Out of Context: Dungeon Core Supplement

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

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

+1000 CP

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

Origin:

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

Friendly Core

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

Economic Core

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

Demonic Core

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

Eldritch Core

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

Perks:

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:

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

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

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

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

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

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

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

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

Pocket Environment -100 CP
Your Dungeon is no longer limited by physical space and you can now store it in a Subspace allowing its internal volume to be far larger than its external space. The Subspace can grow through spending **DP** to create more Room's and Floor's in your Subspace Dungeon with each floor and room added allowing you to purchase slightly better traps and monsters.
By default the entrance to your **Dungeon Core Room** is in the very bottom of your Dungeon

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

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

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

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

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

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

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

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

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

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

Friendly Core Perk Tree:

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

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

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

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

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

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

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

Economic Core Perk Tree:

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

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

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

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

Economic Investment -600 CP (Discounted for Economic Core)
Your **Dungeon Management System** gains an **Investment** option which allows you to insert **DP** in order to passively improve your **Dungeon** and **Dungeon Monsters.** For every power of ten that your Investment has reached (i.e. 1,10,100,1000) your **Investment Grade** increases by 1. For each **Investment Grade** the **STAT's** of all of your **Dungeon Monsters** are doubled and the **DP** prices from your shop menu is decreased by a compounding **2.5%**. I.E. 1 DP = 2.5%, 10 DP = 4.8365%, 100 DP = 7.3140625%

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

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

Demonic Core Perk Tree:

Recruitment Graveyard -100 CP (Free for Demonic Core)
You can now create a Graveyard Zone which acts as a perfect for undead habitation any **Dungeon Monsters** who die in the dungeon are automatically sent to the **Graveyard Zone** and any Unnamed Monsters will have the **Toggleable** option to automatically be revived as two monsters in that Zone a Ghost and a Zombie.
Any **Named Dungeon Monsters** will give you the option of ordinary **Resurrection** or removing their name and reviving them as a Ghost and Zombie. Any visitors who die in a Graveyard Zone will give triple the **DP** that you would get for them dying in any other zone.

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

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

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

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

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

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

Eldritch Core Perk Tree:

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

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

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

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

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

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

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

Items:

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

Dungeon Core Room - Free

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

Companion:

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

Dungeon Core - Free (Mandatory with “DM”)

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

Drawbacks:

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

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

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

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

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

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

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

Generic Drawbacks:

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.

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 (or rather your core) 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