Out of Context: Dark Lord Supplement

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

By taking this Supplement you have chosen to be a prophesied dark lord and you will enter into that continuity as a Drop-In awaken exiting a spatial rift of hellfire that thunders with a call to your coming storm.

As a Dark Lord you can look visibly similar to a Human, unless you choose to take on a more monstrous form.

+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 types of Dark Lord ranging from the beasts of the past to the tyrants of the future. What type of dark lord are you?

Ancient Evil

You are a beast of a long forgotten age where mankind was barely more than an animal doing battle at your whims, where wars were won through flesh and steel.

Modern Calamity

You are a monster of the modern age, one who knows control is the key that wars are won not only through combat but through fear.

Futuristic Corruption

You are a darkness from beyond the stars, to you those of this world are primitives that you should conquer and subjugate for your empire.

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order 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:

Dominating Aura - Free
You are able to **Toggle** and project an aura of evil power that will cause those who touch it to feel a fear as deep as your power.

Black Is Slimming - Free
You can instantly change any clothing you wear to darker aligned colors including Black, Grey and Crimson Red. So long as you are in these colors you will look cool and slightly more intimidating.

Dark Arrival - Free (Cannot be taken with “Fall to Darkness”)
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to enter this Jump Setting though a spatial rift of hellfire 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.

Preceding Authority -100 CP
Everyone you meet will either know who you are or understand how powerful you are and then show you either the fear or respect your reputation deserves.

Devil’s Tongue -200 CP
You are confident and darkly charming with this Perk giving you knowledge in each situation of how to creatively word your intentions in order to charm, seduce, threaten, mislead and deceive others so that even those who oppose you may be tempted to follow your will and those who are the most righteous may be fooled into willingly falling into the grasp of your darkest desires.

Dark Master -400 CP
Using this Perk you can ping how evil someone is and if you target someone who’s alignment bends towards evil you can force them to serve you. Your evil target will obediently do as you command and so long as you are more powerful than them they will never willingly betray you.

Soul Bindings -600 CP
You can imbue an item with a fragment of your soul thereby making it a **Bound Item**. As long as the **Bound Item** is not destroyed you can't truly die and if you are killed you will be in a state of spectral undeath from which you should be able to return to life if you have the means to do so.

Dark Master Booster: Dark Bindings
You can now make multiple **Bound Items** and can imbue them with more power in order to make them each as durable as you are. This makes it so that they can not be damaged or destroyed by anything that would not be capable of damaging or destroying you at full power.

Dark Master Booster: Soul Beyond Form [Requires Forged Flesh, Enchanted Mind, Fallen Heart]
You can now take the form of your soul in a shielded spectral form and are able to create a new body at will either in the shape of your soul or as a new **Alt-Form** of your design. You are also able to attach fragments of your soul to any part of your body so that if separated from you it will have all the abilities of your **Bound Items**. By using the required Perks in tandem you will be able to sculpt a large enough **Bound Item** or multiple smaller **Bound Items** into a new body that you can control as a form of pseudo-self-duplication.

Ancient Evil Perk Tree:

Warrior -100 CP (Free for Ancient Evil)
With this Perk you may select a single weapon type from any continuity and master it with all the training and experience one would expect a martial grand master from its continuity who specializes in that weapon to have. This can be taken multiple times for **-50 CP** for each additional purchase.

Sculpted Flesh -200 CP (Discounted for Ancient Evil)
Your control over your physical appearance is like that of a master sculptor over clay as you can shift and alter your physical appearance through will alone allowing you to take on the most terrifying of forms or the most innocent of faces.

Primal Minions -400 CP (Discounted for Ancient Evil)
You are able to animate basic materials into mindless, soulless creatures who can understand and follow through on your orders with some being capable of using tools.
The type of Minions you get will depend on the materials used made from mud or stone would be durable and physically strong whereas Minions made from fire would be physically fragile and weak but able to absorb and project flames.

Dark Master Boost: Dark Minions
You can animate your energies and separated body parts in order to create custom minions who are able to act as extensions of your will and with them acting in each situation the way you would want at that time.

Forged Lord -600 CP (Discounted for Ancient Evil)
You are a master of all forms of mundane craftsmanship including forging, smithing, leather working and herbalist mixing. What's more you have access to a Spectral Forge that can take the form of any mundane crafting tool and copy the properties of any supernatural crafting tool such as a Lunar Forge, a Skyforge or a Magical Forgemaster's Hammer in order to summon a forge with the combined abilities of all of them.

Sculpted Flesh Booster: Forged Flesh
Any items you forge can be absorbed into your body allowing you to call them onto your body at will and be set to do so reactively so that armor you absorbed can be summoned to defend you body even from attacks you didn't see coming.

Soul Bindings Booster: Soul Lord
If any of your **Bound Items** is held by anyone other than you, the fragment of your soul within it will be able to influence the holder's soul. By interacting with their soul your **Bound Items** will warp their mind and perspective towards your will and towards serving you.
You can use **Forged Flesh** on any **Bound Items.**

Modern Calamity Perk Tree:

Mage -100 CP (Free for Modern Calamity)
With this Perk you may select a single Spell from any continuity and master it with all the training and experience one would expect a magical grand master from its continuity who specializes in that spell to have. This can be taken multiple times for **-50 CP** for each additional purchase.

Magical Mind -200 CP (Discounted for Modern Calamity)
From this Perk you will be able to shield your mind from intruders and forcefully delve into the thoughts and memories of others. The mental shield will also act as a form of memory organization and enhancement giving you a near photographic memory. To read the mind of others will be easy for the unprotected but may require time, effort and the application of pain on those with a powerful mind.

Permanent Mark -400 CP (Discounted for Modern Calamity)
Whenever someone becomes your subordinate they are marked with a logo that reflects you and the marks are slightly different depending on their position in relation to you. This logo can not be seen by anyone other than you or your subordinates unless they wish for it to be seen and you allow it. You and your subordinates can also use these marks for a form of instantaneous telepathic communication.

Dark Master Boost: Dark Mark
These marks are able to do more than simply communicate, they can now be used to channel power into or out of your subordinates, they allow you to possess anyone with the mark and summon them to you, they can also be used to remotely kill them.

Enchanted Effect -600 CP (Discounted for Modern Calamity)
Using this Perk you can imbue any object with a spell or magical ability without any cost. This magical enchantment can either be set to activate the enchantment or cast the spell when the item strikes a target or have it cast a constant effect.

Magical Mind Booster: Enchanted Mind
You can imprint any object with a copy of your mind that can either act as a separate or connected to you so that it will act as an extension of your mind that acts in parallel to you.

Soul Bindings Booster: Soul Effect
You can imbue any of your **Bound Items** with a copy of any of your Perks and powers so that anyone wielding that items will temporarily have access to those Perks or powers.
You can also use **Enchanted Effect** and **Enchanted Mind** on any **Bound Items.**

Futuristic Corruption Perk Tree:

Pilot -100 CP (Free for Futuristic Corruption)
With this Perk you may select a single vehicle from any continuity and master it with all the training and experience one would expect an expert pilot from its continuity who specializes in that vehicle to have. This can be taken multiple times for **-50 CP** for each additional purchase.

Metallic Heart -200 CP (Discounted for Futuristic Corruption)
If any part of your body is removed your soul will maintain your shape enabling you to survive for a short period of time without it. If you replace that part with an approximation of it such as a rock in the shape of a kidney then your soul will shape the replacement so that it is functional.

Obedient Empire -400 CP (Discounted for Futuristic Corruption)
Through this Perk your subordinates will be capable of structuring themselves in the most optimized way possible. All of your subordinates who are in any possession of authority understand what you would want in each situation and are completely loyal to you, with them making what they believe to be the best choices towards your goals.

Dark Master Boost: Dark Empire
Your subordinates are able to temporarily use a copy of any of your Perks that are relevant to their official duties, including Perks relating to law, management, crafting and finance. You are able to **Toggle** which Perks your subordinates can use and selectively grant specific subordinates specific Perks.

Fallen Mechanic -600 CP (Discounted for Futuristic Corruption)
This perk allows you to understand the operation of and subconsciously create a mental schematic for any mechanical device you perceive. Through these mental schematics you understand how to construct the devices and which available materials are usable for its construction knowing how to process the available materials for your use including processing ores, scrap metal and waste materials into usable components.

Metallic Heart Booster: Fallen Heart
You are now able to create a mental schematic for any organic or otherwise physical structure you perceive, allowing you to create fully functional artificial replacements for any body part or organ in order for it to replace the original part. You are then able to instinctively mix and match components from your various mental schematics in order to build new mental schematics for even more complex devices or organisms allowing you to create a fully functional body of techno organic chimeras.

Soul Bindings Booster: Soul Mechanic
Through this perk you can gain mental schematics for any form of non-physical structures such as the soul, magic or ki allowing you to create devices that integrate with those energies. You can also use **Fallen Mechanic** or **Fallen Heart** on any **Bound Items** in order for them to be used in construction from mental schematics.

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.

Dark Lords Attire - Free
This dark slightly armored clothing comes with a cape and is appropriate to your selected origin.

Dark Weapon - Free [Requires Warrior, Requires Forged Lord]
This shapeshifting weapon has the default appearance of your first selected warrior weapon and it can copy the shape of any singular component weapon that you own such as an ax, mace, sword, spear or hammer.

Dark Grimoire - Free [Requires Mage, Requires Enchanted Effects]
This magical spellbook has the complete instructions for every publicly available spell and enchantment from the continuity that your purchased spell comes from.

Dark Vehicle - Free [Requires Pilot, Requires Fallen Mechanic]
This shapeshifting vehicle has the default appearance of your first selected pilot vehicle and it can copy the shape of any type of vehicular transportation that you own such as a car, carriage, plane, boat or spaceship.

Drawbacks:

Fall to Darkness +200 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who was somehow imbued with the power of darkness.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

The Lord Of The Ring +200 CP
Sauron was the mightiest Maia of the Vala Aulë the Smith, and learned much from Aulë in the ways of smithing and handiwork, becoming a great craftsman, and "mighty in the lore of" Aulë's people. He was among the most powerful Maiar.
Sauron will come out of a spatial rift of hellfire, he will have all the abilities he did just before the battle of Morannon and he will have access to all the Perks on the **Ancient Evil** Perk Tree.

He Who Must Not Be Named +200 CP
Voldemort was originally a wizard who, in his quest for immortality and godliness, practiced many Dark Magic rituals that progressively corrupted his body into the form of a gaunt man with snakelike traits, such as slits instead of a nose and a very long neck.
Voldermort will come out of a spatial rift of hellfire, he will have all the abilities he did just before the battle of Hogwarts and he will have access to all the Perks on the **Modern Calamity** Perk Tree.

The Fallen Chosen One +200 CP
Darth Vader is the military commander of the entire Empire, and second in command after the Emperor Palpatine. **Darth Vader** is part cyborg, kept alive only by his intricate robotic suit, fully equipped with a breathing apparatus and electronic limbs.
Darth Vader will come out of a spatial rift of hellfire, he will have all the abilities he did just before the battle of Scarif and he will have access to both the force and all the Perks on the **Futuristic Corruption** Perk Tree.

Primal Force +300 CP (Exclusive to Ancient Evil)
You are now a physical embodiment of darkness and are no longer able to take Perks from the **Modern Calamity** Perk tree or the **Futuristic Corruption**.

Demonic Sorcerer +300 CP (Exclusive to Modern Calamity)
You have harnessed the magical energies of the demonic realm and are no longer able to take Perks from the **Ancient Evil** Perk tree or the **Futuristic Corruption**.

Hellish Mechanoid +300 CP (Exclusive to Futuristic Corruption)
You are a machine constructed to conquer and destroy and are no longer able to take Perks from the **Ancient Evil** Perk tree or the **Modern Calamity**.

Generic Drawbacks:

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be 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.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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