Out of Context: Time Lord

V1 by **SpiritualStill**

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

By taking this Supplement, you have chosen to become some sort of Time Lord, appearing as a Drop-In, exiled from Gallifrey after violating the non-interference policy.

As a Time Lord, you visibly look human, although this is only superficial. You will still be able to use your alt-forms freely, barring something like an OOC perk or drawback that prevents that. In future jumps, your Time Lord form follows you as an alt-form you can don at will (barring drawbacks).

Take these points, they'll help you adjust to your new reality:

+1000 CP

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

Origin:

Although a renegade by default, Time Lords have all different belief systems. Choose one as an origin:

The Madman

A madman that may or may not have a box! You were always something of a rebel, although no doubt incredibly brilliant. You've got a wanderlust about you that compels you to explore the whole of time and space, which may or may not be a little difficult at the moment.

The Mastermind

You're a different flavor of mad, I would say. You've got a desire for power, and are willing to pull out all the stops to obtain it. I can think of half-a-hundred reasons as to why you would be exiled, so go wild.

The Meddler

In theory, this is probably the least dangerous motivation. All you want to do is have fun, and change history for the better. In practice, your meddling is liable to cause severe damage to history, but why let that stop you?

The Scientist

Your fellow renegades are fools, aren't they? You are a scientifically minded individual, who values research and the potential of undeveloped races. This, of course, may result in somewhat amoral projects.

The Agent

Are you not actually a renegade? You are an agent of the Celestial Intervention Agency (Yes, the Time Lords have their own CIA). Your job is to interfere and make sure that history stays on the right track, even if the details might be a little different.

The Warrior

You aren't afraid of battle, far from it. You are one of the great war leaders of the Time Lords, likely taking part in one of the many wars they've been involved in. Why you would be exiled is a mystery.

Perks:

Note:

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

Almost Unique -??? CP

Something Rare Booster: Something Unique

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

General Perks:

Time Sensitivity - Free
Hard to be a Time Lord if you can't do this. While you are immune to it or anything, you are sensitive to the flow of time. You can instantly detect what time period you are in, sense any abnormalities present, and are aware of any active time loops. If you come into contact with them, you can also remember alternate timelines and changes to history.

Run! - Free
Perfect for getting yourself out of trouble. You instinctively detect when danger is present, and are able to quickly warn others before running away. You and any companions of yours will always have enough stamina to run away from danger, but this does not translate to always being able to run away.

Gallifrey Origin Perk - Free (Cannot be taken with "Not Drop In")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you left Gallifrey for some reason.

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.

Omniglot - 100 CP
Time Lords can speak and comprehend all languages, including that of infants and horses. You possess this strange ability as well, being able to read and write any language as though it were your own. This can be shared with companions, but they cannot share it with others.

Determinator - 100 CP
If there's one thing that all relevant Time Lords seem to have, it's an obscene amount of time and determination on their hands. Much like them, you seem to have a wellspring of determination, being able to carry on for literal eternity without getting sick of it.

Body of a Time Lord - 200 CP
There are whole empires out there who'd tear a planet apart for just a single cell. You've got a metric ton of abilities that Time Lords all seem to have. In terms of physical stats, you can punch down steel doors, react to light-speed lasers as though they were in slow motion, and survive falling to the Earth. You've got tons of other abilities and quirks, including: perfect voice mimicry, control over your biochemistry at the molecular level, have complete body temperature control, immunity to lethal radiation, immunity to mind control, a respiratory bypass system, instantly sobering up, immunity to tooth decay, and the inability to have clogged arteries. Yes, these are all things you legitimately have. I'll even throw in a protection against aspirin if you weren't already allergic to it.

Held in a Hard Grey Fist - 200 CP
Magic in the Universe is rare to nonexistent, thanks to the efforts of the Time Lords to make things more "rational" in their eyes. Magical abilities, sans your own and those belonging to your companions, don't really work around you. This doesn't apply to beings that are conceptually your equal or your superior.

Future Sight - 400 CP
Seeing all of time at once is a truly terrible burden, but one that your kind carries as a price for ultimate power. You are attuned to the flux of potentialities, giving you an instinctive type of precognition. You can't exactly belt out what's going to happen, but you will subconsciously perform actions that best prepare you for that future. You might grab some random yet important object on a whim, or send someone home that would have otherwise died.

Regeneration - 400 CP
You'd be a rather lousy Time Lord without this, or maybe you just ran out of them beforehand? Whatever the case is, you now have the ability to "regenerate" twelve times. To regenerate is to have your body be renewed upon death, letting you revive with a new body and distinct personality. Because you're paying for this, I'm giving you the ability to control your appearance and personality, along with an assurance that your Regeneration cannot be stopped.

Complex Space-Time Event - 600 CP
All that time travel seems to have paid off, as you are now…*complicated*. You've got an obscene level of luck that might as well be plot armor. Dictators underestimate you, rescuers show up in the nick of time, bullets somehow miss, and so much more. Someone could go from being totally suspicious of you to being your best friend in only a scant few moments.

Body of a Time Lord Booster: Ageless
For all their power, Time Lords can still grow old, and even die of old age. You don't need to worry about this, as your body is biologically immortal, ensuring that you never age past the prime appearance of your body, nor will you contract diseases. You also lose a lot of the standard weaknesses of Time Lords, such as aspirin and drowning.

Held in a Hard Grey Fist Booster: The Anchoring of the Thread

Chaos and irrationality was banished from the Universe due to the metastructure known as the Web of Time, a construction of your people. At the start of a Jump, you are able to decide the broad metaphysical functions of the setting, allowing you to create worlds of rationality, magic, or some blend of them. This can also be used to banish or get rid of aberrant entities from baseline.

Future Sight Booster: Where You Need to Be

You didn't really think that your randomness in travel was pointless, did you? You have some purpose in your heart, which you subconsciously guide yourself towards. Your precognition guides you to wherever you would feel that your abilities would most help you.

The Madman Perk Tree

Rule 1 -100 CP
You, perhaps taking after a fellow renegade, are an extraordinarily good liar. If the need calls for it, you could unflinchingly make a bold-faced lie to anyone, and keep your manifold stories straight to ensure that you never slip up. This works on pretty much everyone who doesn't have empirical evidence to the contrary, including even your companions.

Reverse the Polarity of the Neutron Flow - 200 CP
What does that mean? The answer is nothing and everything. This allows for you to "reverse" the effects of any ability and technology. A siphon that steals life would instead return it. A machine designed to drain intelligence from one person would instead drain the intelligence of the thief. Things like an inverted time machine that reverses the planet would instead just become an actual time machine.

The Oncoming Storm - 400 CP
A Time Lord, no matter how kind and gentle they may seem or even be, is a terror under the right conditions. You build up an unusually strong reputation based on your actions. To those you care for and try to protect, you become a well-loved hero that they can always rely on. To those you fight against, you become some akin to a horror villain or demonic figure, striking fear into them purely through existing, and throwing wrenches into their plots.

Future Sight Booster: The Way it Ends
Originally, *The Evil of the Daleks* was supposed to be where the Daleks met their end, with any later encounters merely being past plots that were foiled. You know the possibilities of how things will end for everyone in the distant future, whether they be your friends or foes, in perfect clarity. For your friends, you intentionally and unintentionally help guide them along the best possible path. For your enemies, you doom them to suffer the ending that you would find to be most fitting (which, I imagine, is not great for them).

Hello, I'm the Jumper - 600 CP
People like you, Jumper. They like you a lot. Even when you're a grumpy sort of person, you have a sort of magnetism to you that makes people fall for you, platonically or romantically. You could go from being mortal enemies with someone to being the best of friends.

Complex Space-Time Event Booster: I Turned Your History Into a Jigsaw
Let's play pin the *tale* on the donkey, shall we? Your history has been written and rewritten over so many times that you aren't even sure if something actually happened, nor should you care. You are able to subconsciously retcon your own history before your current Jump. That person didn't die: they were just in a coma! That wasn't your second Jump, because you have three others before that! You didn't take that perk, because you took the other one!

Reverse the Polarity of the Neutron Flow Booster: Everybody Lives!

Just for you, everyone lives! After you successfully complete an adventure, you are able to reverse the fates of those who perished, reviving them and anything destroyed to be good as new. You can even reverse entire timelines to go back to before the bad guy screwed up the world. Do be aware that this is ineffective at reversing any disastrous events that occur outside of your personal timeline. You can't undo World War 2 unless you actually went through it, for example.

The Mastermind Perk Tree

Paper-Thin Disguise - 100 CP
It's absolutely insane how the lesser species of the Universe fall for your trickery. All of your disguises and claims, no matter how insincere they might sound, are automatically believed. This always works the first time around, but people who have uncovered your plots before are far easier to deceive again.

A Desire for Power - 200 CP
Power, who doesn't love power? You certainly love it, and you love it a lot. Any source of power you can get your hands on, be it magical swords, elemental manipulation, cosmic energy, or half a hundred other sources, are all able to be used by you. Odds are that you're better with some compared to others, but you can utilize anything that isn't gifted by way of bloodline.

The Decaying - 400 CP
A certain renegade, upon reaching the end of his regeneration cycle, managed to cling onto life, even with his body literally being a decayed husk. You similarly have an incredibly strong will to live. If you ever suffer a lethal blow, you are capable of simply persisting onward as though nothing happened. The only way to actually kill you now is to decapitate you or totally destroy your body (which can be patched out with other perks)

Regeneration Booster: A New Body, At Last!
If you run out of regenerations, or just don't want to expend one, why not just take a body? You gain the ability to possess the bodies of others, either subduing their souls, absorbing said soul, or ousting it from the body. You receive whatever power the body had, and keep it following later regenerations.

Crooked Schemer - 600 CP
Shall you seize control of the mighty Chronovore? Maybe you can convert humanity into cybermen! Whatever the case is, you seem to have a knack for either discovering or stumbling onto potential sources of power, no matter how ancient or complex it happens to be.

Complex Space-Time Event Booster: "I'm Indestructible. The Whole Universe Knows That."
You know, you're really like a damn cockroach. Fate conspires to ensure that you don't die, either with your enemies showing you mercy, or making gambles with gods for your soul. So long as there is a way for you to weasel your way out of death, you will not die.

A Desire for Power Booster: Advent of the Master
What good is finding your power if it is just going to blow up in your face? Whenever you obtain a form of power, and do everything needed for it to work, it *will* work. Your servants will not turn against you, your enemies can't take what you've gained away, and you won't die from the source of power that you may or may not have previously underestimated.

The Meddler Perk Tree

Dull Affairs - 100 CP
Lectures are boring to listen to, and yet they'll usually have something important in them. Even if you are literally asleep in front of someone, so long as their voice would reasonably be able to reach your ears, you will be able to recall and fully comprehend everything that was said.

Harmless Fun - 200 CP
Hedonism is good for the soul! More seriously, you'll find that, so long as your actions are not deliberately intended to hurt people, they never do. You could do something ridiculous like blow up a monastery, and not only will nobody die: they'll also find it cool!

Betrayal-Proof - 400 CP
It can be said that Mortimus became a renegade due to the many betrayals he suffered in politics. You will never suffer such a fate, for so long as you establish a cordial relationship with someone, they will never betray you. You may never be friends with them, but so long as you yourself have no intent to betray them, they'll never become your enemies.

Regeneration Booster: Water Under the Bridge
And why not apply this with everyone? People are remarkably willing to befriend you, even if you've caused them trouble in the past. If you undergo regeneration, all of your hostile relationships will be set back to neutral, while keeping your friendly ones.

A Meddling Monk - 600 CP
The Time Lords ensured that the flow of time is rigid, and has rules to it. You do not worry about such things, as you can screw with time as much as you please. There are no laws of time that you cannot bend, and certainly no fixed points or ironclad prophecies. Most importantly, this prevents any temporal paradoxes from occurring that would trigger dangerous problems.

Complex Space-Time Event Booster: The Interfering Nun
Time travel can be very messy, especially with Time Lords. You have the ability to travel back in the past to help yourself out of difficult situations…even if it involves your future self being imprisoned. Basically, so long as you would theoretically have the ability to help your past self out of a difficult situation, you will be able to do so. Your fellow could do it, and the Doctor did as well.

Harmless Fun Booster: The Hero of Time
When you meddle with history, there is always the risk of undue side effects…if you didn't have this. This ensures that, no matter what changes you make to history (or even to the setting), they will always work as intended, and sort out any troubles. Kill Hitler, and the Nazis never form, nor any other similar group to fill the temporal void. Adopt a miserable protagonist before they save the world, and either you or others will be able to solve the problems they would face.

The Scientist Perk Tree

Mental Experimentation - 100 CP
The Rani, despite her genius, is an amoral sociopath who will willingly perform horrific experiments simply because she wants to. Since those traits are unhelpful, you can just skip the experiments. So long as you have a fully laid out idea for something, such as an experiment, you are capable of instantly knowing how it will play out, both in a vacuum and accounting for intervention from others.

Optionally, you can also have the Rani's ruthlessness, although this can be subconsciously turned off.

Brilliant Mind - 200 CP
You are truly a genius, and everyone will know it! Beyond having absolute knowledge of neurochemistry and its connected fields (which updates with every Jump), you also have the ability to instantly internalize any accurate information that you are told.

The Flood - 400 CP
Sometimes you just need to hide, is that so wrong? You are able to completely seal away your presence from any of your enemies. They won't be able to discover you even if they can track you psychically, spatially, or temporally.

Regeneration Booster: "Let Battle Begin"
Well, this is certainly odd. You now have the power of bi-generation, ensuring that when you die, you regenerate into two different people. "You" specifically regenerate into your next incarnation, while additionally having your previous incarnation still active to support you.

The Pride of Petrex - 600 CP
You've either had or have a lot of skilled weirdos as your friends, so it's good you are the best of them. Anything that your companions can do, you can do better. So long as you are theoretically capable of doing the same things that your companions can do, you can do it better than them. This doesn't give you any unique powers that they have, but if you can replicate it, you are in business.

Complex Space-Time Event Booster: The Master Mind
The mind that you have is absurdly complex, vastly outstripping the capabilities of your fellow Lords of Time. Your own computational abilities rival that of an abominable Time Brain, being able to make calculations allowing for you to theoretically create or comprehend anything that exists in the world, which allows for a great many benefits.

Brilliant Mind Booster: Ruler of Miasimia Goria
You possess the overwhelming charisma befitting one of your stature. When you put your mind to something, you have an unusually easy time accumulating power. This applies even if you don't have a very pleasant personality, or even if you were hostile or prisoner to them. Given enough time, you might be able to take control of an entire planet.

The Agent Perk Tree

Interventionist - 100 CP
Much like the other CIA, you are extremely meddlesome in your behaviors. Naturally, this is a huge problem for the very much non-interventionist Time Lords, but why should that stop you? You are pretty much excised from needing to follow any rules at all.

Noospheric Modifications - 200 CP
The species of the universe have hard limits on what they can understand, which is designated by the noosphere. The CIA can influence even the Time Lord's noosphere, so manipulating lesser races is a piece of cake. You are able to "insert" or "remove" information from the noospheres of intelligent species, which can either increase the knowledge of what they can perform and comprehend, or outright render it incomprehensible to them.

The Story Changes - 400 CP
But the ending stays the same. You are able to retroactively modify any parts of a setting before the start of a Jump. Change a character's sex, make someone have different parents, remove people from existence, modify the time period, and much more. The underlying story will change itself to fit your changes, but it will not change the eventual conclusion (unless you directly intervene during the Jump). This will not allow you to modify major characters (be they protagonists or antagonists) beyond superficial things like their sex or when they were born

Future Sight Booster: Now, the Ending Changes
Your modifications to the setting now afford you to make considerable changes to major characters' history and timeline. You can't ensure that they won't exist, but you can manipulate their history to suit whatever ends you require them to. Make that hero into a villain, or make the villain a hero. You can also use this to retroactively create or modify who the overarching threat of a narrative is, to provide an actual justification for said changes.

Agents of Time - 600 CP
The CIA, were alleged to have abducted the Second Doctor shortly before his exile, and had them work as his agent, before later allowing him to regenerate into the Third Doctor. You have the ability to "pull" people out of their point in history, and you can take them on as your companions or subordinates. You may keep them on indefinitely, and if they ever desire to return home, you can simply bring them back to the original point when you plucked them up

Complex Space-Time Event Booster: Outliving the Homeworld
"The Division" is among the earliest interventionist groups in Time Lord history, creating by the Founders themselves. Despite this, their operations extended well beyond Gallifrey, and reached the point where the Homeworld was expendable. No matter what group you are part of, you will always be the last one standing, and you'll survive even if the planet explodes.

Noospheric Modifications Booster: A Lord of Mictlan

The Celestis are demonic traitors to the Homeworld, but their existence is something to behold. You are now one of the Celestis, an entity disconnected from time that operates in ideatic space. This keeps you safe from retroactive existence erasure, reality modification, or complete Universal destruction. The only thing you are vulnerable against would be concept-devouring forces or other ideatic entities. To avoid the problems that the Celestis would have, you can create constructs of yourself that operate in baseline reality, although you can still use the Mark of Indenture.

The Warrior Perk Tree

Never Carrying a Weapon - 100 CP
Which is the last thing your enemies will ever witness. While you are excellent at using any weapon, your lethality is considerably magnified when you are unarmed. Consider it a type of low-level probability manipulation where you seem to run into random situations where, even without a (deliberately designed) weapon, you can still neutralize your targets

The War Hero - 200 CP
While the Time Lords are no stranger to war, they'd be dead without you there to save them. You've got a mind built for fourth-dimensional war, with an in-depth understanding of strategy, tactics, and logistics. Adding to this is an eidetic memory that prevents you from forgetting things even if its been deleted from history even to the Time Lords

Cultivated Biodata - 400 CP
During the War in Heaven (Not to be confused with the Last Great Time War), the Time Lords created soldiers that were augmented with high-quality biodata. This affords you quite a few gifts. Among them include biological protections, immunity to time disruptions, senses so enhanced they can perfectly see past any sort of covering or blockage (unless not desired, so you don't smell foul air or taste hints of soap), an immense healing factor, enhanced telepathy, and attacks that let you strike before you hit.

Regeneration Booster: Adaptive Regeneration
When you regenerate, you are able to rebuild yourself on the cellular and biodata levels, creating abnormal bodies built for the purposes of war. You become a living siege weapon, with things like microscopic torpedo-cell tubes, rolls of ablative regenerative armor, and dimensionally extruded brain structures. So you aren't unintentionally forced into looking like some abomination, you may decide if your regenerations look like how they sound, or you still have your preferred form,

The Engine of Possibility - 600 CP
You have been retro-evolved like Borusa by Rassilon, though it seems that your evolution wasn't so flawed like his. You have a level of precognition that enables you to observe the future perfectly, even in settings where time is endlessly fluctuating or filled with paradoxes, regardless of how much sense that actually makes.

On its own, this perk is extremely painful to use for prolonged periods of time. If you also purchased **Future Sight**, this can be performed effortlessly.

Complex Space-Time Event Booster: The Eye of Tantalus
Your powers have considerably magnified in scope. Rather than merely seeing the threads of time, you possess the ability to modify those very threads as you wish, as life and death incarnate. You can make a possible future real, choose a timeline and forge reality around it. Weave life into another shape, breath life into the dead, and kill those who are unworthy.

You may only do this twice per jump or every ten years, whichever comes first. Any more will fry even your hyper-brain.

The War Hero Booster: Great Men are Forged in Fire
When you do battle and go to war, you help shape those around you into better people. The indecisive grow a spine, while the inhumane learn to seek a better way.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Renegade Clothing - Free

You have a wide array of clothing suited to the tastes of whatever your future regenerations will enjoy. You can decide if these clothes are stylish, aristocratic, or have some ridiculous motif like question marks or a celery stalk. Additionally, you have a pair of those gauche robes common to the Time Lords.

Damaged TARDIS - Free

This TARDIS, potentially antiquated by the time you left home, has all the same bells and whistles as the TARDISes seen throughout the series (though *not* the War Models).

Perhaps due to the damage it took during your escape, or perhaps you were punished by the Time Lords, the TARDIS is incapable of travelling anywhere, though it's functionalities are otherwise fine.

Companions

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

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

Drawbacks:

Straight Outta Gallifrey +100 CP
You are no longer a Drop-In or from an alternate Reality. You are instead a Local who somehow became a Time Lord, and subsequently wound up leaving Gallifrey. You will need to work out your Background with your Jump Chan.

Time Lord Type (Origin Exclusive) +100/+300 CP
Whichever origin you select, you can only select general perks and the perks pertaining to your origin and undiscounted perks. For **+100 CP** you can buy perks from other origins, but cannot use them for the duration of this jump. For **+300 CP** you flat out cannot purchase perks from other origins aside from your origin.

Villainous Renegades +300 CP
This drawback can be taken once per origin for a maximum of six times. This drawback causes there to be other Time Lords that appear at the same time as you. Each of these enemies has access to the full perk list of their origin, along with all general perks aside from **Future Sight** and **Complex Space-Time Event**.

Earthly Exile +600 CP
You arrive in this setting after having been exiled by the Time Lords, in some specific period of time in a setting. During this time, you will experience an absurdly high amount of alien invasions that you are required to assist the population with.

Generic Drawbacks:

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

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

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

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

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

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

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

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

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

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

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

Awkward Affection +100 CP
You are really bad at expressing your affection, 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 one identical copy who only you can see. The worst part is that this seems to be a Schrödinger situation, as the *real* one is never the one you defeat first.

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

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

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

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

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

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

The Glitch +100 CP
Technology randomly fails around you, normally this will happen when you need to use the technology most. 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.

G-Rated +100 CP (Incompatible with "X-Rated")

This Jump is now a family feature... or so it seems when it comes to you. Any attempts to swear, drink alcohol, take recreational drugs, have sex, kill someone, or anything that might warrant a PG rating will be averted at the last moment – often painfully and humorously.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese, which you unintentionally use 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.

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 your 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.
Gain an extra **+100 CP** if taken with **Just A Child**.

Scarred +100 CP
You either have horrible burns or horrible wounds, none of which you can hide. You appear monstrous to others, causing most to feel deep fear at the sight of you.

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

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

Shy +100 CP

You find that it’s incredibly difficult to talk with people you want to be friends with.

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

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

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

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

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

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

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

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

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

This Is A Holdup +100 CP
For some reason, every two bit 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
Every day, a minimum of ten random thugs will show up and target you.

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

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

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

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

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

Unwanted Crossover +100 CP
This drawback acts like a magnet 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 that you are a strange individual, and they will go out of their way to avoid you unless they actually need to speak to you.

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

What's That Smell? +100 CP
No matter where you go, no matter what you do, something always smells slightly off. The source of the smell 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. Those with a weak stomach may be sick merely at the sight of you.

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

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

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

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

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

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

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

Betrayal +200 CP

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

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

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

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

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

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

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

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

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 but none of them will have any of your Perks, Powers or Items gained from a Jump-Doc.

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

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

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

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

Looking For Help +200 CP
You 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 that your enemies might be performing while you are helpless. You can't separate these dreams from reality.

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

Pet Food +200 CP
Creatures of every shape and size will want to eat you from animals as small as a flee to ones as big as a 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 anyone, from the weakest of insects to the most dangerous of gods, thus giving anyone who may be killed by you selective immortality.

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

Too Nice +200 CP
You tend to be overly accommodating 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 betrayal, every moment of weakness is an opportunity to be attacked.

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

Cat Got your Tongue +300 CP

You are now mute and unable to speak verbally for the duration of this jump.

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

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

Death Takes a Holiday +300 CP
Your enemies now seem to have some form of immortality no matter what happens to them. While someone remains your foe they can't die, none of your allies or enemies can slay them however 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 from a simple robbery to a deep dark plot.

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 regardless of if they interact with you but fate will often try to involve you.

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

Part-Time Janitor +300 CP
There are consequences for your actions, and 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 whom? Well, that will be situational.

Alone +400 CP
For the duration of this Jump you can not import any out of Jump companions or followers 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 items that will be scattered around the world. You will gain basic information about them, but failure to find them within a year will count as a jump failure.

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

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

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

False Friends +500 CP
At least 12 times a year an imposter will 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 standard 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 to the next jump until you have beaten them all. For **+1000 CP,** all the opponents will have their raw power to reach yours, but they won't gain any extra training or proficiency.

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

In Context Foe +1000 CP (Requires 2 or more of the following 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 one of the following links and choose one of the six options it provides.
If that setting has a Jump Document already, you may use that Document for this Jump.
You may test each link as many times as you wish before purchasing it, but must pay for the link before you click it when selecting a setting and can not change your mind afterwards.

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

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

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

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

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

Notes & Changelog:

I started this after watching *Spearhead from Space*, and having nostalgia for Doctor Who.

Special thanks to DeverosSphere for the Out of Context template.

Origin Inspirations

- **The Madman**: The Doctor
- **The Mastermind**: The Master
- **The Meddler**: The Monk
- **The Scientist**: The Rani
- **The Agent**: The Celestial Intervention Agency | The Division
- **The Warrior**: The War Doctor | The War Master | Great War/War in Heaven-era Time Lords

The Agent & **The Warrior**, although taking some notes from the show itself, has most of its weirdness lifted from the Extended Universe.

Potential Origin Ideas: The Magician (Ferutu/Sisterhood of Karn) | The Wordsmith (Nobody No-One/Word Lords) | The Founder (Rassilon/Omega/The Other) | The Politician (Romana) | The Adventurer (Iris Wildthyme) | The Paradoxist (Faction Paradox)

I Turned Your History Into a Jigsaw: If this sounds overpowered, that's because it kind of is. I based it off of the fact that the RTD confirmed that the *Scream of the Shalka* was canon as of the Fifteenth Doctor's episode *Rogue* - so honestly everything's on the table.

The name is a reference to the Toymaker screwing with the Doctor's personal timeline, which is why Doctor Who is so inconsistent, or at least one of the many reasons at this point. The opening sentence is a reference to *Unnatural History*, a book that has a very cool dialogue:

> *"Maybe you didn't use to have a father. Maybe you're living in the middle of a time war. Maybe there's an Enemy out there who's rewriting you when you're not looking! Maybe you weren't always half human. But now you've become always half human. Maybe you weren't always a Time Lord. But now you've always been a Time Lord. Maybe you originally came from some planet in the forty-ninth century. Fleeing from the Enemy who'd overrun your home, and you've just been written and rewritten and overwritten, ever since."*
> *"Pin the tale!"*
> *"How d'you know it's not true?"*
> *"How could you know it's not true?"*
> *"How would you know, huh?"*
> *"How would you know?"*
> *"How would "How would you "How "How would you know? you know? you know? know?"*
> *"Why would I care?" shouted the Doctor.*