Out of Context: Haki Supplement

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This document can be used as a supplement in any Jump that would not otherwise have Haki or One Piece in its continuity.

By taking this Supplement you have chosen to be a user of Haki, a spiritual energy from One Piece that can be used for various purposes, and you will enter into that continuity as a Drop-In awakening crashing onto the planet out of a dimensional rift from the One Piece universe.

+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. The appearance of your form can be your choice, ranging from normal human to fishman to giant.

Origin:

There are three types of Haki each with their own unique utilizations. Armament Haki allows users to coat themselves and their weapons in spiritual energy to enhance their offensive and defensive capabilities. Observation Haki grants users the ability to sense presences and threats from far away and the rarest of all Conqueror's Haki allows only a select few to overpower the wills of others. Of these three, which do you prefer?

Warrior

Basically born for battle you prefer to be right in the thick of it, in the most dangerous and daring of battlefields. Regardless of who you align yourself with be they Marines, Pirates, Revolutionaries, or yourself what matters to you most is the driving force behind your lust for battle. Is it gold, the desire to become the ultimate symbol of wealth and prosperity? Or maybe you wish to make a name for yourself and go down in history as a legend? Maybe you're drawn by vengeance and seek to make those who hurt you pay for their crimes? Your reasons are your own.

Observer

You're not that much of a fighter, often preferring to plan and scheme your way to victory. Most of the time you leave the violence to your underlings/friends/allies, only getting involved in the most dire of situations. You're the one who detects the threats before they've even arrived and plans accordingly. And even though you're not a fighter woe betide anyone who believes that makes you an easy target.

Conqueror

You have only one goal in mind, one motivation that drives you: to conquer and rule over all. Regardless of whether this is achieved through violence or charisma, whether you'll be a just or cruel leader you seek to rule and lead others. Whether your aim is to be king/queen of a nation,

commander of a massive fleet, or leader of a powerful organization within you beats the heart of a conqueror.

Perks:

Haki - Free
You gain the ability to access and use Haki, a unique form of spiritual energy in the One Piece universe. Right now you have novice level skill in the usage of Haki, barely enough to actually use it. Right now your Haki reserves can only last a day before you need to rest, but with training that can change. You're currently limited to Armament and Observation Haki, although that can change with the right perks.

We Are!!! - Free
Even though it's a supplement and not an official jump it still wouldn't be One Piece without the amazing soundtrack, which you now have for yourself. These songs play to fit the situation you're in; whether it's silly and fun, serious and intense, or sad and somber. In addition you have your own personal theme song to play. No one will find this strange if you choose to let others listen. Can be toggled on or off.

Signature Moniker - Free
Straw Hat, Whitebeard, Fire Fist and more are all monikers used to signify someone's status as a legend to be respected and feared. You now have your own moniker that follows you to future jumps, ensuring that your legend will never die.

Unique Laugh - Free
Another important aspect of One Piece is the laugh, the personal signature of a character in One Piece. You now have your own unique laugh, one that if allowed can be heard no matter what. In thundering storms, in high-pitched battles, or even in the depths of the sea your laugh will be the last thing your enemies hear.

Personal 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 however you want, within reason of course. A pirate starting off on their adventure, or a marine recruit ready to fight for the World Government, or maybe you just want to be a simple bar owner the choice is yours.

Just Dropping In - Free (Requires 3 Out of Context Origin Perks)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Adventurous - 100 CP
Within you beats the heart of a true adventurer, one who'll brave the dangers of the open sea to seek out the world's secrets. From the skills to travel through the toughest terrain to the knowledge to survive in the harshest environments and will to endure the toughest hardship you can proudly say you have the heart of an adventurer.

Teacher/Student - 200 CP
Just because you're the one getting the ability doesn't mean it can't be taught to others. You now have the ability to teach others any physical skill/ability you've learned. Only limitation is skills that require the usage of supernatural energies like Chakra, Ki, or in this case Haki. Understand however that although you can teach it to everyone, not all of them will be capable. Some will be prodigies, some will be normal, and some will have very little/no aptitude.

Potential - 400 CP
You're not some run-of-the-mill newbie destined to be forgotten, you're someone with the potential to become a legend. Your skill, talent, and aptitude for growth is far greater than a majority of the world. You can accomplish in two years what most would require a decade to complete. What's more is you now gain a massive boost to your Haki reserves, enough to fight for a week before exhaustion and require less time to recover. **Capstone Booster**

Potential Booster: Awakened Potential
Just like yourself you can awaken someone's hidden potential when you train them. The longer you train them and the harder they work will cause their rate of growth to skyrocket, eventually reaching the same growth rate as you. This affects everyone you train, the only limiting factor being how much effort you and your student put into training.

Will Of D. - 600 CP
You are an heir to a legacy that spans the history of the world, a member of the clan of D. Called the natural enemies of the gods you possess luck that defies logic, allowing you to achieve the impossible and survive the most dangerous situations. In addition, your willpower renders you immune from mental control and manipulation.

Potential Booster: Dreams Never Die!!!
Don't you have a dream? A singular goal you'd go to the ends of the earth to achieve? If so, then how far would you go to see the dream come true? When you focus on achieving a particular goal you'll find it as if the world itself is aiding you. The harder you work for it the more the world helps you reach it. Only downside is that this dream you're working for can't be something small, it must be challenging and difficult to achieve at least.

Potential Booster: God Of Haki (Requires Monster, Sight Beyond Sight, King of Conquerors)
With this perk you no longer use Haki, you ARE Haki. You possess limitless spiritual energy, enabling you to use all forms of Haki without rest. In addition, you can weaken or outright prevent anyone in your presence from using Haki. In a clash of Haki any attempts to overpower yours will always fail. Most importantly your Haki is no longer limited to the physical realm as it can now affect everything. Use Armament Haki to harden the air, sense the very flow of time with Observation Haki, and/or alter reality by sheer willpower with Conqueror's Haki. Lastly, should you desire, you can introduce Haki to any jump you go to from here.

Warrior Perk Tree:

Brawler - 100 CP (Free for Warriors)
You're a natural at fighting, possessing natural talent and instincts to keep up with trained professionals. At the start you possess power and skill equaling Luffy at the start of his adventure. In addition, you have experience in one fighting style from the One Piece universe. Black Leg Style, Three-Sword Style, Fishman Karate, Six Powers, Hasshoken and many more are available for you to choose from. **Can be bought multiple times.**

Hardening - 200 CP (Discounted for Warriors)
By focusing you can coat your desired body part with a black shell of Armament Haki. This tremendously boosts your offense and defense, enabling you to deal far greater damage than before while also allowing you to tank stronger attacks. This hardening allows you to attack foes that are normally immune to physical attacks such as Logias.

Imbuing - 300 CP (Discounted for Warriors)
Another application of Armament Haki is the ability to imbue it into any object you're in contact with, granting them the same hardening you apply to yourself. Weapons imbued with Armament Haki gain a massive boost in offense and defense, allowing weapons to deal far greater damage and withstand blows that would normally destroy them. Clothing can become armor with enough Armament Haki imbued and any projectiles imbued with Haki will retain this Hardening even when no longer in contact with the user.

Potential Booster: Black Blade
Although not confirmed there's a belief that continually coating a weapon with Armament Haki will result in it turning black, becoming stronger and more durable than before. Now that idea applies to you as any weapon you possess, melee or otherwise, that you continually imbue in Armament Haki will eventually turn black increasing its durability and offensive capabilities multiple times. Only downside is the quality of the weapon determines the time necessary to achieve this black form. Simple blades will take barely any time whereas weapons on a Supreme Grade level could take years.

Emission - 400 CP (Discounted for Warriors)
A technique often found only in very skilled users of Armament Haki is the ability to let Haki flow outwards from their body to strike a target without having to come in contact with them. This is a very useful ability in case something prevents the user from being in contact with the target. Although it only has a short range the power behind it is not to be underestimated, allowing users to dish out far more damage than with Hardening alone.

Potential Booster: Internal Destruction
The more advanced version of Emission, known only to the most skilled users of Armament Haki, is called Internal Destruction. This technique allows you to flow Haki into a target in order to destroy them from the inside out, a perfect ability for targets with incredible durability.

Monster - 600 CP (Discounted for Warriors)
Your physical abilities far surpass that of normal people, to the point that defeating small armies of highly trained warriors is child's play to you. Your combat instincts have been honed to a razor sharp edge, allowing you to observe and adapt to an opponent's fighting style and counter it. Even your growth is abnormal, with simple training and exercise skyrocketing you into greater levels of power. Your current level is Luffy after 2 years of training.

Potential Booster: Force Of Nature
You must've been blessed by the god of war for that is the only explanation for your level of power. Even as a child you possessed strength to topple the strongest fighters, warriors of renown with decades of combat experience. And as you grew your strength grew with you ensuring that even time could not dull your strength. Even doing nothing will still see your power grow with time and actual training will allow you to achieve in months what others take years or decades to accomplish. In combat you'll find yourself evolving and growing the longer you fight, your attacks faster and stronger, your evasion quicker, and your defense stronger. Your current level is Kaido in his youth.

Hardening Booster: Power Hardening
An interesting aspect of Armament Haki is how it reacts to Devil Fruit powers. In addition to enhancing the power of the Devil Fruit they also allow them to keep their unique properties. As an example Monkey D. Luffy's Gear Fourth allows him to maintain his rubber-like body while still being hardened. This now applies to you and any power you possess, allowing you to greatly enhance them while allowing them to maintain whatever special properties they might possess. For example, you could use Haki with lighting powers to make a solid bolt of lighting you could use as a weapon while maintaining all the properties lighting has.

Observer Perk Tree:

Trickster - 100 CP
You're quite skilled in the art of deception, able to come up with convincing lies and tricks at the drop of a hat both in and out of combat. This also makes it easier for you to detect lies and tricks used against you.

Vegapunk Lite - 200 CP
You possess an incredible intellect surpassing most people you come across, able to learn and master countless subjects with blistering speeds. You could craft machines and wonders a hundred years more advanced than anything currently in existence. The only person who could be your superior is Vegapunk himself.

Sight Without Sight - 400 CP
Observation Haki grants the user extrasensory abilities, allowing them to sense things like the presence of people and objects, the strength of those people and objects, their emotions, and their intentions. Even the loss of one of your senses doesn't hamper your Haki, allowing it to easily

replace if not enhance them. This ensures that should you ever lose one of your senses, you can use your Observation Haki as a replacement.

Potential Booster: Sight Beyond Sight
Amongst users of Observation Haki there exists a rare few that are able to see a brief period into the future, allowing them to plan and react accordingly to situations as needed. One weakness is that it requires a calm and focused mind in order to use it properly. But that is no longer an issue for you as you can maintain such a state even in the midst of a high pitched battle.

Voice of All Things - 600 CP
It's been believed that all things in existence have a "voice", a form of messages conveyed by people, animals, and inanimate objects. This allows them to convey their thoughts and communicate without the need for physical methods like speaking or writing. A rare few have the ability to hear these "voices", and an even rarer few can hear the voices of all three. You are one of these rare few, able to hear and understand the voices of those near you.

Potential Booster: Voice of the Cosmos
Despite being called the "Voice of All Things" it only focuses on people, animals, and inanimate objects. Never do we get to hear the voices of the ocean, the earth, and the stars. Well that all changes as now you can hear the voice of everything. You can also communicate back to request aid and help. Ask the wind to cool you on a hot summer day or speed up your boat on the seas. As the earth for a safe path to walk or the trees for food. Be aware that they may not listen to your request.

Vegapunk Lite Booster: Vegapunk Plus
Whereas before Vegapunk was your better, now you are his. With his genius he could create technology 500 years more advanced than the setting had. You on the other hand could create technology 1000 years ahead of any setting you go to. What's more is that your intelligence is growing passively at a steady rate, roughly 5% increase per day, allowing you to achieve greater and greater things. This growth is further enhanced should you actively work towards it.

Conqueror Perk Tree:

King's Charisma - 100 CP
To be a king one must possess the charisma to match, to draw people with nothing more than their very presence. And you have that in spades as you are able to attract the attention of others and with a few words instill within them great awe and reverence for you. You could gain the trust of an entire nation in a matter of days and sway enemies to your side with some clever wordplay.

His True Power - 200 CP
According to Dracule Mihawk, Luffy's true power isn't his devil fruit, never say die attitude, or unnatural strength but the ability to turn those around him into allies and friends. This is now true for you as you are able to form bonds with others that in time will grow into strong friendships, ones that will weather any hardship. Only the most vile and merciless beings will be immune to this perk.

Hardened Will - 400 CP
Although rare, there exist beings who even without Conqueror's Haki possess incredible willpower, allowing them to resist if not outright ignore the effects of said Haki. You are now one of these people, possessing the willpower to endure intense pain, survive harsh conditions, and withstand extreme trauma.

Potential Booster: Defiant Will
It would seem that nothing short of death can stop you and even then I have some doubts. You are able to force yourself to stay alive by sheer willpower alone. You could be missing a limb, heavily poisoned, and bleeding from every hole in your body and yet still be ready to keep fighting. If you do however die then once per jump, or every 10 years, you can resurrect yourself through willpower alone.

King of Conquerors - 600 CP
Those who possess Conqueror's Haki are said to have the "qualities of a king", essentially the disposition to stand above all others. And right now nobody embodies that more than you as you possess immunity to any and all attempts to control you. Mind control, possession, manipulation, even fate has no hold on you as you bow to no one. Even things like fear and madness have no grip on your mind, allowing you to stare into the very void itself and not flinch.

Potential Booster: The Power of Will
Throughout history there have been countless stories of people performing superhuman feats through sheer effort of will alone. From enduring intense pain to incredible feats of strength to surviving in the harshest of conditions it's no surprise that with enough willpower you can accomplish anything. As such you can now use your very willpower to augment your abilities. Make your punches hit harder, increase your durability to withstand attacks, enhance your senses to detect enemies, and more are well within your capabilities. You can even use this to weaken the abilities of others, albeit requiring greater willpower than them to succeed.

His True Power Booster: Unbreakable Bonds
So great are the bonds between you and your friends that both you and they can draw from it to strengthen yourselves. When working together you and your friends will find that not only are your abilities stronger but they synergize well to create unique effects. The more friends you have working together the more powerful you all become. In times of crisis all of you can unleash a powerful team attack exponentially stronger than all of you combined.

Companions:
You can either use these options to import companions or bring canon characters with you.

Loyal Crew - 100 CP
You now have a loyal crew of 10 members ready to aid you on your journey. These members come with a variety of skills ranging from medicine to cooking to navigation and more. These crewmates

will form a powerful bond with both you and each other, ensuring that no matter what you'll always be able to rely upon each other.

CPJ - 200 CP
You are now the leader of your own clandestine order of spies and assassins, all loyal to you and ready to act at a moment's notice. From assassination, infiltration, reconnaissance, and protection they are skilled in all aspects necessary to complete their goal.

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

Swag of the Seven Seas - Free
You get a set of clothes straight from the One Piece universe. These clothes can be any design you want and are tailor made to fit you no matter what form you take. These clothes are protected from the effects of any abilities you have and will never require cleaning.

Log Pose - Free/100CP
An important tool in One Piece the Log Pose is a special compass that locks onto and records an island's magnetic field for navigation in the Grand Line. This tool will allow you to safely and easily navigate anywhere. **100CP** gives you the Eternal Pose variant that lets you lock on to one location permanently or until you reset it.

Ship - Free/200/400/600 CP
You are now the proud owner of your very own ship of your own design! Perfect to sail the open seas and explore the world. For free you get a simple sloop, **200CP** gives you a ship equal to the Going Merry, **400CP** gets you a ship capable of rivaling Marine Battleships, and **600CP** makes your ship equal to that of the Thousand Sunny, complete with all the amenities and gear.

Named Blade - Free/200/400/600 CP
You have gained possession of one of the many named blades in the One Piece universe. For free you get a simple Grade Sword, **200CP** gives you a Skillful Grade sword, **400CP** gets you a Great Grade Sword, and **600CP** gives you a Supreme Grade Sword, one of the best swords in One Piece history.

Custom Weapon - Free/200/400/600 CP
You are in possession of a personally designed weapon that only you can use. For free this weapon is on par with Nami's first Clima-Tact, **200CP** makes this weapon powerful enough to take on a small group of elite fighters, **400CP** lets your weapon become strong enough to threaten highly skilled warriors like Rear-Admirals, **600CP** make your weapon capable of contending with incredible powerful warriors like Admirals or Yonkos.

Devil Fruit - 200/400/600 CP
A staple of One Piece, Devil Fruits are strange fruits of varying sizes and shapes that when eaten grant incredible powers. They come in three versions: Paramecia which grants superhuman

abilities like the ability to talk to animals or stretch like rubber, Zoan that allows users to become animals and animal hybrids, and Logia that gives users the ability to control and become an element. **200CP** gives you a weak devil fruit, **400CP** gives you a moderately powerful devil fruit, **600CP** gives you an incredibly powerful devil fruit. See **Notes** for further details.

Drawbacks:

No Romance Dawn +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow learned Haki.
You will need to work out your Background with your Jump Chan.

Shinobi +300 CP [Exclusive to Warrior]
You're a ninja from the Elemental Nations, a stealthy warrior that harnesses the power of chakra to perform incredible feats and abilities. All items and perks purchased here are altered to fit your new role. As a result you can no longer take perks from the **Observer** and **Conqueror** Perk trees.

Spirit Detective +300 CP [Exclusive to Observer]
You are a Spirit Detective, a special agent tasked with maintaining balance between the mundane world and the supernatural world. All items and perks purchased here are altered to fit your new role. As a result you can no longer take perks from the **Warrior** and **Conqueror** Perk trees.

Cultivator +300 CP [Exclusive to Conqueror]
You are a cultivator, someone who through intense training, meditation, and comprehension, masters unique energies to unlock incredible powers. All items and perks purchased here are altered to fit your new role. As a result you can no longer take perks from the **Warrior** and **Observer** Perk trees.

Bounty Hunters +400 CP
A group of highly trained bounty hunters have been tasked with hunting you down and destroying you. Each one comes with all the free perks and items from this jump as well as all the perks from the **Warrior** perk tree.

Cipher Pol +400 CP
A group of assassins trained in secret by the World Government to undertake clandestine operations have been ordered to hunt down and kill you after you caught them during one of their missions. Each one comes with all the free perks and items from this jump as well as all the perks from the **Observer** perk tree.

Pirate Crew +400 CP
A rather infamous pirate crew has been making trouble across the seas and after an encounter with you have sworn vengeance against you. Each one comes with all the free perks and items from this jump as well as all the perks from the **Conqueror** perk tree.

Admiral +600 CP
An admiral has been tasked with your capture and/or death and will not rest until they achieve that goal. This Admiral has the **Potential** perk and all of the **Warrior** perks.

CP0 Agent +600 CP
A agent of the secretive Cipher Pol 0, a group of assassins and spies under the direct control of the World Nobles. This agent has the **Potential** perk and all of the **Observers** perks.

Yonko +600 CP
Somehow you've gained the enmity of a Yonko, one of the most powerful pirates in the New World. This Yonko has the **Potential** perk and all of the **Conquerors** perks.

Blackbeard +800 CP
Marshall D. Teach aka Blackbeard is an immensely powerful pirate known and feared throughout the land. His goal is to become King of the Pirates and as such believes you to be a threat to that goal. Blackbeard has access to all of the perks in this jump.

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 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.

Notes:

Here are some examples of Devil Fruits for each tier. All Devil Fruit weaknesses will be nullified at the end of this jump. All these fruit tiers are just examples, if you believe that a fruit should cost more or less than feel free to fanwank, just make sure to keep it reasonable. No creating overpower fruits and pricing them at 200CP.

200CP

Paramecia: Grass-Grass Fruit, Sleep-Sleep Fruit, Dance-Dance Fruit

Zoan: Dog-Dog Fruit Model: Puppy, Bird-Bird Fruit Model: Pigeon, Bug-Bug Fruit Model: Worm

Logia: Mud-Mud Fruit, Juice-Juice Fruit, Slime-Slime Fruit

400CP

Paramecia: Bomb-Bomb Fruit, Trap-Trap Fruit, More-More Fruit

Zoan: Dog-Dog Fruit Model: Wolf, Bug-Bug Fruit Model: Hercules Beetle, Lizard-Lizard Fruit Model: Crocodile

Logia: Sand-Sand Fruit, Snow-Snow Fruit, Steel-Steel Fruit

600CP

Paramecia: Tremor-Tremor Fruit, Love-Love Fruit, Paw-Paw Fruit

Zoan: Human-Human Fruit Model: Buddha, Lizard-Lizard Fruit Model: Dragon, Bird-Bird Fruit Model: Phoenix

Logia: Sun-Sun Fruit, Earth-Earth Fruit, Light-Light Fruit