Out of Context: Majin Buu Supplement

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This document can be used as a supplement in any Jump that would not otherwise have the Buu subspecies of Majin within its continuity.

By taking this Supplement, you have chosen to be a member of the Majin Buu subspecies. You will enter into that continuity as a Drop-In, awakening as steam escaping a Sealed Ball.

+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:

Though Majin Buu was known as a cheerful and childish being, that was only 1 of the 3 states of Majin Buu.

Innocent Majin

You are a large, pure-hearted Majin, possibly due to an accident from absorbing something you shouldn't have absorbed.

Chaotic Majin

You are raw, unbridled chaos, a childish manifestation of destruction and madness, a representation of the wild storm of nature.

Corrupted Majin

You are putrid corruption, a festering wound, an embodiment of evil taking on an emaciated form deprived of the good within others.

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:

Gummy Guy - Free (Cannot be taken with "Uub Nijam")
You gain a Majin Buu subspecies **Alt-Form** where your body is made from an amorphous, shape-changing, gum-like material that takes on a humanoid form with various skin tones and an antenna on your head. You may choose the colour of the materials you are made from, including Majin Buu Pink and Majin Titima Blue.

Unnecessary Hunger - Free
You no longer need to eat food, drink liquids, or breathe to survive, but you greatly enjoy consuming tasty treats, mainly candy, cookies, ice cream, and pudding. Due to their amorphous bodies, Majin can eat large amounts of food without any discomfort and cannot die from old age.

Magic - Free
You are inherently magical and possess the passive potential to use any form of magic. Some forms of magic have a cost for using them, such as them taking something from you in exchange such as joy or a memory, but instead, when you cast magic at most you will feel as though you have done physical exercise with most spells being as taxing as gentle walking but more extreme high-end magic feeling as though you had run a marathon. You can instinctively use your magic and can aid its growth through repeated use, but without training and education, you may find yourself limited to basic tricks.

Ki Control - Free
You possess an odd ki signature that makes it hard for others to tell how strong you are. You can manipulate ki naturally, allowing you to fly and fire ki blasts as an instinctive action.

Unsealed Origin - Free (Cannot be taken with "Uub Nijam")
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 setting as if you were sealed within an object, such as a lamp or object of interest to the plot.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this **Narrative Perk**, you can dynamically craft your method of entry into a Jump as a Drop-In.

Self-Assembly -100 CP
With this, you gain an extra Majin Buu subspecies **Alt-Form,** similar in appearance to Super Buu. Your body can easily reattach any separated body parts without discomfort or pain simply by touching them. If your arm were severed, you would be able to pull it back to yourself by force. It would then return to its proper place like a jigsaw puzzle, allowing you to reassemble your body from scattered pieces.

Gummy Guy Booster: Recreation
You can now reabsorb and reassemble any separated body parts through physical contact with the detached pieces. Should any pieces be missing or destroyed, they will regrow over a few hours. This allows you to perfectly regrow from every particle of your body so that even if only a fragment of your material remains, you will fully regrow eventually. However, doing so is tiring and painful.

Mini-Me -200 CP
You can now separate your body into multiple smaller copies of yourself. Each copy will contain an equal portion of your mass (e.g., splitting into three would result in each copy containing one-third of your total mass), all of whom are proportionally as large as the others. Should any of the copies be destroyed, their memories and experiences will be shared with the others, and any lost mass will regrow over time. If you wish, each copy can be reabsorbed into the original, gaining the combined knowledge and experience of the copies.

Recreation Booster: Smart Part-Of-Me
You have conscious awareness and control over your entire body, even the parts separated from you. This means that the whole of your body has a sort of intelligence of its own that acts as an extension of yourself, all of which you will continue to have a mental connection with, regardless of distance. None of these minds will distinguish themselves from you, instead acting more like a form of multitasking. For all practical purposes, this means that if your arm exploded and was scattered around an area, you could see through and move each piece as if it were still attached to your body.

Majin See, Majin Doo -400 CP
So long as it is possible for you to learn how to use a technique or ability, you will be able to learn it simply by seeing others use it. However, your capability to use the copied technique or ability may be rudimentary, resulting in a weaker version of the technique or ability without practice or repeated viewings.

Smart Part-Of-Me Booster: Mimic You
You can now instantly mimic any physical aspect of others on sight, such as changing your appearance to add features you wouldn't normally have, like wings or a tail. You can also save the appearance of others as you have seen them, utilizing their features to create a custom body for yourself that you can switch to instantly. You can also choose to have separate parts of you regrow into full-sized bodies and have them take on an appearance of your choice.

Absorption -600 CP
You can use magic to engulf someone by using any part of your body to shrink and absorb them into yourself, gaining their knowledge, powers, and abilities. The body part that absorbs them does not need to be attached to you, but you won't gain your target's abilities until you reattach it. When absorbing someone, you take on their physical and/or mental traits.

Mimic You Booster: Instant Replica
You can now regrow any lost material almost instantly. This acts as a form of pseudo-immortality; even if your body is completely destroyed, you will shortly reappear fully formed. This also acts to protect any powers or abilities you possess. If they are lost or damaged, you will regrow a distinct replica of how that power previously functioned.

Majin See, Majin Doo Booster: Lord Of Order
You have tapped into a true state of order, allowing you to both understand and reinforce the order and structure of anything you perceive. You can tell when events have been planned out or were happenstance, as well as discern the chain of events required for the event to take place. You can also reinforce order, stabilizing any reaction you target, including chemical, magical, and dimensional. This can range from single molecules to cosmic scales, so that no unexpected factor alters results. Additionally, when absorbing others, you can toggle what physical and/or mental traits you take from the person you have absorbed.

Lord Of Order Booster: Lord Of Absorption (Requires "Lord Of Purity", "Lord Of Chaos", and "Lord Of Corruption")
You are no longer required to absorb a whole person to gain their power, strength, and abilities. You can instead absorb something as small as a hair, nail, or even blood. Additionally, whenever you absorb part of someone who has a special ability relating to foreign power sets - including but not limited to manifestation, mutant powers or soul expressions - you gain a perfect copy of that power specifically and can mimic the capabilities of others with that powerset. So long as you have absorbed part of someone with at least basic access to that system of power, this allows you to copy a wide variety of otherwise unique power sets such as Digimon Attacks, Cursed Techniques, Intrinsic Magic, Personas, Quirks, Semblances, and Stands.

Innocent Majin Perk Tree:

Bigger Belly On The Inside -100 CP (Free for Innocent Majin)
Your internal structure is a thousand times larger than your external appearance would suggest, allowing you to store anything you can insert into your body and remove it later without harming either it or you in any way. You also gain an extra Majin Buu subspecies **Alt-Form**, similar in appearance to Fat Buu.

Healing Light -200 CP (Discounted for Innocent Majin)
You can instinctively wield your magical nature to perform healing techniques that can close wounds, heal damage, and restore someone's physical condition, stamina, and ki to rejuvenate them to full strength.

Sealed Tight -400 CP (Discounted for Innocent Majin)
You can now use any energy you possess - including mana, stamina, or ki - to perform a power-sealing technique, blocking any type of power your target possesses. You can select one or more types of power they possess, including magic, physical augmentations, and some natural abilities, blocking the target's access to that resource until you release the seal. You can also completely block the target's access to esoteric abilities altogether, but can not restrict their abilities below the level they need to survive. The more powerful the target is and the more types of power you wish to block, the more energy you will need to expend to block it. This will not prevent the target from growing in strength should they try to gain power again, but unless they can break the seal, they will be unable to access their lost power.

Majin See, Majin Doo Booster: Pocket Monster
You can now use your energy to seal a target into an object, putting them into a dreamless sleep. The more powerful the target is, the more energy you will need to seal it. While sealed, they will not need food, drink, or air, but they will continue to age. Any object an entity is sealed within can be used as enchanted equipment, allowing those who wield it to draw out their power and wield it for themselves. Should the object be destroyed, the target will be released from their seal.

Master Of Change -600 CP (Discounted for Innocent Majin)
You can now produce a beam that will change the material of anything you hit with it. You could change any object or person into any other type of object - such as chocolate or explosive materials - with them optionally retaining the same general shape and size. This will affect anyone struck by the beam regardless of their strength, but they will retain their abilities and consciousness while transformed, potentially allowing them to attack. The user usually announces what the attack will turn the victim into before using it.

Absorption Booster: Divine Creation
You have tapped into true creation, allowing you to use the divine power of the Kaiōshin and perform true creation. You can manifest various forms of matter and energy from nothingness, but you need to plan your creations' consistency, or the materials might be unstable and fall apart with potentially disastrous results. You will be able to create simple objects like basic solid poles or cubes without thought, but with time and practice, you will be able to create an exact replica of the universe, including people and objects, with ease. The materials and objects you create are not restricted by what already exists within the universe and, so long as it is stable, you could create new resources that cannot naturally exist.

Healing Light Booster: Lord Of Purity
You have tapped into a state of purity, allowing you to sense the quality and impurities of anything you perceive. You can then strip out any impurities within anything you target, such as removing curses from an object, exercising demonic possession, or breaking mind control. Not all purity is good; you can separate things into their pure state, allowing you to divide the aspects of your target - including personalities, powers, and consciousness - as separate copies of the target. This can be done as a temporary change that leaves a connection between the sections or as a permanent action with the separated components unaffected by one another.

Chaotic Majin Perk Tree:

Short Destruction -100 CP (Free for Chaotic Majin)
You can compress your form, becoming smaller while also compacting the power within your body. Even if you shrink down to 1 cm, you will still possess your full strength and durability. You also gain an extra Majin Buu subspecies **Alt-Form**, similar in appearance to Kid Buu.

Shifting Concept -200 CP (Discounted for Chaotic Majin)
Through your magical nature, you can change your physical form by instinctively reshaping your features, growing additional limbs, and changing your body proportions as you see fit. Though these alterations can change your physical form, they won't affect your capabilities much. Making yourself more muscular or looking like you're made from a durable material will not affect your physical capabilities. Growing or shrinking your physical size, however, will affect your weight and how much of your strength you can utilize.

Eldritch Anatomy -400 CP (Discounted for Chaotic Majin)
You can alter your body's gum-like material into different states of matter, shifting any part of yourself into a solid, liquid, gas, or plasma state, all while still retaining relative connections and maintaining your identity. You could turn your arm into a liquid and mix it into a river, moving it through to the other side before reforming it as a solid. You could turn your whole body into a mist to fly into the sky, merge with a cloud, and rain wherever you wish, all without any discomfort or pain.

Majin See, Majin Doo Booster: Altered Matter
Rather than just taking on different states of matter, you can now transform into whatever material you have previously touched. You could change any part of your body into a combination of diamonds, coal, vibranium, wood, and skin without losing any functionality. You can also permanently detach some of your transformed matter, effectively destroying that part of your body so that it remains that material indefinitely.

Targeted Power -600 CP (Discounted for Chaotic Majin)
You have an almost impossible aim; you always hit what you're aiming for, even if you don't know where they are. When you designate a target and fire a projectile, it will always hit the mark regardless of where that target is, all while taking the path of least resistance. If you target multiple things with a single shot, such as every human being on Earth, your projectile will split apart before raining down and hitting every single one.

Absorption Booster: Unleashed Destruction
Before creation comes destruction. Your power is no longer that of a mortal, but of true destruction. Yours is the power of the **Hakaishin**. You can now produce energy that can not only destroy objects and worlds but also concepts and ideas. When used to destroy something, this energy completely erases it from all timelines and dimensions unless the target has some form of protection, such as immortality or a time ring. This erases bodies, souls, and even non-corporeal beings such as ghosts. Given time and a greater understanding of this power, you could both bypass any protection and learn to wield it in such a way that simply intending something's destruction will destroy it. Eventually, you could even apply this retroactively, completely preventing the target from ever existing to begin with.

Shifting Concept Booster: Lord Of Chaos
You are no longer limited by the physics of whatever reality you find yourself in. You cannot be broken either by the fundamental rules of a universe or when those rules are discarded. Existing outside of the limiting dimensions of mortal beings, you can travel in directions that most can't even see. All of your perks, powers, and abilities will expand to account for this extra-dimensional space. You will adapt to perceive and process things outside of normal dimensional spaces without harm, even if these sights would normally cripple mortal minds. Finally, you can control how much your presence disrupts the natural balance of things and if your true visage warps the minds of others with a sliding toggle.

Corrupted Majin Perk Tree:

Flat Chance -100 CP (Free for Corrupted Majin)
You can manipulate your physical depth, allowing you to flatten your body. While parts of your body are flat, you can become sharper without losing any durability, allowing you to slide through cracks, avoid strikes as though you were dodging them, or use any of your limbs like blades. You also gain an extra Majin Buu subspecies **Alt-Form**, similar in appearance to Evil Buu.

Darkest Minds -200 CP (Discounted for Corrupted Majin)
Through your magical nature, you can naturally tap into the darker aspects in the minds of others. You can release and manipulate any malevolent aspects within them, forcing them into submission by dominating the malevolent desires in their heart, using it like a carrot on a stick.

Broken Body -400 CP (Discounted for Corrupted Majin)
Whenever you look at something, you instinctively see what parts of it are vital for it to function. This allows you to see the easiest way to cripple, disable, or destroy any target. You also understand how to emulate any special weaknesses the target has, enabling you to emit sounds that cause the target severe pain, project a power-disabling radiation, or take on properties to prevent their abilities from working on you, such as turning into yellow wood.

Majin See, Majin Doo Booster: Impersonation Of Power
When looking at something, you can tell what makes it strong, whether it is a magic weapon, a transformation, or even the ability to absorb sunlight in a specific way. You can mimic this power, creating your own version of the ability. You could make a Buu Blade equivalent of Excalibur from ki, your own Super Majin Form using fake Majin-S-Cells, or even create an artificial Stand using a combination of ki and magic. Though this impersonation of power will not be the same, it will mimic the same processes which may result in the strengths and weaknesses occasionally overlapping, but not always.

Spreader Of Night -600 CP (Discounted for Corrupted Majin)
You have gained an innate connection with darkness, allowing you to see in shadows as if they were a gentle, glowing light. However, you are not just at home in darkness; you can feed on light for darkness to grow. When opening your mouth, you can choose to suck in any form of light, draining its reserves while bolstering your own. When used on an enemy with light-based abilities, they are drained of their light energy and aura, resulting in their energy reserves weakening unless they stop producing light. When used on a natural light source, such as the sun, the area would continue to slowly dim as you draw in more light, potentially to the point of pure darkness. If you consume more energy than your body can contain, it will cause you to swell up and release it all in one explosion, destroying the surrounding area and scattering parts of your body.

Absorption Booster: Devouring Demon
There is a light within all things, and now you can devour it. You can manipulate and gather all forms of energy from anything, including plants, animals, objects, people, the atmosphere, and even the world itself, consuming it to strengthen yourself. You can select a specific target, steadily draining their energy without them even being aware. With this parasitized energy, you can awaken the power to make yourself more than merely a Majin, becoming a **Dark Demon God**. Your features will grow more demonic as you gain additional markings, as well as a demonic tool formed from your essence, such as a staff, a hammer, or a sword with a crystal orb. The form your demonic tool takes will be unique to you. This demonic ability can undergo further transformations, increasing your power as you gather more energy.

Darkest Minds Booster: Lord Of Corruption
You can passively see the malevolence and corruption within all things, allowing you to not only draw out the energy of this corruption but also warp it to suit your intentions. You can either corporealize it to draw it out and manifest it as a monstrous creature or, if your target has enough corruption within themselves, change them directly. Regardless of which you choose, the resulting creature's appearance will match the corruption it was born from and it will be yours to command.

Items:

Any lost or be returned to you after a week in the same condition as when you lost them.

Baggy Trousers - Free

You gain a set of Majin Clothing consisting of baggy white pants, a black belt with the Majin symbol, black arm coverings, and black boots. Optionally, you may also choose for your Majin clothing to include a bandeau, a cape, or a waistcoat. All your Majin Clothing will share the same benefits your body gains from your perks, powers, or items, as though they were a part of your flesh, and may change depending on who you absorb.

Sealed Ball - Free

This Sealed Ball, a big, brown cocoon with vein-like bulges on it, can comfortably contain anything within it. When something is sealed within it, it is kept in a state of unconscious stasis until enough energy is injected into it, at which point it will split in half, shooting smoke out.

Drawbacks:

Uub Nijam +300 CP
Instead of an out-of-context **Drop-In** from an alternate reality, you were reincarnated from a member of the **Majin Buu subspecies**. You will need to work with **Jump-chan** to determine how this meshes with your current setting. Additionally, you will not be able to acquire the Items listed in this document.

Clone Problems +300 CP
While you would normally be the only member of the Majin race within the Jump, it seems that a number of the clones **Android 21** created have joined you. Aside from their darker colour, these **Kid Buu** clones look identical to the original. Unless they are attacked or come across another Majin, they will simply roam without becoming hostile.

Something You Absorbed +300 CP
You have absorbed someone whose moral code and opinions are the opposite of your own, something went wrong and you were changed for the worse. Not only are you slightly weaker than you would have been otherwise, but you will occasionally suffer from outbursts where you act contrary to your principles and beliefs.

Pure Majin +300 CP
You can only purchase perks from the **General Perks Tree** or your **Origin Perk Tree**.

Imported Buu's +200/+700 CP
With each purchase of this drawback, a different Majin will appear somewhere on your starting planet during this Jump. For **+200 CP** each, you may choose between **Good Buu**, **Kid Buu** or **Evil Buu**. For **+700 CP**, all three will appear.

- **Good Buu** is a rotund Buu who believes that you have harmed Mr. Hercule. Good Buu has access to all of the **Free General Perks**, as well as all of the **Innocent Majin Perks**.
- **Kid Buu** is a short, chaotic Buu who sees you as an enemy. Kid Buu has access to all of the **Free General Perks**, as well as all of the **Chaotic Majin Perks**.
- **Evil Buu** is an emaciated, grey Buu who seeks to consume you. Evil Buu has access to all of the **Free General Perks**, as well as all of the **Corrupted Majin Perks**.

Superior Buu +600/+1000 CP
For **+600 CP**, either **Super Buu** (**Base Form**) or **Android 21** (**Scientist Form**) will enter the Jump with all of the Perks in this Jump document.
For **+1000 CP**, both **Super Buu** (**Gohan Absorbed**) and **Android 21** (**Evil Majin**) will enter the Jump, each with all of the Perks in 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