Out of Context: Avatar Element Benders Supplement

V1.01 By DeverosSphere

This document can be used as a supplement in any Jump that would not otherwise have an Element Benders within its continuity.

By taking this Supplement you have chosen to become an Element Bender which has awoken in a spiritual nexus or that Jumps equivalent and then be sent through a tear to the main setting.

You will enter into that continuity as a Drop-In.

+1000 CP

If this is used as a supplement for another Jump you do not get a stipend meaning you will need to gain **CP** from the Jump Document or Drawbacks.

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:

Bending is the ability to manipulate an element, there are four elements that each relate to a physical element. The only case of any one person being able to bend multiple elements is the Avatar, who has the ability to practice all bending arts.

Air Bender:

Airbending concentrates on speed and evasion, forgoing a strong offense for a greater defense. Airbenders use their capability to bend unencumbered by the ground or any other environmental factors and use their own momentum as a weapon, evading attacks with astounding agility to tire their opponents out or building up massive inertia for explosive gusts of wind to make their counterattacks finishing moves.

Water Bender:

Waterbending concentrates on the flow of energy, focusing less on strength and more on turning the opponent's own energy against them. Waterbenders gain a serious advantage or disadvantage depending on the amount of water around them, although highly skilled waterbenders can draw water from anywhere, such as draw humidity from the air and bend the water in living things, especially plants.

Earth Bender:

Earthbending concentrates on standing their ground, absorbing or intercepting attacks until they completely overwhelm their opponents with an emphasis on fortitude and strength. Earthbenders gain an advantage or disadvantage in battle based on the amount of earth around them, though the conditions are not extreme.

Fire Bender:

Firebending concentrates on offensive combat to create widespread barrages of fire that overwhelm opponents before striking a focused blow.
Firebenders have to be able to maintain a constant source of energy and balance in battle, allowing them to generate fire using their internal heat source to unleash a volley of direct, successive attacks.

Perks:

Spiritual Connections - Free
You have an innate connection to spirits allowing you to understand their intentions and the meaning of their words even if you do not know their language.

Spiritual Origin - Free (Cannot be taken with "Possesed")
In Future Jumps you can use this narrative perk to set your entry into the Jump Setting as if you had entered the Jump from a Spiritual nexus.

Martial Movements -100 CP
You have learned the martial arts that your method of element bending is based on allowing you to better wield your bending art and integrate to your fighting style.

- **Air Bending Boost: Baguazhang**
  Baguazhang is a style known for various strikes, joint locks, throws, and distinctively evasive circular footwork that seems to be spinning back and forth
- **Water Bending Boost: Combat Tai Chi**
  Combat Tai Chi is a martial art that focuses less on strength and more about alignment, body structure, breath, and visualization
- **Earth Bending Boost: Hung Gar**
  Hung Gar is a style based on strong stances and strong hand techniques, notably the bridge hand and the versatile tiger claw.
- **Fire Bending Boost: Northern Shaolin Style**
  Northern Shaolin Style is a strong, dynamic style of martial arts that uses quick advances and retreats with powerful hand and leg movements.

Chi-Blocking -200 CP
This ancient technique uses quick and light strikes to block someone's chi, paralyzing them by rendering their muscles useless and temporarily disabling a bender's abilities.

Vaatu -400 CP
You have permanently fused with a fragment of Vaatu the spirit of chaos and darkness making you into what would be considered a Dark Avatar.
Though this may be seen as ominous in truth this spirit is an embodiment of instincts and progression, its nature is to prevent stagnation by causing instabilities that require change to overcome destroying order to allow freedom.
With this purchase you are able to purchase all exclusive perks.

Energy Bending -600 CP
Energy Bending is the ability to bend another person's life energy. By bending a person's life energy can instantly grant them with any knowledge you have, block off any of their spiritual abilities such as bending or remove any spiritual blockages.

Chi-Blocking Booster: Chi-Bending
You are now able to grant or remove any one of the four basic element perks so long as you have purchased them. The target will be unable to hold multiple elements at once without a method of storage such as a fused spirit however you will be able to switch them at will.

Vaatu Booster: Controlled Bending
Each bending art has its own method of controlling others, you are able to wield your element's own version of this technique.

- **Air Bending Boost: Spirit Bending**
  This form of bending focuses on manipulating the spirit allowing the user to project their own or other people's spirit out of their body allowing them to empty the body and let the spirit travel to another location.
- **Water Bending Boost: Blood Bending**
  This bending technique allows the user to take hold of and manipulate fluids within an organism's body, allowing the bender to move the person's muscles and control their body.
- **Earth Bending Boost: Bone Bending**
  This specialized form of Earthbending allows an Earthbender to manipulate the bones of a creature, even those inside of a living organism.
- **Fire Bending Boost: Heat Bending**
  This form of bending is very hard to control in others as it consists of controlling the internal body heat of a target, this can be used to allow a person to survive in extreme temperatures or to control their movements by controlling the contractions of muscles though this method causes a great deal of pain.

Air Bender Perk Tree:

Air Bending -100 CP (Free and Exclusive to Air Bender)
As an air bender you can shape and manipulate air and its movement as wind.

Touch of the Wind -200 CP (Discounted for Air Bender)
You have learned the air benders technique to attune yourself to the ebb and flow of the wind around you, allowing you to become aware of all motions and movements within your immediate vicinity with the range growing with practice.
Using this you are able to respond nearly instantly to incoming attacks and are able to match your movements to match and avoid the movements of their opponent.

Vacuum Bending -400 CP (Discounted for Air Bender)
This perk gives you greater control over the stability of force within your bending allowing you to manipulate the flow of the element you bend in order to create explosive results.

- **Air Bending Boost: Vacuum Bending**
  using this you are able to create areas of airless space that would cause suffocation or asphyxiation. You can also collapse these spaces in specific ways to create a small explosion.
- **Water Bending Boost: Moisture Bending**
  can through these teachings learn the specialty of **Moisture Bending**, a skill to extract water from plants, animals or even water vapor out of thin air, this will normal kill the plant and act as a form of torture when used on animals.
- **Earth Bending Boost: Sand Bending**
  who learn these skills can master the art of **Sand Bending**, a style that is able to break down stone into sand like grains and wield them as if they were all still connected.
- **Fire Bending Boost: Combustion Bending**
  using this would be capable of **Combustion Bending**, a method of superheating the surrounding air to produce a beam of explosive energy.

Vaatu Booster: Void Bending
This art of bending manipulates an area of repulsion similar to same-pole magnetism but affecting all objects causing it to attempt to remove all things from the space it occupies.

Flight on the Wind -600 CP (Discounted for Air Bender)
You have learned your bending arts method of flight allowing you to move through the air.

- **Air Bending Boost: Weightlessness on the Wind**
  The principle behind this is to become one with the wind, mimicking its freedom from limitations and inhibitions, in both the physical and mental sense. Once an airbender has embraced these principles, they can fly and hover.
- **Water Bending Boost: Stream on the Wind**
  This method of water bending has the bender condense water around themself in a band like stream and project it downwards from a singular point to blast upwards on a stream of pressurized water and hover in place using smaller streams from multiple points. This band can be refilled by bending other sources of water into it or connecting it to an active water source via a water cord.
- **Earth Bending Boost: Dust on the Wind**
  Using earth bending you can pull dust out of the air and atmosphere in order to create a platform or harness that you can put your weight onto in order to move your body through the air as if bending a boulder.
- **Fire Bending Boost: Jet on the Wind**
  You are able to conjure huge amounts of flame to propel yourself at high speeds through the air, normally this can only be used for short periods of time however you can use this for sustained levitation and flight.

Energy Bender Booster: Energy Flight
You are able to wield your life energy in order to levitate or fly though this will require stamina training to sustain.

Touch of the Wind Booster: Touch of Flight
Your sense of attunement to the wind has expanded allowing you to feel the outline of everything around you regardless of if it moves allowing you to see the layout of an area even in pitch dark.

Water Bender Perk Tree:

Water Bending -100 CP (Free and Exclusive to Water Bender)
As a water bender you can shape and manipulate water and the movements of streams.

Tidal Flow -200 CP (Discounted for Water Bender)
You have learned the waterbending flow of redirection, a trick used to take in your opponent's strike and redirect it back at them. As shown with lightning redirection an element bender could use this methodology to absorb the strike of a bender of the same type into their body and release it in a more desirable direction.

Health Bending -400 CP (Discounted for Water Bender)
You are able to manipulate the regenerative abilities of a person using your bending in order to help them heal or restore their body.

- **Air Bending Boost: Vitality Bending**
  Using this method of spiritual enhancement, you can manipulate the stamina of yourself and others to either drain or enhance stamina to gain a second wind and remain active for a long period of time, it also helps them to recover from wounds or fatigue at an accelerated rate.
- **Water Bending Boost: Health Bending**
  You are able to heal wounds by using water as a catalyst to redirect energy paths around the body and concentrating more energy into a wounded area to allow that area to heal at an accelerated rate. While this technique is effective on external, physical wounds, its ability to repair internal injuries and cure illnesses is more limited.
- **Earth Bending Boost: Shell Bending**
  This method of earth Bending is used to suppress the feelings of pain and fear in its target allowing them to to bypass the limitations of their body while forcibly reinforcing broken bones, torn tissue and other severe injuries as a method of patchwork repair that can reattach limbs but would take time to heal or adapt to.
- **Fire Bending Boost: Spiritual Bending**
  Using a special form of fire bending you are able to produce an orange flame that can be used to sense chi paths and detect spiritual energy within an individual. This technique does not revitalize the body but is instead used to burn out sickness and corrupting spirits, it can also be used to partially repair spiritual damage.

Vaatu Booster: Cleansed Bending
You are able to bend threads of spiritual energy throughout a target to remove any form of parasite, sickness, toxin or poison from their body and seal it away.

Extension of the Formation -600 CP (Discounted for Water Bender)
You are able to extend your element into shell-like forms that better emphasize your element's abilities, you are also able to stack these formations together.

- **Air Bending Boost: Air Formation**
  You are now able to produce an air zorbing, a form of air scooter that can be ridden within to act as both a form of transportation and defense. This can provide a burst of speed to overcome vertical surfaces and allows for short periods of levitation.
- **Water Bending Boost: Extension of Water**
  Using this you are able to form a body of water around yourself and produce multiple whip-like tendrils which can be used to grasp or strike an opponent or to intercept incoming attacks.
- **Earth Bending Boost: Earth Formation**
  You are able to bring any form of earth you control around yourself and mold it into a set of sturdy but malleable armor. You can also use this technique to travel through the earth by selectively melding the ground around you and shifting through the earth. This perfected form is great for defense, enhances your strength but does not limit your range of motion.
- **Fire Bending Boost: Extension of Flame**
  Using this technique you are able to produce thin blades made of fire that can easily slice through objects without completely destroying them, you can also control the energy of the flame to produce a lightsaber like effect.

Energy Bender Booster: Energy of the Formation
You can now generate an astral projection of thick energy which acts as a solid body giving you the appearance of a giant human. This giant shell can act either independently from your body or act as an extension of any part of your form.

Tidal Flow Booster: Flow of Energy
You are now able to appropriate any element you can bend that comes into contact with any of your Element Formations increasing their power and removing your opponents control over that sample of the element.

Earth Bender Perk Tree:

Earth Bending -100 CP (Free and Exclusive to Earth Bender)
As an earth bender you can shape and manipulate earth and most solid mineral compositions.

Seismic Sense -200 CP (Discounted for Earth Bender)
This skill is famous thanks to the skill of the blind earthbender but you are able to replicate it in order to detect vibrations in the ground to perceive objects, people, and other aspects of their environment, essentially acting as sonar through earth and metal.

Metal Bending -400 CP (Discounted for Earth Bender)
This perk gives you greater control over the density of your bending allowing you to focus your element into a sturyer form.

- **Air Bending Boost: Sound Bending**
  This form of bending can generate or manipulate sound waves in order to create or change noises and powerful shockwaves.
- **Water Bending Boost: Ice Bending**
  Although most water benders are able to manipulate ice, Ice Bending is far more controlled allowing you to freeze your target solids in seconds allowing you to trap or kill your opponents, make surfaces slippery, and convert water into any form of ice or snow.
- **Earth Bending Boost: Metal Bending**
  Normally earthbenders are unable to bend the crude earth still present in the metal, however you are now able to bend the purified metal itself in a method similar to Ferrokinesis allowing you to bend it as if you were bending regular earth.
- **Fire Bending Boost: Intensity Bending**
  You have learned how to intensify your flames to produce a chromatic change while increasing the heat initially you are able to bend completely blue flames, that are hotter traditional fire. With practice you will be able to produce other types of flame and may even learn to create dragon fire, a vortex of fire containing several other colors of fire beyond the usual yellow, orange, and blue flames including white, purple, green, pink, and red fire.

Vaatu Booster: Life Bending
With the methods of condensing life energy into one or more new lifes, these creations will be new born spirits that will love you as their creator and can be implanted with any of your energy's in order to become a spirit of that energy type. You can also sculpt this new spirit into an appropriate form in order to possess a hollow form such as a golem or a soulless entity.

Spire of the Mountain -600 CP (Discounted for Earth Bender)
You have learned how to develop constructs from your element.

- **Air Bending Boost: Wind around the Mountain**
  Using your airbending you are able to create permanent self-sustaining updrafts and air currents which can be used in order to create transit streams and support heavy structures.
- **Water Bending Boost: Spire of the Sea**
  You are able to shape a support long term pillar of water that can act as offensive turrets of compressed liquid or defensive structures of various sizes.
  These structures require an amount of liquid which could be frozen to support themselves, this can also be used to pull out geysers of liquid from the ground with the towers being composed from the substances they are above.
- **Earth Bending Boost: Stone that forms the Mountain**
  This bending style allows you to construct structures of varying detail and permanence from the surrounding earth and minerals in order to function as structures, obstacles and even cities.
- **Fire Bending Boost: Spire of the Sun**
  You are able to produce self sustaining fire bands, cages and shackles that you are able to control in order to trap and seal away a target, binding them in an everlasting flame which imprisons them completely with fire stopping the target from moving normally.

Energy Bender Booster: Create Lifeforce
You are able to create imbue forms of life energy within any structors your element in order to animate them allowing you to use them as either methods of transport or program them to perform specific actions.

Seismic Sense Booster: Sense the Mountain
By combining your senses you are able to completely control the internal structure of any construct you make allowing you to fully furnish any construct you make with items made of your element.

Fire Bender Perk Tree:

Fire Bending -100 CP (Free and Exclusive to Fire Bender)
As a fire bender you can create, shape and manipulate fire as an extension of your body.

Focused Strike -200 CP (Discounted for Fire Bender)
You have learned the fire bending trick to channel and charge your element's into a single strike allowing you to create an enormous blast of your element that improves the power behind your attack.

Lightning Bending -400 CP (Discounted for Fire Bender)
You are able to force electrical charge through your element in order to produce a number of effects.

- **Air Bending Boost: Storm Bending**
  This form of air bending is able to manipulate clouds and meteorological patterns to produce rain, wind, hail, lightning, snow, sleet, fog, and temperature changes. Stormbending takes longer to generate than lightning bending, but can produce far more powerful effects.
- **Water Bending Boost: Plant Bending**
  By manipulating the currents within them you can manipulate every form of plant life by bending the ample amount of water within them. You are also able to rapidly compress and replace the plant mass of the flora you bend.
- **Earth Bending Boost: Lava Bending**
  This specialized form of earthbending allows the benders to change earth and stone into a mud-like state or into lava allowing for versatility in battle by ground into a liquid state that would either trap or kill the enemy especially when it is returned to its solid state.
- **Fire Bending Boost: Lightning Bending**
  This advanced form of firebending allows the user to produce lightning by separating the positive and negative energies internally, before directing it up through the arm and out the fingertips. It is considered the purest, most powerful and most dangerous form of firebending.

Vaatu Booster: Mind Bending
You are now able to use your energy bending to connect to the mind of a target allowing you to alter their memories and beliefs by setting triggers, rewrittening aspects or even erasing them in order to suppress their original personality and identity and have them obey any commands.

Artillery of the Destruction -600 CP (Discounted for Fire Bender)
Through this you have discovered how to perform large scale destructive techniques by yourself that would normally require a large group of benders to perform.

- **Air Bending Boost: Sky of Destruction**
  Through this art you are able to create, shape, and manipulate rapidly rotating columns of high intensity wind powerful enough to knock over trees, flatten buildings, and destroy roads while randomly projecting debris as a deadly weapon.
- **Water Bending Boost: Artillery of the Sea**
  Using this method of waterbending you are able to control a huge wave of water or snow to crash down on your targets, washing everything away in a powerful torrent.
- **Earth Bending Boost: Land of Destruction**
  You are able to produce powerful shock waves on the surface of a large area of Earth in order to result in a sudden release of energy causing the surrounding lands to violently shake and potentially destroy any unprepared structures.
- **Fire Bending Boost: Artillery of the Sun**
  Using this method of firebending you are able to gather large amounts of energy from the sun and yourself into sun-like energy spheres that.can be fired at a great range, each detonating on contact into a massive explosion of flame.

Energy Bender Booster: Energy Artillery
You are able to project either a lethal or non-lethal wave of life energy from your body in all directions which upon contact with other creatures it will drain some of their energy in order to amplify the blast and continue the chain.

Focused Strike Booster: Focused Destruction
Through your focused strike you can condense your large-scale destructive technique into a narrow point in order to produce a far more powerful beam of your element.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it.

Bendable Substance - Free
With this you receive a tool that is able to produce a limitless amount of your selected element, Fire benders receive a lighter, water benders receive a flask, earth benders receive a bag of rocks and air benders gain a handheld oxygen canister.

Bending Scrolls - Free
For each of the bending styles you have purchased you gain an ancient, authentic, and illustrated document that provides a guide for benders wishing to learn, without requiring a physical teacher the combative techniques and forms of that bending style.

Drawbacks:

Possessed +100 CP
You are no longer a Drop-In or a natural bender, you are instead possessed by a spirit from the world of avatar the last airbender and will need to work out your Background with your Jump Chan, additionally you will lose the Items from this Supplement.

Face off +200 CP
It seems that you are not the only being from the world of Avatar to have arrived as Koh the Face Stealer, an ancient and knowledgeable spirit with a centipede like body, it has decided that it must add your face to its collection and will begin to stalk you.

The Red Lotus +400 CP
A splinter faction of the Order of the White Lotus has been dragged into this new world and determined that you must be targeted as a priority target.
This group consists of:

- Zaheer is a master tactician who is also an artificial Airbender with all of the perks from the Airbender Perk Tree and the Vitality Bending perk.
- Ming-Hua is a powerful waterbender who was born without arms, she has all of the perks from the Waterbender Perk Tree and the Ice Bending perk.
- Ghazan is a laid back and fun loving earthbender with all of the perks from the Earthbender Perk Tree and the Lava Bending perk.
- P'Li is an expert Firebender who is deeply protective of her allies, she has all of the perks from the Firebender Perk Tree and the Combustion Bending perk.

And then the Fire nation attacked +600 CP
It seems that the entirety of the fire nation has been pulled into this new world with their desire for conquest being fanned even further by the unexpected development.

Convergence +600 CP
The corrupted and insane variant of Vaatu is the spirit of darkness and chaos that was caged within the spirit world and has been free'd and forced into your jump. With their mind in this state they will stop at nothing to break down the barrier between the physical world and the spirit world even if it does not exist within your setting.

Generic Drawbacks:

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sort out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

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

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

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

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

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

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

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

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

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

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

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

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

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

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

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

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

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

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends from beyond your dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

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

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

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

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

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

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

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

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

Local Scale +300 CP/+600 CP
For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** you're level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP
All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400 CP
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks are all disabled for the duration of this jump.

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