# Out of Context: Dungeon Core Supplement

V1.06 By **DeverosSphere**

This document can be used as a supplement in any Jump that would not otherwise have monster spawning dungeons within its continuity.

By taking this Supplement you have chosen to be a **Dungeon Core** and you will enter into that continuity as a Drop-In awakening in a square room which is the start of your dungeon.

**+1000 CP**

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

## Origin:

There are many different types of cores with some acting with the intent to conquer and others focusing on strengthening the world they land in but what do you want to be?

### Friendly Core

You're not a bad dungeon, you want to help people and teach them to become stronger.
The dungeon you build is intended to help people train and grow stronger in a safe way.

### Economic Core

It's all about the money the dosh the bling the **DP** you don't care about the people who enter your dungeon you just want to make money off of them.

### Demonic Core

You are the conqueror, the big bad, you build your dungeon to produce monstrous subordinates that make up armies who crush all those who oppose you.

### Eldritch Core

You should not be, even looking at you could cripple the minds of the weak and feeble. The dungeon you build is here to solidify your existence within the world that you bend to your whims.

## 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:

**Core Aspects - Free (Cannot be taken with "DM")**
For the duration of this Jump you are locked into the **Alt-Form** of a **Dungeon Core**, a crystalline Pearl like stone that cannot leave the **Dungeon Core Room**.
You can project a hard light physical projection anywhere within the boundaries of your dungeon that by default will be visibly similar to a Human but you can choose to instead become a projection of any of your **Alt-Forms**.
You will have direct control over any of these projections as if they were your true body.
**Post-Jump** this becomes an independent body that you can control from any distance and you can create one new **Dungeon Core** and **Dungeon Core Room** at the start of each jump.

**Core Origin - Free (Cannot be taken with "DM")**
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were using this Supplement.

**Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)**
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

**Dungeon Management System - Free (Cannot be taken with “Screenless”)**
Your dungeon can be manipulated and controlled using a **Dungeon Menu** which utilizes a form of currency exclusive to this perk called **Dungeon Points** or **DP** in the **Dungeon Shop** to make new rooms, set traps, set monster spawners, summon individual Dungeon Monsters or in the **Personal Shop** to buy or sell physical items from the setting that you are in.

The **Dungeon Menu** is displayed on a semi-transparent touch screen which can only be viewed or interacted with by those who have been given access.
Through the **Dungeon Management** section of the **Dungeon Menu** map overview you can control the self-repairing functions of the dungeon and its layout rearranging rooms and blocking areas off so long as there is a traversable path from the dungeon entrance to your **Dungeon Core Room**.
You can be creative to avoid using the **Dungeon Shop** and **Personal Shop** by crafting prototypes for your monsters, items, and traps then replicating them at a cheaper price.

You can use the **Monster Management** section within the **Dungeon Management** section to **Name** specific **Dungeon Monsters**, send them messages and use the **Resurrection** Option to bring back **Named Dungeon Monsters** in exchange for a varying amount of **DP**.

There are ways to gain **DP** other than selling items, the easiest way is to passively absorb energy such as Mana, Miasma or Sunlight from the space your dungeon occupies and the areas surrounding it with the amount gained this way growing as your dungeon does. The other ways to gain **DP** require interacting with the dungeon's visitors, while they are inside the dungeon you will passively absorb energy from them gaining **DP** at a varying rate depending on the strength of the visitor. If a **Visitor** dies in your dungeon you will gain a sum total of **DP** at a varying rate depending on the strength of the **Visitor** and can then sell their corpse to gain more.

**Post-Jump** you may only use the Dungeon Menu when in the dungeon but will not gain any **DP** that has been generated since your last visit.

**Dungeon Loot -100 CP**
Whenever a **Dungeon Monster** is killed they will be stored by the **Monster Management** section thereby preserving their corpse and making it cheaper to revive them. In their place a random item will be spawned at their location without costing you any **DP**. The spawned item will be either generic materials or themed items. Generic materials can be blank coins, refined ingots or ore such as iron, copper, bronze, silver, gold or magical metals. The themed materials are all somehow relevant to the **Dungeon Monster** such as a piece of themed clothing, a themed weapon, a body part, an ingredient or rarely a relevant magical scroll.

**Pocket Environment -100 CP**
Your Dungeon is no longer limited by physical space and you can now expand it into Subspace allowing its internal volume to be far larger than its external space. The Subspace is only externally accessible by your **Dungeon Entrance** but it can grow through spending **DP** to create more Room's and Floor's in your Subspace Dungeon. For each floor and room added the **Dungeon Menu** will allow you to purchase slightly better traps and **Dungeon Monsters**.
By default the entrance to your **Dungeon Core Room** is in the very bottom of your Dungeon

**Out of Context Guise -200 CP**
Through this Perk you can alter the visual appearance of anything using your **Dungeon Menu** allowing you to alter items and **Dungeon Monsters** to look like items and monsters from previous jumps however this will only slightly increase their strength.

**Long Distance -400 CP**
You can use this to project your hard light physical projection of your **Alt-Form** beyond the boundaries of your dungeon however while your hard light physical projection is not within the boundaries of your dungeon it can not access your **Dungeon Management System**.

**Post-Jump** you may use the Dungeon Menu even when not in the dungeon but will not be able to gain additional **DP** until you return to the dungeon and will then gain any **DP** that has been generated since your last visit.

**Dungeon Kingdom -600 CP**
You can expand the borders of your dungeon by taking ownership of the surrounding lands. To take ownership of an area you must either legally own the land or everyone living on the land must accept that you are the owner.

***Long Distance Booster: Long Distance Kingdom***
You can use your **Dungeon Management System** to take ownership of any land that is not surrounding your dungeon so long as it is not further from the edge of your Dungeon Kingdom than the maximum radius of unbroken owned land from your **Dungeon Core**.

***Out of Context Guise Booster: Out of Context Kingdom***
You can now use your **Dungeon Management System** to create new **Dungeon Cores** which can be extensions of your original **Dungeon Cores** or independent **Dungeon Cores**.
You can use the **Dungeon Shop** to purchase full Items, traps, rooms and monsters from other jumps you visit and have visited.

***Out of Context Guise Booster: Out of Context Leveling [Requires Civil Leveling]***
The **Job/Class System** is now able to add dynamic classes both from the current continuity and the continuity of all Jumps you visit or have visited and can merge with any other leveling systems you have in order to gain the benefits of both.

***Out of Context Guise Booster: Out of Context Gacha [Requires Economic Gacha]***
The **Personal Shop** and **Gacha** can now get random items from other settings regardless of if you have visited them or not and you can incorporate any other RTM systems you have into the **Dungeon Management System** in order to gain the benefits of both.

***Out of Context Guise Booster: Out of Context Evolution [Requires Mobile Evolution]***
The **Evolution System** is now able to add dynamic evolution both from the current continuity and the continuity of all Jumps you visit or have visited and the Monster Management System can incorporate any other RTS systems you have into the **Monster Management System** in order to gain the benefits of both.

***Out of Context Guise Booster: Out of Context Adaptation [Requires Terraformed Adaptation]***
Your **Biome Editor** is now able to create **Biomes** that match the environmental and universal settings of any Jumps you visit or have visited including laws of physics and supernatural forces.
You also can merge the **Biome Editor** with any other editing systems you have in order to gain the benefits of both.

***Out of Context Guise Booster: Out of Context Transportation [Requires Civil Leveling, Economic Gacha, Mobile Evolution and Terraformed Adaptation]***
The **Transportation** Option is now able to create portals between Jump settings that you visit or have visited and can incorporate your warehouse into its functionality.

## Friendly Core Perk Tree:

**Safe Space -100 CP (Free for Friendly Core)**
Your **Dungeon Menu** now has a toggleable setting so that anyone who dies in the dungeon is immediately ejected instead of killed. You can now also create Safe Zone which act as areas perfect for human habitation which do not spawn traps or **Dungeon Monsters** and will give you triple the **DP** that you would get for being in them.

**Heroic Leveling -200 CP (Discounted for Friendly Core)**
You can grant any **Visitor** or **Resident** access to a leveling system while in your dungeon they can gain **EXP** which they can use to level up which will grant them boosts to their mental and physical capabilities in the form of **STAT's**.
You can **Toggle** if the visitors are able to see their Leveling Menu or if the changes are automatic.

**Blessings of Heaven -400 CP (Discounted for Friendly Core)**
You are now able to build an altar that covers the door to your **Dungeon Core Room**, when a **Visitor** or **Resident** is in this room they can follow the simple instructions at the altar to return to the Dungeon Entrance and gain a random useful **Skill** or **Ability** that they didn't have previously. In order for a **Visitor** to access your **Dungeon Core Room** they will have to destroy the altar.

***Color of Madness Booster: Color of Heaven***
Instead of a single altar you can now construct a full shrine that grants additional dynamic reward based on the **Visitor** or **Resident**. By following the instructions in the room required to get their reward the **Visitor** is influenced in order to become loyal to the dungeon and think of it as holy.

**Civil Construction -600 CP (Discounted for Friendly Core)**
You can now insert blueprints and instructions into the **Dungeon Management System** in order to construct buildings such as factories, hotels and houses using the **Dungeon Menu** which will allow those who live in them to become a **Resident** who can benefit from the **Dungeon Management System** as if they were **Dungeon Monsters**.

***Pocket Environment Booster: Civil Environment***
You're **Dungeon Management System** now gains a **PG** setting that when toggled ON fully heals **Visitor's** when they leave the dungeon, ejects them to the **Dungeon Entrance** if they die, reduces the price of the **Resurrection** option for **Dungeon Monsters** by half and locks your **Dungeon Core Room** in a secure pocket dimension that **Visitors** can not normally reach.

***Dungeon Kingdom Booster: Civil Kingdom***
You can now use the **Dungeon Management System** to copy any facilities that you have direct line of sight of and any time you construct a building its total **DP** cost will be reduced for all future purchases eventually making it **Free**. In addition anyone connected to the **Dungeon Core** such as the **Jumper**, **Dungeon Employees** and **Dungeon Monsters** will become **Residents**.

***Heroic Leveling Booster: Civil Leveling***
Your Dungeon's leveling system now comes with a **Job/Class** System which allows **Visitors** and **Residents** to select a **Job/Class** that they are eligible for which will grant them **STAT** bonuses, skills and abilities that are related to that job. The max level of any **Job/Class** is 100 and once a **Job/Class** reaches max level it can be changed to another **Job/Class** they are eligible for, however the buffs will remain permanently even when the **Job/Class is** changed.

## Economic Core Perk Tree:

**Shopping District -100 CP (Free for Economic Core)**
Your **Dungeon Menu** now has a **DP** equipment bonus so that the **DP** you gain from visitors is increased based on the value of any objects they have on them. You can now also create a Shopping Zone where **Dungeon Monsters** will not spawn and **Visitors** can use currency to use the **Personal Shop** features allowing them to buy or sell items from the **Dungeon Menu** as if their money was converted to **DP**. Whenever a purchase or sale is made you gain an equivalent amount as **DP**.

**Lucky Gacha -200 CP (Discounted for Economic Core)**
Your **Dungeon Shop** and **Personal Shop** now have a luck game that can drop rewards which are categorized into various tiers with lower tier drops dropping more frequently than high tier's. You can spend any amount of money to the power of ten (i.e. 1,10,100,1000) with the resulting drops being proportionally valuable to how much is spent.

**Positions of Employment -400 CP (Discounted for Economic Core)**
Any **Dungeon Monster**, **Visitor** or **Resident** not native to the dungeon can sign an employment contract in order to become a **Dungeon Employee** and get added to the **Dungeon Management System** as if they were a System Generated **Named Dungeon Monster**. This also allows you to use the **Dungeon Management System** to spend **DP** to revive them should they die.

***Blessings of Heaven Booster: Blessings of Employment***
You can now use the **Dungeon Management System** to improve the **STAT's** of any **Dungeon Employee** and **Dungeon Monster** as well as Purchase Skills and Abilities for **Dungeon Employees** and **Dungeon Monsters**. As an additional bonus you can bestow each **Dungeon Employee** and **Dungeon Monster** 1 **Free** random **Skill** or **Ability**.

**Economic Investment -600 CP (Discounted for Economic Core)**
Your **Dungeon Management System** gains an **Investment** option which allows you to insert **DP** in order to passively improve your **Dungeon** and **Dungeon Monsters.** For every power of ten that your Investment has reached (i.e. 1,10,100,1000) your **Investment Grade** increases by 1. For each **Investment Grade** the **STAT's** of all of your **Dungeon Monsters** are **boosted** by a compounding **25%** and the **DP** prices from your shop menu are **discounted** by a compounding **2.5%**. I.E. [1 **DP** = **Boost** 25%:**Discount** 2.5%], [10 **DP** = **Boost** 56.25%:**Discount** 4.8365%], [100 **DP** = **Boost** 95.3125%:**Discount** 7.3141%]

***Pocket Environment Booster: Economic Environment***
Your dungeon now gains a **Showroom** pocket dimension where you can use the funds within the **Investment** option to temporarily purchase anything off the **Dungeon Shop** in order to test it in the **Showroom** and see how it interacts with other purchases. Anything you temporarily purchase reduces the amount you can use from the **Investment** option however when it is returned to the **Dungeon Shop** the funds will be available to use in the **Showroom** again.

***Dungeon Kingdom Booster: Economic Kingdom***
**Visitors**, **Residents** and **Dungeon Employees** can access the **Investment Menu** in the Dungeon in order to spend any type of Currency in order to permanently improve their own **STAT's** at a similar price rate. Any amount they spend is automatically converted to **DP** and put towards improving your **Investment Grade**.

***Lucky Gacha Booster: Economic Gacha***
The higher the **Investment Grade** the better the odds are for the Gacha Game with every investment grade doubling the Gacha Grade. I.E. A **100 DP** investment will improve every Gacha game as if it were the best option out of eight spins, a **10,000 DP** investment would each spin the best out of thirty two Gacha spins and were you to invest **1,000,000 DP** each spin would be the equivalent of the best option out of a hundred and twenty eight.

## Demonic Core Perk Tree:

**Recruitment Graveyard -100 CP (Free for Demonic Core)**
You can now create a Graveyard Zone which acts as a perfect for undead habitation any **Dungeon Monsters** who die in the dungeon are automatically sent to the **Graveyard Zone** where **Resurrection's** will be discounted and cost less **DP**.
A **Toggleable** option can be set so that any **Unnamed Dungeon Monsters** will be automatically revived as two **Dungeon Monsters** in the Graveyard Zone as a Ghost and a Zombie. Any **Named Dungeon Monsters** will give you the option of ordinary **Resurrection**, unnaming them then reviving them as a Ghost and Zombie or by expending **DP** reviving them as a superior form of undead such as a vampire or lich while retaining their name.
Any **Visitors** who die in a Graveyard Zone will give triple the **DP** that you would get for them dying in any other zone.

**Monstrous Evolution -200 CP (Discounted for Demonic Core)**
The **Monster Management** section now has access to an **Evolution System** which allows you to see the level of each of your **Dungeon Monsters** and how much **EXP** they need for the next level. When they reach level 100 you can select from a list of viable evolutions for them, turning them into a new species or a variant of their species such as adding an adjective such as Poison to the front or end of the already existing species name. **Named Dungeon Monster** may control their own evolution options and you may exchange **DP** for **EXP** for any **Named Monster**.

**Judgment of Hell -400 CP (Discounted for Demonic Core)**
You are able to create **Mirror Zones** that whenever are entered by **Visitors** will create **Mini-Boss** level **Dungeon Monsters** called **Sin-Bearers** who are representations of that **Visitor's** sins and level scale to match the **Visitor** they came from. **Sin-Bearers** monsters do not count as true **Dungeon Monsters** and cannot exit the **Mirror Zones** or be interacted with using the **Monster Management System**.

***Positions of Employment Booster: Positions of Hell***
You can now create **Reflection Zones** which create spectral copies of any **Visitor** who enters the **Dungeon** called **Ethereal-Reflections** making them become a **Named Dungeon Monster**. You are now able to recruit any **Sin-Bearers** and **Ethereal-Reflections** that are generated in your dungeon automatically making them **Named Dungeon Monster** which can be moved to other areas of the dungeon.

**Mobile Dungeon -600 CP (Discounted for Demonic Core)**
Your **Dungeon Menu** now has the **Transportation** Option which allows you to take movement control over your **Dungeon** as if it were a land vehicle with movement speeds reaching up to 20 MPH. The Dungeon entrance must always be accessible and unless taken with **Pocket Environment** the land the dungeon is in will move in alignment with the entrance leaving trenches in the ground as your move.

***Pocket Environment Booster: Mobile Environment***
You are able to move the **Dungeon Entrance** separately from the rest of the dungeon allowing it to move independently as though it were a vehicle.

***Dungeon Kingdom Booster: Mobile Kingdom***
You can now use the **Monster Management** system to take direct control over any of your **Dungeon Monsters** or select multiple **Dungeon Monsters** and give them priority directives and missions. The **Dungeon Menu** map overview can also be used to teleport any **Dungeon Monster**, **Resident** or **Dungeon Employee** to any location within the dungeon.

***Monstrous Evolution Booster: Mobile Evolution***
Your **Dungeon** can now gain **EXP** whenever it gains **DP** which will allow it to evolve in order to gain new features, increase its travel speed and gain new methods of travel such as floating and sailing.

## Eldritch Core Perk Tree:

**Library of Babel -100 CP (Free for Eldritch Core)**
You can now create a **Babel Zone**, a library that contains a copy of every book that has existed within that continuity shelved in a random order. Any **Dungeon Monster** that enters into the library are automatically converted into **Librarians of Babel**, a type of invulnerable **Dungeon Monster** who is incapable of attacking and will act as the caretakers of the library. The books can not be taken out of the **Babel Zone** and anyone within the **Babel Zone** can read any language but can only speak using dialogue wheels. In order to gain access to reading rooms and to find specific books the **Visitor** must use their dialogue wheel to gain affection from the **Librarians of Babel**.

**Terrain Adaptation -200 CP (Discounted for Eldritch Core)**
Your **Dungeon Monsters** will dynamically adapt to any environment they are put into and will not die from environmental damage such as hail, lava or asphyxiation.

**Color of Madness -400 CP (Discounted for Eldritch Core)**
You are now able to leave markings and etchings around your dungeon which symbolize you and your intentions. Whenever a **Visitor** sees one of these markings they will suffer from a mental prob that will attempt to make them more affectionate toward the dungeon.

***Judgment of Hell Booster: Judgment of Madness***
You are now able to create marks that can force the **Visitor** to face their own inner demons in a mind scape in order to either overcome their problems or become a new **Dungeon Employee**.

**Terraformed Rooms -600 CP (Discounted for Eldritch Core)**
Your dungeon management now has a **Biome Editor** that will allow you to use **DP** in order change the **Biome** of a room in your dungeon allowing you to make a variety of natural environments, such as forests, mountainous areas, or deserts as well as unnatural ones native to your continuity such as cities, toxic swamps, mushroom mountains or cursed forests.

***Pocket Environment Booster: Terraformed Environment***
You are able to expand the dimensions of rooms within your dungeon using your **Biome Editor** in order for the space to take up a far larger space than would otherwise be possible such as making a custom and detailed **Biome** that is large enough to function as it's own planet.

***Dungeon Kingdom Booster: Terraformed Kingdom***
Your **Biome Editor** is no longer limited to internal spaces and is now able to alter the **Biomes** of owned areas of your dungeon that are external to the dungeon entrance allowing you to convert local fauna and flora into **Dungeon Monsters** allowing them to become specialized to their new **Biome**.

***Terrain Adaptation Booster: Terraformed Adaptation***
Whenever a **Dungeon Monster** is in an altered **Biome** it is able to gain a temporary adjective booster which matches its room's **Biome**. For example a Poison-Goblin in a Volcano **Biome** will become a Volcanic-Poison-Goblin gaining Lava attacks and fire resistance. If that same Goblin moved to a Ocean **Biome** it would lose the Volcanic adjective and gain Oceanic to become an Oceanic-Poison-Goblin gaining the ability to use water attacks, breathe water, swim and gain water resistance.

## Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

**Dungeon Core Room - Free**

If the power type would have arrived on a vehicle this is the damage one they arrived on.

## Companion:

This section is only available if you have taken the drawback **DM**..

**Dungeon Core - Free (Mandatory with “DM”)**

You gain a new Dungeon Core that is in line with your design and loyal to you they also gain any perks purchased in this document.

## Drawbacks:

**DM +100 CP**
You are no longer a Dungeon Core instead you are a Local who has somehow become the Dungeon master for a newborn Dungeon core. The only perk you personally gain in this document is **Dungeon Management System** as all others are taken by your **Dungeon Core** companion.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

**Screenless +200 CP**
You no longer have access to the **Dungeon Management System** perk and must now figure out how to use your features to summon **Dungeon Monsters** or shape your **Dungeon** through your intent and will alone. **DP** will still exist but will be more difficult to coordinate as it is a combination of mana miasma and whichever energy is available each day. It

**Training Trials +300 CP (Exclusive to Friendly Core)**
You are now a divine training ground built to aid the hero's of this world grow in order to challenge the darkness that is fated to arrive.
Because of this you are only able to take **General Perks** or perks from the **Friendly Core** Perk Tree.

**Business Sector +300 CP (Exclusive to Economic Core)**
You are now a metaphysical representation of the economy and are able to grow in order to strengthen stock markets and reach economic stability.
Because of this you are only able to take **General Perks** or perks from the **Economic Core** Perk Tree.

**HellMouth +300 CP (Exclusive to Demonic Core)**
You are now the literal entrance to hell and although you won't be getting any help from down there everyone can feel the demonic pressure you allow out.
Because of this you are only able to take **General Perks** or perks from the **Demonic Core** Perk Tree.

**The Crimson +300 CP (Exclusive to Eldritch Core)**
You are now an alien organism from beyond the mind's understanding as each room of your dungeon is an organic part of your body.
Because of this you are only able to take **General Perks** or perks from the **Eldritch Core** Perk Tree.

**The War of the Four +600 CP**
Normally you would be the only Dungeon Core but with this drawback not the only Dungeon Core in town as now three other Dungeon Cores arrive in the setting one of each origin type you didn't take will the Free perks and all of their respective Origin Perks Tree's perks. They are each going to try to be the only Dungeon core that survives so prepare for a dungeon war.

## 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