Out of Context: Spider Powers

V1.02 By Sonic Cody12

This document can be used as a supplement in any Jump that would not otherwise have any Spider-based superpowers within its continuity. This means no Spider-Man, no Ghost Spider, No Web slinger, no other wall-crawling arachnid-based characters

By taking this Supplement you have chosen to be a Spider Totem and you will enter into that continuity as a Drop-In. Waking up in a bed in an abandoned apartment complex.

+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:

There are multiple ways as to how one obtains their Spider Powers. So how did yours come about

Spider Bite

The classic. Most Spider Powers are obtained this way. You were just minding your own business then a Spider Bit ya and now you have Spider Power

Mutation

Either as a result of the X gene or an experiment gone wrong. Either way, you now have Spider Powers because of this

Magic

Either some ritual, curse or some other mystical shenanigans caused you to get Spider Powers

Cosmic

The rarest one of the bunch. Yours came from an otherworldly source. Power Cosmic, connection to the Web of Infinity, and stuff like that.

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:

Spider Package- Free

Well, this is what you are here for basically. But this is only the base level of Spider Powers. You run over 90 MPH. You can lift about 10 tons. You can fight for several hours and not get tired. Have Incredible Hand-Eye Coordination. You can withstand a grenade explosion to the face without being permanently crippled.

Genius Intellect - Free

Well, the surprising fact about all those who have Spider Power is that they are smart. Like them, you have a genius-level intellect, able to do several complex calculations in a short amount of time. Helps if you are the web-swinging type of Spider. You also have a deep understanding of chemicals, computers, and mechanics.

Quips - Free

Jokes, Puns, Banter. It comes naturally to you. Its kind of freaky and annoying. But hey this is perfect for keeping yourself calm in stressful situations and taunting/annoying your opponents.

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 wake up in an abandoned apartment complex or something similar for the setting anytime you enter a jump as a drop-in.

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.

Supernatural Acrobatic -100 CP

You are a natural acrobat would be an understatement. You are capable of keeping up with an Olympic-level gymnast and an expert in parkour.

Wallcrawling -200 CP

Another iconic ability that Spider-Man is known for. It has been given an overly complicated explanation of how it works. Thankfully, Peter says that it's the ability to stick to walls and crawl up and down them without having to worry about falling off. Fitting seeing this is about SPIDER powers

Chosen Totem -400 CP

Okay, now we are getting to the big stuff. When you obtained your spider powers it wasn't a coincidence. You were chosen by the Spider Totems. This doubles the attributes that you have obtained from the perk Spider Package.

Blessing of the Great Weaver -600 CP

You have been blessed by the Great Weaver. This blessing helps you evolve your spider abilities. In addition, you will be able to push yourself beyond your limits in desperate high-stakes situations. Say the fate of the world rests on your shoulders level of high-stakes.

Chosen Totem Booster: Web Warrior

So your Physical Attributes have been improved but you are not a true web warrior yet. There are a few abilities that you are missing so that's what this perk is for. Your sense of balance is astounding. What this means is that you can achieve a state of perfect equilibrium in any position imaginable. You can adjust your position by instinct, which enables you to perfectly balance on any object, no matter how small, narrow, or unstable it may be. You are immune to Blood Rush and Vertigo. You also have a healing factor, which means that you can recover from injuries and diseases three times the rate of a normal human. You also have something called Fall Damage Resistance. What this means you are more resistant to fall damage than normal humans, to clarify whereas falling off a Skyscraper is fata for most humans it will "only" cripple you by comparison.

Blessing of the Great Weaver Booster (Other's Evolution, Crimson Spider, Anansi, Captain Universe): A True Spider-Totem

The power of the Spider Gods is now yours to command! You are now longer a Spider-Man. You're the ULTIMATE SPIDER-MAN!!! Basically, you have obtained the powers and abilities of every living Spider Totem in the Spider Society. You will develop more spider-related abilities as you get stronger. More importantly, you also have a giant spider form.

Spider Bite:

Shutterbug -100 CP (Free for Spider Bite)

Being a superhero doesn't pay the bills sadly. However, you possess an assortment of skills that can net you a job or two. Such as being a photographer or delivering pizzas. Small odd jobs that can keep you afloat. Unless you are living out on the streets. But chances are you do not want to be homeless so better find a way to pay the rent.

Spider Sense -200 CP (Discounted for Spider Bite)

Fun Fact Not every Spider-Man has access to this frankly broken ability. It is an early warning ability. It will Sense an incoming danger and warn you about it.

Listen Bud. He's got Radioactive Blood-400 CP (Discounted for Spider Bite)

The Spider Package is missing a few abilities from Spider-Man's Arsenal. This perk grants you what is missing. First, there's his Regeneration. The Web Head is able to rapidly heal and regenerate from harm faster and more extensively than normal humans are capable of. For example, you can be rendered blind by an attack but within two hours your vision is back to normal. You can regrow an arm within one night. You also have Contaminant Immunity. Thanks to your accelerated metabolism, you have a higher tolerance for drugs and diseases than normal humans, and you can recover from the effects of larger doses rapidly. However, this doesn't mean you can't get drunk. Next is your reflexes. Your reflexes are currently about forty times greater than those of an ordinary human. In combination with the spider-sense perk, the speed of your reflexes allows him to dodge almost any attack or even gunfire, given sufficient distance. Heck, Spider-Man has even been shown in some cases, to be able to dodge gunfire using just his reflexes without his spider-sense. This is now true of you.

Chosen Totem Boost: Harlem Spider-Man

This one is an odd set of abilities because it is not associated with the regular Spider-Man. But rather the younger one. The Spider-Man of Harlem. What it is, is the power to use Bioelectricity as a form of an attack. Let it be simple electrified melee attacks or electrical projectiles. But that's not all. You can also turn invisible to the naked eye, which can help you sneak by guards.

Queen's Gift -600 CP (Discounted for Spider Bite)

During an encounter with a Villain called the "Queen", Peter obtained some new abilities. Granted those abilities were lost after a while. But not for you! You have obtained these new abilities, and you get to keep them. First off, your strength has been increased, now you can lift 30 tons now. You can create organic webbing. Finally, you have a psychic connection to Anthropoids. This can be used to communicate with them or see through their eyes if you concentrate enough. You can't control them though, that's a completely different ability not covered by this perk.

Blessing of the Great Weaver Booster: Other's Evolution

The Other? Who is the "Other"? The other is one of the Totems and he has granted Peter an evolution to his Spider Powers. You to have the same evolution. All your Physical Attributes have been tripled (stacks with Chosen Totem). But that's no the part that makes this special, it's the new powers that is obtained through this evolution. First is Physiological Awareness of the Environment. Think of this as a side grade to your Spider-Sense. This allows you to traverse across any environment without fear, even when blinded or in extremely dark conditions. You can ascertain non-threatening information, such as detecting the concealed presence of loved ones. Next is Night Vision. Yep you can see in the dark now, good for you. Then we have Vibration and Air Current Sense. This basically helps you to get a better understanding of the environment. Along with night vision, you gained superhuman sensitivity via touch, allowing the hairs on your body to sense air currents around him and vibrations via your webbing. Next, we have the Augmented Regenerative Healing Factor. Your healing factor has been enhanced. Basically you healing factor is now on par with Wolverine at this point being able to recover from severe injuries in a matter of minutes. Suffer a severe beat down resulting in multiple of fractures, severe blood loss; something that would take months to recover you recover in a matter of hours. Stingers. Spider-Man developed retractable, razor-sharp stingers that were located within his arms beneath his wrists. They released a polyamine venom, causing direct trauma and/or flaccid paralysis via interference with nerve impulse transmission. While a typical injection could paralyze a normal adult human for several hours, the impalement proved fatal to the nigh-invulnerable Morlun. And these Stingers are yours to command. Fangs. You have a mouth full of razor-sharp fangs, but you can't drain blood through them. Finally You have a recover Hibernation. Once per year you can come back from near-death by making a cocoon with your webbing and hibernating within it.

Spider Sense Booster: Evolved Spider Sense

The Spider-Sense only warns you about that danger is coming your way. It does not tell you where it's coming from. Now it does. When the Spider-Sense warns you about danger it will tell you what direction the danger is coming from. Making it easier for you to avoid the threat when it comes at ya.

Mutation:

Organic Webbing -100 CP (Free for Mutation)

You can produce organic webbing from your wrists.

“I'm Summoning...The Spiders...” -200 CP (Discounted for Mutation)

Okay, the original Spider-Man couldn’t summon spiders. But there are a few who could. At your command you can summon hundreds, thousands of spiders to your aid…these aren’t super-powered Spiders mind you but THOUSANDS of SPIDERS working together at a goal? Yeah, that’s scary.

Spider Spliced Augmentation - 400 CP (Discounted for Mutation)

So this is a bit odd your DNA has been spliced with the DNA of A Spider. But it reacted differently for you. Instead of the usual enhancement of your physical attributes. You have instead obtained the ability to produce pheromones. These pheromones can make a person feel fear; and elicit attraction and/or repulsion on others. You can also glide short distances…yes, I am being serious here. The Strangest ability granted here is that you can cover your body in a blue spider-like carapace. You can control the thickness, coverage, and shape of the carapace. At its thickest, it is resistant to small firearms.

Chosen Totem Boost: Spider-Man of the Future

But you don’t want just those abilities, do you? You want something that can place you on the same standings as Spider-Man. Well Just Like Miguel O Hara you conducted an experiment on yourself which resulted in powers that are kind of similar to Spider-Man’s plus some other ones. First of all, you can move so fast that you can leave behind a body double for enemies to attack. Second, you have the power of Telepathy which means you can communicate with others with your mind. Next, you possess Telescopic Vision and Night Vision. Your visual acuity is considerably beyond that of a normal human. You can see objects at much greater distances, with perfect clarity, relative to an ordinary human. You can also see in near-complete darkness. It is possible that you can see into the infrared end of the electromagnetic spectrum, enabling you to see a person's body heat. The flicker-fusion horizon (the speed at which some objects appear as a blur) in your eyes is superior to other people. What appears as a blur to most people, you can see perfectly. It also acts as a type of early warning, not the degree of a spider-sense but you can see attacks coming from far away. Your vision also gives him the ability to see energy waves. Then there is a power called Talons and Fangs. Basically, you have razor-sharp teeth that secrete a paralyzing, though non-toxic, venom. You also have short, retractable talons at the tips of your fingers and toes, enabling him to crawl along them as a spider might. Your physical attributes are on the same level as Spider-Man’s. Though you may look a bit freaky to average person but hey you have Spider Powers on par with Spider-Man now so it’s a fair trade right?

Crimson Spider -600 CP (Discounted for Mutation)

There was once a clone named Kane. He would later become the Scarlet Spider. He had the same abilities as Spider-Man. But he wasn't the only Clone. There had been multiple Clones of the Original Spider-Man. And now you jumper poses the abilities of each clone. First the Mark of Kane. Using your hands you can severely burn someone and leave behind a hand-shaped mark. Second, you have a corrosive spit. You can spit out a corrosive substance capable of disintegrating clothes on contact. Third you can increase your skin density by a hundredfold, thus making you more durable. Next, you can alter your body in various ways, such as stretching your body or your limbs like Mr. Fantastic. And with this ability, you can shapeshift and alter your appearance.

Blessing of the Great Weaver Booster: Avatar of the Gatekeeper

A strange entity that appears from time to time to test the worth of a Spider Totem. Yet for some reason it has chosen you to aid him in this endeavor. As a result he has granted you some odd abilities. You have four large spider-like appendages growing from your back which you can contract at will. These appendages are fully functional spider-like arms with clawed fingers on the ends which can be used to help you crawl on walls, spin/shoot (if you can shoot organic webbing) webs, attack or just have two convenient additional sets of arms/hands which you can use. Your hands can become claws that are more like the claws from Prototype. But more importantly, you can transform into a creature known as the Man-Spider. An anthropomorphic spider creature with four arms and four legs. In addition, you can take control of weak-minded people with no problem. As a result, you can make them follow any command that you give them. Also, you can cover yourself with legions of spiders making your attacks more deadly.

"I'm Summoning...The Spiders..." Booster: Anthropod Connection

Before you can only control normal spiders. Now you can control all matter of arachnids, Granted you can't not control god-like spider entities but being able to summon legions of spider, scorpions, and other Arachnids is just as terrifying.

Magic:

Building a Web, Thread by Thread -100 CP (Free for Magic)

A knack for long-term strategy. What this means you know the in and outs of planning and tactics. Allowing you to come up with various plans for all sorts of situations.

Spell Slinger -200 CP (Discounted for Magic)

Well, your powers were granted through magic so it would be a shame if you didn't look into it more. Which you did as a result you have learned a variety of spells to use. First off, some basic combat spells such as conjuring some glowing electric webbing to paralyze, shock, or knock out enemies, a 'spider's bite' like a glowing red fang-shaped dagger, and a 'web bullet' projectile spell that kicks like a bullet...or a beanbag round, if you prefer to go less-lethal. Next a trio of basic medical spells - conjure up some ghostly spiders to weave silk bandages like basic first aid, an anesthetic/analgesic/sedative 'spider's venom' conjured liquid with controllable effects, and some kind of double-duty illusory bite which can poison healthy targets or purge toxins/venoms from sick targets. Up next is some utility spells - conjured webs as opposed to organic or chemical ones for web-slinging and capturing targets, an extrasensory spell that looks like six glowing orbs to give you a wider field of vision or different forms of detection (thermal, electric, magic), and summoning a swarm of ghostly spiders to spin a temporary object out of conjured silks. And finally, some buff spells, ones that the caster can apply to themselves to make them more powerful or cast on others to temporarily give them some spider-themed powers...most of which look like they have eight giant glowing spider legs sticking out of them. Agility boosting spell that has the construct legs push against things their regular limbs can't reach to move the body around, strength boosting spells where the extra spider legs visually overlay their regular arms and legs to effectively multiply their strength by the number of limbs they allocate, wall-climbing spells with the spider-legs doing the climbing, keeping them from falling by spinning ectoplasmic webbing tying them to surfaces they fall from or past and reeling them back to safety, defensive spells where the spider-legs put themselves between the person and projectiles as shields...the list of uses for selectively intangible giant-sized extra spider legs goes on and on.

Pain Resistant -400 CP (Discounted for Magic)

Due to your exposure to the mystical energies that granted you your Spider Powers, your are now resistant to pain. Now this doesn't mean that you are more durable. No this means it will take more for you to feel pain. This can help you to focus better seeing that it is harder for you to feel actual pain. But be careful, like I said this doesn't make you durable, you're just more numb to pain than others.

Chosen Totem Boost: Husk:

Once per Jump, you can choose to automate a process where your body will cocoon itself in web, repairing all damage to your body and integrating any organic perks into your body. If you die this process will act as a 1-UP.

Anansi -600 CP (Discounted for Magic)

Once upon a time, there was a spider who ascended to godhood. This Spider was Anansi. Now you have abilities that is associated with this storytelling Spider. And oh boy he has quite the selection. First of all, Anansi is known for his trickery some say he can cast illusions as such you two can cast powerful illusions on your foes making them question their perception on reality. He was able to disguise himself fooling his targets into believing that he wasn't a spider, this means that you can shapeshift. He has also been associated with the four elements because of this you have some elemental powers associated with earth, wind, fire and water. Also as a trump card, you can transform into a massive mystical spider with your powers intact but be careful this is very tiring

Blessing of the Great Weaver Booster: The Patternmaker's Chosen

This is an odd one. Not much is known about the Patternmaker. Except that her chosen avatar is a hero called Spiderling…and she has the ability called "Web of Life and Destiny Manipulation", so by extension, you have the same ability. But does that mean? For starters, this means that read the connections of the Web of Life and forge them into something stronger. That's a fancy pants way of saying that you can use the mystical energy from the Web of Destiny and Life to create things; like armor, weapons, or webbing that you can trap foes with. That's not all seeing that this energy from the Web of DESTINY and Life, it should stand to be assumed that you have some level of precognition think of it as a spider sense on steroids, meaning not only will you be warned about an oncoming danger you will where and when that danger is coming from.

Spell Slinger: Sorcerous Spider

Okay before you knew some spells now you're a Sorcerer Supreme. You are now on the same level as Stephen Strange. This means you have some of his ability as the Sorcerer Supreme. Astral Projection, Mystical Bolts, Telekinesis, Telepathy, and Flight. You now know a whole library's worth of spells.

Cosmic:

Minor Psionics -100 CP (Free for Cosmic)

Due to your power's cosmic origins, this has resulted in you obtaining several minor psionic powers. First off you have access to telepathy being able to communicate to others with your mind. But you can also create Psionic Webbing. In other words, webbing that was made from psychic energy.

Dead Alien -200 CP (Discounted for Cosmic)

Your body has somehow absorbed a Klyntar giving your mind a secondary segment that you can parallel process from. This secondary mind can be used to control the size, shape and color of the organic liquid tendrils your body can now produce. These tendrils can be used to reinforce your body, weave together into clothing, or can be combined in order to create additional limbs.

Emissary of Hell! -400 CP (Discounted for Cosmic)

SPYDAMA! Sorry but here's the truth about Japanese Spider-Man his powers came from outer space. And now you have his abilities. Which seemed to be the same as but with some notable additions for starters his spider-sense is a voice that guides him instead of a tingling sensation. Second, he has X-Ray vision…don't get any perverted ideas! Third he has Night Vision…. that is becoming a trend on this document. Fourth he seemed to have obtained the ability to manipulate his webbing in ways that would impress other Spider Totem, such as shooting out webbing that is already in the shape of a net. Finally he somehow obtained Master Level Martial Art Skills. And now you too have these abilities.

Chosen Totem Boost: Alien Spider

Yeah…of course there are Alien Spider-Men out there. Well, anyways all this does is grant you the ability to handle space travel and the powers that come with it. First, you can handle any amount of gravity that is thrown at you. In addition, your body is now capable of surviving in the vacuum of space. You can breathe without air and no longer experience any ill effects from living somewhere that lacks an atmosphere.

Captain Universe -600 CP (Discounted for Cosmic)

WAIT! I thought this was a Spider-Man-based Supplement not Super Man. Well folks let me tell you about the Enigma Force. The Enigma Force is a god of light. No really that's what it is. But what it does it bonds to a person and grants them powers. The powers and the magnitude to those powers change from person to person, but seeing we are talking spiders, You get the same power-up that Spider-Man got. First of all you are ridiculously strong you can throw hulk into space with a single punch. Your Speed has been increased greatly to the point that you can essentially get to New Jersey from New York in a matter of minutes on foot. You are durable enough to take hits from the Hulk and he can level buildings with his punches. You are reflexes

and agility have gotten to a point that you can dodge sniper rounds. And those bullets are twice the speed of a normal bullet. All this is well and good but that's not what makes this such a game changer. This power-up grants you three new powers. First Flight. Yeah, you can fly now and your flight speed is impressive. You can fly from the ground and to space in a matter of a few minutes. The second is the Energy Blast. You can fire concentrated energy blasts; these blasts are fired from your hands. Finally Molecular change. This allows you to change the shape of an object or make the harder than usual. For example, Spider-Man was able to make his webbing as hard as Adamantium.

Blessing of the Great Weaver Booster: Phoenix Spider

Although the Phoenix Force hasn't officially used Spider-Man as a host, there are hints that it has happened somewhere in the multiverse. What does that mean for you? Wellbeing the host for the Phoenix Force comes with a variety of boons. First of all you have access to the Phoenix's Cosmic Flames. This manifests itself as an assortment of fire-related abilities. Except, these flames can burn underwater and have been able to burn so hot that they can supposedly burn a person's soul. Second, you can fly but this is a result of you being capable of interstellar travel, meaning you can fly through space; this of course means that you have a means of self-sustainability. Third, is a bit complicated. You would think that the Phoenix Force grants Psionic powers. But that's not true, but it is understandable because Jean is the usual host for the Phoenix Force. But the third and final ability of the Phoenix Force is to empower whatever Superpower/Mutation that its Host has to astronomical levels. For example, if you have purchased Wall Crawling you can now effortlessly walk on walls. If you purchased Man-Spider, then you're man Spider form won't look as monstrous but will be on par with the Hulk in terms of sheer strength and durability. This applies to any Superpower or Mutations that you may obtain in your chain. Also, powers that were once uncontrollable you have complete control over.

Dead Alien Booster: Living Abyss

You have taken on more than a mere Klyntar you have instead absorbed a fragment of eldritch darkness making you incredibly durable. You now have a Regenerative Healing Factor capable of regrowing up to 99% of your body without killing you with the process taking 20 minutes. This also makes you capable of surviving in the vacuum of space unaided and removes your need for food, water, and sleep to survive.

Items:

Any lost or stolen items will be returned 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

Nothing too Crazy just a set of casual wear

Costume – Free

Your own Spider-themed costume. I mean you could go and use your spider powers in normal clothes but where's the fun in that

Abandoned Apartment Complex – Free

The Apartment Complex that you woke up in. With some work, it can be made into your own personal Lair

Web Shooters - Free

A pair of bracelets with a nozzle and trigger, spraying an adhesive webbing that can be used to entrap or bind people, or swing from tall buildings. Multiple layers of webbing can become water and airtight, allowing things like webbing parachutes, skis, rafts, etc. Dissolves in roughly an hour or two. Your web shooters refill daily.

Drawbacks:

Supplement Specific 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 Spider Powers 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 Crime.

Bitten by a Radioactive Spider +300 CP (Exclusive to Spider Bite)

You have obtained your powers because a radioactive spider bit you.

Because of this, you are no longer able to take perks from Mutation, Magic, Or Cosmic.

X-Gene +300 CP (Exclusive to Mutation)

Your powers were the result of having the X Gene

Because of this, you are no longer able to take perks from Spider Bite, Magic, Or Cosmic.

Sorcerer's Apprentice +300 CP (Exclusive to Magic)

You have obtained your powers from learning under another Magic User

Because of this, you are no longer able to take perks from Spider Bite, Mutation, Or Cosmic.

Cosmic Host+300 CP (Exclusive to Cosmic)

Your powers were a result of being a host for a cosmic entity.

Because of this, you are no longer able to take perks from Spider Bite, Mutation, Or Magic.

Spider Crisis +200 CP/+400 CP/+600 CP/+1000 CP/+1200 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. While None of them will attack you or intentionally cause Trouble, they may cause some confusion.

For +200 CP only Miles Morales will appear.

For +400 CP both Miles Morales and Kane will appear.

For +600 CP Miles Morales, Kane and Anasi Kuwa will appear.

For +1000 CP Miles Morales, Kane, and Anasi Kuwa will appear.

For +1200 CP Miles Morales, Kane, Anasi Kuwa, and Cosmic Spider will appear.

For +1400 CP Miles Morales, Kane, Anasi Kuwa, Cosmic Spider, and Peter Parker will appear.

1. Miles Morales will have access to all the perks on the Spider Bite Perk Tree.

2. Kane will have access to all the perks on the Mutation B Perk Tree.

3. Anasi Kuwa will have access to all the perks on the Magic Perk Tree.

4. Cosmic Spider will have access to all the perks on the Cosmic Perk Tree.

5. Peter Parker 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.

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.

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.

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 recognizes 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

Notes:

By Sonic Cody 12/Sonic Cody 123/Cody Majin

Thanks to DeverosSphere Actual-Airport-1522

Yes, Peter Parker. Earth 616 Peter Park will have every perk on this document. It only makes sense that the original Spider-Man has access to everything here. However that is only if you take the drawback.