Out of Context: Spirit Weapon Supplement

V1.06 By DeverosSphere

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

By taking this Supplement you have chosen to have a **Spirit Weapon** and you will enter into that continuity as a Drop-In awakening in a summoning circle in front of a procession of people excited to see their hero.
As a summoned hero and 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 manifestation of a person's soul could take many different forms and even if two people picked the same weapon type the two would be as different as those that picked them.

Spirit Blade

Sharp and direct your spirit takes the form of some kind of blade be it a Sword, an Axe or even a Glaive. This gives your spirit a boost to its damage.

Spirit Attire

Your manifestation of your spirit is the form of attire, something worn perhaps clothing, Armor or a shield. This gives your spirit a boost to its durability.

Spirit Projectile

A vessel for attack instead of the weapon itself your spirit is the form of a ranged weapon such as a bow, a gun or even a wand. This gives your spirit a boost to its speed.

Perks:

Perk Booster Demonstration:
To get a **Booster:** Perk, you will need to purchase the stated Perks. As a **demonstration**:

Something Rare -400 EP
This Perk is an example of something rare that the subject of this OOCS can do.

Almost Unique -600 EP
This Perk would be an almost unique thing that the subject of this OOCS can do.

Something Rare Booster: Something Unique
This Perk is an example of something unique that the subject of this OOCS can do.

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:

Soul - Free
Congratulations you definitely have a soul, a container of everything you are as a person. What's more, if you die your ghost should take the same form as your living body though you can change it to match any of your Alt-Forms.

Spirit Energy - Free
Not just a soul but spirit too, well spirit is kind of like blood for a soul it's the energy inside of it that you can express through your weapons in RPG terms you could consider this Soul's equivalent of MP. Your **Spirit Energy** will naturally recover over time with the amount and speed of recovery increasing the more you use it.

Spirit Weapon - Free
This weapon and its accessories are not truly objects but instead an aspect of your soul making them a perk instead of an item. The appearance of your **Spirit Weapon** will be dynamic to you and will also come with an accessory that can change between a **Spirit Container** which is an appropriate storage type for your **Spirit Weapon's** current form, such as a Quiver, Sheath, a Suitcase and a **Spirit Token** which is a miscellaneous item such as a marble, a feather or a twig which is used to hide your **Spirit Weapon** and its container. If you have **Summoned Spirit** this will be stored within your soul but you will be able to summon your **Spirit Container** as an extension of your **Spirit Weapon** if you wish to, you will also be able to summon your **Spirit Token** in order to allow someone else to summon your **Spirit Weapon**.

Summoning Origin - Free (Cannot be taken with "Power Within")
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 to be a summoning circle as in 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.

Summoned Spirit -100 CP
Your **Spirit Weapon** and its accessories are stored within your **SoulScape** a non-caportial location in your soul, and cannot be lost, stolen or confiscated. You can directly summon your **Spirit Weapon** to you from your **SoulScape** and unsummon it back to your **SoulScape** at will.

Weapon Integration -200 CP
You can integrate weapons similar to your **Spirit Weapon** into it with each integration giving your **Spirit Weapon** a new **Alt-Form** and template. You can use templates to combine features from various integrated weapons in order to create new custom **Alt-Forms** for your **Spirit Weapon**. How similar weapons need to be to your **Spirit Weapon** to be integrated depends on if your soul can hold what you're trying to integrate. If the weapon contains a consciousness they can also be merged into the **Spirit Weapon** either merging them into you, merging them with a mindset already within the **Spirit Weapon** or adding them as an independent mind.

Internal Automation -400 CP
From now on, you can optimize your body's use of your **Spiritual Weapon** by having your body use all the internal muscles and energy movements required to wield your weapon effectively. Over time, this automation will become embedded in you, turning it into a form of muscle memory that you will have awareness and total control of.

Summoned Spirit Booster: Spirit Automation [Requires Energy Automation, Force Automation and Magic Automation]
Whenever any conceptual aspect of you is separated from the rest, such as removing your heart, mind or soul from your body, each will contain a full backup of yourself so that even when separated from your other aspects each of them will still be you and still be able to act independently. Each of these aspects will be able to reunite simply by being within the presence of one another and any contaminant one has that the others don’t will be isolated allowing you to deal with it at your leisure. Should one of these aspects be destroyed your other aspects will be able to regrow them over a period of time.

External Control -600 CP
You are now able to manipulate your **Spirit Weapon** at a distance as if controlling it through telekinesis. This allows you to use it both to combat an enemy at a distance and as a mode of transport through using your **Spirit Weapon** to lift you up.

Summoned Spirit Booster: External Summon
You are now able to call upon the connection to your **Spirit Weapon** to summon it to you even when it is outside of your **SoulScape**. This allows you to teleport your weapon to you from any distance and allows you to summon yourself to your **Spirit Weapon** both in the physical world even on the opposite sides of a planet and within your **SoulScape** allowing you to train safly.

Internal Automation Booster: External Automation
You are now able to set your **Spirit Weapon** to move independently of you in order to attack and defend. When separated from you the **Spirit Weapon** is able to keep a connection subconsciously informing you of its actions with its intentions and priorities reflecting your own.

Spirit Automation Booster: Spirit Mod
All Perks from this document that Cost **-200 CP** or less before discounts are applied will become **Body Mods** any items that are integrated using an **Integration** Perk will remain an **Alt-Form** of your **Spirit Weapon** but will not have any additional abilities unless they would be **Body Mods** without being interrupted.

Weapon Integration Booster: External Integration [Requires Blade Integration, Attire Integration and Projectile Integration]
You are now able to tap into the spirits of others allowing you to link their Spirit to a tool making it function like a **Spirit Weapon** and pull out their own unique **Spirit Weapon**. The unique **Spirit Weapon's** appearance and capabilities will be personalized to match their spirit and they will gain **Summoned Spirit** as well as any perks that would be free for their **Spirit Weapon** type.

Spirit Blade Perk Tree:

Blade Intent -100 CP (Free for Spirit Blade)
Your **Spirit Weapon** will now be able to produce a blade and can use your **Spirit Energy** to send the intent of an attack using your **Spirit Weapon** to target any being with the ability to think and or feel. This causes them to briefly feel the strike of your attack as if you had used your **Spirit Weapon** and have a momentary delusion of the consequences of having been hit.

Weapon Integration Booster: Blade Integration
You are now able to integrate any hand held melee weapon into your **Spirit Weapon** with your **Spirit Weapon** gaining a new Alt-Form to match that weapon's appearance.

Stainless Scabbard -200 CP (Discounted for Spirit Blade)
Whenever your **Spirit Weapon** is placed within its **Spirit Container** it is fully cleaned and any form of stainage, corrosion or degradation is removed allowing your **Spirit Weapon** to Heal itself.

Full Quiver Booster: Full Scabbard
You are able to pull out additional copies of your **Spirit Weapon** from your **Spirit Container** at will, allowing you to dual wield your weapon or lend additional copies to your allies.

Energy Sword -400 CP (Discounted for Spirit Blade)
You can coat your **Spirit Weapon** in a type of energy created from your **Spirit Energy** giving it a lightsaber like effect with the energy type in some way representing you. This energy will not harm you or your **Spirit Weapon**. This energy type could be fire, lightning, darkness and other more esoteric energies such as willpower or love.

Internal Automation Booster: Energy Automation
You can now set your **Spirit Weapon** to dynamically activate its **Energy Sword** whenever you make a strike or contact, lowering the amount of **Spirit Energy** required in order to use this ability. You are also able to change both dynamically and automatically the type of power, force or energy your **Spirit Weapon** emits to match any power, force or energy type emitted by anything that has been integrated using an **Integration** Perk.

Hack n Slash -600 CP (Discounted for Spirit Blade)
Whatever strikes you make with your **Spirit Weapon** are more precise, allowing you to keep a clear awareness of both yours and your opponent's movements as well as what parts of your opponent are the least durable and armored.

External Control Booster: Hack Control
You can use **Spirit Energy** to change the spatial positioning of the blade of your **Spirit Weapon**, this allows you to change the angle and position of the strike to hit any part of your target in any direction.

Energy Sword Booster: Energy Slash
You can push your **Spirit Energy** into your **Spirit Weapon** to extend the length of your **Energy Sword** with it growing at a rate similar to a projectile weapon, the length of the **Spirit Weapon** increases to match the amount of **Spirit Energy** you put into it allowing it to potentially grow infinitely.

Spirit Attire Perk Tree:

Attire Assembly -100 CP (Free for Spirit Attire)
Your **Spirit Weapon** will now be able to be equipped like clothing and you are now able to change any of your clothing at record speeds allowing you to quickly don and shed clothing at an instant with any clothing or tools you use resizing itself to suit you perfectly.

Weapon Integration Booster: Attire Integration
You are now able to integrate any wearable equipment such as clothing and Armor into your **Spirit Weapon** with your **Spirit Weapon's** gaining a new Alt-Form to match that attire's appearance.

Elegant Dress -200 CP (Discounted for Spirit Attire)
You can Customize the appearance and to a degree the abilities of your **Spirit Weapon**. When your **Spirit Weapon** is in your **Spirit Container** you can create a new Alt-Form that can copy the properties of any compatible materials that you store within your **Spirit Container**. You can also copy design aspects, properties and abilities of anything that has been integrated using an **Integration** Perk.

Stainless Scabbard Booster: Stainless Dress
You can Instantly repair your **Spirit Weapon** when it is placed within its **Spirit Container**. Whenever your **Spirit Weapon** is placed within its **Spirit Container** it is fully repaired to its optimal state and you can add any stainage, corrosion or degradation it has received to its list of customisable abilities.

Force Shield -400 CP (Discounted for Spirit Attire)
You are now able to create transparent shields of solid force from your **Spirit Energy** that are centered around you like an aura. These force shields can fully wrap around the user or anything they are holding like cling wrap or alternatively they can be projected as a spherical or flat shape like a bowl or plate.

Internal Automation Booster: Force Automation
You can now set your **Spirit Weapon** to designate active defense targets and dynamically activate **Force Shield** to protect them by automatically activating a forcefield whenever that target is about to be struck by an attack, lowering the amount of **Spirit Energy** required in order to use this ability. You are also able to change both dynamically and automatically the type of power, force or energy your **Spirit Weapon** creates for its **Force Shield** to match any power, force or energy type emitted by anything that has been integrated using an **Integration** Perk.

Power Armor -600 CP (Discounted for Spirit Attire)
You are able to reinforce your **Spirit Weapon** so that it boosts your strength, endurance and agility. Your **Spirit Weapon** will also give you protection from falls of any height and allows you to withstand any form or lack of atmosphere for extended periods of time without taking any harm.

External Control Booster: Power Control
You can push more **Spirit Energy** into your **Power Armor** in order to make it grow to incredible sizes gaining a proportional boost to their strength, endurance and agility.

Force Shield Booster: Force Armor
You can use your **Spirit Energy** to create additional extensions to your **Power Armor** giving it extra limbs, weapons and physical capabilities.

Spirit Projectile Perk Tree:

Projectile Precision -100 CP (Free for Spirit Projectile)
Your **Spirit Weapon** is able to fire projectiles and you are now able to load and fire any ranged weapon nearly instantly as well as gain a mental laser sight that perfectly accounts from distance wind and gravity to show only you where the projectile will hit if the weapon is fired.

Weapon Integration Booster: Projectile Integration
You are now able to integrate any hand held ranged weapon into your **Spirit Weapon** with your **Spirit Weapon** gaining a new **Alt-Form** to match that weapon's appearance.

Full Quiver -200 CP (Discounted for Spirit Projectile)
Your **Spirit Container** never runs out of ammunition that is compatible with your **Spirit Weapon** and when your **Spirit Weapon** is placed within your **Spirit Container** it is automatically refilled.

Elegant Dress Booster: Elegant Quiver
You can customize the appearance and to a degree the abilities of your **Spirit Weapon's** ammunition**.** At will you can customize new forms of ammunition that can copy the properties of any compatible materials that you store within your **Spirit Container**. Your ammunition can also copy design aspects, properties and abilities of any that has been integrated using an **Integration** Perk.

Magic Missile -400 CP (Discounted for Spirit Projectile)
You are now able to create projectile darts of magical power from your **Spirit Energy** that are projected from your **Spirit Weapon** that launches forth and strikes at your target.
You can designate an active projectile target for these missiles so that when fired they will move in a straight line towards it. So long the target is not fast enough to dodge the missile and nothing blocks the projectile, the missiles will hit the target every time.

Internal Automation Booster: Magic Automation
You can now fire **Magic Missiles** from any part of your body and set your active projectile target to auto-fire. While your auto-fire is active you can set a level of **Spirit Energy** so that as long as your available **Spirit Energy** is above that amount your body will automatically launch **Magic Missiles** at any part of your target body that is the least defended or armored whenever they are within range. You are also able to change both dynamically and automatically the type of power, force or energy your **Spirit Weapon** creates for its **Magic Missiles** to match any power, force or energy type emitted by anything that has been integrated using an **Integration** Perk.

Bullet Hell -600 CP (Discounted for Spirit Projectile)
You can change the shape and size of any projectiles as you fire them and make up to nine realistic or illusionary projectiles with every projectile that you fire. Their movement path will be slightly different, making it harder for your target to determine which projectiles are real.

External Control Booster: Bullet Control
You can use **Spirit Energy** to charge your projectiles with your intent. This gives you an independent extension to your consciousness which has full control over the movements of your projectile without causing any tax on your mind or concentration and allowing you to dynamically change the speed and direction of your projectiles. This allows you to curve your projectiles around obstacles and track its targets ensuring that you never miss.

Magic Missile Booster: Magic Bullet
You can charge your projectiles with **Spirit Energy** so that when fired they can turn ethereal. This allows them to bypass any solid object, phasing in and out of an interactable state in order to pass through cover and hit its target.

Companion:

Weapon's Form - Free [Requires Hack n Slash, Power Armor and Bullet Hell]
Your **Spirit Weapon** is now able to take on its own avatar form allowing it to function as either a custom but independent entity or as an identical extension of yourself who is able to remerge with you at will in order to gain the benefits of both. This companion can be interacted with within the **SoulScape** but in future jumps can only be imported as a symbiotic life form, an item or a non-corporeal companion option such as a living weapon or ghosts. They can not be imported as a standard companion.

Drawbacks:

Power Within +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow got access to your **Spirit Weapon**.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Arrogant Weapon +200 CP
Your **Spirit Weapon** is a manifestation of your subconscious with a personality and option of its own which may conflict with your own or be very embarrassing.

Shirogane Origin +300 CP (Exclusive to Spirit Blade)
Your **Spirit Weapon** is one of a Warrior-Class Savior, a Shirogane. You can manipulate your Prana as if it were **Spirit Energy** to communicate with the divine, allowing you to manifest your primary weapon from your past life and perform an assortment of superhuman feats.
Because of this you are no longer able to take Perks from the **Spirit Attire** Perk tree or the **Spirit Projectile**.

Sharmin Origin +300 CP (Exclusive to Spirit Attire)
Unlike other Sharmin seeking to be Sharmin King you are able to forcibly integrate your own spirit into the form of an Armor-type Over Soul no longer requiring the aid of other spirits. You are able to materialize your overflowing spirit as a set of clothing or armor that is composed entirely of your furyoku which in this case acts as **Spirit Energy**.
Because of this you are no longer able to take Perks from the **Spirit Blade** Perk tree or the **Spirit Projectile**.

Quincy Origin +300 CP (Exclusive to Spirit Projectile)
As a spiritually aware Human, you are able to absorb and manipulate Reishi as **Spirit Energy** that you can turn into spiritual weapons. As a quincy, you can only create ranged weapons such as bows and arrows but are able to absorb ambient Reishi for your **Spirit Weapon**.
Because of this, you are no longer able to take Perks from the **Spirit Blade** Perk tree or the **Spirit Attire**.

Spirit Weapon Users +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other "***People who can use your power type***" within this continuity, however with each purchase of this drawback, a new "***way that you entered***" will appear at some point during your Jump, somewhere on your Planet.
For **+200 CP** each you may choose either **Anubis**, **Doll** or **Shizuya Kirihara** to appear in jump with the additional purchases bringing in one you do not already have.
For **+1000 CP Anubis**, **Doll**, **Shizuya Kirihara** and **Victor Powered** will appear.

1. **Anubis** is a userless Stand bound to an ancient sword with the ability to possess whoever holds it in body and mind. Anubis is over-aggressive, entirely focused on killing people. It relishes fighting because it memorizes the techniques of its opponents to improve itself and often encourages its victims to wield it by telling them that they are the greatest swordsmen in the world. They will have access to all their powers, the Free Perks and the Perks on the **Spirit Blade** Perk Tree.

2. **Doll**, also known as **Mexiah Furan**, is one of the three artificial humans created by the Senshi Civilization with the purpose to defeat Gaia. She has little regard for the importance of human life. Her Seikijin, humanoid mecha Armor is said to be destined to destroy the world. It wields a scythe that doubles as a gun and is capable of eating parts of her opponents in order to become stronger. She will have access to all her powers, the Free Perks and the Perks on the **Spirit Attire** Perk Tree.

3. **Shizuya Kirihara** is considered the strongest Knight out of his generation, he is also a sadist and a hypocrite that revels in inflicting pain on his opponents using his Oborotsuki a green-colored bow that shoots arrows made out of magic power alongside his invisibility Noble Art, to belittle and humiliate his opponents. He will have access to all his powers, the Free Perks and the Perks on the **Spirit Projectile** Perk Tree.

4. **Victor Powered** was a former Warrior Chief of the Alchemist Army however since merging with the Black Kakugane and becoming a victor he has become cold hearted without showing concern over those whose energy he has drained. Since being transformed he has gained an incredible strength and vitality which has been strengthened even further thanks to his ability to drain the life force from other life forms making him an apocalyptic threat. He will have access to his Kakugane, all his powers and 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.

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

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

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

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

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

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

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

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

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

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

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

Bad Name +100 CP
Everyone you meet will assume your name is something that you find insulting or annoying, and nothing you can do will change it in your mind.

Behind Your Back +100 CP
People always say horrible, hurtful things about you whenever they *think* you're out of earshot.

Black Cat +100 CP
Expect to see ill omens that seem to suggest terrible things coming your way. Mirrors break in your presence, lone magpies drop-dead at your feet, and other strange, malign portents follow you. Let's hope these superstitions are just that.

Bounty +100 CP
It seems you've pissed off the wrong people. You have a notable bounty on your head, and while it's not enough to get the big guys interested, it *is* enough to draw the attention of random thugs.

Culture Shock +100 CP
This world doesn't have the same cultural standards you're used to, which isn't a problem if you're quick to adapt. Unfortunately, you *won't* be. You'll constantly butt heads with anyone whose cultural norms and social mores are different from your own. While you can slowly adapt, they'll always rub you the wrong way, and your overall experience here will be much less enjoyable.

Crop Rotation +100 CP
Pests and poor weather have had a serious impact on the local farming industry. Food will be harder to come across and far more expensive as a result.

Dark Memories +100 CP
You will now gain memories of a lifetime of abuse since early childhood. Though these memories are false, you will not be able to differentiate them from real memories beyond knowing they are fake.

Didn't Read The Instructions +100 CP
You don't know how anything works and refuse to have anything explained to you. Using any sort of equipment will require trial and error.

Disinteresting +100 CP
You seem to emit an aura of monotony, causing everyone who doesn't know you to think you are a boring stick in the mud that wouldn't know fun if it hit them.

Do you Feel Lucky, Punk +100 CP
You keep unintentionally making pop culture references that no one else seems to recognise.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world, because every foe you face will have one identical copy that only you can see. The worst part is that this seems to be a Schrödinger situation, as the *real* one is never the one you defeat first.

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

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

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

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

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

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

The Glitch +100 CP
Technology randomly fails around you, normally when you need it the most. You might be able to jury-rig a quick repair, but you'd better act quickly because while this won't be instantly fatal, it will make things more dangerous.

Gore Galore +100 CP
It seems that every creature you kill has ten times the amount of blood and viscera that you would expect, making it a real possibility of drowning in the blood of your enemies.

G-Rated +100 CP (Incompatible with "X-Rated")
This Jump is now a family feature... or so it seems when it comes to you. Any attempts to swear, drink alcohol, take recreational drugs, have sex, kill someone, or anything that might warrant a PG rating will be averted at the last moment – often painfully and humorously.

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

Hidden Knowledge +100 CP
People keep forgetting to tell you important things until it's *just* about to become relevant.

Hideous Haircut +100 CP
You have a haircut that everyone finds disgusting. They'll make comments about how ugly it is, and nothing you do will change it.

The Holiday Special +100 CP
Whenever you reach an in-Jump holiday, the world around you will start to follow the tropes of a Special Holiday Episode. This will happen for every main holiday, such as Christmas or Halloween, and at least once during the Jump for each lesser-celebrated holiday like May Day or April Fools' Day.

Honorbound +100 CP
You always do things as honorably as possible, such as informing someone if you intend to arrest (or kill) them before giving them time to surrender (or prepare) before taking action.

How Do I Keep Falling Into These Situations? +100 CP
Anytime you're not busy with something - whenever you aimlessly wander around, going for a jog, or you just have free time - you'll find yourself walking right into the middle of active trouble.

I Must Nap +100 CP
You need at least seven hours of sleep per day, or you'll feel exhausted.

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

In Another Castle +100 CP
Each time you attempt to complete a task or objective, you will find that you have been tricked and will have to repeat the process all over again. You'll not only forget this Drawback, you'll also forget every previous time you've been affected by it whenever you start a different task. This only triggers once per task and will not become an endless loop of deception.

Inconveniences +100 CP
You will constantly encounter minor obstacles that are uncomfortable to deal with.

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

Knowledge Lockout +100 CP
You lose all of your knowledge of the setting's universe and its continuities once you start the Jump.

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

Loser +100 CP
Anyone who doesn't know you will automatically expect you to fail at whatever you are trying to do. This will cause those who mean well to push you to work harder and those who don't mean well to attempt to discredit you.

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

Magnet For Misfortune +100 CP
You have *terrible* luck. You're almost constantly hit by random, unpleasant, and painful bouts of misfortune.

Money Money Money +100 CP
Your avaricious desire for money and other symbols of wealth leaves you willing to go to extreme lengths to get more.

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

Nightmare +100 CP
Every night, you'll fall asleep and suffer terrible dreams.

No Hard Feelings +100 CP
There's one random person who constantly tries to outdo you… And somehow, they keep succeeding before rubbing it in your face.

Optician Required +100 CP
Your eyesight is highly restricted, as you can not see anything other than indistinct blurs without wearing glasses. No form of healing can remove this drawback, and any form of contact lens will feel incredibly itchy.

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

Pixelated Objects +100 CP
This pixelation in this Jump would shame an NES. Everything is blocky!

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

The Pollen +100 CP
You have hay fever, and it's really, *really* bad. Just a handful of flowers could leave you with blurred vision and sneezing for hours.

Prove Your Worth +100 CP
Every time you try to do anything, it seems that everyone wants you to complete an arbitrary task to somehow prove your worthiness. This won't be hard, but it happens all the time for even the smallest things. It may even cause you to get stuck in a worthiness spiral, requiring you to prove your worth to get things needed to prove your worth for some totally unrelated task.

Recurring Foe +100 CP
You have an enemy whom you have no way to convince to leave you alone. Each time they encounter you, they learn more about you and how to better face you in the future.

Rough Childhood +100 CP
You were not as lucky as some people. Your in-universe childhood was - or will be - abusive and painful to such a degree that you will be affected by it, even if you didn't really live through it.
Gain an extra **+100 CP** if taken with **Just A Child**.

Scarred +100 CP
You either have horrible burns or horrible wounds, neither of which you can hide. You appear monstrous to others, causing most to feel deep fear at the sight of you.

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

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

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

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

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

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

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

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

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

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

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

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

This Is A Holdup +100 CP
For some reason, every two-bit henchman, sidekick, minor minion, and comedy relief character thinks they can kick your ass, and they're going to go out of their way to prove it! Expect to get mugged *a lot*.

This Is A Really Good Book +100 CP
Whenever you try to read a book, you get sucked into the narrative and ignore everything happening around you.

Thugs For Days +100 CP
Every day, a minimum of ten random thugs will show up and target you.

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

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

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

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

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

Unwanted Crossover +100 CP
This drawback acts like a magnet for other settings, resulting in strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to have power consistent with the power level of the chosen setting, but you won't have any way of knowing when someone new has shown up.

Wanted +100 CP
You have a criminal record somewhere out there. It has a surprisingly high bounty, but not so much that you will be sought out. People *probably* won't go after you as long as you stay away from wherever your wanted poster is.

Wearing Underwear on the Outside +100 CP
You have terrible dress sense, with everything you wear being the worst possible combination of clothing.

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

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

What's That Smell? +100 CP
No matter where you go, no matter what you do, something always smells slightly off. The source of the smell varies depending on your location, but it's always distracting.

What's Wrong With His Face? +100 CP
Your face has been messed up, leaving you grotesquely ugly and near-unrecognizable to everyone who knows you. Those with a weak stomach may be sick merely at the sight of you.

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

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

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

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

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

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

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

Betrayal +200 CP
You keep trusting people who don't deserve it, and they keep betraying you.
Whether you're just that naive or it's against your better judgment, you keep trusting people who don't deserve it, and they keep betraying you.

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

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

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

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

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

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

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

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

Godly Distractions +200 CP
Your presence has drawn the attention of the universe's local divinity. Though they will not take direct actions against you, they will pull strings to make things difficult for you until you choose to confront them. If no gods exist within the Jump continuity, your Jump-chan may choose to retroactively add the Gods, such as the Greek Gods, to the setting for this Drawback.

Hormone Problems +200 CP
You have a heightened state of arousal that makes it so that you are constantly in the mood and find those you are attracted to far more attractive.

Lemming Friends +200 CP
All of your in-universe allies gain an unfortunate lack of self-preservation, causing them to take actions that are obviously stupid or will likely end very poorly for them.

I Hate Fighting Me +200 CP
At least once a week, you will have to fight a counterfeit version of yourself. Some will be shapeshifters, artificial replicas, and occasionally incomplete clones, but none of them will have any Perks, Powers, or Items gained from a Jump-Doc.

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

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

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

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

Looking For Help +200 CP
You often struggle to find allies and will often find yourself alone without anyone to trust.

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

Nightmares +200 CP
You will suffer terrible nightmares showing you the dark and twisted actions that your enemies might be performing while you are helpless. You can't separate these dreams from reality.

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

Pet Food +200 CP
Creatures of every shape and size will want to eat you, from animals as small as a flea to ones as big as a lion. The only exceptions 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 highlighted. 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, and if you refuse to do a task for someone, you're the asshole. On the bright side, if someone has already given you a task that you are currently working on, people are less likely to give you new tasks.

Thou Shalt Not Kill +200 CP
You are not capable of killing anyone, from the weakest of insects to the most dangerous of gods, thus giving anyone who may be killed by you selective immortality.

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

Too Nice +200 CP
You tend to be overly accommodating of others, allowing them to dictate or make decisions for you. While most of the time this will be simple things, such as what to eat or where to go, if left unchecked, you could find others determining your whole life for you.

True To Myself +200 CP
Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

What The Heart Wants +200 CP
You have a massive crush on one of the main characters, as appropriate for you. You will discover which one when the jump starts.

Wider World +200 CP
This world is bigger than you would normally think, but this also makes it more dangerous. There are more magical schools, more super martial arts, more alien races that 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
No matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

You're Only Paranoid if You're Wrong! +200 CP
You expect every word to be a thinly veiled threat, every offer to be a chance of betrayal, and every moment of weakness to be an opportunity to be attacked.

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

Cat Got your Tongue +300 CP
You are now mute and unable to speak verbally for the duration of this jump.

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

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

Death Takes a Holiday +300 CP
Your enemies now seem to have some form of immortality, no matter what happens to them. While someone remains your foe, they can’t die. None of your allies or enemies can slay them either. However, they can be crippled or imprisoned.

Everything Is Fine Now +300 CP
There are consequences for your actions, and it seems that after each battle, you will 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 the most annoying way possible.

Holy Problems +300 CP
You have an aversion to all religions and will feel weak whenever you come into the proximity of any religious symbols or objects.

I Saw You Barely Over A Year Ago +300 CP
Your sense of time is terrible. You can't tell if a week has gone by or eight years.

I'm Going To Take A Walk +300 CP
You seem to be a walking magnet for issues, as every time you go for a simple walk, you will be pulled into the middle of some kind of event, from a simple robbery to a deep, dark plot.

I've Come To Duel You! +300 CP
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. You can try to avoid interacting with them, but fate will often try to involve you regardless.

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

Part-Time Janitor +300 CP
There are consequences for your actions, and after each time events you are part of make a mess, you will have to help clean up.

Prepare For Evasive Actions +300 CP
Any time you are in a form of transportation, it will be attacked.

Split-Personality +300 CP
It seems that you are not alone in your own head. 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. 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. Let's hope you have a 1-UP.

Villain of the Week +300 CP
It seems you're a magnet for odd enemies, as every week a new enemy will show up to battle you, ranging from a weakling with delusions of grandeur to those who are a genuine threat to you.

Where are the Instructions +300 CP
You have no idea how to use your perks, powers, or abilities. You require trial and error to figure out the basics, let alone the full power.

You're A Right Git +300 CP
Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

You Get One More +300 CP
If you do something annoying more than twice, you will get punished. How, why, by whom? Well, that will be situational.

Alone +400 CP
For the duration of this Jump, you can not import any out-of-Jump companions or followers.
If this document is taken as a Supplement, this drawback will not affect the companions or followers gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects. The canon events are no longer protected, and every action you take will cause reactions that change the plot dramatically.

Empty Handed +400 CP
For the duration of this Jump, all out-of-Jump Items and Warehouse options other than your Body Mod are blocked.
If this document is taken as a Supplement, this drawback will not affect the items gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Find And Seek +400 CP
Every year, you will gain a list of 12 items that will be scattered around the world. You will gain basic information about them, but failure to find them within a year will count as a jump failure.

Here Comes The Bad Part +400
Whenever you get new information, there will always be a bad part to 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 required to attend 10% of your total time in this jump inside an educational 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 while restraining them will buy you time, they'll find a way out.

Lost Or Found +400 CP
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 overconfidently from solving an issue, a more difficult issue will occur.

Where Am I? Why Am I Here? +400 CP
You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

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

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

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

PS1 Game +500 CP/+1000 CP
There is something wrong with this jump. Instead of it being the normal version of the 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 with events forced to stick to a linear plot with optional time-sensitive subplots. You will not gain a system for extra lives 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 that build up over time. These injuries heal at a "normal" human rate, despite any healing abilities you might have.

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

We Humans Are Full Of Surprises +600 CP
The humans of this world are not necessarily what is expected. There are now mutants, metahumans, or otherwise superpowered people.

Boss Rush +600/1000 CP
Post-Jump, you will be forced to have a 1v1 fight against every enemy you have faced in the Jump, one after another. You will not be able to move on to the next jump until you have beaten them all. For **+1000 CP,** all the opponents will have their raw power to reach yours, but they won't gain any extra training or proficiency.

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

In Context Foe +1000 CP (Requires 2 or more of the following Drawbacks: "Powerless", "Empty Handed", "Alone")
To take this drawback, your jump setting must have a Jumpchain that you have not used. A new opponent will be added to this jump, with their only goal being to destroy you. They will have double the total **CP** you gain in this Document, which they can spend however they wish in the unused Jumpchain.

Random Setting +1000 CP
By taking this drawback, you are no longer allowed to select the setting of your Jump; instead, you must use one of the following links and choose one of the six options it provides.
If that setting has a Jump Document already, you may use that Document for this Jump.
You may test each link as many times as you wish before purchasing it, but you must pay for the link before you click it when selecting a setting, and you can't change your mind afterwards.

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

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

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

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

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