Out of Context: Dr. Doom Supplement

V1 By **Arkum**

This document can be used as a supplement in any Jump that would not otherwise have Doctor Doom within its continuity.
By taking this Supplement you have chosen to be akin to Doom and you will enter into that continuity as a Drop-In awakening on a time travel pad.

+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:

Sorcerer

Some may call you crazy to devote your time and energy into the unorthodox, but they'll find it hard to challenge the results. You've devoted your time to the mystic and the unknown, delving into secrets beyond normal eyes.

Scientist

A more traditional use for your talents. You've become a man or woman of science, turning the light of your mind to the future for all. Someday, you may even reach the stars with what you will do here.

Dictator

You've put your mind to the complicated art of statecraft and leadership. You may not be able to shake the world with science and magic, you can shake the public stage with your leadership, Make an empire. Show them what you can do with a microphone.

Perks:

Note:

To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:
THERE IS ENOUGH DOOM FOR ALL -??? CP
RICHARDS! Booster: Something Unique
In order to get the Perk **Something Unique**, you need to take both the **THERE IS ENOUGH DOOM FOR ALL** Perk that it follows and the **RICHARDS!** Perk that is commented before the boosted Perk.

General Perks:

DOOM Does As He Likes. - Free

… You were a theater kid, weren't you? You have a talent for dramatics, making sure your cape always flows the right way and your stature always coming off as an imposing son of a bitch. There's only so much theatrics can take you though.

Throne For You - Free

You can't have one of these without this. You know how to sit on a throne like a true king. Whenever you sit in a throne, you give off the perfect amount of awe and fear, capable of burning the image in people's minds for the rest of their lives.

Power Type Origin - Free (Cannot be taken with "Not Drop In")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to 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.

FOOTDIVE -100 CP
A simple, but useful maneuver. By jumping in the air, you can slam down onto your opponents like lightning. This move is easily spammable.

PSYCHIC POWERS -200 CP
Not your strongest tool in your arsenal, you do have a few psychic cards to fall back on. Basic telekinesis, mind reading, and maybe even body hopping are available to you with this, though these skills pale in comparison to what you can have.

RICHARDS! -400 CP
If you were to have one defining character trait, it's pure, unbridled, **SPITE**. If there is someone you truly hate, someone you loathe from the bottom of your heart, you will find ways to surpass and overwhelm them. No matter the mountain they stand on, you will climb your way and throw them from that little space. You're also the undisputed master of being a petty motherfucker.

THERE IS ENOUGH DOOM FOR ALL -600 CP
You're of course, not defined by your wrath. You're defined by your *will*. Something that is harder than diamond. You are someone who is impossible to manipulate through magic, psionics, or technology. God himself could try to force you into a blinking contest and you would watch him blink first. Though this doesn't make you immune to physical harm. If God wanted to break your bones you'd be shit out of luck.
RICHARDS! Booster: Beneath Me
And who would dare think that you could be held back by something as simple as what the lesser men think is "impossible?" Nonsense. No matter how far you may fall, no matter how much is taken from you, you WILL gain everything you lost back and more. Strip you of your armor, your strength or even trap you as a brain in a jar, you will drag your way back into your body and hunt down the one who dared think he could get one over on JUMPER!

Sorcerer Perk Tree:

Parlor Tricks -100 CP (Free for Sorcerer)
Some basic parlor tricks you picked up from your mother, father, or a mentor. Bolts of magic, simple shields, and illusions that can trick the common and dull. These aren't anything beyond what can be best described as basic, but they do have one thing that makes them worthy of your attention. They cost no energy to use.

Mystic Fists -200 CP (Discounted for Sorcerer)
All the magic in the world can't help you if you can't even fend off a mugger. Good thing that'll never be a problem for you. You have the talent to mix martial arts with mystic arts, allowing you to make sure all those years of studying don't go to waste in a fight. This also comes prepackaged with tibetan martial arts along with their brand of magic to boot.

Supreme -400 CP (Discounted for Sorcerer)
In a world of magicians of all shapes, sizes and flavors, you stand above them. You are a savant of magic in all its forms. You could travel the world and find miniscule few people who you could call above you in talent…
RICHARDS! Booster: Sorcerer Supreme
And you will come to quickly surpass them. Throughout heaven and earth, you alone are the strongest at the mystic arts. It would take maybe a few months of casual education before all magic in the world becomes yours, and at that point the next step is to upgrade it.

Friends in Low Places -600 CP (Discounted for Sorcerer)
Even with all your knowledge of magic, there are limits to what a man can do. You have to rely on making contracts with those beings of higher stations. Fortunately, you are as masterful at negotiation with these beings as you are at all other talents. You can squeeze boon after boon from them while giving relatively little in return. Be wary though, you can still end up giving up more than you might be willing to handle.
THERE IS ENOUGH DOOM FOR ALL Booster: Best There's Ever Been
Forgive me, I should've known better than to doubt your superiority. Even these supposedly superior beings will be forced to kneel by your hand. Any being that finds itself willing to deal with you will find that any contract will immediately drain them of all their power and suck it right into you. Even if they have the mind to avoid you, you can make rituals and equipment to do the job for you just as well.
Mystic Fist Booster: Familiar Carnage
Did those daft demons think their punishment would stop at just being absorbed? No no no. They will SERVE JUMPER AT ANY CHANCE. With ease, you can project any being you absorb into the physical world as a familiar to fight on your behalf. Even if they were to fall during this time, they would harmlessly return to you with no chance of escape.

Scientist Perk Tree:

Degrees in Evil -100 CP (Free for Scientist)
Who could dare define intellect by how many slips of paper you have on your wall? It's absurd. Luckily, it's a situation you'll never be in. In any world you find yourself in, you'll find whatever qualifications you'd need to flex your intellect. Of course, if you lack the skill you'll probably not be seen in a good light.

Polymath -200 CP (Discounted for Scientist)
You have a very special talent for melding different branches of science into new, powerful forms. Examples include mixing mechanics and psychology into a hypnotic machine, mixing biology and engineering to make plants with mechanical traits. Skies the limit.

Mad Scientist -400 CP (Discounted for Scientist)
In the world of comics, there's countless scientists dumb or arrogant enough to play fast and risky with science. Unlike them, you know what you're doing I hope. You're a master of using science to grant you and others power beyond the mundane.
RICHARDS! Booster: Hubris of The Powerful
You're now not only a master of granting powers, but also countering and nullifying them in others. Those "Superheros" who think they have a chance against you thanks to their little defects will find their bodies broken and their powers leaving them.

Greatest Mind -600 CP (Discounted for Scientist)
What kind of scientist would you be if not for a vorpal sharp mind? You can accomplish things those in your original world would consider impossible and bend the rules of the universe to serve JUMPER. Spaceships that can be anywhere in an instant. Weapons that could shatter the world with just their start up. The power is terrifying.
THERE IS ENOUGH DOOM FOR ALL Booster: Beyond Brilliance
Before, the only person who could be humored as your superior was Reed Richards. Now? You scale far above him. You are to him as he is to a baby who just left the womb. Things thought impossible to him are simply a matter of time to you. You could reverse engineer marvels of the universe in the span of an hour.
Polymath Booster: Alternate Science
Your mind isn't just confined to the folly of traditional science. Oh no, that would be too… constraining for you. If you were to include magic into your library of knowledge, your capabilities would evolve into magitech that completely surpasses either study by a dozen orders of magnitude.

Dictator Perk Tree:

THE VOICE OF DOOM -100 CP (Free for Dictator)
What kind of leader could ever lack a voice that stays in the mind? Not you. You have a naturally powerful voice. You could talk for hours to the common folk about types of ramen and keep them hanging on your every word.

Teacher of The People-200 CP (Discounted for Dictator)
The lessons you could impart into a society would be able to change people from the butt of jokes into a culture that would make world leaders fear them. It would take some serious work, but you could turn a third world country into a contender for the most envious place to live.

Leading Man of Industry -400 CP (Discounted for Dictator)
Now, to get some income for your country. You're a marvel of industry, capable of building infrastructure capable of pumping vital lifeblood into a country. On top of that, you can get much more out of your workers and still treat them well enough for them to be devoted to you.
RICHARDS! Booster: Art of War
Now, your skills transfer to training people into war minded individuals. Even with a civilization that's never known modern war can be evolved into a war machine capable of contending with those older and bigger than them and force them to kneel. Only the best for JUMPER

Two Steps Ahead -600 CP (Discounted for Dictator)
If there is one thing you can do that makes you a threat to heroes, it's your mind for schemes and manipulation and maneuvering that make you king. You could be locked in a room with a group of heroes and talk your way into making them see your point of view and turn your would be assassins into loyal guards. If they had a grudge though and had nothing to lose, you might have some trouble
THERE IS ENOUGH DOOM FOR ALL Booster: JUMPER DOES NOT FAIL
You are the undisputed master of the Xanatos Gambit. Even in a situation where a lesser leader would have a low chance of succeeding, you would be prepared for any possibility and be able to come out of it a victor in one way or another.
Teacher of The People: Master of War Games
While the above perk makes you a good manipulator, this upgrade puts you at a point where when it comes to tactics and strategy you'd be unstoppable. Any war you'd throw your hat in will find even the slimmest chance of victory becoming a reality. No matter what plan or form of advantage they have, they will fall to JUMPER's will.

Items:

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

Titanium Armor - Free

This could be considered an antique. This heavy suit of armor is made out of a titanium alloy and comes pre-packaged with air conditioning and braces to help with mobility. What it does have that makes it worth JUMPER's time is its potential. Here are a few upgrades to make this armor a true magnum opus. You can import a preexisting armor into this if you wish.

Life Support - 100

Armor's main purpose is to prolong and ensure your survival. You have plenty of systems built into your armor for that. Food, water, and air reserves along with being to resist space and the bottom of the ocean. As long as your suit has power, you'll be able to survive any climate.

Adamantium - 200/400 (Discounted for Scientist)

One metal that is well regarded as the most durable, this addition comes in two prices. First one gives you the "True" variant, the one most used which is what you think of. Wolverine stuff. For 400, you get a purer form known as "Proto". This is the type that Captain America's shield is made of. There is few, few things that could damage your armor now

Uru - 200 (Discounted to Sorcerer)

Another super metal. This one is a tad more occult. The metal of gods. Uru isn't as insanely durable as the above, but it's well suited for magic, empowering and being empowered by magic. Same stuff Mjolnir is made of.

Endosym - 400

Ah, another monstrous upgrade. This purchase makes your suit less of an armor, and more of a second skin. Liquid metal mixed with the properties of a symbiote. With a telepathic call, you could summon it to wrap around you and shift into any form you require. Any damage done to it will quickly self repair as well. The only serious drawbacks is that it suffers from the typical weakness to heat and sound though that should be child's play for you to fix up. If you wish, you can become one with your armor, turning into an odd metal man.

Jumperreactor 200

This is a simple, but incredibly useful energy reactor that converts any magical or scientific source of energy into an explosive burst of power. Any normal form of power will have it's output multiplied tenfold.

Augmented Strength 200

A simple addition. Any natural physical ability you have will be increased by the amount of energy you have in the suit.

Damaged Bot Factory - Free

All this needs is power. This desolate factory has the means and blueprints to make a small army of Jumperbots, robotic copies that can emulate your power enough to pass off as you. It will take some time, but this factory will boom again.

Damaged Time Platform - Free
Another classic. While this rectangle of what appears to be cracked glass doesn't look too impressive, its function could change the world. When properly fixed up, it can take you any place within space and time almost like a TARDIS but without the pocket dimension. It would not be too crazy to upgrade it to that level though…

Jumpveria - 400 (Discounted for Dictator)
Ah, what would you be without your people? This relatively small country makes up for its size with raw resources and devotion. The lands are filled with riches the rest of the world would rarely see themselves. The people are completely devoted to you, seeing you as a God King. Lastly, this comes with a castle as the core of your country, perfectly opulent for you.

Companions:

Valeria DOOM - 200

This might be cause for concern. Through means similar to you, another mysterious stranger has arrived. This woman of tastes is quite the prodigy. Apparently, she was born from a matrimony of Doom and Scarlet Witch. While she might be egotistical and a tad "unorthodox" (Read unstable), she is loyal to you and willing to assist you in your goals as long as you prove to be a loyal ally.

METAL FACE - Free

The fuck? This is an unseen ally. Another Doom like. This one fashions himself the supervillain of music. An interesting fellow who is as unmatched in lyricism as he is with presentation. He is also a master of a niche form of magic The Words which is empowered by his rapping skill. Say his name in all caps, by the way.

Drawbacks:

Not Drop In +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who decided to change the world.
You will need to work out your Background with your Jump Chan.

Copycats +200 CP

Normally you would be the only one who melds science, magic, and statecraft within this continuity, however with this drawback people holding potential will appear, one of each type but without perks who are each going to do bad stuff.

Strange Individual +300 CP (Exclusive to Sorcerer)
Science? Politics? No thank you. You prefer magic. Because of this you are no longer able to take perks from the **Scientist** Perk tree or the **Dictator**.

Iron Mind +300 CP (Exclusive to Scientist)
Who needs occult mumbo jumbo or a snake pit when you can make the world a better place for the common man? Because of this you are no longer able to take perks from the **Sorcerer** Perk tree or the **Dictator**.

Baron +300 CP (Exclusive to Dictator)
Let the weirdos and the eggheads do what they wish. You'll be doing the hard work of keeping people in place and powerful. Because of this you are no longer able to take perks from the **Sorcerer** Perk tree or the **Scientist**.

Perk Users +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other "***People who can use your power type***" within this continuity, however with each purchase of this drawback, a new "***way that you entered***" will appear at some point during your Jump, somewhere on your Planet.
For **+200 CP** only "***Dr Strange***" will appear.
For **+400 CP** both "***Dr Strange***" and "***Ultimate Iron Man***" will appear.
For **+600 CP** the "***Dr Strange***", "***Ultimate Iron Man***" and "***Baron Zemo***" will appear.
For **+1000 CP** the "***Dr Strange***", "***Ultimate Iron Man***", "***Baron Zemo***" and "***The Most DOOM of all DOOMS***" will appear.

Dr Strange will have access to all the perks on the **Sorcerer** Perk Tree.
Ultimate Iron Man will have access to all the perks on the **Scientist** Perk Tree.
Baron Zemo will have access to all the perks on the **Dictator** Perk Tree.
Most DOOM of DOOMS will have access to all the perks on this Jump Document.

Generic Drawbacks:

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.

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.

How do I keep falling into these situations +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Bounty +100 CP

It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

Wanted +100 CP

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

X-rated +100 CP

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

Double Trouble +100 CP

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

Low Budget +100 CP

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

Thugs for days +100 CP

At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP

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

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.

Inconveniences +100 CP

Small issues will constantly occur causing minor discomforts for you.

Behind your back +100 CP

People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

What's that Smell +100 CP

No matter where you go, no matter what you do, something will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

As you know +100 CP

Everyone expects you to already know what’s going on so don’t expect to get any explanations.

Sickly +100 CP

You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

This is a holdup +100 CP

For some reason every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and thanks to this drawback they are going to go out of their way to prove it! Expect to get mugged a lot.

Magnet for Misfortune +100 CP

You have terrible luck causing you to be near constantly hit by random, unpleasant, and painful bouts of misfortune.

What’s his name +100 CP

No one seems to remember your name and you have been given a nickname that really winds you up. What's worse, most people think that it’s your actual name.

Two of a kind +100 CP

People keep making parallels between you and other people, these comparisons are not flattering.

They heard you +100 CP
You will forget you took this drawback.
Any time you say something mean about someone they will overhear you and probably get upset.
Simple minded +100 CP
You find it difficult to understand slightly complex things and have trouble remembering when holidays are.
Money Money Money +100 CP
You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.
No hard feelings +100 CP
There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.
Black Cat +100 CP
You are constantly finding Ill omens pointing at you, mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.
Touch of Madness +100 CP
Things keep happening that make you think you're going crazy and maybe you are.
Hidden Knowledge +100 CP
People keep forgetting to tell you important things until it’s just about to be relevant.
What’s wrong with his face +100 CP
Your face has been messed up making you grotesquely ugly and near unrecognizable to everyone who knows you.
Awkward Affection +100 CP
You are really bad at expressing your affection with every attempt you make being extremely awkward and unpleasant for anyone who observes it.
Faulty Wires +100 CP
Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.
Unnecessarily Slow +100 CP
Everything that happens here seems to take forever and move at a snail's pace so I hope you're a patient person.
Almost Entirely dark +100 CP
Has the sun gone out or something? Everywhere you go seems so dark that you could mistake midday for early night.
Pixelated Objects +100 CP
This level shows pixelation that would shame a NES, as everything in this level is in blocks!
Elites Everywhere +100 CP
Every Group of opponents that you face will have at least 1 extra Elite member.
Recurring Foe +100 CP
You have an enemy who you have no way to convince to leave you alone and each time they face you they learn more about you and how better to face you.
Language Barrier +100 CP
You do not speak the local language and no one here knows what you're saying until you learn.

Friend List +100 CP

You will constantly find a number of random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

They took my loot! +100 CP

Any time you leave any treasure unguarded, expect thieves to show up and steal it.

Crop Rotation +100 CP

The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

In Another Castle +100 CP

You will forget this drawback and its past instances every time you start attempting a task or objective. 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 over again.

Prove your worth +100 CP

Every time you try to do anything it seems that everyone will want to to complete an arbitrary task that somehow proves your worthiness. This won't be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove you worth on something else.

Artificial Flashbacks +100 CP

At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however these events never took place.

Accident Prone +100 CP

You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

Scripted Encounters +100 CP

You'll run into whatever threat you're dealing with more often. You will not automatically become a priority target, but sheer proximity is likely to put you at risk.

The Glitch +100 CP

Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is taking aim on you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal, but will make things more dangerous.

Culture Shock +100 CP

This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback you'll constantly butt heads with cultural norms that are different than your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the long run.

Hideous Haircut +100 CP

You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Where did I go wrong +100 CP

You can’t tell the difference between confidence and arrogance.

Antagonistic Timing +100 CP

Your enemies keep showing up at inappropriate times.

This is a really good book +100 CP

Whenever you try to read a book you keep getting sucked into the narrative ignoring everything that happens around you.

Shy +100 CP

You find it incredibly difficult to talk with people you want to be friends with.

The Pollen +100 CP

You have hay fever and it’s really really bad. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

Silent Night +100 CP

Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

Orphan +100 CP

Your in-universe parents are dead and you are an orphan.

I Spy +100 CP

Your enemies can easily spy on you without being detected.

Easily deceived +100 CP

You are too trusting and are willing to believe almost anything you are told and become confused when you are told conflicting things.

Didn’t read the instructions +100 CP

You don’t know how anything works and will never have anything explained.

This means that using any type of equipment will require trial and error.

At least buy me dinner first +100 CP

Dangerous entities keep becoming romantically interested in you.

I must nap +100 CP

You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

Never mind my head trauma +100 CP

People don't care when you are injured.

Unknown Rival +100 CP

It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they’re not taking it well. They won’t do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there’s not much you can do to get rid of them; if you beat them at their challenges, they’ll simply double down, and 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.

Perfection +200 CP

You are now a perfectionist and will refuse to accept anything less than perfection.

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.

Lemming Friends +200 CP

All of your in universe allies gain an unfortunate lack of self preservation taking actions that are obviously stupid or will likely end very poorly for them.

Bigger Boss +200 CP

Any time you defeat an enemy their boss or superior will instantly find out that you have and how you did it.

Too soon +200 CP

Yes you did and every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Nightmares +200 CP

You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

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.

Your a Joke +200 CP

It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

Read people like a brick +200 CP

You can't read people, you can not understand people's emotions and often misconstrued what they mean causing you to be oblivious to the intentions of others.

Instruction Tape +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.

True to myself +200 CP

Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

An Accident +200 CP

You keep accidentally filling into compromising positions.

Stealthless +200

You are very bad at sneaking.

Discount Budget +200 CP

Anything you get your hands on is always the cheapest alternative option.

Looking for Help +200 CP

You have difficulty finding allies and will often find yourself alone without anyone to trust.

Betrayal +200 CP

You keep trusting people that you shouldn't and keep being betrayed.

Poor Underestimation +200 CP

You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

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.

Pig +200 CP

You are always hungry with no amount of food truly satisfying your appetite.

Fighting myself +200 CP

At least once per week you will have to fight a fake copy of yourself.

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.

Split-Personality +300 CP
It seems that you are not alone there. 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.
I've come to duel you! +300 CP
It seems that 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.
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.
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.
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 and you couldn't tell the difference.
You get one more +300 CP
If you do something annoying more than twice you will get punished how, why by who well that will be situational.
Today's Kind of a bad day +300 CP
During this Jump you will have one really bad day as someone really strong will show up, beat you up and kidnap someone you care about and no matter what you do you will definitely die at least once so let's hope you have a 1-UP.
The Ghosts of Murder's past +300 CP
Anyone you kill in this Jump will haunt you in a very annoying way possible.
Outside Problems +300 CP
You keep getting stuck in situations outside of the regular continuity such as monsters, demons and extra planetary problems.
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.
Prepare for evasive actions +300 CP
Any time you are in a form of transportation it will be attacked.

Everything Is Fine Now +300 CP
There are consequences for your actions and it seems that after each battle you are going to need to help clean up the mess.
Local Scale +300 CP/+600 CP
For +300 CP your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For +600 CP your level of growth will be capped at 90% of the scale of growth of the local protagonist.
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.
Lost or Found +400 CP
It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world shattering.
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.
Empty Handed +400 CP
For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.
Alone +400 CP
For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.
Powerless +400 CP
For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.
I am bound by my word +400 CP
You are bound by any promises you willingly make.
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 restraining them will buy you time but they'll find a way out.
Here comes the bad part +400
Whenever you get new information there will always be a bad part of it.

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.
That wasn't so difficult +400 CP
You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.
Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects, previously unknown gems will show up, canon events will not take place.
Deathbound +500 CP
For the duration of this Jump you will die at least once a year.
False Friends +500 CP
At least 12 times a year an imposter will appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.
PS1 Game +500 CP/+1000 CP
It seems that there is something wrong with this jump and instead of it being the anime 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 of the World with events forced to stick to a linear plot with optional time sensitive subplots; you will not gain a lives system 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.
Us humans are full of surprises +600 CP
It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, meta humans or otherwise superpowered people.
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.
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 which build up over time, these injuries heal at a "normal" human rate in spite of any healing abilities you might have.
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.
AU Continuity +1000 CP
You are not in the canonical story but an alternative universe randomly created from all the FanFictions and Fan Theories.
Random Setting +1000 CP

By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy