Out of Context: Template Supplement

V1 By "**You**"

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 "***The type of being capable of using the power type this supplement is based upon***" and you will enter into that continuity as a Drop-In awakening in "***a way that your type of subject could enter another world including now broken vehicles, magic portals or some other form of teleportation***".
As "***whatever this subject is it is advisable to make them***" are visibly similar to a Human, unless you choose not to be.

+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:

"**You can pick whatever origins you want that fits your power type but a trick for this is to have three or more characters that are similar who are very different to become representations of the origins, sometimes grouping similar characters for each origin and one character who has similarities to them all become the capstone booster. then make aspects of their personality or powers the perks.**"

Characteristic of Character A

A description of this characteristic in relation to the Jump topic

Characteristic of Character B

A description of this characteristic in relation to the Jump topic

Characteristic of Character C

A description of this characteristic in relation to the Jump topic

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:

Basic Stuff - Free
Aspects of the power type that all the characters who can use it have.

More Basic stuff - Free
Do one for each basic thing that they all have.

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

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Something Basic -100 CP
A basic aspect of the power that anyone can learn but not everyone does.

Not as Basic -200 CP
This is something that everyone could eventually get but they are not likely to.

Something Rare -400 CP
This is something that is not common but most of the main cast or villains have had something similar to this. It will also work as a booster for other perks.

Almost Unique -600 CP
This is something that one person has but has a lot of options to improve other things. This is also the capstone booster.

Something Rare Booster: Something Unique
This makes your perk more powerful perhaps making it a stronger version or just combine if aspects of both perks.

Characteristic of Character A Perk Tree:

Utility Perk -100 CP (Free for Characteristic of Character A)
This should be something character A can do that helps but isn't very powerful.

Support Perk -200 CP (Discounted for Characteristic of Character A)
This should be something character A can do that helps themself and their allies.

Self Strengthening Perk -400 CP (Discounted for Characteristic of Character A)
This should be a perk that helps character A get stronger in one way or another.

Something Rare Boost: Rare Self Strengthening
This should be a way to integrate the rare perk into the self strengthening in order to make it even better.

Main PowerUp -600 CP (Discounted for Characteristic of Character A)
This is the thing that Character A uses to become far more powerful when they are serious.

Almost Unique Booster: Unique PowerUp
This combines the powerup with the unique power to make the powerup far stronger.

Support Perk Booster: PowerUp Support
Your support perk is now combined with the PowerUp to make them both more powerful.

Characteristic of Character B Perk Tree:

Utility Perk -100 CP (Free for Characteristic of Character B)
This should be something character B can do that helps but isn't very powerful.

Support Perk -200 CP (Discounted for Characteristic of Character B)
This should be something character B can do that helps themself and their allies.

Self Strengthening Perk -400 CP (Discounted for Characteristic of Character B)
This should be a perk that helps character B get stronger in one way or another.

Something Rare Boost: Rare Self Strengthening
This should be a way to integrate the rare perk into the self strengthening in order to make it even better.

Main PowerUp -600 CP (Discounted for Characteristic of Character B)
This is the thing that Character B uses to become far more powerful when they are serious.

Almost Unique Booster: Unique PowerUp
This combines the powerup with the unique power to make the powerup far stronger.

Support Perk Booster: PowerUp Support
Your support perk is now combined with the PowerUp to make them both more powerful.

Characteristic of Character C Perk Tree:

Utility Perk -100 CP (Free for Characteristic of Character C)
This should be something character C can do that helps but isn't very powerful.

Support Perk -200 CP (Discounted for Characteristic of Character C)
This should be something character C can do that helps themself and their allies.

Self Strengthening Perk -400 CP (Discounted for Characteristic of Character C)
This should be a perk that helps character C get stronger in one way or another.

Something Rare Boost: Rare Self Strengthening
This should be a way to integrate the rare perk into the self strengthening in order to make it even better.

Main PowerUp -600 CP (Discounted for Characteristic of Character C)
This is the thing that Character C uses to become far more powerful when they are serious.

Almost Unique Booster: Unique PowerUp
This combines the powerup with the unique power to make the powerup far stronger.

Support Perk Booster: PowerUp Support
Your support perk is now combined with the PowerUp to make them both more powerful.

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.

Clothing - Free
Appropriate clothing from the power types origin.

Damaged Vehicle - Free
If the power type would have arrived on a vehicle this is the damage one they arrived on.

Drawbacks:

Not Drop In +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow "***has this power***".
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Enemy Power User +200 CP
Normally you would be the only one "***with the power type***" within this continuity, however with this drawback "***one person for each origin***" will appear, one of each type "***but without perks***" who are each going to "***Do bad stuff***".

Limited to First Origin +300 CP (Exclusive to Characteristic of Character A)
"***You are somehow something that can only use the Characteristic of Character A Perk Tree***".
Because of this you are no longer able to take perks from the **Characteristic of Character B** Perk tree or the **Characteristic of Character C**.

Limited to Second Origin +300 CP (Exclusive to Characteristic of Character B)
"***You are somehow something that can only use the Characteristic of Character B Perk Tree***".
Because of this you are no longer able to take perks from the **Characteristic of Character A** Perk tree or the **Characteristic of Character C**.

Limited to First Origin +300 CP (Exclusive to Characteristic of Character C)
"***You are somehow something that can only use the Characteristic of Character C Perk Tree***".
Because of this you are no longer able to take perks from the **Characteristic of Character A** Perk tree or the **Characteristic of Character B**.

Perk Users +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other "***People who can use your power type***" within this continuity, however with each purchase of this drawback, a new "***way that you entered***" will appear at some point during your Jump, somewhere on your Planet.
For **+200 CP** only "***a Character A like Villain***" will appear.
For **+400 CP** both "***a Character A like Villain***" and "***a Character B like Villain***" will appear.
For **+600 CP** the "***a Character A like Villain***", "***a Character B like Villain***" and "***a Character C like Villain***" will appear.
For **+1000 CP** the "***a Character A like Villain***", "***a Character B like Villain***", "***a Character C like Villain***" and "***a Capstone Booster like Villain***" will appear.

1. "***The Character A like Villain***" will have access to all the perks on the **Characteristic of Character A** Perk Tree.

2. "***The Character B like Villain***" will have access to all the perks on the **Characteristic of Character B** Perk Tree.

3. "***The Character C like Villain***" will have access to all the perks on the **Characteristic of Character C** Perk Tree.

4. "***The Capstone Booster like Villain***" will have access to all the perks on this Jump Document.

Generic Drawbacks:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Honourable +100 CP
You are honorbound and will always do things in an honourable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Not So Shiny Toys +400 CP
All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400 CP
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks are all disabled for the duration of this jump.

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

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