Generic clanky/object head/ aeromorph/gunmorph/dire machine/etc supplement

By Admiral Chiraneau adapted with permission by teratophiliaOP

Ahh, so either you or your JumpChan have found a world tragically bereft of clankys. have **+1000 Species Points (SP)** to help you fix that. for your history and whatnot, as you will be spending the next ten years here after all.

Species

Pick one for a base

aeromorph - These are your fighter jets biplanes drones,blimps what have you only significantly more humanoid they have a tendency to fly a bit better than they walk despite their lack of apparent aerodynamics.

gunmorph - This covers not just your conventional firearm people but your ray guns and your magic wands as well,may or may not require ammunition,generally not any more powerful than an upscaled version of the firearm they're based on.

object head – frequently depicted as being able to perform all the functions of those with a traditional cranium or not needing them object heads have a the tendency to be perceived as a bit more mysterious mystic and esoteric

dire machine-considered by many to be the most industrious of the options,

Species Choices

General

The descriptions are what is immediately available to the Jumper on purchase; with time and practice, more advanced tricks may become available, from the mildly cute to the full-fledged body-horror-iffic

Customization - Free - Be it coloration or a size change, as long as you conform to a basic humanoid form your furry form can look however you wish it to be, whether that be realistic mouse, flashy firefly, or full sparkledog.

Odd Form - 100SP - Do you wanna be a Naga or a Centaur? Perhaps a Mermaid? Well with this you can take on a form that is humanoid from the torso upwards and more animalistic from the waist down. Or you could, if you wanted to, take on a purely feral form which matches the animal you wish to embody. That or you could be a cybernetic organism, such as a Protogen or a Synthetic. Or both, if they exist.

Weaponized Body – 100SP free for **gunmorph**
Be it guns, grinders, or something more exotic, something about your body can be used as a dangerous weapon.

mechanical Mobility - 200SP free for **aeromorph** – jet engines, buoyant hulls, all-terrain threadsand gyroscopic stability ? All covered here my friends, can be taken multiple times for different forms of mechanical Mobility.

Hybridization – 200SP free for **dire machine**
- Oh, you want to be a success machine? Sure! Go for it! Take another variety of machine and blend it with your current mechanical form, thus gaining the discounts of both. Do be aware that the discount goes from half to 25% of a discount (200 discounted becomes 150, 400 is 300, and so on). Freebies are still free though.

A persistent theme-400 sp
so you have a fondness forvarious sorts of clankys/object head/ aeromorph/gunmorph/dire machine/etc? Well why not make them persist throughout your journey?with this the various “species” presented in this document will be common features in world to visit in the future,their power levels and advancement might be adjusted to fit in with the local settings but they’ll be there.

Science fiction/magical Abilities - 300SP/600SP first level free second level discounted for **object head**
You want to be a the legendary artifact? Sure! This would allow you to tap into the mythical abilities of your choice, with the lesser of the two grades being the basic abilities of the mystic such as a spell book’smagical repertoire ,a hard light projector’s versatile constructs ,
or a invisibility cloak’s stealth whatever it is gets taken to extreme levels like one might find in a comic book protagonist’s arsenal with the second purchase

gunmorph

Evergroomed - 100SP - You ever notice that most furry media doesn't go into the extensive and complicated grooming needs for each species? Well you won't notice either, as long as you maintain basic hygiene for a bald human you will not need to worry about your coat getting scruffy or a case of fleas getting out of hand.

Heightened Sense - 200SP - Be it a Dog's sense of smell, the Catlike eyesight, or something else, one of your senses are heightened to be able to pick out the finest of details in a particular subject. You may purchase this multiple times, but at a discounted price, either picking a different sense or adding a new sense from elsewhere in the animal kingdom, like a shark's electroreception or a bird's magnetic sense.

escalator - 400SP - You can intensify any situation in whatever direction it's going,make a party more enjoyable,make a date more romantic,make a boxing match more intense.

Firing squad - 600SP - Many **gunmorphs** are military members, with this choice your ability to coordinate with others is heightened tenfold and people tend to "Pack-Bond" with you rather rapidly. You will make friends very easily when you are in your **gunmorph** form, and will in turn find worthwhile friends much more easily.

aeromorph

Thermoregulation - 100SP – it gets cold at high altitudes and velocities you need to keep your internal is regulated,. Now you can as well, no matter the climate, no matter the circumstances, your internal body temperature will remain a constant, comfortable level.

Armored Hide - 200SP – aircraft aluminum is a lot tougher than skin, your body is tougher than most, able to take a beating. This even extends to an emotional level to where you are slow to rise to anger or to sadness. Expect to be the one people lean on for tough jobs.

Resilience - 400SP – aeromorphs are known for their ability to go long distances at high speeds without refueling you'll find your endurance in all matters mental and physical increased by ten fold.

Sleek and sexy - 600SP – out of all clankys aeromorphs are known for their desirability as sexual and romantic partners with there support staff nearly universally falling for them and even enemy soldiers more likely to engage in "honeypot operations" than finishing a dogfight lethally. You have all the charm and passive seduction aeromorphs are stereotyped to have effortlessly able to make people fall for you and seducing others in moments by mere proximity.

Object head and dire machine

utilitarian Body - 100SP - the objects that make a Object head's head generally still function

and a dire machine is still just as capable of the function the heavy equipment/vehicle they were and actually constructed as was before they awakened be a tank ,plane,space station ,submarine or bulldozer. Your body is it's just as capable of doing the thing it was intended to a normal version of the thing

unnatural Intelligence - 200SP - , the pervasive nano machine clusters of a dire machine do much of the processing and do it in a way vastly more efficient than organic beings,object heads are usually supernatural intelligences not bound by the rules of computation organic and inorganic beings are,this has proven on many occasions to be far, far more intelligent than they initially appear to be. You too have this deceiving intelligence and cunning far beyond your initial appearances.

Organic imbuement-400
while this is a thing dire machines are primarily known for object heads are capable of a variant of this based on their own supernatural principles.you become able to imbue organic life forms with some of your nature be it supernatural or nano machine vastly improving the efficiency,strength and lifespan of their bodies while simultaneously making them reproductively compatible with you.

Decentralized Biology - 600SP - You know what shows up in our community rather infrequently but does have an interesting quirk? The Jellyfish, what with its lack of a brain and decentralized nervous system. You too will have this odd quirk of biology in which your organs are either redundant or simply spread throughout your body and lacking any real substance.

Drawbacks

Take as many as you like, for SP only

Human No More +0 - What? You want to keep this form permanently? Well, obviously, it's an alt-form–

Ah. Even in Gauntlets. Right.

How about this? By taking this toggle, you may add the species you buy in this Jump to your Body Mod- *in exchange for your normal human altform*. That is, not only would you be defaulted to this species in Gauntlets unless you bought a species option *in that gauntlet* - and note that 'vampire' and 'ghost' and the like are *templates,* not species, so you'd retain your non-human appearance even with such options - but you'd also have no human altform in *normal jumps*. The absolute closest you will be able to get to being human will be to use a dwarf or elf alt-form.

But if you think that’s a trade worth making, go ahead.

Extended Stay +100
You can Increase the duration of this jump by 10 years.

Stalker +100
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.
How do I keep falling into these situations +100 SP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

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

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

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

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

Angered Factions +100 SP
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 SP
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 SP
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 SP
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 SP
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 SP
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

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

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

Always Left Behind +100 SP
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 SP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender

before you take actions.

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

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

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

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

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

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

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

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

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

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

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

upset.

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

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

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

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

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

Hidden Knowledge +100 SP
People keep forgetting to tell you important things until it’s just about to be relevant.
What’s wrong with his face +100 SP
Your face has been messed up making you grotesquely ugly and near unrecognizable to everyone who knows you.

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

Faulty Wires +100 SP
Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.
Unnecessarily Slow +100 SP
Everything that happens here seems to take forever and move at a snail's pace so I hope you're a patient person.

Almost Entirely dark +100 SP
Has the sun gone out or something? Everywhere you go seems so dark that you could mistake midday for early night.

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

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

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

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

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

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

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

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

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

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

Accident Prone +100 SP
You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

Scripted Encounters +100 SP
You'll run into whatever threat you're dealing with more often. You will not automatically

become a priority target, but sheer proximity is likely to put you at risk.

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

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

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

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

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

This is a really good book +100 SP
Whenever you try to read a book you keep getting sucked into the narrative ignoring everything that happens around you.
Shy +100 SP
You find it incredibly difficult to talk with people you want to be friends with.

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

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

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

I Spy +100 SP

Your enemies can easily spy on you without being detected.

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

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

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

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

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

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

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

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

Lemming Friends +200 SP
All of your in universe allies gain an unfortunate lack of self preservation taking actions that are obviously stupid or will likely end very poorly for them.

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

Too soon +200 SP

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

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

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

Sore Thumb +200 SP
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 SP
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 SP
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 SP
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 SP
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 SP
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 SP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 SP
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 SP
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 SP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

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

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

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

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

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

Stealthless +200
You are very bad at sneaking.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Local Scale +300 SP/+600 SP
For +300 SP 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 SP your level of growth will be capped at 90% of the scale of growth of the local protagonist.

I’m going to take a walk +300 SP

You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

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

The Importance of Education +400 SP
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 SP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

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

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

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

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

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

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

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

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

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

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

False Friends +500 SP
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 SP/+1000 SP
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 SP 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 SP the entire world will function as a PS1 video game of the World with events forced to stick to a linear plot with optional time sensitive subplots; you will not gain a lives system or any of the in-game power ups however there may be collectibles that do nothing. You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Us humans are full of surprises +600 SP
It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, meta humans or otherwise superpowered people.

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

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

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

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

Random Setting +1000 SP
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

Notes and Credits
LJGV/Sin-God for use of the drawbacks from there ooc template
Admiral Chiraneau for the creation of the original jump.