Out of Context: DBZ Android Supplement

V1.10 By DeverosSphere

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

By taking this Supplement you have chosen to be an artificial human using the designs of Dr Gero and you will enter into that continuity as a Drop-In awakening in an Damaged Android Pod wired into a moss covered and badly Damaged Time Machine with only Red Ribbon Clothing, luckily you are free of his programmed influence.
As an Android you 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:

The various modes of androids were designed by Dr Gero.
With that being the case, what type of Android are you?

Mechanical Android

It seems that you no longer have any organic tissue and are instead a purely Mechanical Hominid constructed by Dr Gero with bulletproof artificial skin.

Augmented Human

You were an ordinary human who has been augmented by Dr Gero causing you to have cybernetic components integrated into your body at the cellular level.

Synthetic Organism

Rather than being constructed or augmented you were grown in a lab by Dr Gero from some of the generic tissue he has been experimenting with.

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:

Artificial Sensitivity - Free
Although your artificial body retains organic senses, this information is broken down into data that your artificial components can, this may take time to get used to but it will allow you to analyze your sensations more thoroughly.

Hikou - Free
Rather than using organic Ki your body contains an artificial energy that can move through both organs and machines this energy allows you to replicate Ki techniques and fly with no practical difference.

Energy Cannon - Free
Your body contains built-in energy cannons which are hidden in your body, these cannons can charge up energy in order to release a powerful beam of energy.

Waterproof - Free
Your body and internal components are completely waterproof, being able to filter any water inside your body into productive means.

Eye Beams - Free
You are able to Emit light from your eyes which can be amped up to the level of the solar flare technique, by charging this your eyes can emit a laser strong enough to match a focused Ki blast.

Android Origin - Free (Cannot be taken with “Surgery”)
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were a DBZ style Android 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.

Undetectable Ki -100 CP (Free Mechanical Android, Free Augmented Human)
Your body does not emit a Ki-signature making you immune to being directly detected by Ki Sense or Scouters.

Bizarre Ki -100 CP (Free Synthetic Organism)
The Ki your body emits gives off a strange signal which mimics the Ki of any DNA samples you were created from.

Data Input Scan -200 CP
You have an integrated module that allows for the advanced scanning that gives you a detailed model with information about their strengths, health and various energy reserves.

Big Gete Star -400 CP
Your body now contains a loyal version of the Big Gete Star computer chip which functions as a data management system that allows you to interface with any machine through touch alone. The Chip can store everything you experience and records it perfectly, being able to store a near infinite amount of data as it already contains the Data from thousands of species and civilisations which it can analyze and use to run simulations to make deductions.

Spy Robots -600 CP
You are able to produce Miniature Tracing Robots that function as an extension of your body. These robots are approximately the size of insects and can utilize your perks, able to gather data which can be re-integrated into your body in order to gain data or samples they have acquired.

Big Gete Star Booster: Big Gete Spy
At the start of each Jump you will gain an integrated database containing fully analyzed recordings and reports of all named in universe characters containing information on their techniques, strengths and weaknesses.
The Big Gete Star data management system allows you to utilize an opponent's pre-scanned information into your data banks in order to predict their attacks and actions.

Big Gete Star Booster: Big Gete Replication (Requires "Energy Integration", "Infinite Barrier" and "DNA Absorption")
You are able to decipher any energy or DNA you absorb and can store that information within a passive energy field. When absorbing either Energy or DNA you can gain a similar variant of their species as an **Alt-Form** and gain any of their natural abilities **Perks**. From this if you are struck by or observe in detail any magic or Ki techniques you will gain them as an individual **Perk**. You can then store copies of any Perks gained through this method within energy barriers that you can integrate into others allowing them to gain the selected **Alt-Forms** and **Perks**.

Mechanical Android Perk Tree:

Power Radar -100 CP (Free for Mechanical Android)
You have an integrated scouter-like device which grows with you, these sensors can detect any type of energy that either you can use or your database has records on.
Unlike the regular scouters this component does not explode upon encountering too high a power level but instead identifies the value as “MAXIMUM”, it also increases its maximum limit in proportion to your own.

Energy Absorption -200 CP (Discounted for Mechanical Android)
Your hands have implanted gems that are able to drain energy from victims or attacks which can be used to increase your own reserves or it can be expelled as an attack.

Material Consumption -400 CP (Discounted for Mechanical Android)
Your body contains mechanical printing components that allow you to integrate any material and break it down in order to print off any components within your database in order to create new devices, upgrades and replacement components.

Big Gete Star Booster: Facility Construction
Using the Big Gete Chip you can dynamically print, dynamic automated printing facilities allowing you to develop a self propagating facility, spaceship and simple subordinate machines.

Mechanical Integration -600 CP (Discounted for Mechanical Android)
You can absorb any purely mechanical components into yourself including other mechanical Androids, gaining their abilities and utility. If done using enough equipment or mechanical androids you can gain a super form far more powerful than that of your mechanical base form.

Energy Absorption Booster: Energy Integration
You are able to absorb energy and dynamic project cables using any part of your body.
These cables can elongate and combine together in order to take on the appearance and functionality of any part of your body.

Spy Robots Booster: Form Integration
You are able to take full control of any metal or mechanical components that you have direct or indirect contact with. Using enough of this metal you are able to construct components that can replicate any transformations that your database contains enough information about increasing the transformations' durability and sustainability.

Augmented Human

Component Growth -100 CP (Free for Augmented Human)
Any installed mechanical components are integrated at the cellular level and are able to improve in both durability and capability as you become stronger through training.

Android Barrier -200 CP (Discounted for Augmented Human)
Your body contains stabilized energy emitters that allows you to thrust energy out from your body in the form of a barrier. This barrier can be used to both defend against oncoming projectiles and to expand and damage its surroundings.
The barrier possesses twice the defense that you normally have, allowing you to use the barrier to completely nullify attacks from people who are equal to or lesser in power to you.

Mecha Repair -400 CP (Discounted for Augmented Human)
If any part of your body is damaged or removed your internal nanobots will rebuild them with cybernetic enhancements which will exceed the limits of the components they are replacing.

Big Gete Star Booster: Mecha-Jumper
You can put your main body into hibernation mode in order to produce and control multiple purely mechanical facsimiles of your base form.
You will have complete control over these replicas and are able to replicate all of your strength skills and abilities within a body you are taking full control over.
Unless you are able to create mechanical variants you are unable to use transformations.

Infinite Energy -600 CP (Discounted for Augmented Human)
You now contain a generator that enables you to produce an infinite supply of energy, at a rate relative to your maximum passive output that grows as you do.
This energy can be converted into any technological or biological functions.

Android Barrier Booster: Infinite Barrier
You are able to produce a limitless amount of barriers which you are able to sustain for a predetermined period of time by transferring your energy into it.

Spy Robots Booster: Energy Replication
Your infinite energy supply can produce any form of energy that your database contains and can create parallel energy processes that allows your multitasking to be improved dramatically.

Synthetic Organism

Organic integration -100 CP (Free for Synthetic Organism)
You are able to convert any mechanical components into organic components without losing ability or functionality.

Biological Extract -200 CP (Discounted for Synthetic Organism)
You are able to use a part of your body as proboscis in order to pierce an organic target and drink their Biological materials. By consuming targets this way you can power yourself up with the power up being proportional to the targets and amount that you drink.

Organic Core -400 CP (Discounted for Synthetic Organism)
Your body contains a small mass of shell-like tissue which contains your mind and soul.
If your body is destroyed and this tissue survives, you will be able to absorb energy from your surroundings in order to reconstruct your body over a long period of time.
Due to its vulnerability if you are in this form you are unable to defend yourself or fight.

Big Gete Star Booster: Wireless Core
Your core can function independent from your body and wirelessly control not only it but any components that the Big Gete Star can interface with.

Hybrid DNA -600 CP (Discounted for Synthetic Organism)
Using this **Meta Perk** you are able to purchase as many different options from the Species, Race or equivalent sections within each jump as you can afford.
For each purchase you gain a new **Alt-Form** of that race, a hybrid **Alt-Form** of every race you purchased in a single Jump and a master hybrid **Alt-Form** of every race you have ever purchased. Any weaknesses a species has would become more diluted the more races comprise the **Alt-Form** causing the weakness to become less effective.
Each **Alt-Form** gains all the powers and abilities that the race comes with or would get for Free however If the race option is tied to the background or origin section you may only gain the Free options and do not gain a discount in the documents allowance.

Biological Extract Booster: DNA Absorption
Any new DNA samples you drink can be added to your composition and potentially change your **Alt-Form** in order to utilize the new abilities while also improving your pre-existing abilities.

Spy Robots Booster: Dynamic DNA
The database allows you to utilize a wider variety of statistical information when absorbing samples allowing you to safely change your DNA composition at will in order to modify your external appearance and internal biology.
Using this information you are also able to integrate any beneficial mutations from a sample without negative consequences and gain reactive components that allows your body to dynamically respond to imminent threats by implementing DNA that is better able to defend against the issue.

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.

Red Ribbon Clothing - Free

The clothing is custom made and comfortable. While wearing it the Jumper can choose for them to stand out and draw attention. The Corning contains the red ribbon logo somewhere on it and will resist any tearing caused by use.

Damaged Android Pod - Free

This android pod is wired into a damaged Time Machine but is a separate device that has a Firmware malfunction that requires it reprogrammed just to reboot. You are able to plug yourself into this Android Pod in order for its auto-doc to install any components that you otherwise have no way of Integration.

Damaged Time Machine - Free

This Time Machine is a similar model to the one used by trunks in order to warn the Z-Fighters of the impending android attack.
Thanks to the pods' damage and the fact that the machine is based off of the many worlds interpretation of time travel a malfunction has dropped you in a completely alternative reality.

Drawbacks:

Surgery +100 CP
You are no longer a Drop-In or from an alternate Reality, instead Dr Gero was the time traveler. You are instead Local who was experimented on by Dr Gero before he took his time machine and left for another dimension.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Android Saga +200 CP
Normally you would be the only DBZ Android within this continuity, however with this drawback three other Androids will appear, one of each type who are each going to try to fulfill their programming.

Failsafe +200 CP
Your body contains a self-destruct device that only Dr Gero knows about but may be detected by scans, if activated it will result in a countdown until destination which will count as a death requiring either use of a 1-UP or a Chain Fail.

Robot +300 CP (Exclusive to Mechanical Android)
You are no longer a human like android but instead a clearly mechanical robot.
Because of this you are no longer able to take perks from the **Augmented Human** Perk tree or the **Synthetic Organism** as you lack any organic or pseudo-organic material.

Implants +300 CP (Exclusive to Augmented Human)
You are no longer a cellularly modified cyborg but instead have all of your components surgically implanted and grafted onto your tissue.
You are no longer able to take perks from the **Mechanical Android** Perk tree or the **Synthetic Organism** Perk tree as your organic and mechanical components are integrated preventing you from adding more or altering them.

Biomass +300 CP (Exclusive to Synthetic Organism)
You are no longer fully formed bio-organic android but instead a cellular composite which is too gelatinous for mechanical components.
This race is no longer able to take perks from the **Mechanical Android** Perk tree or the **Augmented Human** Perk tree as you have no mechanical components.

Kill Son Goku +400 CP
Most androids come with a pre-programmed prime objective, normally you would not have one of these however with this drawback you will have an objective in line with his intentions, though you may be able to resist it you will have a deep desire to fulfill it.

Time Traveler +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other Androids within this continuity, however with each purchase of this drawback, a new destroyed Time Machine containing an android will appear at some point during your Jump, somewhere on your Planet.
For **+200 CP** only an **Android 1900** will appear.
For **+400 CP** both the **Android 1900** and **Mecha Frieza** will appear.
For **+600 CP** the **Android 1900**, **Mecha Frieza** and **Cell-X** will appear.
For **+1000 CP** the **Android 1900**, **Mecha Frieza, Cell-X** and **Mecha-Mira** will appear.

1. **Android 1900** was a creation of a Dr. Gero clone for the Red Pants Army in Age 1000.
   Android 1900 will have access to all the perks on the **Mechanical Android** Perk Tree.

2. After his defeat on planet Namek, the galactic tyrant Frieza was rebuilt using Alien technology creating **Mecha Frieza** who along with his father King Cold journey to Earth in order to destroy it.
   Android F will have access to all the perks on the **Augmented Human** Perk Tree.

3. This variation of Cell was originally mutated due to a Demonic Dragon Ball that has an animalistic mindset, a tauric body shape and is able to produce a hive of mutated imperfect **Cell-X**'s.
   Cell-X will have access to all the perks on the **Synthetic Organism** Perk Tree.

4. **Mira** was a bio-android created by a demon scientist named Towa using the technology of Dr. Gero to condense the DNA of various beings from across the timeline.
   This version of **Mira** later had cellular augmentations similar to those of the human androids before he was eventually installed with the Big Gete Star.
   Mecha-Mira will have access to all the perks on this Jump Document.

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.

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.

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.

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

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

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 keep becoming romantically interested in you.

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

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

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

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

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

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

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

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.

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

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

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.

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

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

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

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 be relevant.

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

Honorable +100 CP
You are honor-bound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take action.

How Do I Keep Falling Into These Situations +100 CP
Whenever you are aimlessly wandering around, going for a recreational jog or simply not busy you will find yourself walking into the centre of trouble as it is happening.

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

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

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

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

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.

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

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

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

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

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

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

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

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

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

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

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. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

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

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

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.

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

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

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

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

Silent Night +100 CP
Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

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.

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

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.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a deserted island somewhere in the 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 is they always seem to get the praise for a situation and you the dissatisfaction.

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

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 thanks to this drawback they are 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 keep getting sucked into the narrative ignoring everything that happens around you.

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

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

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

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

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

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.

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.

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

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

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

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

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.

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 that you shouldn't and keep being betrayed.

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

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 there 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 universes 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 they you may choose to retroactively add the Greek gods in order to take this Drawback.

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.

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

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.

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.

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

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.

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.

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.

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.

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 items 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, previously unknown gems will show up, and canon events will not take place.

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
For the duration of this Jump, you will die at least once a year.

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

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

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.

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.

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.

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