Out of Context: Circle of Four Supplement

Version 1.0 By lordofevery1



This document can be used as a supplement in any Jump that would not otherwise have the **Circle of Four**, an event where four "heroes" prevented Hell coming to earth, within its continuity.

By taking this Supplement you have chosen to emulate a member of the **Circle of Four** and you will enter into that continuity as a Drop-In awakening from a portal to Hell.
As a member of the **Circle of Four** you are visibly similar to a Human, unless you choose not to be.

+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.

Origins

Several Heroes were involved in the events of the **Circle of Four**, which one will you emulate?

Artificial Mutant

You are an artificially created mutant, made by a secret offshoot of a defunct super soldier project, using DNA from the mutant Wolverine.

Red Hulk

You were a member of the military until some questionable decisions were brought to light. You were later infused with gamma radiation by M.O.D.O.K., most likely for nefarious purposes. (see notes)

Ghost Rider

You were a student of Johnny Blaze after your previous teacher, who helped you become a Ghost Rider, betrayed you.

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

Basic Training - Free
You have mastered all the skills required to be a basic military grunt.

Portal from Hell - 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 exiting a portal from Hell.

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.

Master Marksman -100 CP
You have become highly trained with all manner of ranged weapons.

Skilled Combatant -200 CP
You have become extremely proficient in incorporating your skills and abilities with any powers you acquire.

Hell-Mark -400 CP
You have received a Hell-Mark, symbolized as a flaming pentagram inside a circle, visible usually on the chest or forehead(placement determined at purchase) when active and otherwise invisible, representing your potential to become a Hell Lord. Hell-Marks grant a number of special abilities including passive protection from extreme heat, including supernatural sources, the ability to conjure demonic weapons and armor, summon exceptionally hot Hellfire that can inflict eternal soul-burning pain based on one's sins, summon minor demonic entities, and the ability to assume a demonic form for increased strength.

Sym-Soldier -600 CP
You have acquired an offshoot from the Symbiote known as Venom that has been fully chemically-lobotomized and made subservient to you, its host. While it is weak to fire and sound, it grants you superhuman strength, speed, stamina, durability, agility, and reflexes, a healing factor, a form of ESP similar to Spider Man's Spider-Sense, night vision, and using its shape shifting and camouflage capabilities, it can match the looks of any clothing or armor, go invisible, generate webbing, and even attack by turning itself into weapons.

Hell-Mark Booster: Agent of Hell
You have been raised to the status of a minor Hell Lord, granting you a small part of Hell for your own personal use, empowering your demonic abilities, and reforging your symbiote, stripping it of its weakness to fire and sound, and permanently fusing it to you.

Artificial Mutant Perks

Retractable Bone Claws -100 CP (Free for Artificial Mutant)
A minor mutation in your body causes you to grow a set of retractable bone claws(max three per limb, placement determined at purchase) as natural weapons.

Adamantium Coating -200 CP (Discounted for Artificial Mutant)
Your natural weapons are laced with Adamantium, an incredibly rare artificial metal alloy, known for being virtually indestructible.

Living Weapon -400 CP (Discounted for Artificial Mutant)
Nearly your entire life you have been trained in assassination techniques, leaving you a master of martial arts, stealth, acrobatics, and explosives.

Hell-Mark Boost: Infernal Weapon
The energy of your Hell-Mark is courses through you, enabling you and any of your natural weapons, to work against supernatural or intangible enemies.

Logan's Genes -600 CP (Discounted for Artificial Mutant)
Your main mutation, a form of accelerated cellular regeneration, gives you not only a strong regeneration factor that fights off drugs, poisons, and diseases and grants longevity, it also improves your baseline physical abilities, such as enhancing your senses, agility, reflexes, durability, and stamina.

Sym-Soldier Booster: Increased Mutation Chance
Your symbiote increases your chance for positive mutations, whether through training or from dangerous circumstances, by lowering the threshold required.

Adamantium Coating Booster: Organic Adamantium Skeleton
Instead of being laced with Adamantium, your body can secret it over any of your natural weapons, and, if trained, your entire skeleton, similar to one of Logan's sons from a different earth James Hudson Jr.

Red Hulk Perks

Military Tactician -100 CP (Free for Red Hulk)
During your time in the military you were trained heavily in tactics.

Rigidity -200 CP (Discounted for Red Hulk)
Through your rigid training you have learned to channel your emotions, enabling you to keep transformations from affecting your mind.

Energy Absorption & Discharge -400 CP (Discounted for Red Hulk)
You are able to absorb energy, such as radiation and cosmic power, to increase your own power, and can discharge the energy by touch.

Hell-Mark Boost: Energy Blasts
Instead of touch based you can absorb and discharge energy through energy blasts.

Gamma Transformation -600 CP (Discounted for Red Hulk)
Since your infusion of gamma radiation you have found you have the ability to “hulk out” transforming you into a large, red, brutelike form, granting you vastly increased strength and endurance, as well as a healing factor, and superhuman durability and speed.

Sym-Soldier Booster: Gamma Mutation
The genetic instability of your Symbiote has enabled you to mutate new forms and abilities for your **Gamma Transformation**, such as winged flight, talons and claws, energy manipulation, slimming down your form, increasing your intelligence, etc.

Rigidity Perk Booster: Flexibility
Since your “retirement” you have learned to slowly let go of your rage, and have found that you are now able to combine your transformations.

Ghost Rider Perks

Imaginative -100 CP (Free for Ghost Rider)
Your active imagination helps to improve your powers by thinking up new ways to use them.

Hellfire Infusion -200 CP (Discounted for Ghost Rider)
You can infuse your Hellfire into your weapons, clothing, armor, and vehicles, giving them unlimited energy/stamina/ammo, increased durability and toughness, a minor regeneration factor, and a demonic appearance, at the cost of your stamina or metaphysical energies(such as chakra, mana, etc.).

Smoldering Embers -400 CP (Discounted for Ghost Rider)
You will always keep a small amount of your powers, if they are ever lost, stolen, or somehow destroyed you can regain them by training them back up again.

Hell-Mark Boost: Searing Flames
Your Hell-Mark constantly burns anyone who tries to mess with or steal your powers or soul without your permission.

Spirit of Vengeance -600 CP (Discounted for Ghost Rider)
You now possess and are possessed by a Spirit of Vengeance(see notes for details), a being who obsesses over purifying sin and wreaking havoc on the guilty, giving you the supernatural ability to transform into a Ghost Rider. It grants you superhuman strength, stamina, durability and agility, and while transformed, sin and soul manipulation, hellfire manipulation, spirit absorption, size alteration, and through their powers, the ability to travel between realms without complications.

Sym-Soldier Booster: Spirit of Hope
Your symbiote amalgamates with your Spirit of Vengeance, through this it becomes a Spirit of Hope. The Spirit from now on takes a back seat, meaning you can transform whenever you want, gives you access to Light Magic, and also allows you to have an angelic instead of demonic base for any demonic abilities(transformations becoming angelic instead of demonic, summoning angelic creatures/beings instead of demons, Hellfire to Heavenfire - which purifies things instead of destroying them, etc.).

Hellfire Infusion Booster: Power Infusion
You have mastered infusing Hellfire into things, dramatically lowering its costs, and are now able to infuse other powers or energies into things, altering and improving them in new ways according to the ability used.

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.

Clothing - Free

Appropriate clothing from the power types origin.

Damaged Motorcycle - Free

Your Hell Cycle, the primary mode of transportation for Ghost Riders, was damaged when it came through the portal. When repaired it can move at incredible speeds, traverse vertical surfaces, cross water, and even achieve flight, constantly leaving a trail of flames from its blazing wheels when at high speeds, it even follows your commands even when you aren't present.

Drawbacks

Local “Hero” +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow attained a power similar to the heroes of the **Circle of Four**.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

The Convergence +200 CP
Some of the villains from the **Antitheses** group, specifically Encephalon, who has superhuman strength and durability as well as telepathy and telekinesis, Ichor, a paladin archetype with high speed flight and good cqc using his morphing, bladed arms, and X-666, a being whose abilities are similar to X-23(the **Artificial Mutant** perk tree), though her lack claws of claws is made up for with bladed pompoms, followed your journey through the portal, ending up in different locations. They will regroup and try to bring Hell to your planet.

Weapon X Clone +300 CP (Exclusive to Artificial Mutant)
Unfortunately, you are a poorly done clone of Wolverine, and the adamantium poisoning disables your ability to take perks from the **Red Hulk** or the **Ghost Rider** Perk Trees(but otherwise doesn't affect you).

One Below All's Jealousy +300 CP (Exclusive to Red Hulk)
You entered through the Green Door instead of through Hell, and while the One Below All won't be able to affect you from now on, it strips you of your ability to take perks from the **Artificial Mutant** or **Ghost Rider** Perk Trees.

Possessed Corpse +300 CP (Exclusive to Ghost Rider)
You are a corpse that a Spirit of Vengeance is possessing to keep you “alive”, because of this you are no longer able to take perks from the **Red Hulk** or the **Artificial Mutant** Perk Trees.

Demonic Incursion +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other *Marvel*ous heroes or villains defending or causing an infernal event within this continuity, however with each purchase of this drawback, a new portal from Hell will appear at some point during your Jump, somewhere on your planet depositing…
For **+200 CP** only **Lady Deathstrike** will appear.
For **+400 CP** both **Lady Deathstrike** and **Abomination** will appear.
For **+600 CP Lady Deathstrike**, **Abomination** and **Blackheart** will appear.
For **+1000 CP Lady Deathstrike**, **Abomination, Blackheart** and **Dark Carnage** will appear.

1. **Lady Deathstrike**, a cyborg obsessed with people infused with Adamantium, will have access to all the perks on the **Artificial Mutant** Perk Tree.

2. **Abomination**, a spy turned would-be conqueror after he was accidentally transformed into a hulking beast, will have access to all the perks on the **Red Hulk** Perk Tree.

3. **Blackheart**, the son of the demon-lord Mephisto who's obsessed with destroying Mephisto to take over his portion of Hell, will have access to all the perks on the **Ghost Rider** Perk Tree.

4. **Dark Carnage**, a psychopath who wants to kill a god so he may steal his powers, will have access to all the perks on this Jump Document.

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 honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Local Scale +300 CP/+600 CP
For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** 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 not gained in this Jump or Supplement 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 not gained in this Jump or Supplement will be 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

Notes

In regards to **Red Hulk -** You are protected from the One Below All's influence, at the cost of being unable to use the Green Door to revive.

Regarding the **Spirit of Vengeance/Hope** - while you will keep all the abilities, the Spirit will leave you after your time here is up, unless you both agree for it to come with you.

Weapon X Clone and **One Below All's Jealousy** drawback ideas by De4dm4nw4lkin

Made using the **Out of Context: Template Supplement** by u/DeverosSphere