Out of Context: Batman Supplement

V1 By **Arkum**

This document can be used as a supplement in any Jump that would not otherwise have Batman within its continuity.
By taking this Supplement you have chosen to be a person who has no powers, but has become the peak of humanity and you will enter into that continuity as a Drop-In coming from nowhere, but amassing wealth and strength.

+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:

Traditional

Nothing wrong with the classic vibes. This one ensures a more typical experience as a caped crusader. A more basic style, but mastering basics makes for a scary opponent any day. A skillset more in line with mainline Batman and some popular takes of him.

Hooded

A more… radical take on the vigilante. More in line with Red Hood. While you might be more brutal with your methods, one might argue that your results justify the methods. You might not make many friends, but you might become an icon for the downtrodden more so than others.

Laughing

While I can understand the desire to choose this one, is it worth it? With this option, you have originated from the Dark Multiverse. Anything that could go wrong did go wrong. You'll get some interesting picks from this, that's for sure. This line may conflict with the whole "badass normal thing", but consider it empowered badass normal.

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:

Blessed Genetics - Free

A fairly simplistic perk. You've got good genetics, putting you in the "borderline superhuman" scale of things.

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.

The Mask -100 CP

You are more than capable of living a double life. You could appear as a high class buffon and have no one piece together that you're the one that makes their life hell.

Terror -200 CP

You can be a scary motherfucker when you want to. Even as a mere mortal, you can strike fear into the hearts of gods and even those above them. This will work better if you can back up your talk.

Caped Combatant -400 CP

Well, were you expecting something else? You're now one of the most skilled fighters in the world. Every useful martial art has been fused together into a mighty style that makes you at least able to surpass any person at pure technique.

VENGEANCE -600 CP

At the very, very core of every Batman and every half decent knockoff there is one thing. Pure. Utter, Human will. Come hell or high water, you will endure and you will triumph. You could be tortured by the most masterful sadist in the multiverse and you *will* put yourself back together and emerge from the ashes. You've also become an engine of hard work, being able to throw yourself into any practice and emerge the best at the skill with enough time.

Caped Combatant Booster: The Knight

Through will, you've surpassed what was considered possible. You are now by far the best martial artist in the verse, capable of contending with the strongest through sheer skill and wit. While this can bridge the gap between a "mere" mortal and some of the heavy hitters of the world, you might need some extra oomph to actually grab a victory from the very top.

Traditional:

Tool Master -100 CP (Free for Traditional)

Where would Batman be without his trusty tools? With this perk, you have expertise at using tools to their fullest capacity. Take a Baterang, for example. You could easily do trick shots that would make you a darling in the circus if you wished. To note, anything considered more than that example would not be improved by this perk. Throwing weapons and grappling hooks are fine, but a sword or baton would not.

Teacher of The Night -200 CP (Discounted for Traditional)

While his decision to raise children into crime fighting is one of his more controversial decisions, Batman has raised some of the most talented heroes of his time. You're no different. You could take a talentless street rat and turn them into one of the best combatants of the world. Almost as good as you. They won't surpass you if you chose, but they might take up talents on their own that you weren't expecting.

Tech Wiz -400 CP (Discounted for Traditional)

The gadgets that the Batfamily use for their crusade are all pretty cool to say the very least. You now have plenty of knowledge on how to build gadgets that boggle the mind with how useful they are. Vehicles, weapons, and armor are all possible and can be fine tuned to bring out the best of the best in someone. With time, you could make an armory that can deter the brightest.

Caped Crusader: Kryptonite Wiz

Beforehand, these gadgets were pretty simple in scale, but now they can be pretty scary. Power armors that can allow flight and abilities not unlike some armors beyond the modern times and

that's just starting off with. You could eventually make weapons that could slay gods with enough time and help.

Batman's Asset -600 CP (Discounted for Traditional)

Oh God. Behold, the thing that every sweaty nerd brings up in every vs battle concerning Batman. The holy prep time. Yes, you get it. Congrats. Given enough time, you can contend with just about everyone and everything. Granted, this isn't an "I win" button. It just improves your chances. Do note this does have a point when no amount of prep can grant you victory.

VENGEANCE: His True Superpower

Welp, consider it a few notches higher than before. The amount of time needed for you to prep is shortened. You could contend with Superman within a few months. Consider that I'm referring to *comic* Superman.

Teacher of The Night: Teacher Still The Student

Well now, this ain't fair at all. It seems your self improvement still has a way to go. A lot to go. Any field of study you could ever need is something you can throw yourself into and come out a genius unlike any other. Need to defeat Flash? Just educate yourself on ways to fuck up his friction.

Hooded Perk Tree:

Part of Him -100 CP (Free for Hooded)

Being a protege to anyone tends to mean that a bit of them wears off on you. It seems like your mentor has taught you well as you have an array of experience that makes you well rounded for any job. Don't think this will be anything particularly worthy of the perks found here, but this package is the next best thing.

Greatest Detective -200 CP (Discounted for Hooded)

For as much hype that Batman gets for being the World's Greatest Detective, he's lost that title at this point to one of his sidekicks. Just like Tim, you have a mind built for detective work and puzzle solving that leaves everyone else in the dirt. Soon enough, they'll be discussing the title and how it belongs rightly in your hands. .

Weapon Master -400 CP (Discounted for Hooded)

The Batfamily seems to have a habit of picking up weapons to differentiate themselves from Bruce. You're no different. From Grayson's polearm, to Jason's pistols, all the way to Damian's sword, you're a master of one weapon of your choice, Enough to keep up with the others in their chosen weapons.

Caped Crusader: Warrior

Well forget those guys. You're on a whole other level compared to them. You have a talent for a variety of weapons that makes the Robins look like amateurs in comparison. You're effectively a modern Lancelot.

Death In The Family -600 CP (Discounted for Hooded)

We all know Jason Todd, but we only started giving a damn about the runt after he got his shit rocked by Joker and came back a badass. It seems like his resurrection wasn't something allowed just to him. No matter how brutally and completely you've died, things will transpire to allow you another chance at life.

VENGENCE: Arkham Knight

Well now! Looks like you get a little extra from this metamorphosis. When you crawl out of your grave, you come back STRONGER. All parts of you are enhanced to the point that you can

tussle with those that you couldn't dream of beating before. You're also somehow more likable than before. Guess reimagining yourself gives you a bit of a charisma boost.

Greatest Detective Boost: Demonhead

Well, this is an interesting combination. Instead of being more based around the Robins, this perk makes you more in line with The Demon Head. That's right. Ra's Al Ghul. You're a criminal mastermind, capable of running an empire of assassins and cause change on a global scale. Maybe good change, maybe bad change. On top of this, you're a master of assassination and espionage unlike anything else in this doc.

Laughing Perk Tree:

Grim Knight-100 CP (Free for Laughing)

Surprisingly, The Grim Knight wasn't all he was cracked up to be. In fact, the only real talent he had that made him useful was his hacking. A skill you now have. When it comes to hijacking technology, it's as simple as one, two, three.

The Drowned -200 CP (Discounted for Laughing)

Sometimes, to defeat your enemy, you must become the enemy. Genetic modification is your forte, capable of welding different DNA into yourself and others, making them better. While this is relatively cheap, it isn't perfect and certainly not pretty. It'll get the job done, but not much else.

Murder Machine -400 CP (Discounted for Laughing)

Chromed the fuck up, huh? You've been augmented quite substantially, granting you firepower and internal weapons strong enough to take on a whole city and win along with durability. I'll give you a bone and say that you still feel compassion and empathy if you want.

Caped Crusader: Dawnbreaker

I cannot in good conscience give you the full capabilities of Dawnbreaker, but I'll still give you as much as I can. You've been empowered by a Lantern Ring, one of the most powerful weapons in the world. Energy constructs are your forte along with flight.

Merciless -600 CP (Discounted for Laughing)

Well shit. I don't know if this should even be an option given what this supplement is about. In either case, you've somehow gotten a taste of Ares's domain and godhood, allowing you to manifest weapons from divine armories of those you slay. Who can stop you when you can pull out blades that kill gods?

VENGEANCE : Red Death

You can't actually be serious. You're now a speedster on par with Barry Allen. You're now the fastest man alive capable of running circles around just about anyone you want. You're luckily not going to have to deal with the second personality.

The Drowned Booster: Devastator

Your ability with bodily modification has reached a whole new level. The biggest example of this is that you have the body of Doomsday. Yes, the one that killed Superman. The one who won't. Stay. Dead. Thankfully, you're NOT invincible. Just very, very, VERY, hard to kill.

Items:

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

The Outfit - Free

Every knight of the night has got to have a suit of some kind. Whether it be bat themed armor, a more urban outfit with a helmet, or something more akin to bondage. This item starts off with a

fair amount of protection. Enough to be immune to small to mid arms and cut resistant. It can, however, be modified and improved easily along with fusing with any armor you already have.

The Wealth - Free

This item is loosely defined due to the variety of means by which a caped crusader can gain wealth. Be it through business, bounty work, or even a criminal empire. Whichever case this gives you wealth, property, and influence that scales with your own strength. It's enough to comfortably support production of anything you need unless you are demanding something way, way, way, above your usual paygrade.

The Butler. - Free

Where would Batman be without his trusty Alfred? This servant of any gender, appearance, and personality is as perfect of a servant as you'll ever need. Capable of making food that always satisfies you, giving you guidance, or even being a decent support at your work there's almost nothing they can't do. They come with one special ability. While they will never be on the front lines, they can make for an impenetrable security system for any one property you place them in.

Companions:

The Sidekick Free

Another staple of the Batman wish fulfillment. What you have here is a child you found in some time of need. Now, it's your choice what to do with them. Be they partner in crime or boy wonder. Either way, they're loyal to a fault and are a perfect blank canvas for you to teach and influence

The Fries Free

Ah, such a lovely couple. Instead of the normal situation with these two, you've somehow cured Nora before Victor committed any crimes that would get him locked up for the rest of his life. As such, you've gained them as loyal companions. Nora has picked up a thing or two along with inexplicable ice powers. Victor is the brains and brawn while Nora gives support with her powers. Please be nice to them.

Harlequin Free

Hey now, trying to steal Joker's gimmick? You've gotten the loyalty of one Harleen Quinzel who's absolutely devoted to you due to you being a (allegedly) charming person. She's a well rounded henchman with an acrobatic fighting style. She's also an excellent therapist which means she can be your therapist or mess with your opponent's minds. You can throw her out of a window and she'd probably still be loyal to you.

Jester Free

Hoo boy. Somehow, someway, you've rehabilitated Joker. How did you do it? I don't know. Joker is a brilliant, if unhinged, chemist. He's also skilled enough in combat to keep Batman occupied. He's somehow even more ride or die than the above companions. He also comes with a grim sense of humor.

Drawbacks:

Not Drop In +100 CP

You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow "***has this power***".
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Enemy Power User +200 CP

Normally you would be the only one with the title of badass normal within this continuity, however with this drawback one person for each archetype will appear, one of each type but without perks who are each going to be a problem for you no matter what you do.

A Classical Batman +300 CP (Exclusive to Traditional)

You are a pure bread and butter Batman.
Because of this you are no longer able to take perks from the **Hooded** Perk tree or the **Laughing**.

A Radical Batman +300 CP (Exclusive to Hooded)

Through some means, you've alternated from the Batman formula to make something new
Because of this you are no longer able to take perks from the **Traditional** Perk tree or the **Laughing**.

A Gimmick Batman +300 CP (Exclusive to Laughing)

You're from the Dark Multiverse with none of the benefits
Because of this you are no longer able to take perks from the **Traditional** Perk tree or the **Hooded**.

Dark Knight's Metal +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 Owlman will appear.
For **+400 CP** both Owlman and a version of Redhood injected with Joker poison will appear.
For **+600 CP** the Owlman Redhood and fusion of multiple members of The Dark Knights will appear.
For **+1000 CP** the Owlman, Redhood**,** The Dark Knight's and a wanked, horrific version of TheBatman Who Laughs will appear.

Owlman will have access to all the perks on the **Traditional** Perk Tree.
Redhood will have access to all the perks on the **Hooded** Perk Tree.
The Dark Knight will have access to all the perks on the **Laughing** Perk Tree.
The Batman Who Laughs 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

NOTES:

For the Laughing tree, don’t expect to be able to solo Earth like the Dark Knights. You’re roughly on par with the character the Dark Knight is based on such as The Drowned being roughly Aquaman. You also don’t get any of the natural Dark Multiverse shenanigans. Please wank responsibly.

For Batman’s Asset, with enough time, you could probably solo everything else on the doc, even The Batman Who Laughs if he isn’t immediately gunning for you. Keywords being WITH ENOUGH TIME. It would take maybe a century to take on Batman Who Laughs and have equal chances if you only have the perk. This would be less time with more assets and abilities to your name.

If you couldn’t tell, I’m not a fan of the concept of Dark Knight’s Metal. If you like it, good on you. Just don’t like it personally.

I also don’t like the “MUH PREPTIME” argument for Batman, but it is a proper capstone for a traditional Batman.