units and sub-units that match with their cosmetics, weapons, and abilities. They are mostly themed around cultures and eras in early human history.

Tribal - Free

The Tribal Faction is based on the Pleistocene period, in which the Earliest Human Species were starting to thrive. The Units appear as primitive humans and extinct animals mainly focusing on the offensive front giving you crude damage at the exchange of every unit only wearing loincloths and bones.

Farmer - Free

The Farmer Faction has a farm aesthetic/design consisting of several units focused around medieval agriculture. This Faction is generally potent in offense and fair in defense but are somewhat weak in conventional ranged attacks.

Medieval - Free

The Medieval Faction are balanced, but most of the units are considered melee. This faction offers one of the most cost-effective basic infantry in the game, and are based mostly on medieval warfare.

Ancient - Free

The Ancient Faction is a Faction that are based on Greek, and Roman soldiers and mythology. This faction gets the primary usage of its units from strategy, by favoring the use of shields along with spears.

Vikings - Free

The Viking Faction is based on the real Scandinavian or Nordic warriors and their unique mythology. This Faction trades its speed and power for defense with fairly strong melee Units.

Dynasty - Free

The Dynasty faction is based on oriental warriors from the 1300s. This faction has a particular relation to projectiles: most units are ranged units, or have something against projectiles that makes compromises between a fair defense and a fair offense.

Bonus Faction:

If you take +1000 CP worth of Drawbacks you may purchase a second faction from the list below.

Renaissance -100 CP

The Renaissance Faction represents the Renaissance era of various European countries. This Faction mixes offense and defense, at the expense of speed. The Units are fairly well armored, and many of the Units can do high damage.

Pirate -100 CP

The Pirates focus on ranged units rather than melee units with units that trade health for sheer, raw offensive power. Pirate units are very good at taking out large hordes of weak units.

Spooky -100 CP

The Spooky Faction is based on Halloween with undead units, and this Faction sacrifices some damage and a lot of health in order to inflict very strong status conditions on enemy units that can influence the battle.

Wild West -100 CP

The Wild West Faction is based on the Wild West era, which lasted from around the 1860s to the early 1900s. The Faction contains many very powerful ranged units, however most units have lower health to remain balanced.

Good -200 CP

The Good Faction consists of valiant and righteous units donning in bright clothes. They make themselves as holy units with many magical powers. This Faction is centered around crowd control.

Evil -200 CP

The Evil Faction centers around demons, dark cults and diabolical practitioners. They have several crowd control units, distraction units and defensive units.

Perks:

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

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

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

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

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

General Perks:

Red - Free
You can use this **Alt-Form** filter to take on the form of a red plasticine human.

Blue - Free
You can use this **Alt-Form** filter to take on the form of a blue plasticine human.

Sandbox - Free
You are able to teleport yourself to an empty pocket dimension named the sandbox with an endless floor that has cubic outlines and an endless grey sky. You can also access a menu to play though all of the missions from the in the base game and DLC.

Red Booster: Red Team
You are now able to make an area of the sandbox Red, any available units summoned on that area will be members of the Red Team and hostile to the Blue Team.

Blue Booster: Blue Team
You are now able to make an area of the sandbox Blue, any available units summoned on that area will be members of the Blue Team and hostile to the Red Team.

Bug DLC Booster: Map Pack
When entering the sandbox you may choose any map from the TABS official game to go to.

Conjured Origin - Free (Cannot be taken with “Cut Content”)
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 called into the world by someone casting a conjugation or summoning spell.

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.

Health Bars -100 CP
You are now able to see health bars on others allowing you to see how much force would be needed to kill them or knock them unconscious.

Sandbox Booster: Multi-Player
You can now teleport any willing being into the sandbox.

Peasant -200 CP
You are now able to summon the clothing of any unit you've unlocked onto your body and can completely block any sensations of pain both physical and mental.

Sandbox Booster: Summon Peasant
You are now able to summon Peasant units within a coloured area within the sandbox.

Boxer -400 CP
You are now able to summon boxing gloves onto your hands at will when punching with and without the boxing gloves you will be able to control the exact amount of force you exert.

Peasant Booster: Super Boxer
You are now able to make any weapons or objects you summon glowing and golden. You can also now perform a super punch where you gather energy into your fist and create an explosion that doesn't affect you when you strike.

Sandbox Booster: Summon Boxer
You are now able to summon Boxer units within a coloured area within the sandbox.

Sandbox Booster: Summon Super Boxer (Requires "Peasant")
You are now able to summon Super Boxer units within a coloured area within the sandbox.

Banner Bearer -400 CP
You can summon a Banner Pole into your hands at will. This also allows you to prevent those nearby you from moving, keeping them stuck in place.

Peasant Booster: Flag Bearer
You can summon a Flag Pole into your hands at will. This also allows you to grant those near you temporary super speed that stops functioning when they get a certain distance from you.

Sandbox Booster: Summon Banner Bearer
You are now able to summon Banner Bearer units within a coloured area within the sandbox.

Sandbox Booster: Summon Flag Bearer (Requires "Peasant")
You are now able to summon Flag Bearer units within a coloured area within the sandbox.

Poacher -400 CP
You can summon a short bow into your hands at will and you can summon the ammunition for any ranged weapon you are holding into your hand at will.

Peasant Booster: Blowdarter
You can summon a Blowdart Pipe into your hands at will. You can also scan any poison or toxin into this perk and can coat any ammunition with any saved poison as you summon it.

Sandbox Booster: Summon Poacher
You are now able to summon Poacher units within a coloured area within the sandbox.

Sandbox Booster: Summon Blowdarter (Requires "Peasant")
You are now able to summon Blowdarter units within a coloured area within the sandbox.

Bug DLC -600 CP
You are now able to temporarily pause time and fly around as a disembodied spirit. While in the sandbox and in this form you will be able to interact with the world through the options listed in a cheat menu.

Boxer Booster: Vacuum
The Cheat Menu now includes Vacuum. This lets you place a vacuum area which will suck anything within range into that area until it is full.

Banner Bearer Booster: Blow
The Cheat Menu now includes Push. This allows you to strike with a blast of force that can knock people over.

Poacher Booster: Range
The Cheat Menu now includes Range. This makes it so that any ranged attacks targeted fly further and can be applied to individuals in order to increase their rate of fire, making them attack faster.

Peasant Booster: Secret Units (Requires "3000 CP" worth of Drawbacks)
You can unlock new units in future jumps by finding relevant items in the setting. These items will not look out of place, can not be seen by anyone else and when looking at them closely will glow for about 5 seconds before popping, disappearing and notifying you that a unit has been unlocked.

Sandbox Booster: Player (Requires "5000 CP" worth of Drawbacks)
You are no longer restricted to using perks within the Sandbox and any of the perks stated to only be usable in sandbox can now be used anywhere.

Red Team Booster: Red Player (Requires "Player")
You are now able to tag others as Red and create a Red Area anywhere allowing you to summon Red Units outside of the Sandbox.

Blue Team Booster: Blue Player (Requires "Player")
You are now able to tag others as Blue and create a Blue Area anywhere allowing you to summon Blue Units outside of the Sandbox.

Tribal Perk Tree:

Clubber -100 CP (Free for Tribal)
You can summon a Club into your hands at will. You can also absorb the impact of any jump you make so that height is removed from the impact force when you land.

Sandbox Booster: Summon Clubber
You are now able to summon Clubber units within a coloured area within the sandbox.

Protector -200 CP (Discounted for Tribal)
You can summon a Wood Shield into your hands at will. Any impact force that any shield your holding takes is reduced to a tenth so long as it does not break the shield.

Sandbox Booster: Summon Protector
You are now able to summon Protector units within a coloured area within the sandbox.

Spear Thrower -200 CP (Discounted for Tribal)
You can summon a Wood and Stone Throwing Spear into your hands at will. Additionally your accuracy is improved so that each time you attack with a ranged weapon the distance between your target and where you hit is halved.

Sandbox Booster: Summon Spear Thrower
You are now able to summon Spear Thrower units within a coloured area within the sandbox.

Stoner -200 CP (Discounted for Tribal)
You can summon a Large Stone into your hands at will and when picking up, holding or throwing an object your physical strength is doubled.

Sandbox Booster: Summon Stoner
You are now able to summon Stoner units within a coloured area within the sandbox.

Bone Mage -400 CP (Discounted for Tribal)
You can summon a Bone Mask and Bone Staff into your hands at will. You can now perform basic necromacy in order to summon a shockwave of bone spike to attack in a short range line.

Poacher Booster: Necromancer
You can summon a small Sickle and Lantern into your hands at will. You can now perform necromacy to hit targets with spirits to slowly kill them and then raise them as undead.

Sandbox Booster: Summon Bone Mage
You are now able to summon Bone Mage units within a coloured area within the sandbox.

Sandbox Booster: Summon Necromancer (Requires “Poacher”)
You are now able to summon Necromancer units within a coloured area within the sandbox.

Chieftain -400 CP (Discounted for Tribal)
You can summon Stone Axes into both of your hands at will. Any blunt strikes you do to an enemy now does twice as much damage to bones, exoskeletons and armor.

Banner Bearer Booster: Cheerleader
You can summon Pompons into your hands at will. You can also energies any allies nearby increasing their speed slightly and regenerating their stamina reserves.

Sandbox Booster: Summon Chieftain
You are now able to summon Chieftain units within a coloured area within the sandbox.

Sandbox Booster: Summon Cheerleader (Requires "Banner Bearer")
You are now able to summon Cheerleader units within a coloured area within the sandbox.

Mammoth -600 CP (Discounted for Tribal)
You can now transform into a woolly mammoth increasing your strength and durability.

Bug DLC Booster: Pillar Mammoth
The Cheat Menu now includes Pillar Mammoth. You are now able to summon any units above or below you.

Protector Booster: Raptor
You can now transform into a Velociraptor increasing your speed and agility.

Spear Thrower Booster: Clam, Crow, Chicken, Snake
You can now turn into a Clam, a Crow, a Chicken or a Snake and can choose to launch yourself in a direction of your choosing.

Stoner Booster: Man Man
You are now able to transform into a giant version of yourself and spit out mindless identical human sized copies of yourself.

Sandbox Booster: Summon Mammoth
You are now able to summon Mammoth units within a coloured area within the sandbox.

Sandbox Booster: Summon Raptor (Requires "Protector")
You are now able to summon Raptor units within a coloured area within the sandbox.

Sandbox Booster: Summon Clam, Crow, Chicken, Snake (Requires "Spear Thrower")
You are now able to summon Clam units, Crow units, Chicken units and Snake units within a coloured area within the sandbox.

Sandbox Booster: Summon Chicken Man Man (Requires "Stoner")
You are now able to summon Chicken Man Man units within a coloured area within the sandbox.

Farmer Perk Tree:

Halfling -100 CP (Free for Farmer)
You are now able to jump up to 3 times your height from a standing position or higher with a running jump, you can also shrink yourself down to half your height.

Sandbox Booster: Summon Halfling
You are now able to summon Halfling units within a coloured area within the sandbox.

Farmer -200 CP (Discounted for Farmer)
You can summon a Pitchfork into your hands at will and when attacking with a long melee weapon you can double the force of impact from your strike.

Sandbox Booster: Summon Farmer
You are now able to summon Farmer units within a coloured area within the sandbox.

Haybaler -200 CP (Discounted for Farmer)
You can summon a Stick into your hands at will and draw in nearby inanimate objects to act like patchwork Armor.

Sandbox Booster: Summon Haybaler
You are now able to summon Haybaler units within a coloured area within the sandbox.

Potionseller -200 CP (Discounted for Farmer)
You can summon Potions into your hands at will when you strike others with this potion it will make them drunk and delirious but not harm them.

Sandbox Booster: Summon Potionseller
You are now able to summon Potionseller units within a coloured area within the sandbox.

Harvester -400 CP (Discounted for Farmer)
You can summon a Harvesting Scythe into your hands at will and when making a swinging motion with a horizontal attack you can double the sharpness of the strike in order to make a superior cut.

Boxer Booster: Taekwondo
You can now focus energy into your legs allowing you to perform kicks with quadruple strength. An ordinary person with this Perk is so powerful that kicked individuals can be flung into the air.

Sandbox Booster: Summon Harvester
You are now able to summon Harvester units within a coloured area within the sandbox.

Sandbox Booster: Summon Taekwondo (Requires "Boxer")
You are now able to summon Taekwondo units within a coloured area within the sandbox.

Wheelbarrow -400 CP (Discounted for Farmer)
You can summon a large Wheelbarrow into your hands at will and when pushing any manually powered vehicle you will be able to triple your speed and quadruple the vehicle durability.

Banner Bearer Booster: Chariot
You can summon a steel and wooden chariot beside you that has blades on its wheels. Any vehicle that is pulled by an animal now benefits from tripleling the speed of the animal.

Sandbox Booster: Summon Wheelbarrow
You are now able to summon Wheelbarrow units within a coloured area within the sandbox.

Sandbox Booster: Summon Chariot (Requires "Banner Bearer")
You are now able to summon Chariot units within a coloured area within the sandbox.

Scarecrow -600 CP (Discounted for Farmer)
You can summon Crows into your hands at will and whenever you throw a living creature it will target and attack your enemies.

Bug DLC Booster: Blackhole
The Cheat Menu now includes Blackhole allowing you to select units to pop into fake black holes that suck in and crush anything within 30 meters for 30 seconds before dissipating.

Farmer Booster: Chicken Man
You can summon a Chickens into your hands at will and whenever you throw a living creature it will follow your commands as though professionally trained.

Haybaler Booster: Clam Thrower
You can summon a Clams into your hands at will. Whenever you throw a living creature it will understand how to remove the armor and weapons of those it is attacking.

Potionseller Booster: Witch
You can summon a Broom to your hands at will and are able to perform magic in order to make objects fly, perform magical attacks and cause any creatures you summon to look like you.

Sandbox Booster: Summon Scarecrow
You are now able to summon Scarecrow units within a coloured area within the sandbox.

Sandbox Booster: Summon Chicken Man (Requires "Farmer")
You are now able to summon Chicken Man units within a coloured area within the sandbox.

Sandbox Booster: Summon Clam Thrower (Requires "Haybaler")
You are now able to summon Clam Thrower units within a coloured area within the sandbox.

Sandbox Booster: Summon Witch (Requires "Potionseller")
You are now able to summon Witch units within a coloured area within the sandbox.

Medieval Perk Tree:

Bard -100 CP (Free for Medieval)
You can summon a Banjo into your hands at will and are able to distract anyone by playing music forcing all their attention onto you.

Sandbox Booster: Summon Bard
You are now able to summon Bard units within a coloured area within the sandbox.

Squire -200 CP (Discounted for Medieval)
You can summon a Longsword into your hands at will and are able to passively be aware of your allies positions and share this information with them allowing you better co-ordinate your movements.

Sandbox Booster: Summon Squire
You are now able to summon Squire units within a coloured area within the sandbox.

Archer -200 CP (Discounted for Medieval)
You can summon a longbow into your hands at will. You also gain a mental awareness of the current atmospheric conditions and how it will affect any projectile attacks you make

Sandbox Booster: Summon Archer
You are now able to summon Archer units within a coloured area within the sandbox.

Healer -200 CP (Discounted for Medieval)
You can summon a Holy Staff into your hands at will and can project a beam of divine light that will slowly heal others.

Sandbox Booster: Summon Healer
You are now able to summon Healer units within a coloured area within the sandbox.

Knight -400 CP (Discounted for Medieval)
You can summon a Large Sword and Shield into your hands at will and while wearing armour it will no longer restrict your speed or movements.

Boxer Booster: Mace Spinner
You can summon a Maces into your hands at will and are able to spin yourself at great speeds without feeling any dizziness or nausea.

Sandbox Booster: Summon Knight
You are now able to summon Knight units within a coloured area within the sandbox.

Sandbox Booster: Summon Mace Spinner (Requires "Boxer")
You are now able to summon Mace Spinner units within a coloured area within the sandbox.

Catapult -400 CP (Discounted for Medieval)
You can summon a Catapult to you at will and are able to mentally calculate the projectile speed and trajectory of any ranged weapon you use.

Poacher Booster: Energy Pistol
You can summon an Energy Pistol into your hands at will and can coat any projectile you fire with an energy pulse that will burn what it strikes.

Sandbox Booster: Summon Catapult
You are now able to summon Catapult units within a coloured area within the sandbox.

Sandbox Booster: Summon Energy Pistol (Requires "Poacher")
You are now able to summon Energy Pistol units within a coloured area within the sandbox.

King -600 CP (Discounted for Medieval)
You can summon a Great Sword into your hands at will and anyone who works along with you will follow your orders without question.

Bug DLC Booster: Huge
The Cheat Menu now includes Huge allowing you to selectively increase the size of anyone you target up to double size.

Squire Booster: Jester
You can summon blades at the tips of your hands and feet. You will also be able to perform impressive flips.

Archer Booster: Artemis
You can summon a Greatbow into your hands at will and the fire rate of any projectile you use will be quadrupled.

Healer Booster: Fan Bearer
You can summon a long handheld fan into your hands at will and can produce a pulse of air that will knock others back.

Sandbox Booster: Summon King
You are now able to summon King units within a coloured area within the sandbox.

Sandbox Booster: Summon Jester (Requires "Squire")
You are now able to summon Jester units within a coloured area within the sandbox.

Sandbox Booster: Summon Artemis (Requires "Archer")
You are now able to summon Artemis units within a coloured area within the sandbox.

Sandbox Booster: Summon Fan Bearer (Requires "Healer")
You are now able to summon Fan Bearer units within a coloured area within the sandbox.

Ancient Perk Tree:

Shield Bearer -100 CP (Free for Ancient)
You can summon a Metal Tower Shield into your hands at will and can see through any objects you are holding as if they weren't there.

Sandbox Booster: Summon Shield Bearer
You are now able to summon Shield Bearer units within a coloured area within the sandbox.

Sarissa -200 CP (Discounted for Ancient)
You can summon a Spear into your hands at will, you are also able to perfectly determine the distance between you and your opponents in any measurements you determine.

Sandbox Booster: Summon Sarissa
You are now able to summon Sarissa units within a coloured area within the sandbox.

Hoplite -200 CP (Discounted for Ancient)
You can summon a Short Spear and Buckler Shield into your hands at will. When you are defending yourself from an attack you are able to move at triple your speed.

Sandbox Booster: Summon Hoplite
You are now able to summon Hoplite units within a coloured area within the sandbox.

Snake Archer -200 CP (Discounted for Ancient)
You can summon a snake shaped bow into your hands at will and you can make any projectiles you fire act as though you were alive.

Sandbox Booster: Summon Snake Archer
You are now able to summon Snake Archer units within a coloured area within the sandbox.

Ballista -400 CP (Discounted for Ancient)
You can summon a Ballista to you at will and any projectiles you fire will pierce into your target twice as deep.

Poacher Booster: Box Gun
You can summon an Energy Cannon into your hands at will and can produce boxes that when activated create a large energy boxing ring around it and traps anything within it.

Sandbox Booster: Summon Ballista
You are now able to summon Ballista units within a coloured area within the sandbox.

Sandbox Booster: Summon Box Gun (Requires "Poacher")
You are now able to summon Box Gun units within a coloured area within the sandbox.

Minotaur -400 CP (Discounted for Ancient)
You can transform into a monitor at will and charge in a straight line at triplining your speed, durability and strength while you're charging.

Boxer Booster: Tree Giant
You can summon a Tree into your hands at will and grow four times in size sextupling your speed, strength and durability.

Sandbox Booster: Summon Minotaur
You are now able to summon Minotaur units within a coloured area within the sandbox.

Sandbox Booster: Summon Tree Giant (Requires "Boxer")
You are now able to summon Tree Giant units within a coloured area within the sandbox.

Zeus -600 CP (Discounted for Ancient)
You can summon artificial lightning bolts into your hands at will and any ranged attacks will chain between nearby enemies causing them to bounce from one to another.

Bug DLC Booster: Tiny
The Cheat Menu now includes Tiny allowing you to selectively decrease the size of anyone you target down to half.

Sarissa Booster: Wizard
You can summon a Magic Staff into your hands at will and fire a magic bolt of electricity that will cause the hit target to spin before releasing the bolt as a small explosion.

Hoplite Booster: Thor
You can summon Molnjir into your hands at will and can summon a bolt of lightning from the sky to strike your target.

Snake Archer Booster: Pharaoh
You can summon a Crook and Flail into your hands at will and are able to create a golden ring that causes those within who are weaker than you to bow down to you.

Sandbox Booster: Summon Zeus
You are now able to summon Zeus units within a coloured area within the sandbox.

Sandbox Booster: Summon Wizard (Requires "Sarissa")
You are now able to summon Wizard units within a coloured area within the sandbox.

Sandbox Booster: Summon Thor (Requires "Hoplite")
You are now able to summon Thor units within a coloured area within the sandbox.

Sandbox Booster: Summon Pharaoh (Requires "Snake Archer")
You are now able to summon Pharaoh units within a coloured area within the sandbox.

Viking Perk Tree:

Headbutter -100 CP (Free for Viking)
You can summon a Spiked Helmet on to your head at will and the durability of your skull quintuples.

Sandbox Booster: Summon Headbutter
You are now able to summon Headbutter units within a coloured area within the sandbox.

Ice Archer -200 CP (Discounted for Viking)
You can summon an Ice Bow into your hands at will and can coat any projectile you fire with a fake ice that will slow down the reflexes and speed of anything it strikes.

Sandbox Booster: Summon Ice Archer
You are now able to summon Ice Archer units within a coloured area within the sandbox.

Brawler -200 CP (Discounted for Viking)
You can summon a small round shield and a small axe into your hands at will and can jump over any opponent in a single bound.

Sandbox Booster: Summon Brawler
You are now able to summon Brawler units within a coloured area within the sandbox.

Berserker -200 CP (Discounted for Viking)
You can summon two large axes into your hands at will and the knockback force of any strike you make is doubled.

Sandbox Booster: Summon Berserker
You are now able to summon Berserker units within a coloured area within the sandbox.

Valkyrie -400 CP (Discounted for Viking)
You can summon two elegant swords into your hands at will and can summon a pair of wings that will allow you to fly.

Poacher Booster: Cupid
You can summon a Heart Bow into your hands at will and can coat any projectile you fire with a magical energy that will cause anything it strikes to feel love towards the first thing it looks at.

Sandbox Booster: Summon Valkyrie
You are now able to summon Valkyrie units within a coloured area within the sandbox.

Sandbox Booster: Summon Cupid (Requires "Poacher")
You are now able to summon Cupid units within a coloured area within the sandbox.

Longship -400 CP (Discounted for Viking)
You can summon a Longship into your hands at will and any vehicles you touch will become weightless while you hold it.

Banner Bearer Booster: Shouter
You can summon a horned nordic helmet on to your head at will and are able to give a roaring shout that gives a shockwave of force that blasts anything near you away.

Sandbox Booster: Summon Longship
You are now able to summon Longship units within a coloured area within the sandbox.

Sandbox Booster: Summon Shouter (Requires "Banner Bearer")
You are now able to summon Shouter units within a coloured area within the sandbox.

Jarl -600 CP (Discounted for Viking)
You can summon a large Battle Axe into your hands at will and are able to summon ice walls around you that will quickly melt after 30 seconds.

Bug DLC Booster: Wings
The Cheat Menu now includes Wings this allows you to selectively bestow targets with wings that give them difficult to control flight.

Ice Archer Booster: Ullr
You can summon Double-Headed axes into your hands at will and can throw melee weapons to imbue them with any abilities that would otherwise be restricted to ranged weapons.

Brawler Booster: Ice Mage
You can summon sharp icicles into your hands at will and when hitting an opponent you can trap them in solid ice.

Berserker Booster: Ice Giant
You can make your upper body far more muscular, tripling your physical strength and breathing an ice breath that will freeze those who are hit by it.

Sandbox Booster: Summon Jarl
You are now able to summon Jarl units within a coloured area within the sandbox.

Sandbox Booster: Summon Ullr (Requires "Ice Archer")
You are now able to summon Ullr units within a coloured area within the sandbox.

Sandbox Booster: Summon Ice Mage (Requires "Brawler")
You are now able to summon Ice Mage units within a coloured area within the sandbox.

Sandbox Booster: Summon Ice Giant (Requires "Berserker")
You are now able to summon Ice Giant units within a coloured area within the sandbox.

Dynasty Perk Tree:

Samurai -100 CP (Free for Dynasty)
You can summon a Katana into your hands at will and once per minute you can automatically deflect a ranged attack that comes at you.

Sandbox Booster: Summon Samurai
You are now able to summon Samurai units within a coloured area within the sandbox.

Firework Archer -200 CP (Discounted for Dynasty)
You can summon a Firework Bow into your hands at will and can make any projectile you fire emit thrust like a rocket in order to improve their range and speed.

Sandbox Booster: Summon Firework Archer
You are now able to summon Firework Archer units within a coloured area within the sandbox.

Monk -200 CP (Discounted for Dynasty)
You can summon a Bō staff into your hands at will and will have an active awareness of the weight bearing points on your opponents body making you more aware of where to strike in order to trick or knock them over.

Sandbox Booster: Summon Monk
You are now able to summon Monk units within a coloured area within the sandbox.

Ninja -200 CP (Discounted for Dynasty)
You can summon four pointed shurikens into your hands at will and when throwing an object at a target you can see the trajectory of the object's path a split second before you let go of it.

Sandbox Booster: Summon Ninja
You are now able to summon Ninja units within a coloured area within the sandbox.

Dragon -400 CP (Discounted for Dynasty)
You can summon a Chinese Dragon float into your hands at will and are able to breath a stream of fire from your mouth burning your enemies.

Banner Bearer Booster: Wheelbarrow Dragon
You can summon a Dragon's head onto any vehicle you have and have it produce any type of breath or shout attack you can use at triple the power you otherwise would be able to.

Sandbox Booster: Summon Dragon
You are now able to summon Dragon units within a coloured area within the sandbox.

Sandbox Booster: Summon Wheelbarrow Dragon (Requires "Banner Bearer")
You are now able to summon Wheelbarrow Dragon units within a coloured area within the sandbox.

Hwacha -400 CP (Discounted for Dynasty)
You can summon a Hwacha in front of you and can increase the size of any projectiles you fire to double the size.

Boxer Booster: Shogun
You can summon a Jintachi into your hands at will and can reduce the cooldown of any time restricted ability to one tenth. Abilities that can be used once per ten years can be used once per year or abilities that can be used once per minute can be used once every six seconds.

Sandbox Booster: Summon Hwacha
You are now able to summon Hwacha units within a coloured area within the sandbox.

Sandbox Booster: Summon Shogun (Requires "Boxer")
You are now able to summon Shogun units within a coloured area within the sandbox.

Monkey King -600 CP (Discounted for Dynasty)
You can summon a mystical staff capable of growing and shrinking into your hands at will. When you strike an opponent you are able to create temporary clones of yourself that will attack your enemies before disappearing into thin air.

Bug DLC Booster: Big Fireworks
The Cheat Menu now includes Big Fireworks which doubles the size and damage of a targeted explosion and boosts the power of any rocket propulsion.

Firework Archer Booster: Lady Red Jade
You can summon a Guandao into your hands at will and can create small tornadoes that you can throw in order to knock others over and deflect projectiles.

Monk Booster: Samurai Giant
You can increase the size of any weapon you can summon, increasing them up to twice your proportional size even if your size is increased. You can also perform a stomp attack which creates a shockwake that can knock others over.

Ninja Booster: Sensei
You can summon six pointed shurikens into your hands at will and when throwing an object your speed quadruples.

Sandbox Booster: Summon Monkey King
You are now able to summon Monkey King units within a coloured area within the sandbox.

Sandbox Booster: Summon Lady Red Jade (Requires "Firework Archer")
You are now able to summon Lady Red Jade units within a coloured area within the sandbox.

Sandbox Booster: Summon Samurai Giant (Requires "Monk")
You are now able to summon Samurai Giant
units within a coloured area within the sandbox.

Sandbox Booster: Summon Sensei (Requires "Ninja")
You are now able to summon Sensei units within a coloured area within the sandbox.

Renaissance Perk Tree:

Painter -100 CP (Free for Renaissance)
You can summon a paintbrush and palette into your hands at will. When you see a projectile coming at you, your perception of time and physical speed will quadruple while you dodge.

Sandbox Booster: Summon Painter
You are now able to summon Painter units within a coloured area within the sandbox.

Fencer -200 CP (Discounted for Renaissance)
You can summon a Rapier into your hand at will and when making a melee attack you are able to quickly move a foot forwards before being pulled back to your original position after the strike.

Sandbox Booster: Summon Fencer
You are now able to summon Fencer units within a coloured area within the sandbox.

Balloon Archer -200 CP (Discounted for Renaissance)
You can summon balloons at will, each balloon is capable of lifting 100 kg and you can automatically attach these balloons to anything you strike where they have been struck.

Sandbox Booster: Summon Balloon Archer
You are now able to summon Balloon Archer units within a coloured area within the sandbox.

Musketeer -200 CP (Discounted for Renaissance)
You can summon a Matchlock Musket into your hands at will and any ranged weapon you use will have a bayonet attached to it on a striking edge.

Sandbox Booster: Summon Musketeer
You are now able to summon Musketeer units within a coloured area within the sandbox.

Halberd -400 CP (Discounted for Renaissance)
You can summon a Halberd into your hands at will and when striking an opponent with a melee weapon they will be disoriented and lose their balance.

Boxer Booster: Executioner
You can summon an Executioner's Axe into your hands at will and when striking an opponent with a melee weapon they will have a split-second where they belive the strike killed them.

Sandbox Booster: Summon Halberd
You are now able to summon Halberd units within a coloured area within the sandbox.

Sandbox Booster: Summon Executioner (Requires "Boxer")
You are now able to summon Executioner units within a coloured area within the sandbox.

Jouster -400 CP (Discounted for Renaissance)
You can summon a Jouster Lance and Jouster Shield into your hands at will. Anyone riding an animal or vehicle that you strike with a melee weapon will fall off that mode of transport.

Banner Bearer Booster: Pike
You can summon a Pike into your hands at will and any melee weapon will quadruple the damage to any animal or vehicle that is being ridden.

Sandbox Booster: Summon Jouster
You are now able to summon Jouster units within a coloured area within the sandbox.

Sandbox Booster: Summon Pike (Requires "Banner Bearer")
You are now able to summon Pike units within a coloured area within the sandbox.

Da Vinci Tank -600 CP (Discounted for Renaissance)
You can summon a mobile hut-shaped tank around you at will and when you spin fast enough you will be able to create a tornado around you that increases in size to match you.

Bug DLC Booster: Metal Balloons
The Cheat Menu now includes Metal Balloons that allows you to attach balloons metal to others which each weigh 100 kg causing them to fall or get stuck to the ground.

Fencer Booster: Teacher
You can summon a small ornate sword into your hands at will and once per minute you can automatically deflect a melee attack that comes at you.

Balloon Archer Booster: Ballooner
You can summon a giant balloon onto your back at will and when falling from a height you may turn into a fireball making you immune to fall damage. When landing as a fireball you will make an explosion proportional in size to your fall high.

Musketeer Booster: Tank
You can summon an M1 Abrams tank around you at will and any vehicle you are within can have any weapons you can summon attached to them as though it was designed to do so.

Sandbox Booster: Summon Da Vinci Tank
You are now able to summon Da Vinci Tank units within a coloured area within the sandbox.

Sandbox Booster: Summon Teacher (Requires "Fencer")
You are now able to summon Teacher units within a coloured area within the sandbox.

Sandbox Booster: Summon Ballooner (Requires "Balloon Archer")
You are now able to summon Ballooner units within a coloured area within the sandbox.

Sandbox Booster: Summon Tank (Requires "Musketeer")
You are now able to summon Tank units within a coloured area within the sandbox.

Pirate Perk Tree:

Flintlock -100 CP (Free for Pirate)
You can summon two single shot pistols into your hands at will and after firing a ranged weapon your physical strength is doubled for a few seconds.

Sandbox Booster: Summon Flintlock
You are now able to summon Flintlock units within a coloured area within the sandbox.

Blunderbuss -200 CP (Discounted for Pirate)
You can summon a blunderbuss into your hands at will and any attire you are wearing benefits from any boosts or enhanced durability that any piece of equipment you are wearing has.

Sandbox Booster: Summon Blunderbuss
You are now able to summon Blunderbuss units within a coloured area within the sandbox.

Bomb Thrower -200 CP (Discounted for Pirate)
You can summon handheld throwable black sphere bombs into your hands at will and are now immune to any explosives you activate.

Sandbox Booster: Summon Bomb Thrower
You are now able to summon Bomb Thrower units within a coloured area within the sandbox.

Harpooner -200 CP (Discounted for Pirate)
You can summon a harpoon gun into your hands at will and any you can choose to attach a cord to any projectile you fire that can be retracted in order to pull what you hit towards you.

Sandbox Booster: Summon Harpooner
You are now able to summon Harpooner units within a coloured area within the sandbox.

Cannon -400 CP (Discounted for Pirate)
You can summon an artillery channon to you at will and when a projectile you have fired impacts an inanimate object the force of its impact octuples.

Poacher Booster: Bomb Cannon
You can summon a large artillery channon to you at will and when you can choose for a projectile you fire to explode when it makes impact, the larger the projectile the larger the explosion.

Sandbox Booster: Summon Cannon
You are now able to summon Cannon units within a coloured area within the sandbox.

Sandbox Booster: Summon Bomb Cannon (Requires “Poacher”)
You are now able to summon Bomb Cannon units within a coloured area within the sandbox.

Captain -400 CP (Discounted for Pirate)
You can summon a Cutlass and a flintlock blunderbuss into your hands at will and after making a melee strike your next ranged attack will do double the damage.

Boxer Booster: Energy Sword
You can summon an Energy Sword into your hands at will and can coat any melee weapon you have with an energy field that will burn what it strikes.

Sandbox Booster: Summon Captain
You are now able to summon Captain units within a coloured area within the sandbox.

Sandbox Booster: Summon Energy Sword (Requires "Boxer")
You are now able to summon Energy Sword units within a coloured area within the sandbox.

Pirate Queen -600 CP (Discounted for Pirate)
You can summon a Cutlass and Sabre into your hands at will and when you jump into the air you are able to leave explosives where you were.

Bug DLC Booster: Spin
The Cheat Menu now includes Spin which allows you to toggle targets in order to cause them to spin uncontrollably.

Blunderbuss Booster: Blackbeard
You can summon two heavy anchors onto your arms at will and can call in a heavy cannon barrage to strike the area around you once every ten seconds.

Bomb Thrower Booster: Barrel Roller
You can summon an explosive barrel to you at will. You are also able to stand perfectly on top of any round or cylindrical object and ride it as though it were a vehicle.

Harpooner Booster: Bomb on a Stick
You can summon a Bomb on a Stick into your hands at will and can make a melee strike with any ranged weapon in order to imbue it with any abilities that would otherwise be restricted to melee weapons.

Sandbox Booster: Summon Pirate Queen
You are now able to summon Pirate Queen units within a coloured area within the sandbox.

Sandbox Booster: Summon Blackbeard (Requires "Blunderbuss")
You are now able to summon Blackbeard units within a coloured area within the sandbox.

Sandbox Booster: Summon Barrel Roller (Requires "Bomb Thrower")
You are now able to summon Barrel Roller units within a coloured area within the sandbox.

Sandbox Booster: Summon Bomb on a Stick (Requires "Harpooner")
You are now able to summon Bomb on a Stick units within a coloured area within the sandbox.

Spooky Perk Tree:

Skeleton Warrior -100 CP (Free for Spooky)
You can transform into an undead skeleton of yourself at will, summon a Bone Sword and you can inflict fear on others causing them to flee.

Sandbox Booster: Summon Skeleton Warrior
You are now able to summon Skeleton Warrior units within a coloured area within the sandbox.

Skeleton Archer -200 CP (Discounted for Spooky)
You can summon a Bow made of Bone into your hands at will and can coat any projectile you fire with a fake flame that will set anything it strikes on fire.

Sandbox Booster: Summon Skeleton Archer
You are now able to summon Skeleton Archer units within a coloured area within the sandbox.

Candlehead -200 CP (Discounted for Spooky)
You can summon candle wax into your hands at will and are able to project spirit fire that will knock those it strikes back.

Sandbox Booster: Summon Candlehead
You are now able to summon Candlehead units within a coloured area within the sandbox.

Vampire -200 CP (Discounted for Spooky)
You can transform into a bat and are able to drink the blood or lifeforce of others in order to heal yourself.

Sandbox Booster: Summon Vampire
You are now able to summon Vampire units within a coloured area within the sandbox.

Pumpkin Catapult -400 CP (Discounted for Spooky)
You can summon a Pumpkin Catapult to you at will and are able to make any projectile you fire bounce when it strikes the ground making a small explosion at the impact site.

Poacher Booster: Chu Ko Nu
You can summon a Crossbow into your hands at will and after every third ranged attack strikes an opponent you can fire five shots in quick succession but will reset the ranged attack counter.

Sandbox Booster: Summon Pumpkin Catapult
You are now able to summon Pumpkin Catapult units within a coloured area within the sandbox.

Sandbox Booster: Summon Chu Ko Nu (Requires "Poacher")
You are now able to summon Chu Ko Nu units within a coloured area within the sandbox.

Swordcaster -400 CP (Discounted for Spooky)
You can summon 8 Longswords around you pointing in eight directions. You are also able to telepathically move objects around your body up to a meter away from you but you can also use this telepathy to throw any object you pick up.

Boxer Booster: Energy Sword Master
You can summon a dual-sided energy sword into your hands at will and can pull objects from approximately 10 meters away from you to you with it slowing down when it gets half a meter away from you.

Sandbox Booster: Summon Swordcaster
You are now able to summon Swordcaster units within a coloured area within the sandbox.

Sandbox Booster: Summon Energy Sword Master (Requires "Boxer")
You are now able to summon Energy Sword Master units within a coloured area within the sandbox.

Reaper -600 CP (Discounted for Spooky)
You can summon a Dark Scyth into your hands at will. You can also summon six dark tentacles which can automatically attack any enemies near you but can be used as flexible limbs.

Bug DLC Booster: Grab
The Cheat Menu now includes Grab allowing you to grab and move others with a white glove.

Skeleton Archer Booster: Skeleton Giant
You can summon a Giant Bone Sword and the Giant Bone Shield into your hands at will and the durability of your bones octuple.

Candlehead Booster: Banshee
You can summon chains around any part of your body and are able to perform a scream area attack that will knock those close away without hurting them however it has a small chance to instantly kill those knocked back by it.

Vampire Booster: Vlad
You can summon a wooden stake the size of a tree trunk into your hands at will. You can also choose to call any of your summonable weapons to quickly rise out of the ground and impale your enemies.

Sandbox Booster: Summon Reaper
You are now able to summon Reaper units within a coloured area within the sandbox.

Sandbox Booster: Summon Skeleton Giant (Requires "Skeleton Archer")
You are now able to summon Skeleton Giant units within a coloured area within the sandbox.

Sandbox Booster: Summon Banshee (Requires "Candlehead")
You are now able to summon Banshee units within a coloured area within the sandbox.

Sandbox Booster: Summon Vlad (Requires "Vampire")
You are now able to summon Vlad units within a coloured area within the sandbox.

Wild West Perk Tree:

Dynamite Thrower -100 CP (Free for Wild West)
You can summon a bundle of dynamite into your hands at will and can control when explosives that you have activated will go off.

Sandbox Booster: Summon Dynamite Thrower
You are now able to summon Dynamite Thrower units within a coloured area within the sandbox.

Miner -200 CP (Discounted for Wild West)
You can summon a pickaxe into your hands at will and when striking the ground your strike is able to create an explosion of force that has no effect on you.

Sandbox Booster: Summon Miner
You are now able to summon Miner units within a coloured area within the sandbox.

Cactus -200 CP (Discounted for Wild West)
You can summon a bulky, awkward four piece cactus suit into your hands at will, the suit parts can be summoned individually and consist of a Helmet, Bodysuit and Gloves. Any time you are wearing any parts of the summonable cactus suit any strikes that impact the suit are completely nullified preventing you from taking damage from it.

Sandbox Booster: Summon Cactus
You are now able to summon Cactus units within a coloured area within the sandbox.

Gunslinger -200 CP (Discounted for Wild West)
You can summon revolvers into each of your hands at will and once per minnit you can select a radius of 2 meters and rapidly fire into the sky in order for every shot to drop down into the selected area as a rain of projectiles.

Sandbox Booster: Summon Gunslinger
You are now able to summon Gunslinger units within a coloured area within the sandbox.

Lasso Rider -400 CP (Discounted for Wild West)
You can summon a Horse beside you and a lasso into your hands at will and have perfect accuracy when attempting to capture anything with a rope, lasso, net or other similar type of capture tool.

Banner Bearer Booster: Cavalry
You can summon a Cavalry Spear and Shield into your hands at will and are able to summon perfectly tailored armor for any animal you ride.

Sandbox Booster: Summon Lasso Rider
You are now able to summon Lasso Rider units within a coloured area within the sandbox.

Sandbox Booster: Summon Cavalry (Requires "Banner Bearer")
You are now able to summon Cavalry units within a coloured area within the sandbox.

Deadeye -400 CP (Discounted for Wild West)
You can summon a Winchester rifle into your hands at will and once per minute while you are holding a ranged weapon you are able to mark someone you can see with a crosseye, after 5 seconds your ranged weapon will go off and the shot will hit them.

Poacher Booster: M16
You can summon a M16 rifle into your hands at will and when holding a ranged weapon you are able to emit a yellow light that no one else can see which will appear where the projectile you file will hit.

Sandbox Booster: Summon Deadeye
You are now able to summon Deadeye units within a coloured area within the sandbox.

Sandbox Booster: Summon M16 (Requires "Poacher")
You are now able to summon M16 units within a coloured area within the sandbox.

Quick Draw -600 CP (Discounted for Wild West)
You can summon a Colt Navy M1851 Revolver into your hands at will and if you are holding a ranged weapon you are able to fire 6 projectiles simultaneously once every 30 seconds.

Bug DLC Booster: Shoot
The Cheat Menu now includes Shoot this opeion allows you to fire any projectiles you are able to fire and switch between projectile types and firing speeds.

Miner Booster: Ball 'n' Chain
You can summon a Ball and Chain attached to a restraining cuff into your hands at will. You are also able to teleport any restrains you are touching onto anyone within 3 meters of you.

Cactus Booster: Bank Robbers
You can summon a Bank Vault full of money into your hands at will. You are also able to telepathically communicate with others as though talking, allowing you to send instructions and create plans.

Gunslinger Booster: Gatling Gun
You can summon a Gatling Gun to your hands at will and are able to increase the firing rate of any ranged weapon you are using by 10% per shot with the speed capping out at decuple your normal firing rate.

Sandbox Booster: Summon Bone
You are now able to summon Bone units within a coloured area within the sandbox.

Sandbox Booster: Summon Ball 'n' Chain (Requires "Miner")
You are now able to summon Ball 'n' Chain units within a coloured area within the sandbox.

Sandbox Booster: Summon Bank Robbers (Requires "Cactus")
You are now able to summon Bank Robbers units within a coloured area within the sandbox.

Sandbox Booster: Summon Gatling Gun (Requires "Gunslinger")
You are now able to summon Gatling Gun units within a coloured area within the sandbox.

Good Perk Tree:

Devout Gauntlet -100 CP (Free for Good)
You can summon a D-shaped Tekko into your hands at will and when striking a target you can release a small explosion of light and energy that will cause a knock back effect and potentially blinding light.

Sandbox Booster: Summon Devout Gauntlet
You are now able to summon Devout Gauntlet units within a coloured area within the sandbox.

Celestial Aegis -200 CP (Discounted for Good)
You are able to perform basic divine magic allowing you to create a force field and fire small force bolts that will harm those who are struck by them.

Sandbox Booster: Summon Celestial Aegis
You are now able to summon Celestial Aegis units within a coloured area within the sandbox.

Radiant Glaive -200 CP (Discounted for Good)
You can summon a Glaive and Shield into your hands at will. When throwing a melee weapon it will return to you a few seconds after being thrown landing in your open hand or landing near your feet. If the weapon hits an opponent it will bounce off them and hit any nearby opponent.

Sandbox Booster: Summon Radiant Glaive
You are now able to summon Radiant Glaive units within a coloured area within the sandbox.

Righteous Paladin -200 CP (Discounted for Good)
You can summon a huge double-sided hammer and Paladin Shield into your hands at will. Additionally once per minute you can surround any melee weapon you have with an energy form of itself which produces a Shockwave when it strikes.

Sandbox Booster: Summon Righteous Paladin
You are now able to summon Righteous Paladin units within a coloured area within the sandbox.

Divine Arbiter -400 CP (Discounted for Good)
You are now able to perform divine spells and can summon a Book of Divine into your hands at will. You are able to fire magical missiles that home in on your target and after a few seconds an explosive orbital blast will hit each marked target from above.

Banner Bearer Booster: Solar Architect
You can summon sun wands into your hands at will and once per minute are able to cast a divine magic to create a golden spinning maelstrom which blasts enemies away from the area and heals all allies within it.

Sandbox Booster: Summon Divine Arbiter
You are now able to summon Divine Arbiter units within a coloured area within the sandbox.

Sandbox Booster: Summon Solar Architect (Requires "Banner Bearer")
You are now able to summon Solar Architect units within a coloured area within the sandbox.

Sacred Elephant -400 CP (Discounted for Good)
You can summon a sacred elephant to you and can summon Sacred Spears into your hand at will. Additionally whenever a weapon you have thrown strikes a target it will create a small explosion of divine energy at the location and then create a second explosion a second later at the same location.

Boxer Booster: Raptor Rider
You can summon a Velociraptor to you at will and can increase the speed and agility of any animal you are riding.

Sandbox Booster: Summon Sacred Elephant
You are now able to summon Sacred Elephant units within a coloured area within the sandbox.

Sandbox Booster: Summon Raptor Rider (Requires "Boxer")
You are now able to summon Raptor Rider units within a coloured area within the sandbox.

Chronomancer -600 CP (Discounted for Good)
You can summon a Divine Clock at will that can hover behind you and you are able to fire pulses of time which freeze anyone it strikes in time. You are also able to transform gaining butterfly wings which allow you to hover and a golden chestplate boosts any time magic or abilities you possess dramatically.

Bug DLC Booster: Immortal Units
The Cheat Menu now includes Immortal. This allows you to mark targets as immortal making it so they are incapable of dying, their wounds instantly heal and they stop aging.

Celestial Aegis Booster: Present Elf
You can summon two types of Box into your hands at will, a Present Box or a Gift Box. When you throw a Present Box it will contain a random tabs unit that will become hostile to anyone that attacks it. When you throw a Gift Box it will contain a random gift native to the setting you are in which can range from seasonal chocolates to high end gaming produce.

Radiant Glaive Booster: Projectile Shield
You can summon a four wheeled tower vehicle to you at will and can add the tower to any vehicle you are in. This tower can fire block projectiles that can dynamically shoot down any projectile that is fired at it.

Righteous Paladin Booster: Super Peasant
You can take on a super form that makes your hair and eyes glow a golden colour. While in this transformed state your strength, speed and durability are decoupled but your stamina will burn off at a far faster rate.

Sandbox Booster: Summon Chronomancer
You are now able to summon Chronomancer units within a coloured area within the sandbox.

Sandbox Booster: Summon Present Elf (Requires "Celestial Aegis")
You are now able to summon Present Elf units within a coloured area within the sandbox.

Sandbox Booster: Summon Projectile Shield (Requires "Radiant Glaive")
You are now able to summon Projectile Shield units within a coloured area within the sandbox.

Sandbox Booster: Summon Super Peasant (Requires "Righteous Paladin")
You are now able to summon Super Peasant units within a coloured area within the sandbox.

Evil Perk Tree:

Shadow Walker -100 CP (Free for Evil)
You can summon a curved dagger into your hands at will and can teleport through shadows to the furthest enemy you can perceive within a kilometer of you.

Sandbox Booster: Summon Shadow Walker
You are now able to summon Shadow Walker units within a coloured area within the sandbox.

Exiled Sentinel -200 CP (Discounted for Evil)
You can summon Spiked Shields and Axes into your hands at will and are able to switch out any items you can summon for any other items you can summon instantly.

Sandbox Booster: Summon Exiled Sentinel
You are now able to summon Exiled Sentinel units within a coloured area within the sandbox.

Mad Mechanic -200 CP (Discounted for Evil)
You can summon at will an eldritch engine onto your back which is connected to flamethrower gauntlets that will be summoned onto your hands. You will also gain a detailed understanding of the level of eldritch technology needed to create the eldritch engine as well as the mental resistances needed to prevent the information from causing you any kind of harm.

Sandbox Booster: Summon Mad Mechanic
You are now able to summon Mad Mechanic units within a coloured area within the sandbox.

Void Cultist -200 CP (Discounted for Evil)
You can summon a spiked Morning Star and spiked buckler into your hands at will and can conjure a ring of swords around targeted enemies, each sword is connected to the others through crimson energy which vacuums, stabs and focus them towards the center of the ring.

Sandbox Booster: Summon Void Cultist
You are now able to summon Void Cultist units within a coloured area within the sandbox.

Tempest Lich -400 CP (Discounted for Evil)
You can summon a Staff into your hands at will and are able to summon storm clouds at will. When you target someone you can increase the likelihood of them being struck by lightning dramatically and any storm clouds you create will pelt them with weak lightning.

Poacher Booster: Beamer
You can summon a laser rifle into your hands at will and any long tool such as a staff or pole can fire an energy blast on top of what it can already do.

Sandbox Booster: Summon Tempest Lich
You are now able to summon Tempest Lich units within a coloured area within the sandbox.

Sandbox Booster: Summon Beamer (Requires “Poacher”)
You are now able to summon Beamer units within a coloured area within the sandbox.

Death Bringer -400 CP (Discounted for Evil)
You can summon tonfa blades into your hands at will and can make any melee weapon you hold red hot to a point of burning on any part of the weapon.

Banner Bearer Booster: Infernal Whip
You can summon Infernal Whips into your hands at will and anything you strike with a melee weapon will burst into flame.

Sandbox Booster: Summon Death Bringer
You are now able to summon Death Bringer units within a coloured area within the sandbox.

Sandbox Booster: Summon Infernal Whip (Requires "Banner Bearer")
You are now able to summon Infernal Whip units within a coloured area within the sandbox.

Void Monarch -600 CP (Discounted for Evil)
You can summon two demonic swords into your hands at will and when making a strike with a melee weapon you will create a small purple explosion that will burn the soul of anyone other than yourself that it touches. You are also able to transform into a demonic form gaining horns and wings which allow you to hover. While transformed any soul magic or abilities you possess are boosted dramatically.

Bug DLC Booster: Gravity
The Cheat Menu now includes Gravity which allows you to target things to control their gravity.

Exiled Sentinel Booster: Dark Peasant
You can summon floating dark hands around you at will. You can control each hand individually and set them to automatically defend you by blocking melee and ranged attacks.

Mad Mechanic Booster: Tesla
You can summon a handheld tesla cannon onto your back and hands at will and you will actively understand the underlying principles of any technology you come across to the extent that you could replicate it and know how to use it.

Void Cultist Booster: Gravity Dude
You can summon a Gravity pack onto your back at will and can use it to create temporary vortex's and gravity wells that trap any who enter them.

Sandbox Booster: Summon Void Monarch
You are now able to summon Void Monarch units within a coloured area within the sandbox.

Sandbox Booster: Summon Dark Peasant (Requires "Exiled Sentinel")
You are now able to summon Dark Peasant units within a coloured area within the sandbox.

Sandbox Booster: Summon Tesla (Requires "Mad Mechanic")
You are now able to summon Tesla units within a coloured area within the sandbox.

Sandbox Booster: Summon Gravity Dude (Requires "Void Cultist")
You are now able to summon Gravity Dude units within a coloured area within the sandbox.

Drawbacks:

Cut Content +100 CP
You are no longer a Drop-In or from an alternate Reality instead you're a Local who purchased a magic copy of Totally Accurate Battle Simulator and got powers from it.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

100% completion +200 CP
All of your perks other than **Sandbox** are now restricted to only functioning in the Sandbox, until you have completed every mission in the base game and DLC.

Story Restrictions +300 CP
You have been locked into the restrictions of the story mode, this means that you can only purchase Perks from your Faction's Perk Tree. This means you can no longer take Perks from the Perk Trees from other Factions.

Workshop Problems +300 CP
This option can be taken multiple times, each time it is taken a random online workshop unit will be selected. During the jump this unit will randomly appear and attack you, if you are lucky they wont be the overpowered units.

Battlegrounds Player +400 CP
It seems that Totally Accurate Battlegrounds Players are invading your world as a variety of armed plasticine people will appear around you and attack.

Zombielator +600 CP
It seems you have caused the Zombie Apocalypse now a Totally Accurate Battle Zombielator has occurred and 1 Zombie will appear for every 10 living sentient beings in your setting.

Generic Drawbacks:

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

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

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

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

Always Left Behind +100 CP
Why do they keep leaving you behind?! Companions, allies, and benefactors always ditch you to deal with whatever's going on.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ants to sugar.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Stealthless +200
You are very bad at sneaking.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Death Takes a Holiday +300 CP
You enemies now seem to have some form of immortality no matter what happens to them. While someone remains your foe they can't die, they can be crippled or imprisoned but not die.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
If none of the settings are appropriate you may change the genre option to: Animation, Fantasy, Horror, Science Fiction.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy